Adventures Dark and Deep™

Players Manual
By Joseph Bloch

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Being an essential and authoritative collection of rules necessary to play the game.

Authored by Joseph Bloch

Based on and inspired by the original work of E. Gary Gygax, David Arneson, David "Zeb" Cook, Monte Cook, Jeff Grubb, Robert Kuntz, Kim Mohan, Dave Newton, Douglas Niles, Jon Pickens, Jonathan Tweet, James Ward, Skip Williams, and Steve Winter.

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With the kindest assistance of...

...a multitude of volunteer playtesters, proofreaders, and editors who helped polish the early drafts of this manuscript into the version you see today.

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Dedicated to E. Gary Gygax, who gave us the game

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Foreword

"What if?"

Some of the most intriguing works of fiction have stemmed from those two simple words. What if Hitler had won World War 2? What if the Roman Empire had never fallen? What if John F. Kennedy had never been assassinated?

This work represents just such a "what if" scenario, if perhaps one with less weighty historical consequences. What if Gary Gygax had not left TSR in 1985, and had been allowed to continue developing the world's most famous fantasy role-playing game?

We will, unfortunately, never know the answer to that question, because he did leave TSR in that year, and others took over the job of designing the second (and subsequent) versions of the game. After that unfortunate episode, he was understandably reluctant to give any advice on how he would have carried the game forward.

However, he did leave behind hints as to the direction he would have taken the game. New character classes. Streamlined combat. New spells and magic items. Consolidated and re-worked monsters. We don't have many specifics, but we do have a fair number of "big picture" ideas. All of these have been taken as inspiration for the present work.

Bear in mind that the author has no special insight into Gygax's mind on this subject other than what he himself wrote publically, and certainly this work should not be taken as having any sort of official stamp, either from his estate or the corporations that have taken the game in new directions. All that has been done is to collect the hints he did leave, use them as inspiration, and take off in a wholly different direction than that which happened "officially."

ADVENTURES DARK AND DEEP™ is not a "retro-clone." It does not set out to recreate a particular set of rules from decades past, as do some other games (not that there's anything amiss in doing so!). Rather, it is a new creation, unique unto itself, and does not attempt to recreate any set of rules that has gone before.

What the game master should always bear in mind is that he is, in fact as well as name, the master of the game. There are a lot of rules in ADVENTURES DARK AND DEEP™, but this should in no way be taken to mean that it is an absolutist game system. There are going to be a vast number of situations on which the game is simply silent. That is why the game has a game master; it is his skills that are required to fill those gaps with flashes of brilliant improvisation.

Even more so, where there rules that exist, but don't seem to quite cover the specific situation that has arisen in the game, the game master should always remember that he is free to toss them out, if temporarily, and come up with something that fits the situation better "on the fly." The game must first and foremost be fun, and it's not fun if play stops every three minutes while some obscure rule or other gets looked up. The game master must always feel empowered to simply tell his players to "roll a d20" and make a flash ruling.

Make it fun.

Introduction

ADVENTURES DARK AND DEEP™ is a fantasy role-playing game. One player, the game master, designs the world in which the other players find themselves. The players set forth to explore the world and its locales, encountering its various creatures and other inhabitants, engaging in acts of derring-do and hopefully coming away with rich treasures and tales to astound the folks back at the tavern. Eventually they can work their way up to becoming Lords and Ladies themselves, ruling their own lands and setting the stage for the next generation of adventurers.

Abbreviations and Terms

Here are some terms that are used throughout this book that a beginner to the game might not be familiar with.

A.C. An abbreviation for armor class. Armor Class is a number (ranging from 10 for someone who is totally unprotected to 0 or even into negative numbers for someone in magical armor) that is used to determine how hard it is to damage that person in combat or other situations. Lower is better.

C.P. An abbreviation for copper piece, a unit of coinage; 200 c.p. equal one gold piece.

d2. A two-sided die. This could be done by flipping a coin, rolling a d4 and dividing by 2, etc.

d4. A four-sided die (often shaped like a pyramid). 2d4 would mean to roll two four-sided dice and add the results together, 4d4 would mean to roll four four-sided dice, etc.

d3: A three-sided die (usually a six-sided die, whose result is divided in two and rounded up)

d6. A six-sided die.

d8: An eight-sided die.

d10: A ten-sided die.

d12: A twelve-sided die.

d20: A twenty-sided die.

d100: (also called d%): Percentile dice. Usually, this is done by rolling two dice, one for the "tens" and one for the "ones" and reading the result. However, some manufacturers actually make true hundred-sided dice.

E.P. An abbreviation for electrum piece, a unit of coinage; 2 e.p. equal one gold piece.

GM: An abbreviation for game master. The game master creates the campaign world, controls the actions of all the characters and monsters in it other than the player characters, and adjudicates the results of the players' actions.

G.P. An abbreviation for gold piece, the standard monetary unit used in the game.

H.P. An abbreviation for hit points; the amount of damage a character can sustain in battle before going unconscious or dying.

NPC: Non-player character. A character in the game that is controlled by the game master, rather than one of the players.

PC: Player character. A character in the game controlled by one of the players, rather than the game master.

P.P. An abbreviation for platinum piece, a unit of coinage equal to 5 gold pieces.

Round: Also known as a "melee round." A unit of time used in combat. One minute, and used interchangeably with 1 minute. There are 10 segments in a round, and 10 rounds in a turn.

Segment: A unit of time used in combat, equal to 6 seconds. There are 10 segments in a round.

S.P. An abbreviation for silver piece, a unit of coinage; 20 s.p. equal one gold piece.

Turn: A unit of time used in combat, equal to 10 minutes. There are 10 rounds in a turn.

X.P. An abbreviation for experience points. Characters earn experience points by gaining treasure and killing (or overcoming) foes. The more x.p. a character has, the higher level he can be, thus gaining more abilities, hit points, etc.

Using the Dice

ADVENTURES DARK AND DEEP™ uses polyhedral dice; these are dice in a number of different shapes, each with a different number of sides, which can be purchased at any store that stocks role-playing game supplies, or online.

They come in some standard sizes which are used in the game; four-sided die (abbreviated "d4"), six-sided die ("d6"), eight-sided die ("d8"), ten-sided die ("d10", often the 10 is shown as a 0 on the die itself), twelve-sided die ("d12"), twenty-sided die ("d20"), and percentile dice (abbreviated either "d%" or "d%"). This last is actually a pair of ten-sided dice, one of which counts tens, and the other counts ones. When used together, you get a range from 1 to 100.

In the game, you will often see a notation in the rules that you are to roll a particular type of die, multiply it, add a number to it, etc. This is generally done as a simple notation. For example, 3d6 means to roll three six-sided dice and add the result together. 2d8+1 means to roll two eight-sided dice, add the results, and then add one. 5d4x10 means to roll five four-sided dice, add them together, and multiply by ten. It sounds harder than it is in play.

Remember, however, that this dice notation doesn't follow the normal rules of mathematical equations. You should do everything in order, rather than doing multiplication first. Thus, 2d4+2x10 means you should roll two four-sided dice, add two to the result, and then multiply the whole thing by ten.

Sometimes the notation of plus or minus to a roll will be somewhat confusing. Wherever possible the words "bonus" and "penalty" have been used. A bonus is always applied in the favor of the person or creature making the roll, while a penalty is always applied against the person making the roll. This is particularly evident when it comes to armor class, where a lower number is better. Often you will see a +2 "penalty" being applied. This in fact means the armor class of the creature is 2 steps "worse" than it would otherwise be. If there is confusion, the words "penalty" and "bonus" should take precedence over the use of plus or minus.
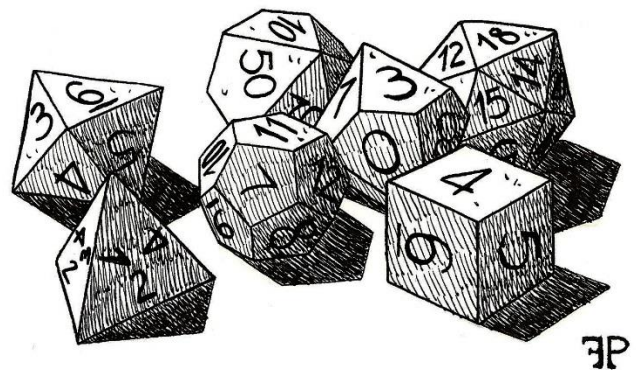
Creating Characters

Each player in the game has one or more "player characters" (PCs). These are differentiated from "non-player characters" (NPCs), which are created and controlled by the game master. The game essentially consists of the interactions between the player characters and their environment; the NPCs, monsters, natural and artificial features of the landscape, etc.

Creating a character requires several steps to complete. While it may seem overwhelming at first, it's really quite easy once you get the hang of it.

Step 1: Determine your character's ability scores. These six attributes (strength, intelligence, wisdom, constitution, dexterity, and charisma) will determine the basics of what your character can do, and are determined by rolling dice. The higher your scores, the more options your character will have. Low scores in some attributes will limit your choice of race and/or class. But never think that anything less than stellar scores will do; your character will be much more defined by the choices you make during play than by his ability scores.

Step 2: Choose a race. You may choose for your character to be human, or you may select from a number of non-human races such as dwarves and elves. Your choice of race will have an impact on what classes you will be allowed to choose from; for instance, dwarves cannot be mages. Most non-human races have special abilities, but they are limited in how high in level their characters can go.

Step 3: Choose a class (or two). Your character's class is his profession; you can be a warrior, magician, priest, thief, or something else. If you have chosen a non-human character, you may want to consider choosing more than one class (called "multi-classing"). You'll advance slower as the game progresses, but you'll have more abilities.

Step 4: Determine your character's starting money and buy equipment. The amount of money your character begins his adventuring career with is determined by a roll of the dice. Once you have the amount, you can spend it on various different things like weapons, armor, horses, etc. Be sure to leave some so you can buy things once the game has begun!

Step 5: Add finishing touches. You'll want to name your character, and determining things like age, hair and eye color, height, etc. all give you a chance to give him polish and panache. You'll want to declare what sort of weapons your character is trained to use (he can usually use others, just not as well). If you're a mage or one of its sub-classes, be sure to figure out what's in your character's spell book, so you have some spells to cast. You can determine his social class, how many brothers and sisters he has, etc.

Abilities

Each character has six abilities; strength, intelligence, wisdom, dexterity, constitution, and charisma. For "normal" human beings, these abilities are given a score from 3 to 18, with an average person having around a 10 or 11 in any given attribute. In extraordinary circumstances, a character could have an ability score of 19 or more (if, for example, he was affected by magic of some kind), or be brought to a 1 or a 2 (if cursed, etc.).

Certain races will give modifications to different attributes; elves, for example, are naturally more graceful and lithe than other races, and thus most elves gain a bonus of 1 to their dexterity score. Also, as characters age, their ability scores will change appropriately.

The exact method of determining ability scores is left up to the individual game master to determine, and players should ask their respective game masters which method they should use when creating a character. There are innumerable ways to do it, but three of the most popular are:

Method 1: Each player rolls 3d6 six times, keeping each score in the order in which it was rolled. This method will sometimes lead to characters with significantly low scores in some attributes, and will limit the choice of class and sometimes race.

Method 2: Each player rolls 4d6 six times, discarding the low die in each roll. The player then arranges these six scores according to his desires. This method will only rarely result in characters with very low scores, and allows each player to select which abilities will have the highest scores, allowing him a much broader choice of race and class selections.

Method 3: Each player rolls 2d6+6 six times, keeping them in the order they were rolled. This method will ensure that characters don't have very low scores, and will tend to have above-average ability scores.

Note that in the tables that follow, information is given for an ability score of 25 in most cases. Even though normal humans and demihumans cannot achieve such scores, they are included as a referent for non-human creatures such as giants, as well as to give guidance in those instances where ability scores are affected by magical or other means.

Ability Checks

Often, a character will wish to do something that is not explicitly covered in the rules. The game master is free in those circumstances to simply have the character make a check against the relevant ability score (or the least of several, as applicable) by rolling 3d6. If the roll is less than the relevant ability score, the attempt is successful. The game master may, of course, impose any penalties or bonuses he decides are warranted by the situation.

If one character's ability check is being "opposed" by some other character (for instance, if two characters are both struggling to grab a magic wand away from each other), then keep making ability checks until one of them fails. The character who doesn't fail, wins.

Strength

Strength (STR) is a measure of the physical prowess of the character. The higher his strength, the more he can lift and carry, the harder his blows land in combat, and the more likely he is to beat through an enemy's defenses to land a blow in the first place. It is most important for fighters and their sub-classes. In fact, fighters and their sub-classes (but not cavaliers and paladins), due to

their emphasis on the strength attribute, get a bonus if they have a STR of 18. This is called "exceptional strength."

In such cases, the character rolls percentile dice and adds the result after their strength score. EXAMPLE: A thief might have a strength of 18, but if that same character were a fighter, he might have a strength of 18/67 (where the 67 is the number rolled on the percentile dice when the character was being created).

"Normal" in the notes below refers to the maximums that can be achieved without the aid of magic. Certain magic items, *wishes*, etc., can increase strength beyond these maximums. The maximums below refer solely to what can be attained normally, through the rolls of the dice when the character is created.

TABLE 1: STRENGTH ABILITY SCORES

Strength Score	"To Hit" Modifier	Damage Modifier	Weight Allowance	Open Stuck Doors	Open Locked Doors	Bend Bars / Lift Gates
1	-5	-2	-55 lbs.	-	-	-
2	-4	-2	-45 lbs.	-	-	-
3	-3	-1	-35 lbs.	1/6	-	-
4	-2	-1	-25 lbs.	1/6	-	-
5	-2	-1	-25 lbs.	1/6	-	-
6	-1	-	-15 lbs.	1/6	-	-
7	-1	-	-15 lbs.	1/6	-	-
8	-	-	-	2/6	-	1%
9	-	-	-	2/6	-	1%
10	-	-	-	2/6	-	2%
11	-	-	-	2/6	-	2%
12	-	-	+10 lbs.	2/6	-	4%
13	-	-	+10 lbs.	2/6	-	4%
14	-	-	+20 lbs.	2/6	-	7%
15	-	-	+20 lbs.	2/6	-	7%
16	-	+1	+35 lbs.	3/6	-	10%
17	+1	+1	+50 lbs.	3/6	-	13%
18	+1	+2	+75 lbs.	3/6	-	16%
18/01-50	+1	+3	+100 lbs.	3/6	-	20%
18/51-75	+2	+3	+125 lbs.	4/6	-	25%
18/76-90	+2	+4	+150 lbs.	4/6	-	30%
18/91-99	+2	+5	+200 lbs.	4/6	1/6	35%
18/00	+3	+6	+300 lbs.	5/6	2/6	40%
19	+3	+7	+450 lbs.	7/8	3/6	50%
20	+3	+8	+500 lbs.	7/8	3/6	60%
21	+4	+9	+600 lbs.	9/10	4/6	70%
22	+4	+10	+750 lbs.	9/10	4/6	80%
23	+5	+11	+900 lbs.	11/12	5/6	90%
24	+6	+12	+1,200 lbs.	11/12	7/8	100%
25	+7	+14	+1,500 lbs.	23/24	9/10	100%

"To Hit" modifier is the number that is added to a character's "to hit" roll in melee combat. It is *not* applied to attacks from missile weapons such as bows or thrown axes. If the character opts to parry rather than attack while engaged in melee combat (see rules on melee combat on p. 97), this number is subtracted from the opponent's "to hit" rolls.

Damage modifier is the number that is added to a character's damage roll in melee combat. It is *not* applied to attacks from missile weapons such as thrown daggers or bows.

Weight allowance is the additional amount of weight that can be carried (in pounds) before a character moves at the next lowest speed (see Movement, p. 85).

Open stuck doors is the chance that a character will be able to open a stuck or otherwise very heavy door. Such an effort may be attempted once every minute, but is a very noisy affair.

Open locked doors is the chance that a character will be able to open a door that is locked, barred, or magically *held* closed. This is done by attempting to bash it down; only one attempt per door may ever be made. This too is a very noisy operation to attempt, and results in the ruination of the door itself.

Bend bars / lift gates is the chance that a character is able to either bend soft iron bars or lift a gate or portcullis blocking a passage. Only a single attempt at either may be made on any given set of bars, although if a lift gates attempt fails, the character may still attempt to bend bars (and *vice versa*).

Intelligence

Intelligence (INT) is a measure of the intellectual prowess, memory, learning ability, and problem-solving skills of the character. With higher intelligence, he can learn more languages, learn magical spells more easily, and learn and memorize magical spells of the most difficult sort. Intelligence roughly corresponds to IQ (each point of intelligence equally 10 IQ points), but it is not required that you as a player must limit the application of your own intellect in the game just because your character has a low intelligence score. It is most important for mages and their sub-classes. Under no circumstances should the game master give hints or answers to puzzles encountered during play just because a character has a high intelligence score; in such cases the player must rely on his own intellect.

TABLE 2: INTELLIGENCE ABILITY SCORES

Intelligence Score	Maximum Additional Languages	Immune to Illusion/ Phantasm Spells	Maximum Mage Spell Level
1	-	-	n/a
2	-	-	n/a
3	-	-	n/a
4	-	-	n/a
5	-	-	n/a
6	-	-	n/a
7	-	-	n/a
8	1	-	n/a
9	1	-	4th
10	2	-	5th
11	2	-	5th
12	3	-	6th
13	3	-	6th
14	4	-	7th
15	4	-	7th
16	5	-	8th
17	6	-	8th
18	7	-	9th
19	-	1st level	9th
20	-	2nd level	9th
21	-	3rd level	9th
22	-	4th level	9th
23	-	5th level	9th
24	-	6th level	9th
25	-	7th level	9th

Max. additional languages is the number of languages beyond the Common tongue that the character can learn. Beginning characters will not necessarily start the game knowing the maximum number of languages; the game master should let the players know which languages are and are not appropriate for starting characters. Note that non-human characters who start with additional languages may not be able to take as many languages as indicated here; notes on the various races take precedence over this table.

Immune to Illusion/phantasm spells is an indicator that creatures with superhuman intelligence will in no cases be fooled by illusions of certain levels, no matter the level of the person casting them. These immunities are cumulative; i.e., a character with an intelligence score of 21 is immune to illusion spells of 1st, 2nd, and 3rd level. It also applies to magical items and innate powers of creatures with effects similar to illusion/phantasm type spells, as well as scrolls.

Maximum mage spell level is the highest-level spell that a mage, illusionist, or savant character with the indicated intelligence can cast. For instance, a character with an intelligence of 15 could not cast any magic spell higher than 7th level. It applies to other character classes, such as rangers, that are able to cast spells at higher level, and to all sub-classes of mage.

Wisdom

Wisdom (WIS) is a measure of the willpower, judgment, intuition, and awareness of the character. The higher the wisdom, the more difficult it is to overcome his will through magical means, and clerics with a high wisdom are able to cast more spells than those with average scores. Wisdom is most important for clerics and their sub-classes.

TABLE 3: WISDOM ABILITY SCORES

Wisdom Score	Mag. Attack Adjust.	Cleric Spell Bonus	Cleric Spell Failure	Immune to Enchantment/ Charm spells
1	-5	-	-	-
2	-4	-	-	-
3	-3	-	-	-
4	-2	-	-	-
5	-1	-	-	-
6	-1	-	-	-
7	-1	-	-	-
8	-	-	-	-
9	-	-	20%	-
10	-	-	15%	-
11	-	-	10%	-
12	-	-	5%	-
13	-	1st level	0%	-
14	-	1st level	0%	-
15	+1	2nd level	0%	-
16	+2	2nd level	0%	-
17	+3	3rd level	0%	-
18	+4	4th level	0%	-
19	+4	1st, 4th level	0%	1st level
20	+4	2nd, 4th level	0%	2nd level
21	+4	3rd, 5th level	0%	3rd level
22	+4	4th, 5th level	0%	4th level
23	+4	Two 5th level	0%	5th level
24	+4	Two 6th level	0%	6th level
25	+4	6th, 7th level	0%	7th level

Magical attack adjustment is an adjustment made to the saving throw of the character in question (if applicable) when faced with magical attacks involving his willpower; this includes such things as *illusions*, *charming*, *hypnosis*, *beguiling*, etc.

Cleric spell bonus is the number of extra spells a cleric (or a member of a sub-class of clerics) with the indicated wisdom score will be able to memorize at a time, and they are cumulative. Note that the bonus spells can never be used to

allow a cleric to memorize spells for which he is not yet high enough level. EXAMPLE: A second-level cleric with a wisdom score of 17 could still not cast a third-level spell, even though he would receive bonus spells of 2x1st and 1x2nd level.

Cleric spell failure is the percentage chance that any clerical, druidical, or mystic spell, no matter what level, will fail when cast by someone with the indicated wisdom score. This does not apply to scrolls or magical items. Failed spells are lost, and must be re-memorized.

Immune to enchantment/charm spells is an indicator that creatures with superhuman intelligence will in no cases be swayed by charms of certain levels, no matter the level of the person casting them. These immunities are cumulative; i.e., a character with a wisdom score of 21 is immune to charm spells of 1st, 2nd, and 3rd level. It also applies to magical items and innate powers of creatures with effects similar to enchantment/charm type spells, as well as scrolls.

Dexterity

Dexterity (DEX) is a measure of manual dexterity, balance, agility, reflexes, and nimbleness. The higher the dexterity, the more easily the character can evade the attack of an enemy, the more accurate he will be when firing missile weapons such as bows and thrown knives, and the quicker he will be able to recover from surprise and attack. Dexterity is most important to thieves and their sub-classes.

TABLE 4: DEXTERITY ABILITY SCORES

Dexterity Score	Initiative Adjustment	Missile "To Hit" Adjustment	Armor Class Adjustment
1	+5	-5	+6
2	+4	-4	+5
3	+3	-3	+4
4	+2	-2	+3
5	+1	-1	+2
6	-	-	+1
7	-	-	-
8	-	-	-
9	-	-	-
10	-	-	-
11	-	-	-
12	-	-	-
13	-	-	-
14	-	-	-
15	-	-	-1
16	-1	+1	-2
17	-2	+2	-3
18	-3	+3	-4
19	-3	+3	-4
20	-3	+3	-4
21	-4	+4	-5
22	-4	+4	-5
23	-4	+4	-5
24	-5	+5	-6
25	-5	+5	-6

Initiative adjustment is a bonus (or penalty) that is applied when determining both surprise and initiative (see Combat, p. 87).

Missile "to hit" adjustment is the number the character adds to his "to hit" roll when attacking with a hand-held missile weapon such as a bow, sling, thrown dagger, etc.

Armor class adjustment is the number the character adds to his armor class when in melee combat with someone attacking from the front (see Combat, p. 87).

Constitution

Constitution (CON) is a measure of physical health, the immune system, and vitality in general. The higher the constitution, the more damage the character will be able to take in combat, the more resistant he will be to disease, and the easier his body will be able to absorb the effects of tremendous physical trauma.

TABLE 5: CONSTITUTION ABILITY SCORES

Constitution Score	Hit Point Adjustment per Hit Die	Re-Roll Hit Dice	System Shock Survival	Resurrection Survival
1	-4	5,6,7,8,9,10	25%	30%
2	-3	6,7,8,9,10	30%	35%
3	-2	-	35%	40%
4	-1	-	40%	45%
5	-1	-	45%	50%
6	-1	-	50%	55%
7	-	-	55%	60%
8	-	-	60%	65%
9	-	-	65%	70%
10	-	-	70%	75%
11	-	-	75%	80%
12	-	-	80%	85%
13	-	-	85%	90%
14	-	-	88%	92%
15	+1	-	91%	94%
16	+2	-	95%	96%
17	+2 (+3)	-	97%	98%
18	+2 (+4)	-	99%	100%
19	+2 (+5)	1	99%	100%
20	+2 (+5)	1	99%	100%
21	+2 (+6)	1,2	99%	100%
22	+2 (+6)	1,2	99%	100%
23	+2 (+6)	1,2,3	99%	100%
24	+2 (+7)	1,2,3	99%	100%
25	+2 (+7)	1,2,3	99%	100%

Hit point adjustment per hit die is the number that is added every time a hit die is rolled for the character when he has gained a new level. It is also applied at first level, when the hit points are not rolled, but the maximum is granted. No character can get less than 1 h.p. per hit die. Non-fighters have a maximum bonus of +2; fighters with a constitution score of 17 or greater receive the bonus in parentheses.

Re-roll hit dice is an indicator that, if the number indicated in the table is rolled when rolling a hit die to determine hit points (most often when gaining a new level), the die roll should be discarded and re-rolled until one of the indicated numbers does not come up.

System shock survival is the percentage chance that the character can survive a drastic shock to his system; being *polymorphed* (changed into another form by magic), turned to stone and then back to flesh, etc.

Resurrection survival is the percentage chance that the character can be successfully brought back to life by such cleric spells as *raise dead* and *resurrection*, or by other magical means. A character can never be brought back from the dead more times than the number of his constitution score, in any case.

Charisma

Charisma (CHA) is a measure of the persuasiveness of the character, as well as his ability to inspire loyalty and sacrifice among followers and subordinates. The higher the charisma, the more henchmen the character can attract, the less likely troops and followers will be to panic in battle, and the better liked they will be in encounters with strangers. Charisma is most important to bards.

It should be noted that races with a charisma penalty, such as dwarves and half-orcs, or those with a maximum charisma less than 18, actually have two effective charisma scores. When dealing with other races, such as elves, humans, etc., the half-orc or dwarf will have the charisma score as recorded. However, when dealing with his own race, the adjustment or artificial maximum is not used, and the actual rolled charisma is used instead. Example: Parus the half-orc rolled a 16 for his charisma score, which became a 14 when the -2 half-orc penalty was applied. When dealing with gnomes, elves, etc. he has a charisma of 12 (the maximum for a half-orc). When dealing with other half-orcs, however, he has a charisma of 16 for reaction adjustments, morale, etc. He could also have 8 henchmen, as long as at least 3 of them are half-orcs themselves.

TABLE 6: CHARISMA ABILITY SCORES

Charisma Score	Maximum No. of Henchmen	Morale Adjustment	Reaction Adjustment
1	0	-8	-35%
2	0	-7	-30%
3	1	-6	-25%
4	1	-5	-20%
5	2	-4	-15%
6	2	-3	-10%
7	3	-2	-5%
8	3	-1	-
9	4	-	-
10	4	-	-
11	4	-	-
12	5	-	-
13	5	-	+5%
14	6	+1	+10%
15	7	+3	+15%
16	8	+4	+25%
17	10	+6	+30%
18	15	+8	+35%
19	20	+10	+40%
20	25	+12	+45%
21	30	+14	+50%
22	35	+16	+55%
23	40	+18	+60%
24	45	+20	+65%
25	50	+20	+70%

Maximum no. of henchmen is the number of non-player characters who can become henchmen to the character at any given time. More information on henchmen can be found on p. 87.

Morale adjustment is the amount that is either added to or subtracted from the morale checks of the hirelings and other followers of the character under certain circumstances. See p. 104 for more information on morale.

Reaction adjustment is used in those circumstances where the initial reaction of a non-player character to the character is in doubt, and the game master wishes to resolve the initial encounter by random roll. The reaction adjustment is then added to the roll, so that characters with a high charisma are usually better met than those with a low charisma.

Character Races

Each game setting will have its own details regarding which races are available to player characters. Some settings may allow races other than the ones detailed here, some may not allow them, and yet others may change the nature and details of the races available. Your game master should let you know all of the options available to you; here are listed what might be considered the "classic" races, which should fit in many if not most fantasy game campaign worlds.

As mentioned above, the choice of race can modify the ability scores of the character. In addition, some races have special abilities which may have a direct impact in play. To make up for these advantages, however, most non-human races have limitations on how far they can progress in their chosen class(es) in terms of experience level.

Most races have limits to the maximum experience level they can attain, often based on one or more ability scores. Where listed, such limits apply to the sub-classes as well, except where such sub-classes are noted separately.

Dwarf: A short, stocky race that dwells underground in mountains and hills. They are not versed in magic, but have special abilities related to their lives spent underground.

Elf: A handsome, slight race that dwells in woodlands and well-ordered farmlands. They are able to pursue both magical and fighting classes, and there are a number of sub-races, each with its own special flavor.

Gnome: A very small race that dwells underground, gnomes are known for their clever crafts and well-humored disposition. They are limited in the use of magic to illusions, but are fairly well-represented in most other classes.

Halfling: A race of small, peaceful folk who are more interested in food and drink than wealth and power. They do not use magic, but are noted for their abilities as thieves.

Half-orc: Cross-breeds between humans and orcs. They are an ugly, vicious people, not well thought of within most human societies, but often rising to the leadership of orc tribes.

Human: Unique in their ability to rise to any experience level in any class, humans dominate most campaign worlds by virtue of this versatility.

Restricted Sub-Races (Optional Rule)

The game master may, at his discretion and according the circumstances of his campaign, restrict players from choosing certain character races, or may decide to allow additional races as choices for players.

Option 1: No subterranean races

Many game masters will restrict grey dwarf, dark elf, and deep gnome characters, if his campaign does not feature a frequently-visited underworld as part of the setting. Check with your game master before selecting one of these races.

Option 2: No sub-races

Some game masters will restrict the use of sub-races altogether, opting instead to simply use the "basic" versions of each of the iconic demi-human races. This is a perfectly acceptable tack to take, simplifying many things that can otherwise become rather complicated. In this case, the following sub-races should be considered to be the "basic" version of each race:

- Dwarf: Hill dwarf
- Elf: High elf (half-elves also allowed)
- Gnome: Hill gnome
- Halfling: n/a
- Half-orc: n/a

Dwarves

Stout, somewhat dour, excellent miners and workers of metals, dwarves typically dwell in ranges of mountains or hills. Details on dwarves as a race can be found in the ADVENTURES DARK AND DEEP™ Bestiary, but information specific to dwarves as player characters can be found here. Most player character dwarves will be of Hill Dwarf stock, but players may choose

Mountain Dwarves or Grey Dwarves if it is appropriate to the campaign setting, and the Game Master allows it.

Dwarves get a bonus of +1 to their initial constitution score, and have special rules regarding charisma. To all non-dwarves, their charisma score will have a -1 penalty, and a maximum value of 16. These limitations apply to all functions based on those abilities; hirelings, morale, etc., remembering that other dwarves will still react as if the character had the higher ability score.

The initial ability scores of a dwarf character must fall within the following ranges:

TABLE 7: DWARF ABILITY SCORES

Ability	Male	Female
Strength	8-18	8-17
Intelligence	3-18	3-18
Wisdom	3-18	3-18
Dexterity	3-17	3-17
Constitution	12-19	12-19
Charisma	3-16	3-16

Characters who do not possess ability scores in the stated ranges cannot be dwarves. It is possible, however, for a character's ability scores to be increased or lowered due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race!

Dwarves can be clerics, fighters, or thieves (including acrobats and mountebanks), and may be multi-classed characters. As multi-classed characters, dwarves (of all sorts) may choose from the following combinations (see Multi-Classed Characters on page 23 for more details):

- cleric/fighter
- cleric/thief (inc. acrobat)
- fighter/thief (inc. acrobat)
- fighter/mountebank

By their very nature, all dwarves are both non-magical and resistant to venoms and poisons. Dwarves receive a bonus to their saving throws vs. rods/staves/wands, spells, and poison according to their constitution score:

TABLE 8: DWARF SAVING THROW BONUS

Constitution	Saving Throw Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18+	+5

Given their cultural bias towards mining and stonemasonry, all dwarves are able to detect features relating to stonework and underground features, with a 10' range:

- Detect sloping passages and tunnels (75%)
- Detect new construction (75%)
- Detect moving, shifting, etc., walls and rooms (67%)
- Detect pit traps, falling blocks, etc. (50%)

Note that all of these abilities can only be used if they are actively being concentrated on for at least a minute; simply walking down a sloping tunnel will not give a chance to detect the slope. In addition, dwarves have a 50% chance of sensing their approximate depth below the surface, but must also actively attempt to sense their depth in order to get a chance to determine it.

When any dwarf is attacked by giant-type creatures (including ogres, giants, ogre-magi, etc.), their opponents get a -4 penalty "to hit" due to the dwarves' small stature and general combat experience against such creatures.

Dwarves age according to the following table (see Age on p. 77 for more details):

TABLE 9: DWARF AGE RANGES

Age Category	Grey Dwarf	Hill Dwarf	Mountain Dwarf
Young Adult	45-70	35-50	40-60
Mature	71-200	51-150	61-175
Middle Age	201-325	151-250	176-275
Old	326-425	251-350	276-400
Very Old	426-550	351-450	401-525

Grey Dwarves (Duergar)

The grey dwarves, sometimes known as duergar, dwell deep below the surface of the world in the same sorts of lightless tunnels and caverns as do the deep gnomes and dark elves (qq.v.). Details on the grey dwarves as a race can be found in the **ADVENTURES DARK AND DEEP™** Bestiary, but information on duergar as player characters is given below. While the grey dwarves are, as a whole, regarded as an evil and cruel race, player character duergar can, of course, be of any alignment. They have gray skin, and tend to look rather emaciated compared to other sorts of dwarves. Height and weight are determined as follows:

TABLE 10: HEIGHT DETERMINATION (GREY DWARF)

Die Roll (d%)	Males (inches)	Die Roll (d%)	Females (inches)
01-04	44	01-04	42
05-15	45	05-15	43
16-26	46	16-26	44
27-37	47	27-37	45
38-60	48	38-59	46
61-71	49	60-71	47
72-81	50	72-83	48
82-91	51	84-95	49
92-94	52	96-100	50
95-97	53		
98-100	54		

TABLE 11: WEIGHT DETERMINATION (GREY DWARF)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-20	150 - 2d8	120 - 2d8
21-35	150 - 1d8	120 - 1d8
36-49	150	120
50-65	150 + 1d8	120 + 1d8
66-00	150 + 2d12	120 + 2d10

In addition to the standard immunities and saving throw bonuses that all dwarves possess to natural poisons and magic, grey dwarves are unaffected by *illusion* spells and attacks that cause *paralyzation* or *paralysis*. They are completely immune to magical poisons, while receiving the standard dwarven bonuses to natural poisons and venoms.

All grey dwarves speak Dwarvish and Undercommon (see the languages section on page 74 for more details). They can speak a maximum of two additional languages, regardless of their intelligence score.

All duergar have infravision good up to 120'. They are able to move quietly when they desire, surprising foes with a 3/6 chance, and being surprised themselves only 1 time in 10.

As a result of their lifelong lack of exposure to sunlight and the surface in general, some of the special abilities of the grey dwarves are lost or modified when they are in full sunlight or spells such as *continual light*, and they suffer other penalties as well. These are:

- They no longer gain an additional chance to surprise others.
- Their dexterity ability score is reduced by 2 (with all the penalties associated with such).
- When attacking, they receive a -2 penalty "to hit."
- Enemies get a +2 to any saving throws from grey dwarf attacks, when applicable.

When they are in near or total darkness, but their enemies are illuminated by a light source such as sunlight or a *light* spell, they receive the following penalties:

- When attacking, they receive a -1 "to hit"
- Enemies get a +1 to any saving throws from attacks by the grey dwarf, when applicable.

Note that dim illumination, such as that of torches, candles, lanterns, *light* spells, etc., does not adversely affect grey dwarves.

Grey dwarves are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 12: GREY DWARF LEVEL LIMITS

Ability Score	Cleric (WIS)	Fighter (STR)
15 or less	8	7
16	9	7
17	10	8
18	11	9
18/99	n/a	9
18/00	n/a	10
19	13	11
20	14	13
21 or more	16	16

Example: A grey dwarf with a wisdom of 16 could rise as high as 9th level as a cleric. There is no maximum level for thieves, but they are limited to 6th level as mountebanks.

Hill Dwarves

Hill dwarves have infravision up to 60', allowing them to see into the infrared spectrum and differentiate heat sources in conditions of darkness, and can speak Common, Dwarven, Gnomish, Goblin, Kobold, and Orcish. They may learn up to two additional languages, as long as their intelligence score is high enough to allow it. They tend to have ruddy skin and dark hair. Height and weight are determined as follows:

TABLE 13: HEIGHT DETERMINATION (HILL DWARF)

Die Roll (d%)	Males (inches)	Females (inches)
01-15	48 - 1d4	46 - 1d4
16-36	48 - 1d3	46 - 1d3
37-59	48	46
60-80	48 + 1d3	46 + 1d3
81-00	48 + 1d6	46 + 1d4

TABLE 14: WEIGHT DETERMINATION (HILL DWARF)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-20	150 - 2d8	120 - 2d8
21-35	150 - 1d8	120 - 1d8
36-49	150	120
50-65	150 + 1d8	120 + 1d8
66-00	150 + 2d12	120 + 2d10

In combat, hill dwarves are implacable foes against their ancient racial enemies: goblins, hobgoblins, orcs, and half-orcs. Against such creatures dwarves get a +1 bonus on any "to hit" roll in melee combat.

Hill dwarves are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 15: HILL DWARF LEVEL LIMITS

Ability Score	Cleric (WIS)	Fighter (STR)
15 or less	8	6
16	9	6
17	10	7
18	11	8
18/99	n/a	8
18/00	n/a	9
19	13	10
20	14	12
21 or more	16	15

Example: A hill dwarf with a wisdom of 18 could rise as high as 11th level as a cleric. There is no maximum level for thieves, but they are limited to 6th level as mountebanks.

Mountain Dwarves

Mountain dwarves are much the same as hill dwarves, but are somewhat taller and tend to have fairer skin and hair color (extending to coppery red in some rare instances). They also tend to be slightly more long-lived than their hill-dwelling cousins. They otherwise share all the same characteristics, including choice of character class, special abilities, etc., of hill dwarves. Height and weight are determined as follows:

TABLE 16: HEIGHT DETERMINATION (MOUNTAIN DWARF)

Die Roll (d%)	Males (inches)	Females (inches)
01-15	54 - 1d4	52 - 1d4
16-36	54 - 1d3	52 - 1d3
37-59	54	52
60-80	54 + 1d3	52 + 1d3
81-00	54 + 1d6	52 + 1d4

TABLE 17: WEIGHT DETERMINATION (MOUNTAIN DWARF)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-20	165 - 2d8	135 - 2d8
21-35	165 - 1d8	135 - 1d8
36-49	165	135
50-65	165 + 1d8	135 + 1d8
66-00	165 + 2d12	135 + 2d10

Mountain dwarves are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 18: MOUNTAIN DWARF LEVEL LIMITS

Ability Score	Cleric (WIS)	Fighter (STR)
15 or less	8	7
16	9	7
17	10	8
18	11	9
18/99	n/a	9
18/00	n/a	10
19	13	11
20	14	13
21 or more	16	16

Example: A mountain dwarf with a strength of 17 could rise as high as 8th level as a fighter. There is no maximum level for thieves, but they are limited to 6th level as mountebanks.

Elves

While there are many sorts of elves, the most common sort of elf found in most campaign worlds will be the high elf (although players are free to choose from other elf sub-races, as long as the game master allows it). Full details of elves as a race can be found in the ADVENTURES DARK AND DEEP™ Bestiary, but details relevant to elves as player characters may be found below.

All pure-blooded elves have a 90% resistance to *sleep* and *charm*-type spells. This immunity is in addition to any normal saving throws that might apply to the particular spell. They also possess infravision up to 60', so they can "see" heat when in conditions of darkness.

All elves have a special "sixth sense" and are better able to detect secret and concealed doors than other races. Even without actively searching for such, elves passing within 10' of a secret door have a 1 in 6 chance of discovering it. If actively searching, elves can discover secret doors with a 2 in 6 chance, and concealed doors with a 3 in 6 chance.

When moving with only elves (or halflings) and not wearing metal armor such as chain mail, elvish characters are able to move quietly, giving opponents a -2 penalty to surprise rolls, unless the encounter involves opening a door or other portal (in which case they have a -1 penalty). If in a mixed group who do not meet these requirements, the elf must be at least 90' away from the rest of the group in order to move thus.

Elves age according to the following table (see Age on p. 77 for more details).

TABLE 19: ELF AGE RANGES

Age Cat.	Dark Elf	Grey Elf	Half-elf	High Elf	Wood/ Wild Elf
Young Adult	50-100	150-250	24-40	100-175	75-150
Mature	101-400	251-650	41-100	176-550	151-500
Middle Age	401-600	651-1000	101-175	551-875	501-800
Old	601-800	1001-1500	176-250	876-1200	801-1100
Very Old	801-1000	1501-2000	251-325	1201-1600	1101-1350

All elves, with the exception of wild elves, are able to become rangers. The maximum level they can attain in the ranger class is determined by their ability scores:

TABLE 20: ELF LEVEL LIMITS (RANGER)

Ranger Level	Strength	Intelligence	Wisdom
6	13 or less	13 or less	14 or less
7	18/01	15	15
8	18/01	16	16
9	18/51	16	16
10	18/76	17	17
11	18/76	17	17
12	19	18	18
13	19	18	18
14	20 or more	18 or more	18 or more

If any of the elven ranger's ability scores are below the minimum listed above, he cannot achieve the level indicated.

Dark Elves (Drow)

The dark elves are the sub-race of elves most different from their cousins, as they have adapted to life deep under the ground in the same tunnels and cave complexes that the grey dwarves and deep gnomes call home. Dark elves are noted for their chaotic evil natures and cruel dispositions, although of course player characters need not follow these guidelines. The dark elves are unique in that females of the race have abilities and powers that differ from those possessed by the males. These differences are noted below and in the various tables regarding player character races. Although the drow are known to possess specially enchanted accouterments (such as special cloaks, armor, poisons, etc.), player character drow will not necessarily have access to such things unless the game master specifically allows it, and it is appropriate to the campaign. Drow are generally universally reviled, and unless the campaign is an especially unusual one, the dark elf player character will find himself the object of hostility in most civilized locales.

Dark elves receive a bonus of +1 to their initial dexterity score, and a penalty of -1 to their constitution. The initial ability scores of a dark elf character must fall within the following ranges:

TABLE 21: DARK ELF ABILITY SCORE RANGES

Ability	Male	Female
Strength	3-18	3-16
Intelligence	8-18	8-18
Wisdom	3-18	3-18
Dexterity	7-19	7-19
Constitution	6-18	6-18
Charisma	8-18	8-18

Characters who do not possess ability scores in the stated ranges cannot be dark elves. It is possible, however, for a character's ability scores to be increased or lowered due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race!

Dark elf player characters may be bards, cavaliers, clerics, fighters (including rangers), mages (including savants), and thieves (including thief-acrobats and mountebanks). They may, as other types of elves, choose to be multi-classed characters if they wish, from the following choices (see Multi-Classed Characters on page 23 for more details):

- cleric/fighter
- cleric/fighter/mage
- cleric/fighter/savant
- cleric/mage
- cleric/savant
- cleric/thief (inc. acrobat)
- fighter/thief (inc. acrobat)
- fighter/mountebank
- fighter/mage

- fighter/savant
- fighter/mage (inc. savant)/thief (inc. acrobat)
- fighter/mage/mountebank
- fighter/savant/thief (inc. acrobat)
- fighter/savant/mountebank
- mage/thief (inc. acrobat)
- mage/mountebank

Dark elves, as described in the ADVENTURES DARK AND DEEP™ Bestiary, have an innate magic resistance. Player character drow do not have this same magic resistance; it is assumed that such is a benefit of prolonged and continued exposure to the weird energies of the underworld, and player characters lose this ability by virtue of their wanderings (this does not apply to learned skills, such as the ability to detect slopes and shifting walls, as noted below). They also do not normally have access to the special weapons, cloaks, boots, etc. normally possessed by dark elves.

All dark elves gain a +2 to their saving throw vs. magic, by virtue of their race's innate familiarity with the magical arts, even among those who have not taken up the role of mage.

Dark elves are able to wield two single-handed weapons with no penalty. When doing so, they are naturally unable to use a shield, bow, pole-arm, or other weapon that requires two hands, but can choose to use a spiked buckler if they desire.

Drow have infravision with a 120' range, and can thereby see heat sources in otherwise darkened conditions. Because of their having dwelt all their lives in an underground environment, all drow are able to detect features relating to stonework and underground features, with a 10' range:

- Detect sloping passages and tunnels (75%)
- Detect new construction (75%)
- Detect moving, shifting, etc., walls and rooms (67%)
- Detect pit traps, falling blocks, etc. (50%)

Note that all of those abilities can only be used if they are actively being concentrated on for at least a minute; simply walking down a sloping tunnel will not give a chance to detect the slope. In addition, drow have a 50% chance of sensing their approximate depth below the surface.

Female drow are especially lithe and athletic, and have a base movement rate of 150' per minute, while males have the standard base movement of 120' per minute (see Movement on p. 85 for details).

Drow get a +1 bonus to all surprise rolls.

All dark elves may cast the following spells once per day, as an innate ability (they do not need to memorize these spells, and do not need access to prayer or spell books to do so: *dancing lights, faerie fire,* and *darkness 5' radius*. At 4th level (in any class), they can cast *detect magic, know alignment,* and *levitate* once per day. Females, upon reaching 4th level, are also able to cast *clairvoyance, detect lie* (and the reverse), *suggestion,* and *dispel magic,* also once per day.

As a result of their generations-long lack of exposure to sunlight and the surface in general, some of the special abilities of the dark elves are lost or modified when they are in full sunlight or spells such as *continual light,* and they suffer other penalties as well. These are:

- Their dexterity ability score is reduced by 2 (with all the penalties associated with such).
- When attacking, they receive a -2 penalty "to hit."
- Enemies get a +2 to any saving throws from dark elf attacks, when applicable.

When the drow themselves are in near or total darkness, but their enemies are illuminated by a light source such as sunlight or a *continual light* spell, they receive the following penalties:

- The dark elf receives a -1 "to hit"
- Enemies get a +1 to any saving throws from attacks by the dark elf, when applicable.

Note that dim illumination such as that of torches, candles, lanterns, *light* spells, etc. does not adversely affect dark elves.

Drow speak Elvish, Gnomish, Undercommon, and the Common tongue. They may learn additional languages as indicated by their intelligence ability score (their innate languages do not count against their limit). In addition, all drow know the "silent tongue", which does not count against their language limit (see Languages on p. 74 for details).

Dark elves have skin of jet black hue, and their hair is white or silver in color. Their eyes are, as a rule, violet. Height and weight are determined as follows:

TABLE 22: HEIGHT DETERMINATION (DARK ELF)

Die Roll (d%)	Males (inches)	Females (inches)
01-10	60 - 1d4	54 - 1d4
11-31	60 - 1d4	54 - 1d3
32-59	60	54
60-80	60 + 1d4	54 + 1d4
81-00	60 + 1d6	54 + 1d6

TABLE 23: WEIGHT DETERMINATION (DARK ELF)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-15	100 - 1d10	80 - 1d10
16-38	100 - 1d8	80 - 1d4
39-67	100	80
68-90	100 + 1d8	80 + 1d4
91-00	100 + 1d20	80 + 2d6

Dark elves are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores (maximum levels given below are for males/females):

TABLE 24: DARK ELF LEVEL LIMITS (MALE/FEMALE)

Ability Score	Bard (CHA)	Cleric (WIS)	Fighter/ Cavalier (STR)	Mage (INT)	Mountebank (CHA)
12 or less	5/5	4/unlim.	7/9	12/5	5/6
13	5/5	5/unlim.	8/10	12/5	6/7
14	5/5	6/unlim.	9/11	12/5	7/7
15	6/6	7/unlim.	10/12	12/5	8/8
16	7/7	7/unlim.	10/12	12/5	9/8
17	8/8	7/unlim.	10/12	12/5	10/9
18	8/9	7/unlim.	10/12	12/5	11/9
19	8/10	7/unlim.	10/12	13/7	11/9
20	8/10	7/unlim.	10/12	15/9	11/9
21 or more	8/10	7/unlim.	10/12	18/11	11/9

Example: A dark elf female with a strength of 14 could rise as high as 11th level as a fighter or cavalier, and all dark elf females have no limit to how high they may rise as clerics, no matter what their wisdom score. There is no maximum level for thieves.

Half Drow: It is possible for a character to possess a half drow and half human heritage. Such characters have all of the disadvantages of the dark elves vis-

à-vis sunlight, but possess none of their special powers or advantages. Half-drow are very rare, for obvious reasons.

Grey Elves

Grey elves share the special abilities common to all elves (see above). As a rule, they hold themselves more aloof from other races than others, and are not known to remain in the company of others not of their own kind for long periods of time. They are also known for their scholarly pursuits.

All grey elves receive a +1 bonus to their initial intelligence score. The initial ability scores of a grey elf character must fall within the following ranges:

TABLE 25: GREY ELF ABILITY SCORE RANGES

Ability	Male	Female
Strength	3-18	3-16
Intelligence	8-19	8-19
Wisdom	3-18	3-18
Dexterity	7-18	7-18
Constitution	6-18	6-18
Charisma	8-18	8-18

Characters who do not possess ability scores in the stated ranges cannot be grey elves. It is possible, however, for a character's ability scores to be increased or lowered due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race!

Grey elves may be bards, clerics (including druids), fighters (including rangers), mages (including savants), and thieves (including the acrobat split-class option). Grey elf characters may multi-class if desired. The following combinations are open to elvish characters (see Multi-Classed Characters on page 23 for more details):

- cleric/fighter
- cleric/fighter/mage
- cleric/ranger
- cleric/ranger/mage
- cleric/mage
- cleric/savant
- cleric/thief (inc. acrobat)
- druid/ranger (see p. 24 for information on alignment issues with this combination)
- fighter/thief (inc. acrobat)
- fighter/mountebank
- fighter/mage/thief (inc. acrobat)
- fighter/mage/mountebank
- fighter/savant/thief (inc. acrobat)
- fighter/savant/mountebank
- mage (inc. savant)/thief (inc. acrobat)
- mage/mountebank
- savant/mountebank

Grey elves are able to speak the following languages: Elvish, Gnomish, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, and Common. In addition, they may learn one additional language for each point of intelligence above 15 (so an elf character with an intelligence of 17 could learn two languages in addition to those listed).

When using a longbow, short bow, long sword, or short sword, grey elf characters receive a +1 bonus "to hit."

Grey elves are more slender than high elves, and usually have silver or golden-blond hair, and eyes of purple and golden hue. They tend to be of a more willowy stature than their high elf cousins. Height and weight are determined as follows:

TABLE 26: HEIGHT DETERMINATION (GREY ELF)

Die Roll (d%)	Males (inches)	Females (inches)
01-10	62 - 1d4	56 - 1d4
11-31	62 - 1d4	56 - 1d3
32-59	62	56
60-80	62 + 1d4	56 + 1d4
81-00	62 + 1d6	56 + 1d6

TABLE 27: WEIGHT DETERMINATION (GREY ELF)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-15	105 - 1d10	85 - 1d10
15-38	105 - 1d8	85 - 1d4
39-67	105	85
68-90	105 + 1d8	85 + 1d4
91-00	105 + 1d20	85 + 2d6

Grey elves are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 28: GREY ELF LEVEL LIMITS

Ability Score	Bard (CHA)	Cleric (WIS)	Fighter/ Cavalier (STR)	Mage (INT)	Savant (INT)	Mntbk. (CHA)
12 or less		7	5	11	14	4
13		7	5	11	14	5
14	6	7	5	11	14	5
15	6	7	5	11	14	6
16	6	8	5	11	14	6
17	7	9	5	11	15	7
18	7	10	6	11	16	7
18/75	-	-	7	-	-	-
18/90	-	-	8	-	-	-
18/99	-	-	9	-	-	-
18/00	-	-	10	-	-	-
19	8	11	11	12	16	7
20	8	12	11	13	16	7
21	8	12	11	15	16	7
22 or more	8	12	11	18	16	7

Example: A grey elf with an intelligence of 17 could rise as high as 15th level as a savant. There is no maximum level for druids or thieves.

Half-elves

As their name implies, half-elves can trace their parentage to both elvish and human stock. Whether the elvish side is of gray, high, valley, or wood stock is irrelevant; all half-elves except half-drow have the same abilities and restrictions. See p. 12 for more information on half drow.

The initial ability scores of a half-elf character must fall within the following ranges:

TABLE 29: HALF-ELF ABILITY SCORE RANGES

Ability	Male	Female
Strength	3-18	3-17
Intelligence	4-18	4-18
Wisdom	3-18	3-18
Dexterity	6-18	6-18
Constitution	6-18	6-18
Charisma	3-18	3-18

Characters that do not possess ability scores in the stated ranges cannot be half-elves. It is possible, however, for a character's ability scores to be increased or lowered due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race!

Characters of half-elven stock have a limited immunity to *sleep* and *charm*-type spells; these spells will fail against them 30% of the time (this immunity does not extend to those around them, however; it is purely personal). This immunity is in addition to any normal saving throws that might apply to the particular spell. Half-elves have infravision with a range of 60', allowing them to see sources of heat when no other light is available.

With regard to languages, the player of a half-elf character must choose between his parents. Either the half-elf will have the languages known to his elvish parent (with the attendant limitations on learning new ones) or he may learn languages as a human would, based solely on his intelligence score. The choice should be up to the player, unless the game master determines the milieu demands otherwise. The player must choose as the character is being created, and cannot change thereafter.

Half-elves inherit their elvish parent's ability to spot secret and concealed doors (if applicable).

Half-elf characters share the same class options as their elven parent. Half-elven characters may, at their option, become multi-classed characters. The options available to half-elven characters are the same as those available to their elven parentage. Thus, a half-wood elf can choose the same multi-classes as a wood elf, etc.

Half-elves appear as smaller-than-normal humans with ears that tend towards points. Height and weight are determined as follows:

TABLE 30: HEIGHT DETERMINATION (HALF ELF)

Die Roll (d%)	Males (inches)	Females (inches)
01-35	66 - 1d6	62 - 1d6

36-50	66 - 1d4	62 - 1d4
51-64	66	62
65-80	66 + 1d4	62 + 1d4
81-00	66 + 1d6	62 + 1d6

TABLE 31: WEIGHT DETERMINATION (HALF ELF)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-20	130 - 1d20	100 - 1d12
21-42	130 - 1d8	100 - 1d8
43-63	130	100
64-85	130 + 1d8	100 + 1d8
86-00	130 + 1d20	100 + 1d12

Half elves are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 32: HALF ELF LEVEL LIMITS

Ability Score	Bard (CHA)	Cleric (WIS)	Fighter/ Cavalier (STR)	Mage (INT)	Savant (INT)	Mntbk. (CHA)
14 or less	6	5	6	7	10	8
15	7	5	6	7	10	8
16	7	6	6	7	10	9
17	8	7	7	7	11	10
18	8	8	7	8	12	11
18/90	-	-	8	-	-	-
18/99	-	-	9	-	-	-
18/00	-	-	10	-	-	-
19	8	10	11	8	12	11
20	9	12	13	8	12	11
21	9	12	13	8	12	11
22 or more	9	12	13	8	12	11

Example: A half elf with a strength of 18/35 could rise as high as 8th level as a fighter. There is no maximum level for druids or thieves. The maximum level they can attain in the ranger class is determined by their ability scores:

TABLE 33: HALF-ELF LEVEL LIMITS (RANGER)

Ranger Level	Strength	Intelligence	Wisdom	Constitution
6	15 or less	13 or less	14 or less	14 or less
7	17	13	14	14
8	18	13	14	14
9	18/90	18	18	18
10	18/99	18	18	18
11	18/00	18	18	18
12	18/00	18	19	19
13	18/00	18	19	19
14	18/00	18	20	20
15	19 or more	19 or more	20 or more	20 or more

If any of the elven ranger's ability scores are below the minimum listed above, he cannot achieve the level indicated.

High Elves

As noted above, high elves are the most common sort of elf in most campaign worlds, and they are the generally thought of when someone mentions the word "elf." They can be found in most any environment, and need not be thought of as being confined to woodland settings.

High elves receive a +1 to their dexterity ability score and a -1 to their constitution. The initial ability scores of a high elf character must fall within the following ranges:

TABLE 34: HIGH ELF ABILITY SCORE RANGES

Ability	Male	Female
Strength	3-18	3-16
Intelligence	8-18	8-18
Wisdom	3-18	3-18
Dexterity	7-19	7-19
Constitution	6-18	6-18
Charisma	8-18	8-18

Characters that do not possess ability scores in the stated ranges cannot be high elves. It is possible, however, for a character's ability scores to be increased or lowered due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race!

High elves may be bards, cavaliers, clerics (including druids and mystics), fighters (including rangers), mages (including savants), and thieves (including the acrobat split-class option and mountebanks). High elf characters may multi-class if desired. The following combinations are open to elvish characters (see Multi-Classed Characters on page 23 for more details):

- cleric/fighter
- cleric/ranger
- mystic/fighter
- mystic/ranger
- cleric/fighter/mage
- cleric/fighter/savant
- cleric/ranger/mage
- cleric/ranger/savant
- mystic/fighter/mage
- cleric/mage
- cleric/savant
- mystic/mage
- mystic/savant
- cleric/thief (inc. acrobat)
- mystic/thief (inc. acrobat)
- druid/ranger (see p. 24 for information on alignment issues with this combination)
- fighter/mage
- fighter/savant
- ranger/mage
- ranger/savant
- fighter/thief (inc. acrobat)
- fighter/mountebank
- fighter/mage (inc. savant)/thief (inc. acrobat or mountebank)
- fighter/mage/mountebank
- fighter/savant/thief
- fighter/savant/mountebank
- mage (inc. savant)/thief (inc. acrobat or mountebank)

High elves are able to speak the following languages: Elvish, Gnomish, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, and Common. In addition, they may learn one additional language for each point of intelligence above 15 (so an elf character with an intelligence of 17 could learn two languages in addition to those listed).

When using a longbow, short bow, long sword, or short sword, high elf characters receive a +1 bonus "to hit."

High elves are slim and fair complexioned, with dark hair and green eyes. They tend to wear clothing of green, blue, or violet pastels, with a gray-green cloak. Height and weight are determined as follows:

TABLE 35: HEIGHT DETERMINATION (HIGH ELF)

Die Roll (d%)	Males (inches)	Females (inches)
01-10	60 - 1d4	54 - 1d4
11-31	60 - 1d4	54 - 1d3
32-59	60	54
60-80	60 + 1d4	54 + 1d4
81-00	60 + 1d6	54 + 1d6

TABLE 36: WEIGHT DETERMINATION (HIGH ELF)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-15	100 - 1d10	80 - 1d10
16-38	100 - 1d8	80 - 1d4
39-67	100	80
68-90	100 + 1d8	80 + 1d4
91-00	100 + 1d20	80 + 2d6

High elves are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 37: HIGH ELF LEVEL LIMITS

Ability Score	Bard (CHA)	Cleric (WIS)	Ftr/ Cav (STR)	Mage (INT)	Svnt. (INT)	Mtbk. (CHA)
12 or less	6	7	5	10	14	7
13	6	7	5	10	14	8
14	6	7	5	10	14	8
15	6	7	5	10	14	9
16	6	8	5	10	14	9
17	7	9	5	10	15	10
18	7	10	6	10	16	10
18/75	-	-	7	-	-	-
18/90	-	-	8	-	-	-
18/99	-	-	9	-	-	-
18/00	-	-	10	-	-	-
19	8	11	11	11	16	10
20	8	12	11	12	16	10
21	8	12	11	14	16	10
22 or more	8	12	11	17	16	10

There is no maximum level for druids or thieves.

Wild Elves

Wild elves are the most reclusive of the various types of elvenkind, even eschewing contact with other sorts of elves.

All wild elf characters receive a +2 bonus to their initial strength ability scores, but cannot exceed the maximum score of 18. The initial ability scores of a wild elf character must fall within the following ranges:

TABLE 38: WILD ELF ABILITY SCORE RANGES

Ability	Male	Female
Strength	3-18	3-18
Intelligence	7-17	7-17
Wisdom	3-18	3-18
Dexterity	7-18	7-18
Constitution	6-18	6-18
Charisma	8-18	8-18

Characters who do not possess ability scores in the stated ranges cannot be wild elves. It is possible, however, for a character's ability scores to be increased or lowered due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race!

Wild elves may only be druids, mystics, fighters, or thieves (including the thief-acrobat split class). If a character desires to be multi-classed, the only option available is:

- fighter/thief (inc. acrobat)

Wild elves speak only Elvish as a rule, but player characters of this sub-race can speak the Common tongue as well.

When using a longbow, short bow, long sword, or short sword, wild elf characters receive a +1 bonus "to hit." In addition to the abilities common to all elves (see above), wild elves possess an innate connectedness to the creatures of the woodlands; they deal with such creatures as if an *animal friendship* spell (see p. 122) were in effect. In addition, wild elves have a 90% chance to be able to set snares, pits, and traps in a woodland setting (including deadfalls, rope traps, etc.).

Wild elves are very fair complexioned, thin, and shorter than other types of elves. They tend to have gold or coppery hair and eyes of light green, light brown, or hazel. Height and weight are determined as follows:

TABLE 39: HEIGHT DETERMINATION (WILD ELF)

Die Roll (d%)	Males (inches)	Females (inches)
01-10	52 - 1d4	48 - 1d4
11-31	52 - 1d3	48 - 1d3
32-59	52	48
60-80	52 + 1d3	48 + 1d3
81-00	52 + 1d6	48 + 1d6

TABLE 40: WEIGHT DETERMINATION (WILD ELF)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-15	85 - 1d10	65 - 1d10
16-38	85 - 1d4	65 - 1d4
39-67	85	65
68-90	85 + 1d4	65 + 1d4
91-00	85 + 1d20	65 + 2d6

Wild elves are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 41: WILD ELF LEVEL LIMITS

Ability Score	Druid (WIS/CHA)	Fighter (STR)
12 or less	10	7
13	10	7
14	10	7
15	10	7
16	10	7
17	10	7
18	11/18	8
18/75	-	9
18/90	-	10
18/99	-	11
18/00	-	12
19	12/18	13
20	14/18	13
21	17/18	13
22 or more	17/19	13

Example: A wild elf with a wisdom of 11 and a charisma of 18 could rise as high as 11th level as a druid. There is no maximum level for thieves.

Wood Elves (Sylvan Elves)

Wood elves are, as a rule, of a more serious nature than high elves, but not nearly so as the grey elves. They tend to be reclusive, preferring the company of other elves (particularly those of the Sylvan variety) to any other race.

Wood elves receive a +1 to their strength score, and a -1 to intelligence. The initial ability scores of a wood elf character must fall within the following ranges:

TABLE 42: WOOD ELF ABILITY SCORE RANGES

Ability	Male	Female
Strength	3-18	3-16
Intelligence	7-17	7-17
Wisdom	3-18	3-18
Dexterity	7-18	7-18
Constitution	6-18	6-18
Charisma	8-18	8-18

Characters that do not possess ability scores in the stated ranges cannot be wood elves. It is possible, however, for a character's ability scores to be increased or lowered due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race!

Wood elves may be bards, clerics (including druids and mystics), fighters (including rangers), mages (including savants), and thieves (including the acrobat split-class option and mountebanks). Wood elf characters may multi-class if desired. The following combinations are open to elvish characters (see Multi-Classed Characters on page 23 for more details):

- cleric/fighter
- cleric/mage
- cleric/ranger
- cleric/thief (inc. acrobat)
- cleric/fighter/mage
- cleric/ranger/mage
- druid/ranger (see p. 24 for information on alignment issues with this combination)
- fighter/mage
- fighter/mage/thief (inc. acrobat)
- fighter/mage/mountebank
- fighter/thief (inc. acrobat)
- fighter/mountebank
- mage/thief (inc. acrobat)
- mage/mountebank
- mystic/fighter
- mystic/fighter/mage
- mystic/ranger
- mystic/ranger/mage
- mystic/mage
- mystic/thief (inc. acrobat)

Wood elves speak Elvish, Common, and the secret language of woodland mammals (c.f. the gnomes' ability to speak with burrowing mammals).

When using a longbow, short bow, long sword, or short sword, wood elf characters receive a +1 bonus "to hit." They otherwise share all of the abilities common to other sorts of elves (see above).

Most wood elves are fair-skinned and have red or blond hair. Their eyes tend to light brown, light green, and hazel. Height and weight are determined as follows.

TABLE 43: HEIGHT DETERMINATION (WOOD ELF)

Die roll (d%)	Males (inches)	Females (inches)
01-10	58 - 1d4	52 - 1d4
11-31	58 - 1d3	52 - 1d3
32-59	58	52
60-80	58 + 1d3	52 + 1d3
81-00	58 + 1d6	52 + 1d6

TABLE 44: WEIGHT DETERMINATION (WOOD ELF)

Die roll (d%)	Males (pounds)	Females (pounds)
01-15	95 - 1d10	75 - 1d10
15-38	95 - 1d4	75 - 1d4
39-67	95	75
68-90	95 + 1d4	75 + 1d4
91-00	95 + 1d20	75 + 2d6

Wood elves are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 45: WOOD ELF LEVEL LIMITS

Ability Score	Bard (CHA)	Cleric (WIS)	Fighter (STR)	Mage (INT)	Mtbk. (CHA)
12 or less	4	7	6	9	3
13	4	7	6	9	4
14	4	7	6	9	5
15	4	7	6	9	6
16	5	8	6	9	7
17	5	9	6	9	9
18	6	10	7	9	8
18/75	-	-	8	-	-
18/90	-	-	9	-	-
18/99	-	-	10	-	-
18/00	-	-	11	-	-
19	6	11	12	10	8
20	6	12	14	11	8
21	6	12	14	13	8
22 or more	6	12	14	13	8

Example: A wood elf with a wisdom of 16 could rise as high as 8th level as a cleric. There is no maximum level for druids or thieves.

Gnomes

Gnomes tend to dwell in areas of rocky, wooded hills, far from human habitation. They are very clever with their hands, being skillful artisans and craftsmen, and having some skill with magic. While most are rather sagacious, some have a tendency towards mischievousness. Full details about gnomes as a race can be found in the ADVENTURES DARK AND DEEP™ Bestiary. There are three basic types of gnomes; the hill gnomes, who dwell in underground homes but are often seen on the surface, forest gnomes, who make their homes in and under great trees, and their subterranean cousins, the deep gnomes.

Gnomes do not receive any benefit or penalties to their ability scores. The initial ability scores of a gnome character must fall within the following ranges:

TABLE 46: GNOME ABILITY SCORE RANGES

Ability	Male	Female
Strength	6-18	6-15
Intelligence	7-18	7-18
Wisdom	3-18	3-18
Dexterity	3-18	3-18
Constitution	8-18	8-18
Charisma	3-18	3-18

Characters that do not possess ability scores in the stated ranges cannot be gnomes. It is possible, however, for a character's ability scores to be increased or lowered due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race!

Gnomes possess infravision with a range of 60', allowing them to see sources of heat when there is no other illumination available.

Gnomes, like dwarves, are innately resistant to magic. For their saving throws against wands, staves, wands, and spells, they receive a bonus based on their constitution ability score:

TABLE 47: GNOME SAVING THROW BONUS

Constitution	Saving Throw Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18+	+5

Due to their deep-rooted racial hatred against such creatures, gnomes get a +1 bonus "to hit" against kobolds and goblins. Because of their small stature and long history of fighting against such creatures (and studying the best tactics for doing so), when gnolls, bugbears, ogres, trolls, ogre magi, giants, and titans are attacking a gnome, they receive a -4 penalty on their "to hit" rolls.

All gnomes are able to speak the Common tongue, Dwarvish, Gnome, Halfling, Goblin, and Kobold. No matter what the intelligence of the character, they can never learn more than two languages over and above those listed.

Gnomes age according to the following table (see Age on p. 77 for more details):

TABLE 48: GNOME AGE RANGES

Age Category	Gnome	Deep Gnome
Young Adult	59-90	50-82
Mature	91-300	83-270
Middle Age	301-450	271-405
Old	451-600	406-540
Very Old	601-750	541-675

Deep Gnomes (Svirfneblin)

The deep gnomes are an offshoot of the ordinary gnomish race that dwells far beneath the surface of the earth.

Although deep gnomes as listed in the ADVENTURES DARK AND DEEP™ Bestiary possess an innate magic resistance, player characters who are of svirfneblin stock do not, and they lose their automatic armor class increase related to level. Nor do player characters have the same effects on creatures from the elemental plane of Earth. Such immunities and powers are the result of lifelong exposure to the energies of the underworld, and once that environment is abandoned to pursue an adventuring career, these powers are quickly lost, never to be regained. Deep gnome player characters do, however, receive a +2 bonus on all saving throws vs. poison. In addition, they receive a +3 bonus to all other saving throws, across the board. In addition, illusions have no chance of fooling a deep gnome.

The deep gnomes have skin of brown to brownish gray, have gray eyes, and the males are most likely bald. Height and weight are determined as follows:

TABLE 49: HEIGHT DETERMINATION (DEEP GNOME)

Die Roll (d%)	Males (inches)	Females (inches)
01-40	39 - 1d3	36 - 1d3
41-65	39	36
66-00	39 + 1d3	36 + 1d3

TABLE 50: WEIGHT DETERMINATION (DEEP GNOME)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-20	80 - 2d4	75 - 1d8
21-37	80 - 1d4	75 -1d4
38-58	80	75
59-75	80 + 1d4	75 + 1d4
76-00	80 + 2d6	75 + 1d8

Deep gnome characters may be bards, clerics, fighters, illusionists, or thieves (including the thief-acrobat split class and mountebank subclass). Deep gnomes may be multi-classed characters, if desired. Deep gnomes may choose from the following combinations (see Multi-Classed Characters on page 23 for more details):

- cleric/fighter
- cleric/thief (inc. acrobat)
- fighter/illusionist
- fighter/jester
- fighter/thief (inc. acrobat)
- fighter/mountebank
- illusionist/thief (inc. acrobat)
- illusionist/mountebank

Gnomes are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 51: DEEP GNOME LEVEL LIMITS

Ability Score	Bard (CHA)	Cleric (WIS)	Fighter (STR)	Illusionist (INT)	Mtbk. (CHA)
14 or less	5	7	5	6	8
15	5	7	5	6	8
16	6	8	5	6	9
17	6	9	5	6	10
18	6	10	5	7	11
18/50	-	-	6	-	-
18/75	-	-	7	-	-
18/99	-	-	8	-	-
19	6	12	9	8	11
20	6	14	9	10	11
21 or more	6	14	9	13	11

Example: A deep gnome with an intelligence of 18 could rise as high as 7th level as an illusionist. There is no maximum level for thieves.

Svirfneblin have the innate ability to camouflage themselves when around natural stonework, passageways of living rock, etc., with a 60% chance of success. Success indicates that the deep gnome is able to remain invisible for all intents and purposes until they engage in some action such as movement, attack, etc.

When they reach the 6th level of experience in any class, deep gnomes are able to attempt to summon an earth elemental, as per the mage spell *conjure elemental* (see p. 141), once per day. The type of elemental that answers the summons is determined randomly:

TABLE 52: DEEP GNOME ELEMENTAL SUMMONS

Die Roll	Result
1	earth elemental (24 HD)
2-6	earth elemental (16 HD)
7-10	earth elemental (12 HD)
11-15	earth elemental (8 HD)
16-18	xorn
19-20	summoning fails

Note that deep gnomes who have chosen the illusionist sub-class (whether alone or as part of a multi-class) are not able to attempt this sort of elemental summoning, regardless of level.

Deep gnomes are able to cast the following spells once per day: *blindness, blur,* and *change self* (all as if cast by an illusionist of the same level as the character). All deep gnomes have an effect identical to the mage spell *non-detection* (see p. 193 for details), but it applies only to themselves only.

All deep gnomes have infravision with a range of 120', allowing them to see heat sources when no visible light is present. In addition, they have ultravision up to 30', allowing them to effectively see normally even in the absence of normal light. They are only surprised in a 1 in 12 chance, and can surprise others 9 times in 10 when they are alone or in the company of other deep gnomes, and not wearing armor such as plate mail, chain mail, etc.

All deep gnomes, as a result of their long history of racial animosity, get a +1 bonus "to hit" against dark elves (drow) and fish men. Because of their small stature and long history of fighting against such creatures (and studying the best tactics for doing so), when gnolls, bugbears, ogres, trolls, ogre magi, giants, and titans are attacking a gnome, they receive a -4 penalty on their "to hit" rolls.

When they are in light equivalent to daylight (including that provided by *continual light* spells), the vision of deep gnomes is limited to 30', and they suffer a -1 "to hit" penalty.

Deep gnomes speak a language of their own (distinct from, but related to, the gnomish tongue). Any additional languages must be learned (see Languages on p. 74).

Deep gnomes have skin that goes from medium to grayish brown, and have gray eyes.

Forest Gnomes

Forest gnomes are found in gently rolling hills, where they make their homes either in the trunks of, or under and around their roots. They are usually on good terms with the various non-evil creatures of the forest in which they live, and forest gnome communities will often be allied with local ranger or druid groups. They are noted for their woodworking and weaving crafts.

Gnomes tend to variations of brownish skin (wood brown to a grayish brown), with white hair and eyes of grey-blue or bright blue color. Height and weight are determined as follows:

TABLE 53: HEIGHT DETERMINATION (FOREST GNOME)

Die Roll (d%)	Males (inches)	Females (inches)
01-40	39 - 1d3	36 - 1d3
41-65	39	36
66-00	39 + 1d3	36 + 1d3

TABLE 54: WEIGHT DETERMINATION (FOREST GNOME)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-20	82 - 2d4	75 - 1d8
21-37	82 - 1d4	75 -1d4
38-58	82	75
59-75	82 + 1d4	75 + 1d4
76-00	82 + 2d6	75 + 1d8

Forest gnome characters may be bards, jesters, druids, fighters, savants, thieves (including the thief-acrobat split class), or mountebanks. Forest gnomes may be multi-classed characters, if desired. Forest gnomes may choose from the following combinations (see Multi-Classed Characters on page 23 for more details):

- druid/fighter
- druid/thief (inc. acrobat)
- fighter/jester
- fighter/savant
- fighter/thief (inc. acrobat)
- fighter/mountebank
- savant/thief (inc. acrobat)
- savant/mountebank

When in wooded terrain with underbrush (their preferred habitat), forest gnomes have the ability to blend in with their surroundings 65% of the time, effectively making them invisible.

In addition to the languages listed above for all gnomes, forest gnomes are able to speak with small, natural woodland creatures such as foxes, squirrels, rabbits, field mice, etc.

Forest gnomes are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 55: FOREST GNOME LEVEL LIMITS

Ability Score	Bard (CHA)	Druid (WIS)	Fighter (STR)	Savant (INT)	Mtbk. (CHA)
14 or less	5	6	5	7	8
15	5	7	5	7	8
16	6	7	5	7	9
17	6	7	5	7	10
18	6	7	5	8	11
18/50	-	-	6	-	-
18/75	-	-	7	-	-
18/99	-	-	8	-	-
19	6	7	9	8	11
20	6	7	9	11	11
21 or more	6	7	9	14	11

Example: A gnome with a wisdom of 10 could rise as high as 6th level as a druid. There is no maximum level for thieves. Forest gnomes are limited to the 6th level as jesters, regardless of ability scores.

Hill Gnomes

Hill gnomes are found in the same sorts of gently rolling, wood-covered hills as their forest gnome cousins, but they make their homes in deep warrens in the rocks and are famed for their skill in stonecutting, mining, and the like.

Hill gnomes tend to variations of grayish brownish skin, with white hair and eyes of grey-blue or bright blue color. Height and weight are determined as follows:

TABLE 56: HEIGHT DETERMINATION (HILL GNOME)

Die Roll (d%)	Males (inches)	Females (inches)
01-40	39 - 1d3	36 - 1d3
41-65	39	36
66-00	39 + 1d3	36 + 1d3

TABLE 57: WEIGHT DETERMINATION (HILL GNOME)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-20	80 - 2d4	75 - 1d8
21-37	80 - 1d4	75 -1d4
38-58	80	75
59-75	80 + 1d4	75 + 1d4
76-00	80 + 2d6	75 + 1d8

Hill gnomes may be bards, clerics, fighters, illusionists, thieves (including the thief-acrobat split class), or mountebanks. Hill gnomes may choose from the following multi-class combinations, if desired:

- cleric/fighter
- cleric/thief (inc. acrobat)
- fighter/illusionist
- fighter/jester
- fighter/thief (inc. acrobat)
- fighter/mountebank
- illusionist/thief (inc. acrobat)
- illusionist/mountebank

Hill gnomes are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 58: HILL GNOME LEVEL LIMITS

Ability Score	Bard (CHA)	Cleric (WIS)	Fighter (STR)	Illusionist (INT)	Mtbk. (CHA)
14 or less	5	7	5	6	8
15	5	7	5	6	8
16	6	8	5	6	9
17	6	9	5	6	10
18	6	10	5	7	11
18/50	-	-	6	-	-
18/75	-	-	7	-	-
18/99	-	-	8	-	-
19	6	12	9	8	11
20	6	14	9	10	11
21 or more	6	14	9	13	11

Example: A gnome with an intelligence of 18 could rise as high as 7th level as an illusionist. There is no maximum level for thieves. Hill gnomes are limited to the 6th level as jesters, regardless of ability scores.

Like dwarves, hill gnomes have a predisposition to mining and its associated arts, and thus all gnomes have the following special abilities relating to mining and underground works:

- Detect sloping or otherwise graded passages or tunnels (80%)
- Detect unsafe walls, floors, and ceilings in danger of imminent collapse within 10' (70%)
- Sense approximate depth below ground (60%)
- Sense direction when traveling below ground (50%)

Note that all of these powers require that the gnome in question actively attempt to sense the feature in question. Merely walking past an unsafe wall would not, for instance, entitle the character to make a check.

In addition to the languages mentioned above, hill gnomes possess the ability to communicate with any burrowing mammal, such as badgers, moles, giant rats, etc.

Halflings

Halflings are diminutive demihumans, much given to simple comforts such as food and drink. Only occasionally are they stricken with a wanderlust that compels them to seek out adventure, excitement, and wealth.

Halflings get a +1 bonus to their dexterity ability score, and a -1 penalty to their strength score. The initial ability scores of a halfling character must fall within the following ranges:

TABLE 59: HALFLING ABILITY SCORE RANGES

Ability	Male	Female
Strength	6-17	6-14
Intelligence	6-18	6-18
Wisdom	3-17	3-17
Dexterity	8-18	8-18
Constitution	10-19	10-19
Charisma	3-18	3-18

Characters that do not possess ability scores in the stated ranges cannot be halflings. It is possible, however, for a character's ability scores to be increased or lowered due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race!

Halflings may be bards (including jesters), clerics (including druids and mystics), fighters, and thieves (including acrobats and mountebanks). Halfling characters may opt to have more than one class at a time. They may choose from the following combinations (see Multi-Classed Characters on page 23 for more details):

- jester/thief (inc. acrobat)
- cleric/fighter
- druid/fighter
- mystic/fighter
- cleric/thief (inc. acrobat)
- druid/thief (inc. acrobat)
- fighter/thief (inc. acrobat)
- fighter/mountebank

Halflings possess a natural resistance to magic and poison, and gain a bonus to their saving throws versus wands, staves, rods, poison, and spells, according to their constitution ability score:

TABLE 60: HALFLING SAVING THROW BONUS

Constitution	Saving Throw Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18+	+5

When moving only with other halflings (or elves) and not wearing metal armor such as chain mail, halfling characters are able to move quietly, giving their enemies a -2 penalty to their surprise rolls, unless the encounter involves opening a door or other portal (in which case enemies get a -1 penalty). If in a mixed group who do not meet these requirements, the halfling must be at least 90' away from the rest of the group in order to move thus.

When any halfling is being attacked by giant-type creatures (including ogres, giants, ogre-magi, etc.), their opponents get a -4 penalty "to hit" due to the halfling's small stature and general combat experience against such creatures.

All halfling player characters begin the game able to speak the Common tongue, Dwarven, Elvish, Gnome, Goblin, Halfling, and Orcish. Those who have an intelligence score of 17 can learn one additional language, and those with a score of 18 can learn two.

Halflings tend to have ruddy cheeks and brown or light brown hair. They have eyes of brown or hazel. Height and weight are determined as follows:

TABLE 61: HEIGHT DETERMINATION (HALFLING)

Die Roll (d%)	Males (inches)	Females (inches)
01-34	36 - 1d3	33 - 1d3
35-56	36	33
57-90	36 + 1d3	33 + 1d3
91-00	36 + 1d6	33 + 1d3

TABLE 62: WEIGHT DETERMINATION (HALFLING)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-10	60 - 2d8	50 - 2d4
11-22	60 - 1d4	50 - 1d4
23-38	60	50
39-50	60 + 1d4	50 - 1d4
51-00	60 + 2d6	50 + 2d4

Halflings age according to the following table (see Age on p. 77 for more details):

TABLE 63: HALFLING AGE RANGES

Age Category	Age (Years)
Young Adult	22-33
Mature	34-68
Middle Age	69-101
Old	102-144
Very Old	145-199

The maximum level halflings of any sub-type can attain in the druid class is determined by their ability scores:

TABLE 64: HALFLING LEVEL LIMITS (DRUID)

Druid Level	Wisdom	Charisma
6	15 or less	15
7	16	15
8	16	16
9	17	16
10	17	17
11	18	17
12	18	18
13	19 or more	19 or more

If any of the halfling druid's ability scores are below the minimum listed above, he cannot achieve the level indicated.

All halflings are limited to the 6th level as jesters, regardless of ability scores.

Halflings are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 65: HALFLING LEVEL LIMITS

Ability Score	Bard (CHA)	Cleric (WIS)	Fighter (STR)	Mtbk. (CHA)
14 or less	5	4	4	6
15	5	4	4	6
16	6	4	4	7
17	7	5	5	8
18	7	6	5	9
18/50	-	-	6	-
18/90	-	-	7	-
19	7	8	8	9
20 or more	7	10	8	9

Example: A halfling with a strength of 17 could rise as high as 5th level as a fighter. There is no maximum level for thieves.

Half-orcs

The offspring of orcs and humans, half-orcs are usually not welcome in either sort of society. Occasionally, though, half-orcs of exceptional ability will rise to positions of leadership of bands of orcs, and often find a niche amongst the lowest classes of human society. Approximately 10% of all orc-human hybrids are able to pass as human, and it is assumed that player character half-orcs come from this minority. See the ADVENTURES DARK AND DEEP™ Bestiary for more information on orcs and their various types of cross-breeds.

Half-orcs receive penalties of -2 to charisma, but receive a +1 to strength and +1 to constitution. The initial ability scores of a half-orc character must fall within the following ranges:

TABLE 66: HALF-ORC ABILITY SCORE RANGES

Ability	Male	Female
Strength	6-18	6-18
Intelligence	3-17	3-17
Wisdom	3-14	3-14
Dexterity	3-17	3-17
Constitution	13-19	13-19
Charisma	3-12	3-12

Characters that do not possess ability scores in the stated ranges cannot be half-orcs. It is possible, however, for a character's ability scores to be increased or lowered due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race!

Half-orcs have infravision up to 60' (being able to distinguish heat sources when normal light is unavailable).

Half-orc characters may be clerics, fighters, or thieves (including acrobats or mountebanks). Half-orcs are able to have more than one class at a time, choosing from the following combinations (see Multi-Classed Characters on page 23 for more details):

- cleric/fighter
- cleric/thief (inc. acrobat)
- cleric/mountebank
- fighter/thief (inc. acrobat)
- fighter/mountebank

Half-orc player characters start the game by being able to speak both the Common tongue and Orcish. They may then learn a maximum of two additional languages, assuming their intelligence score is sufficiently high to allow it.

Half-orcs generally favor their human heritage, but have sallow or pinkish skin, dark hair, and tend towards beetling brows. Height and weight are determined as follows:

TABLE 67: HEIGHT DETERMINATION (HALF-ORC)

Die Roll (d%)	Males (inches)	Females (inches)
01-45	66 - 1d4	62 - 1d6
46-55	66 - 1d4	62 - 1d4
56-65	66	62
66-75	66 + 1d4	62 + 1d4
76-00	66 + 1d4	62 + 1d8

TABLE 68: WEIGHT DETERMINATION (HALF-ORC)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-30	150 - 2d8	120 - 3d6
31-38	150 - 1d8	120 - 1d8
39-47	150	120
48-55	150 + 1d8	120 + 1d8
56-00	150 + 4d10	120 + 4d8

Half-orcs age according to the following table (see Age on p. 77 for more details):

TABLE 69: HALF-ORC AGE RANGES

Age Category	Years
Young Adult	12-15
Mature	16-30
Middle Age	31-45
Old	46-60
Very Old	61-80

Half-orcs are limited in how many levels they can attain in their chosen character class(es). The maximum level depends on their ability scores:

TABLE 70: HALF-ORC LEVEL LIMITS

Ability Score	Cleric (WIS)	Fighter (STR)	Thief (DEX)	Mtbk. (CHA)
14 or less	4	10	8	4
15	5	10	9	5
16	6	10	10	6
17	7	10	11	7
18	7	10	11	-
18/99	-	10	-	-
18/00	-	11	-	-
19	7	12	11	-
20	7	14	11	-
21 or more	7	17	11	-

Note that the level limit for mountebank is based on the half-orc's charisma with regard to other half-orcs, not his adjusted charisma used when dealing with other races.

Humans

Humans are the standard against which all other races are measured. Possessed of a uniquely diverse set of cultures that allows them to flourish in nearly any environment, and the ability to progress without limit in any character class, humans often dominate whatever world they inhabit.

Humans have an enormous diversity of skin tone and hair and eye color. In certain campaign settings, humans with green skin and hair, or other combinations, are not unknown. However, before you create a human character with such characteristics, check with your game master to make sure

such is consistent with the campaign setting. Height and weight are determined as follows:

TABLE 71: HEIGHT DETERMINATION (HUMAN)

Die Roll (d%)	Males (inches)	Females (inches)
01-20	72 - 1d12	66 - 1d6
21-40	72 - 1d4	66 - 1d4
41-60	72	66
61-80	72 + 1d4	66 + 1d4
81-00	72 + 1d12	66 + 1d8

TABLE 72: WEIGHT DETERMINATION (HUMAN)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-25	175 - 3d12	130 - 3d10
26-40	175 - 1d8	130 - 1d8
41-60	175	130
61-75	175 + 1d8	130 + 1d8
76-00	175 + 5d12	130 + 4d12

Humans age according to the following table (see Age on p. 77 for more details):

TABLE 73: HUMAN AGE RANGES

Age Category	Years
Young Adult	14-20
Mature	21-40
Middle Age	41-60
Old	61-90
Very Old	91-120

Unlike non-humans, human characters are not able to multi-class, but they can change class once in their careers (see page 25 for details). They do not receive any bonuses or penalties to their ability scores, and do not receive any special racial powers or skills. They can, however, rise to any level in any character class, which is a significant advantage that in large part explains their dominance of many worlds.

Character Classes

Class is the second element of the character that goes into determining what he knows, what he can do, and how well he does it. Class can be thought of as the occupation of the character, and as he gains experience points, he will become better at his profession and, at some intervals, gain new skills appropriate to his class.

All classes have one or more sub-classes. These are specializations within the broader class. As a rule, sub-classes have tougher requirements that must be met in order to be able to be chosen.

Bard: A performer and entertainer, but one with the ability to cast spells through his music and songs. He specializes in manipulating the emotions and feelings of others.

Jester: Another sort of performer, but focused on distraction and misdirection. They rely mostly on their verbal patter and entertainment skills, but at higher levels gain some ability to cast spells. The jester is a sub-class of the bard.

Cavalier: The proverbial knight in shining armor who follows a strict code of chivalry. The cavalier is a skilled warrior, with a focus on horsemanship and melee weapons. They are forbidden most sorts of missile weapons, feeling them to be less than chivalrous.

Paladin: A holy warrior. All paladins must be of lawful good alignment, and follow a code of behavior even more strict than that of the cavalier. He

possesses innate powers to help combat evil, and at higher levels gains the ability to cast clerical spells. The paladin is a sub-class of the cavalier.

Cleric: The cleric is a priest, who may serve some deity or even an entire religious pantheon. They are skilled in combat, may wear any sort of armor, and have the ability to cast spells, most of which are geared towards healing, divination, and protection.

Druid: A priest dedicated not to a god or gods, but to Nature itself. They are limited in the armor they can wear, but their spells are very effective in dealing with the natural world, plants, and animals. At the highest levels, they are effective at manipulating the very elements themselves. The druid is a sub-class of cleric.

Mystic: Another sort of priest, but one who attempts to come to an understanding of, and ultimately become one with, the multiverse itself. Their spells emphasize personal development and harmony with the universe. The mystic is a sub-class of cleric.

Fighter: The quintessential warrior who lives to fight and fights to live. Fighters do not possess many skills, but have the broadest ability to use weapons of all sorts, and advance in fighting skill at the fastest rate of any class.

Barbarian: Barbarians come from uncivilized lands and rely on skill and instinct to give them superior fighting skills. The barbarian has an innate distrust of all things magical, and must rise to higher levels before he can even associate with mages or other spell-casters. The barbarian is a sub-class of fighter.

Ranger: A woodsman, skilled in surviving in the wilderness, tracking prey, and the like. Rangers view themselves as guardians of civilization from the perils of the wilderness, and thus all rangers must be of good alignment. They are by nature loners, however, and groups of rangers are almost never seen. At higher levels they gain some small spellcasting ability. The ranger is a sub-class of fighter.

Mage: The model caster of spells, possessed of an enormous potential repertoire of spells, some effective in offense, some in divination, and some in protection. Although they begin relatively weak compared to other classes, at higher levels the spells of the mage make them the most powerful class in the game.

Illusionist: A specialist spell-caster who uses his magical powers to influence the minds of others. The illusionist specializes in creating visions and shadows, but as they continue to gain in power, their illusions can become real. The illusionist is a sub-class of mage.

Savant: The savant is a scholar and worker of magic, whose spells are focused on divination and dealing with creatures from the other planes of existence. At higher levels, no secrets remain from the savant. The savant is a sub-class of the mage.

Thief: The thief excels at stealth and nimbleness of hand. Whether used to steal wealth from those who cannot keep it, or to discover and disarm deadly traps, the thief's talents are useful for going where brute force cannot take you.

Acrobat: The acrobat is a split-class; a thief of sufficiently high level and ability scores can opt to leave the thief class and become an acrobat. The acrobat is skilled at leaping, vaulting, tightrope walking, hurling weapons, and the like.

Mountebank: A skilled con-man, the mountebank uses his formidable talents of persuasion and misdirection to confuse enemies and marks alike. Beginning at middle levels, the mountebank gains the ability to cast magical spells, which he uses in the furtherance of his craft. The mountebank is a sub-class of thief.

Detailed descriptions of each class and their sub-classes follow.

Character Race and Class

Not every race is able to choose every class. Some, like dwarves, are by their very nature resistant to magic, and thus are incapable of becoming mages.

Other races vary these restrictions by sub-race (for example, wild elves cannot become clerics, but may become druids, while other varieties of elves may have different restrictions). While the available choices for each race are listed in their specific description below, Table 74: gives a comprehensive summary of the whole, to aid in selecting the combination of race and class that best suits your desires for your character.

TABLE 74: CLASSES AVAILABLE BY RACE

	Dwarf, Gray	Dwarf, Hill	Dwarf, Mountain	Elf, Dark (M)	Elf, Dark (F)	Elf, Gray	Elf, Half-	Elf, High	Elf, Wild	Elf, Wood	Gnome, Deep	Gnome, Forest	Gnome, Hill	Halfling	Half-Orc	Human
Bard	-	-	-	Y	Y	Y	Y	Y	-	Y	Y	Y	Y	Y	-	Y
Jester	-	-	-	-	-	-	-	-	-	-	-	Y	-	Y	-	Y
Cavalier	-	-	-	Y	Y	-	Y	Y	-	-	-	-	-	-	-	Y
Paladin	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Y
Cleric	Y	Y	Y	Y	Y	Y	Y	Y	-	Y	Y	-	Y	Y	Y	Y
Druid	-	-	-	-	-	Y	Y	Y	Y	Y	-	Y	-	Y	-	Y
Mystic	-	-	-	-	-	Y	Y	Y	Y	Y	-	-	-	Y	-	Y
Fighter	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Barbarian	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Y	Y
Ranger	-	-	-	Y	Y	Y	Y	Y	-	Y	-	-	-	-	-	Y
Mage	-	-	-	Y	Y	Y	Y	Y	-	Y	-	-	-	-	-	Y
Illusionist	-	-	-	-	-	-	-	-	-	-	Y	-	Y	-	-	Y
Savant	-	-	-	Y	Y	Y	Y	Y	-	-	-	Y	-	-	-	Y
Thief	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Acrobat	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Mountebank	Y	Y	Y	Y	Y	-	Y	Y	-	Y	Y	Y	Y	Y	Y	Y

Multi-Classed Characters

Non-human characters are able to have more than one class at a time. This is known as "multi-classing." Different races have different multi-class options available to them, as described under the specific races above. Some general rules do apply to all multi-classed characters, regardless of race or the specific class combination of the character.

Experience is always evenly divided between the character's classes, be they two or three. This is so even if the character can no longer progress in a given class due to a racial limitation. Example: A dwarven character is a multi-classed cleric/thief with a wisdom score of 16. For his entire adventuring career, he must divide any experience points earned between his two classes. Once he reaches 9th level as a cleric, he can no longer gain levels in that class, even though he can still gain levels as a thief. From that point on, he is effectively gaining half the normal number of experience points, as his earned x.p. are still being divided between his cleric and thief classes.

If a character is entitled to an experience point bonus in one or more of his classes, he still receives it for those x.p. tallied for that class. So, if a cleric/thief with a wisdom of 17 and a dexterity of 13 got an award of 4,000 x.p., 2,200 would be applied to his clerical progression and 2,000 would be applied to his thief progression.

Multi-classed characters will, naturally, progress at different rates between their respective classes, because the x.p. requirements for each will be different. As such, they will not always neatly gain x.p. for all of their classes at the same time.

Each time a level is gained in any class, the player should roll the appropriate die, add the constitution bonus, and divide by the total number of classes the character possesses (rounding down). Example: A first level fighter/first level mage with a constitution of 15 gets enough experience points to reach second level as a fighter. He would roll 1d10, add 1 for his constitution bonus, and then divide by 2. That would then be added to his permanent hit point total.

Initial hit points are determined the same way; take the maximum for each class, add the constitution bonus to each die, add them all together, and then divide by the total number of classes. Round down if applicable. Example: A fighter-mage with a constitution of 15 would get 10+1+4+1 = 16 ÷ 2 = 8. So he starts with 8 h.p.

If a multi-class character has reached his maximum level because of a limit based on an ability score, and subsequently that ability score is increased (magically or otherwise), thus allowing him to become a higher level, the necessary x.p. to gain the level can only be applied to that class, and must be earned, *after* the ability score is increased. Just because a multi-class character has more x.p. than would normally be required, he does not automatically increase in experience level because his ability score has increased.

Multi-classed thieves are limited to the armor and weapons of a thief, or they are not able to perform any thiefly functions while wearing more restrictive armor. Multi-classed clerics are not restricted to non-edged weapons unless their deity specifically forbids it.

Multi-classed mages are able to wear armor and wield weapons available to their other class(es). So, a cleric/mage could wear any sort of armor and wield non-edged weapons, and still be able to cast magic spells.

Note that druid/rangers would normally be exclusive of one another due to their alignment restrictions. Such characters must walk a fine line alignment-wise; they are either neutral with good tendencies or neutral good with neutral tendencies. The game master is encouraged to scrutinize such characters carefully with regards to alignment, punishing transgressions severely.

Multi-classed characters use the best saving throw in each category from their available classes. They also use the best "to hit" column in combat.

TABLE 75: MULTI-CLASS OPTIONS BY RACE

	Dwarf (all)	Elf, Dark	Elf, Gray	Elf, High	Elf, Wild	Elf, Wood	Gnome, Deep	Gnome, Forest	Gnome, Hill	Halfling	Half-Orc
cleric/fighter	Y	Y	Y	Y	-	Y	Y	-	Y	Y	Y
cleric/fighter/mage	-	Y	Y	Y	-	Y	-	-	-	-	-
cleric/fighter/savant	-	Y	-	Y	-	-	-	-	-	-	-
cleric/mage	-	Y	Y	Y	-	-	-	-	-	-	-
cleric/mountebank	-	-	-	-	-	-	-	-	-	-	Y
cleric/ranger	-	-	Y	Y	-	Y	-	-	-	-	-
cleric/ranger/mage	-	-	Y	Y	-	Y	-	-	-	-	-
cleric/ranger/savant	-	-	-	Y	-	-	-	-	-	-	-
cleric/savant	-	Y	Y	Y	-	-	-	-	-	-	-
cleric/thief (inc. acrobat)	Y	Y	Y	Y	-	Y	Y	-	Y	Y	Y
druid/fighter	-	-	-	-	-	-	-	Y	Y	Y	-
druid/ranger	-	-	Y	Y	-	Y	-	-	-	-	-
druid/thief (inc. acrobat)	-	-	-	-	-	-	-	Y	Y	Y	-
fighter/illusionist	-	-	-	-	-	-	Y	-	-	-	-
fighter/mage	-	Y	-	Y	-	Y	-	-	-	-	-
fighter/mage (inc. savant)/thief (inc. acrobat or mountebank)	-	-	-	Y	-	-	-	-	-	-	-
fighter/mage (inc. savant)/thief (inc. acrobat)	-	Y	-	-	-	-	-	-	-	-	-
fighter/mage/mountebank	-	Y	Y	Y	-	Y	-	-	-	-	-
fighter/mage/thief (inc. acrobat)	-	-	Y	-	-	Y	-	-	-	-	-
fighter/mountebank	Y	Y	Y	Y	-	Y	Y	-	Y	Y	Y
fighter/savant	-	Y	-	Y	-	-	-	Y	-	-	-
fighter/savant/mountebank	-	Y	Y	Y	-	-	-	-	-	-	-
fighter/savant/thief	-	-	-	Y	-	-	-	-	-	-	-
fighter/savant/thief (inc. acrobat)	-	Y	Y	-	-	-	-	-	-	-	-
fighter/thief (inc. acrobat)	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y

	Dwarf (all)	Elf, Dark	Elf, Gray	Elf, High	Elf, Wild	Elf, Wood	Gnome, Deep	Gnome, Forest	Gnome, Hill	Halfling	Half-Orc
illusionist/mountebank	-	-	-	-	-	-	Y	Y	-	-	-
illusionist/thief (inc. acrobat)	-	-	-	-	-	-	Y	-	-	-	-
jester/fighter	-	-	-	-	-	-	Y	Y	-	-	-
jester/thief (inc. acrobat)	-	-	-	-	-	-	-	-	Y	Y	-
mage (inc. savant)/thief (inc. acrobat or mountebank)	-	-	-	Y	-	-	-	-	-	-	-
mage (inc. savant)/thief (inc. acrobat)	-	-	Y	-	-	-	-	-	-	-	-
mage/mountebank	-	Y	Y	-	-	Y	-	-	-	-	-
mage/thief (inc. acrobat)	-	Y	-	-	-	Y	-	-	-	-	-
mystic/fighter	-	-	-	Y	-	Y	-	-	Y	Y	-
mystic/fighter/mage	-	-	-	Y	-	Y	-	-	-	-	-
mystic/mage	-	-	-	Y	-	Y	-	-	-	-	-
mystic/ranger	-	-	-	Y	-	Y	-	-	-	-	-
mystic/ranger/mage	-	-	-	-	-	Y	-	-	-	-	-
mystic/savant	-	-	-	Y	-	-	-	-	-	-	-
mystic/thief (inc. acrobat)	-	-	-	Y	-	Y	-	-	-	-	-
ranger/mage	-	-	-	Y	-	-	-	-	-	-	-
ranger/savant	-	-	-	Y	-	-	-	-	-	-	-
savant/thief	-	-	-	-	-	-	-	Y	-	-	-
savant/mountebank	-	-	Y	-	-	-	-	Y	-	-	-

Note that half-elves have the same multi-class options as their elven parent.

Changing Classes

Human characters may, once in their careers, switch from one class to another. Barbarians may never change classes (nor can any other class become a barbarian), and neither can non-humans, who have the option to have more than one class at the same time (see multi-classed characters above). No character may switch classes more than once, nor may the character switch back.

In order to change from one class to another, the character must have at least a 15 in that attribute most central to the class they are currently in, as well as at least a 17 in that attribute central to the class being moved to. Those attributes are: bard, charisma; cavalier, constitution; cleric, wisdom; fighter, strength; mage, intelligence; thief, dexterity. Fighters with exceptional strength do not lose it, but non-fighters with 18 strength do not get to roll for exceptional strength when they change.

Once a character embarks on a second career, he retains the hit points he gained in his first class. Otherwise, he is treated as if he is a first-level character in the new class for all purposes, except that he does not gain any hit points upon gaining levels unless he has exceeded his maximum level in the old class. If, at any point during a given adventure, he should resort to using any ability or power from his original class, he forfeits all experience points earned during that adventure.

Eventually, assuming the character survives, he will rise in level in his new class above his original class. Once that happens, not only is he allowed to gain additional hit dice appropriate to his new class, but he can then use the powers and abilities of the old class without forfeiture of experience points, as long as restrictions regarding armor and weapons are observed (i.e., someone who switches from being a mage to being a fighter would have to take off his armor before being able to cast a spell).

A thief becoming a thief-acrobat does not count as changing class for this purpose.

The process of changing class will take 1d4+1 weeks, plus a mentor of at least 7th level in the new class must be found. Such a mentor will charge 1,500 g.p. per week. Once the new class has been entered, the character will not have any of the special abilities of the new class, but must observe all of the restrictions (on weapons, armor, alignment, behavior, etc.). Once the character has earned 50% of the experience points it would take to become 2nd level in the new class, he will be a full-fledged member of the new class, able to use all of the powers and abilities of that class. The hit points earned prior to the assumption of the new class's powers are not lost.

Bard

The bard is a performer; a minstrel, jongleur, poet, and storyteller all rolled into one. Bards are able to cast spells through their songs, and have some skill at thievery as well. In addition, they are, or can become, repositories of lore and languages, picking up snippets of odd knowledge here and there in the form of rhymes, songs, legends, etc., which may become useful in the most unexpected of circumstances. Both dexterity and charisma must be at least 14; if both are greater than 15, the bard will receive a 10% bonus to all experience points earned. Bards use 6-sided hit dice to determine hit points, and can wear any sort of armor type up to chain mail.

Bards may be of any non-lawful alignment. Bards who become lawful lose all spellcasting abilities, and will no longer improve their skills in those abilities that they have in common with thieves or sub-classes of thieves. Bards can be human, half-elf, elf, halfling, or gnome.

Bards have the following powers and abilities:

- Verbal patter
- Spell use
- Lore
- Listen at doors
- Hide in shadows
- Sleight of hand
- Musical instrument

Bards may use the following armor: cuirass (any), furs, gambeson, lamellar (any), ring armor, brigandine, scale armor (any), mail (but only if enchanted or elfin in nature). They may only become proficient in the following weapons: club, dagger, dart, garrot, javelin, knife, lasso, sap, scimitar, sling, spear, quarterstaff, bastard sword, broad sword, falchion, long sword, short sword. Those using weapons in which they are not proficient will suffer a -3 penalty "to hit" (see p. 88 for details).

Bards advance in experience levels according to the following table:

TABLE 76: BARD LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
2,500	2	2d6
5,000	3	3d6
12,500	4	4d6
25,000	5	5d6
50,000	6	6d6
100,000	7	7d6
200,000	8	8d6
400,000	9	9d6
650,000	10	106
900,000	11	10d6+2

For every level above 11th, the bard requires an additional 250,000 experience points to advance. The bard gains 2 hit points for each level earned past the 11th.

Bards begin the game with 2d6x10 g.p.

Verbal patter

Verbal patter is the term used to describe those skills possessed by the bard, which he uses to both entertain and influence his audiences. While engaging in verbal patter, the bard cannot cast spells. Combat is still allowed.

TABLE 77: BARD VERBAL PATTER

Bard Level	Attend	Inspire	Entertain, Distract, Distrust	Trust
1	40%	30%	20%	10%
2	45%	35%	25%	15%
3	50%	40%	30%	20%
4	55%	45%	35%	25%
5	60%	50%	40%	30%
6	65%	55%	45%	35%
7	70%	60%	50%	40%
8	75%	65%	55%	45%
9	80%	70%	60%	50%
10	85%	75%	65%	55%
11	90%	80%	70%	60%
12	95%	85%	75%	65%

TABLE 78: CHARISMA ADJUSTMENT FOR VERBAL PATTER

Charisma	Attend	Inspire	Entertain, Distract, Distrust	Trust
16	5%	-	10%	
17	10%	-	15%	5%
18	15%	-	20%	10%
19	20%	-	25%	15%

Note that all of these abilities are verbal in nature, and therefore require that the target (audience) can understand what is being said! The game master should use discretion in assigning bonuses or penalties to these abilities, based on the specific circumstances involved; i.e., a drunken and hostile crowd might be particularly less likely to respond positively to a bard's efforts at persuading them to believe something, etc. Each use of these abilities requires one round; subsequent uses require additional rolls to succeed, but each gains a +5% chance to succeed if the one before it has been successful, to a maximum 95% chance of success. There are no racial bonuses for verbal patter.

Attend: The bard uses his or her powers of patter to grab the attention of the audience (or direct it to someone else) and get them to listen to what is being said and possibly agree with or at the very least understand it.

Distract: The bard substitutes one object of attention for another. For example, he could relate an amusing anecdote about the chief of the palace security, distracting a guard enough for a companion to slip away unnoticed.

Distrust: The bard uses his clowning to attempt to point out something dishonest or otherwise disreputable in the target's behavior or history. If successful, the audience takes on the dimmest possible view of the target's intentions and actions.

Entertain: The bard attempts to occupy the attention of an audience with jokes, comedy, and amusing yarns. The audience, if the roll is successfully made, will respond with laughter, chuckles, and a generally jolly attitude.

Inspire: With this ability, the bard attempts to bolster the morale and fighting élan of those around him. If successful, all those friendly to the bard within 40' will receive a bonus of 20% to their morale rolls (see p. 103 for details) and a +1 bonus to all "to hit", damage, and saving throw rolls. Note that the bard's charisma morale adjustment is counted when determining a successful or failed morale check.

Trust: With this ability, the bard attempts to persuade the audience that a third party (not the bard himself) is worthy of the trust and faith of the audience. This will not mean automatic acceptance of anything he says, but it will certainly make him much more likely to be heeded.

Spell use

Bards are able to cast magic spells in the form of songs, which they learn over the course of a lifetime of wandering and study. The number of spells that the bard can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 79: BARD SPELLS AVAILABLE BY LEVEL

				Spell Level			
Level	1st	2nd	3rd	4th	5th	6th	7th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	2	2	-	-	-	-
7	4	3	2	1	-	-	-
8	4	3	3	2	-	-	-
9	4	3	3	2	1	-	-
10	4	4	3	2	2	-	-
11	4	4	4	3	3	1	-
12	4	4	4	4	4	1	-
13	5	5	5	4	4	2	1
14	5	5	5	4	4	2	2
15	5	5	5	5	5	3	3

Bards do not gain any additional spells after 15th level.

Bards do not use spell books to record their spell-songs; they memorize them as part of their training. However, before they can be used to create a magical effect, the bard must spend time in rehearsal and meditation at the beginning of the day, similar to the time taken by a mage or cleric to memorize or pray for a spell.

All bard spells are actually sung. As such, they require the use of the bard's instrument; see below for details. Spells that do not list "gestures" as a requirement still require that the bard's instrument be played in order to affect the spell. If the bard's instrument is not available, there is a base 25% chance that the spell will have no effect whatsoever. Naturally, once a bard takes "voice" as an instrument, he is then able to sing his spells *a cappella*, and the 25% failure chance no longer applies. Almost all musical instruments require both hands to play properly. See "musical instrument", below, for more information. Bards never require material components to cast their spells, unless explicitly stated in the spell description.

Many bard spells will have a casting time listed, but their duration is dependent on how long the incantation is maintained. What this means is that the spell's effect will begin at the end of the casting time, but will endure as long as the bard continues to sing. Unless otherwise stated in the spell description, a bard is able to maintain such spell-singing for as long as one hour plus one hour per experience level.

It is not normally possible to tell when a bard is actually casting a spell. Assuming that he is just singing some song, the transition into spellcasting (or completing such a spell) is undetectable except by its effects. Other bards, of course, can tell when such a spell has been cast. This makes bards especially effective in situations where their song-singing talents are normally employed, such as inns and taverns, banquets, courtly affairs, etc.

Bards add to their repertoire by listening to the spell-songs of other bards. This can be done in an adversarial situation, where another bard is singing "against" the bard and his party, or when another bard is singing on the same side as the bard who wishes to learn. The learner need not be able to cast the spell himself in order to memorize it; he simply cannot cast it until he has achieved the necessary experience level. However, it is necessary for the

listener to concentrate solely on the spell being cast; he cannot himself be singing, fighting, etc. while doing so. If he takes damage during the process, he must make a successful saving throw vs. spells in order to even have a chance to memorize the spell. There is a base 30% chance of the bard being able to add such a spell to his repertoire. This chance is adjusted as follows:

TABLE 80: BARD LEARNING SPELLS, ADJUSTMENTS

Circumstance	Adjustment to chance to learn the spell
Each point of intelligence of the learner above 14	+1%
Each level difference between the learner and the singer	±5%; if the learner is higher, this is a bonus, if not, it is a penalty

Example: Marcus the Singer is in combat against a party who includes amongst its ranks the evil Stephen the Rhymer. Marcus is 6th level (and has a 16 INT) and Stephen is 7th level. Stephen begins singing a 3rd level spell, which Marcus wants to add to his own repertoire. Marcus has a 30% base chance, plus 2% for his intelligence score, minus 5% for the level difference between himself and Stephen, for a total of 27%.

Bards begin with a repertoire of four spells, rolling randomly from the following two lists (roll twice on each list, re-rolling duplicates):

TABLE 81: BARD INITIAL SPELLS

Die Roll (d10)	List A	List B
1	Alter Animal	Calmness
2	Alter Plant	Disgust
3	Bless	Dry
4	Climb	Friends
5	Cure Animal Wounds	Haunting Dream
6	False Trail	Message
7	Jump	Perception
8	Sharp Note	Ready Spell
9	Sleep	Resist Cold
10	Wizard Lock	Ventriloquism

TABLE 82: BARD ABILITIES

Bard Level	Lore	Hide in Shadows	Listen at Doors	Read Languages	Sleight of Hand
1	5%	-	10%	20%	35%
2	10%	-	10%	25%	40%
3	15%	10%	15%	30%	45%
4	20%	15%	15%	35%	50%
5	25%	20%	20%	40%	55%
6	30%	25%	20%	45%	60%
7	35%	31%	25%	50%	65%
8	40%	37%	25%	55%	70%
9	45%	43%	30%	60%	75%
10	50%	49%	30%	65%	80%
11	55%	56%	35%	70%	85%
12	60%	63%	35%	75%	90%
13	65%	70%	40%	80%	95%
14	70%	77%	40%	85%	100%
15	75%	85%	50%	90%	105%
16	80%	93%	50%	90%	110%
17	85%	99%	55%	90%	115%
18	90%	99%	60%	90%	115%

TABLE 83: DEXTERITY ADJUSTMENT FOR BARD ABILITIES

Dexterity Score	Hide in Shadows*	Sleight of Hand
9	-10%	-10%
10	-5%	-5%
16	±0%	+5%
17	+5%	+10%
18	+10%	+15%
19	+12%	+20%
20	+15%	+23%
21	+18%	+26%
22	+20%	+29%
23	+23%	+32%
24	+25%	+35%
25	+30%	+38%

* Note that dexterity bonuses do not apply to hide in shadows if any sort of armor other than leather (or none) is worn.

TABLE 84: RACIAL ADJUSTMENT FOR BARD ABILITIES

Race	Hide in Shadows	Listen at Doors	Read Languages	Sleight of Hand
Elf	+10%	+5%	-	+5%
Gnome	+5%	+10%	-	+5%
Half-Elf	+5%	-	-	+5%
Halfling	+15%	-	-5%	-

TABLE 85: ARMOR ADJUSTMENT FOR BARD ABILITIES

Armor Worn	Hide in Shadows	Listen at Doors	Sleight of Hand
None	+5%	±0	+5%
Leather cuirass or lamellar	±0	±0	±0
Elven mail	-10%	-5%	-20%
Brigandine or Lamellar	-20%	-10%	-30%
Mail	-30%	-15%	-40%

Lore: Bards pick up bits of arcane and otherwise obscure knowledge like magpies. A bard has a base 5% chance per experience level of being able to identify the basic properties of enchanted weapons, armor, shields, rings, wands, rods, and the like. Singular items, such as artifacts or relics, have double the normal chance of being identified. *Cursed* items that look like non-cursed items (such as a *scarab of enraging enemies*, *amulet of inescapable detection*, etc.) have a 60% chance of being misidentified as being of beneficial type.

Hide in shadows: Beginning at third level, bards are able to make themselves practically disappear under the proper circumstances. Obviously, it is not a skill that can be practiced in the middle of a courtyard in glaring sunlight, but in the twisting streets of a town lit only by torchlight, or in the deep passageways of a dungeon complex, the bard is able to render himself motionless while blending into the shadows.

Listen at doors: Bards are able, through careful practice, to discern voices and other sounds by listening at doors, windows, and similar portals. This comes from the bard's innate ear for sounds and languages. It requires that the ear be pressed against the door.

Read languages: Beginning at 4th level, bards are able to make out many written languages (but note that this does not apply to hearing or speaking). This is an ability that is picked up in the study of treasure maps, diagrams, and similar items.

Sleight of hand: Sleight of hand allows the bard to perform minor feats of prestidigitation; palming, ditching, and switching small objects.

Musical Instrument

All bards are proficient in the use of one musical instrument at first level. This instrument is required for them to use their verbal patter abilities or to cast spells properly; there is a 25% chance of failure over and above any other chance if the instrument is missing or otherwise unavailable for play. For every 2 levels, the bard may select a proficiency in another instrument. At 6th level, the bard may select "voice" as his instrument, and thus be able to use his abilities *a cappella* with no penalty.

Although each campaign will have different specifics, some popular musical instruments from Medieval Europe include: drum, harp, lyre, trumpet, lute, mandolin, cornamuse, dulcimer, dulcian, gamba, gemshorn, harpsichord, hirtenschalmei, bagpipe, hurdy-gurdy, kortholt, recorder, zink, organetto, psaltery, racket, rebec, sacbut, flute, viol, and bladder pipe.

These instruments count as skill levels in the "music" skill, with the appropriate instrument or voice (see p. 72 for details).

Jester

The jester, a subclass of the bard, possesses a combination of magical, spoken, and acrobatic (tumbling, juggling, etc.) skills. In combat, they are particularly skilled at those weapons which are thrown or tossed, this carrying over from their juggling skills. Their abilities to convince others of various things, distract, etc., through their verbal patter is of great use when dealing with intelligent creatures, of course. The prime requisites of the class are thus intelligence, dexterity and charisma, each of which must be at least 13. If all three are greater than 14, the character adds 10% to experience gained, and naturally having such high ability scores will help the character in other ways.

The jester uses a six-sided die per level to determine the number of hit points he has. The main focus of the jester is on distraction, persuasion, influence, and so forth. As nimbleness is also an important part of the jester's repertoire, only the lightest and least restrictive armor types are allowed without penalty (see below). Jesters have access to their own spells, as well as some of the same spells available to mages and illusionists. As combat is not their primary forte, their use of weapons is restricted. They do have considerable skills in terms of influencing intelligent creatures, as well as tumbling and juggling.

Jesters may be of any non-lawful alignment. Jesters who become lawful lose their spellcasting abilities, and will no longer improve their skills in those abilities they have in common with thieves or sub-classes of thieves.

Jesters have the following powers and abilities:

- Verbal patter
- Tumbling and performing
- Pranks
- Spell use
- Attract a troupe at 10th level

Only humans, halflings, and gnomes can take up the motley and become jesters. Halflings and gnomes are limited to 6th level. Halflings may multi-class as jester/thieves, while gnomes may multi-class as fighter/jesters.

Jesters may use only the following types of armor: leather cuirass, furs, gambeson, leather lamellar, brigandine, leather scale. They may not use shields. They may only become proficient in the following weapons: club, dagger, dart, knife, sword (short, long, or broad), sling, hand axe (including thrown), slapstick, and javelin; they may use caltrops as weapons. Those using weapons in which they are not proficient will suffer a -4 penalty "to hit" with melee weapons and a -2 penalty with hurled weapons (see p. 88 for details).

Jesters advance in experience levels according to the following table:

TABLE 86: JESTER LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
2,250	2	2d6
4,500	3	3d6
10,000	4	4d6
20,000	5	5d6
40,000	6	6d6
70,000	7	7d6
110,000	8	8d6
200,000	9	9d6
350,000	10	106
600,000	11	10d6+2
850,000	12	10d6+4

For every level after 12th, the jester requires 250,000 experience points to advance. The jester gains 2 hit points for each level earned past the 12th.

Jesters can use any magic items available to mages or thieves, as well as those which are open to all classes. They do not get any other thief abilities, unless otherwise specified.

Jesters begin with 2d4x10 g.p.

Verbal Patter

Jesters have skill with verbal patter, as well as pranks, tumbling and performing. Verbal patter is one of the most important of the jester's abilities; it is the heart of his powers of misdirection, confusion, and persuasion. In a round where a bard is using his verbal patter ability, he may not cast spells, but may engage in combat.

TABLE 87: JESTER VERBAL PATTER

Jester Level	Assure, Demean, Attend, Question	Entertain, Distract, Distrust, Second Look	Befuddle, Trust, Value	Enrage
1	40%	20%	10%	-10%
2	45%	25%	15%	-5%
3	50%	30%	20%	0%
4	55%	35%	25%	5%
5	60%	40%	30%	10%
6	65%	45%	35%	15%
7	70%	50%	40%	20%
8	75%	55%	45%	25%
9	80%	60%	50%	30%
10	85%	65%	55%	35%
11	90%	70%	60%	40%
12	95%	75%	65%	45%
13	96%	80%	70%	50%
14	97%	85%	75%	55%
15	98%	90%	80%	60%
16	99%	95%	85%	65%
17	99%	96%	90%	70%

TABLE 88: CHARISMA ADJUSTMENT FOR VERBAL PATTER

Charisma	Assure, Demean, Attend, Question	Entertain, Distract, Distrust, Second Look	Befuddle, Trust, Value	Enrage
16	5%	10%	-	-
17	10%	15%	5%	-
18	15%	20%	10%	-
19	20%	25%	15%	-
20	25%	30%	20%	5%
21	30%	35%	25%	10%
22	35%	40%	30%	20%
23	40%	45%	35%	25%
24	45%	50%	40%	30%
25	50%	55%	45%	35%

Note that all of these abilities are verbal in nature, and therefore require that the target (audience) can understand what is being said! The game master should use discretion in assigning bonuses or penalties to these abilities, based on the specific circumstances involved; i.e., a drunken and hostile crowd might be particularly less likely to respond positively to a jester's efforts at persuading them to believe something, etc. Each use of these abilities requires one round; subsequent uses require additional rolls to succeed, but each gains a +5% chance to succeed if the one before it has been successful, but such "stacking" can never cause the chance of success to be greater than 95%. There are no racial bonuses for verbal patter.

Attend: The jester uses his or her powers of patter and gab to grab the attention of the audience (or direct it to someone else) and get them to listen to what is being said and possibly agree with or at the very least understand it.

Assure: The jester attempts to reinforce whatever preconceptions the audience already has. This has the effect of buttressing the perception of a decision as being right (or wrong), causing the audience to pay less heed to those who disagree, etc. The game master should apply penalties depending on what is being reinforced; if it is questionable a 20% penalty would not be unfair, and a 40% penalty could be assessed for an event which was downright against the thoughts of the audience.

Befuddle: The jester using this ability attempts to create utter confusion in the audience regarding some issue, fact, or event. By his or her confusing patter, the jester is able to cause the audience to no longer be sure of what it once knew for certain; who did what, where something is, the facts behind some event, etc.

Demean: The jester picks a specific target (person, event, thing, institution, place, etc.) and makes it the object of his or her derision, insults, and so forth. If this is done more than once against the same target, a 10% penalty should be imposed. Note that if the target (or a representative thereof) of the demeaning is present, it could lead to violence.

Distract: By means of this ability, the jester substitutes one object of attention for another. For example, he could relate some amusing anecdote involving the chief of the palace security, distracting a guard enough for a companion to slip away unnoticed.

Distrust: The jester uses his clowning to attempt to point out something dishonest or otherwise disreputable in the target's behavior or history. If successful, the audience takes the dimmest possible view of the target's intentions and actions.

Enrage: By use of this ability, the jester brings his audience to paroxysms of rage, aimed at a particular target. The chances for success listed above assume the target is a generally liked and respected member of the audience. If the target is not present, but is someone the audience would normally be sympathetic to, there is a 10% bonus to the chance of success.

If the target is present, but neither particularly liked nor disliked, there is a 20% bonus. If the target is absent and hated, present and disliked, or the jester himself, there is a 30% bonus. If the target is present and hated, there is a 40% bonus. Note that these bonuses can be applied to the negative chances of success at lower levels, and turn them into positives.

Note that if the jester attempts to enrage an audience, and fails his roll by more than 30%, the audience will resent his attempts and turn ugly in his direction.

Entertain: The jester attempts to occupy the attention of an audience with jokes, comedy, gags, and amusing yarns. The audience, if the roll is successfully made, will respond with laughter, chuckles, and a generally jolly attitude.

Question: By using this ability, the jester causes the audience to question something which had been hitherto known: what someone said, what they did, etc. Note that the distinction between this ability and befuddle is subtle and much an issue of degree; question generally is used to merely cause doubt in the mind of the audience, while befuddle is used to completely make a mess of the subject at hand.

Second Look: By use of this ability, the jester causes his audience to reevaluate a given decision or judgment they have recently undertaken. If attempted after a successful use of question or befuddle, the jester gains a 10% bonus to succeed. The difference between this and question, is that second look actively attempts to get the audience to change their minds, while question merely causes doubt.

Trust: With this ability, the jester attempts to persuade the audience that a third party (not the jester himself) is worthy of the trust and faith of the audience. This will not mean automatic acceptance of anything that third party says, but it will certainly make him much more likely to be heeded.

Value: The jester attempts to make his audience revere and generally have a high opinion of a particular person or thing.

Tumbling/Performing

Tumbling is a series of capering, tumbles, rolls, and handstands that give the jester some abilities in combat similar to those enjoyed by the thief-acrobat (q.v.). Performing is a combination of several skills; extraordinary balance, fire breathing, knife (and other objects) throwing, sword swallowing, and tossing/catching/juggling.

TABLE 89: JESTER TUMBLING AND PERFORMING

Jester Level	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
1	-	10%	25%, 10'	20%	-	25%	±0, +1	-
2	-	15%	50%, 10'	25%	5%	30%	±0, +1	-
3	+1	20%	75%, 10'	30%	10%	35%	±0, +1	-
4	+1	25%	25%, 20'	35%	15%	40%	+1, +1	5%
5	+1	30%	50%, 20'	40%	20%	45%	+1, +1	10%
6	+1	35%	75%, 20'	45%	25%	50%	+1, +2	15%
7	+2	40%	25%, 30'	50%	30%	55%	+2, +2	20%
8	+2	45%	50%, 30'	55%	35%	60%	+2, +2	25%
9	+2	50%	75%, 30'	60%	40%	65%	+2, +3	30%
10	+2	55%	25%, 40'	65%	45%	70%	+2, +3	35%
11	+3	60%	50%, 40'	70%	50%	75%	+3, +3	40%
12	+3	60%	75%, 40'	75%	55%	80%	+3, +4	45%
13	+3	60%	25%, 50'	80%	60%	85%	+3, +4	50%
14	+3	60%	50%, 50'	85%	65%	90%	+3, +4	55%
15	+4	60%	75%, 50'	90%	70%	95%	+3, +5	60%
16	+4	60%	25%, 60'	95%	75%	96%	+4, +5	65%
17	+4	60%	50%, 60'	96%	80%	97%	+4, +5	70%

TABLE 90: DEXTERITY ADJUSTMENTS TO TUMBLING AND PERFORMING

Dexterity	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
16	+1	+2%	-	+3%	-	+5%	-	-
17	+1	+3%	-	+6%	-	+10%	+1, ±0	-
18	+2	+5%	+5'	+9%	-	+15%	+1, ±0	-
19	+2	+8%	+10'	+12%	-	+20%	+1, +1	-
20	+3	+12%	+15'	+15%	-	+25%	+2, +1	-
21	+3	+17%	+20'	+17%	-	+30%	+2, +2	-
22	+4	+23%	+25'	+19%	-	+35%	+2, +2	-
23	+4	+30%	+30'	+21%	-	+38%	+3, +2	-
24	+5	+38%	+35'	+22%	-	+41%	+3, +2	-
25	+5	+47%	+40'	+23%	-	+45%	+3, +3	-

TABLE 91: RACIAL ADJUSTMENTS TO TUMBLING AND PERFORMING

Race	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
Gnome	-	+5%	-	-	-	+5%	-	-
Halfling	-	+10%	+5%	-	+5%	-	-1, +0	-

TABLE 92: JESTER TUMBLING AND PERFORMING ARMOR MODIFIERS

Armor Type	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
None	-	-	-	-	-	-	-	-
Leather cuirass or lamellar	-	-	-	-3%	-	-	-	-
Elven mail	-	-	-	-	-	-	-	-
Brigandine, furs, or gambeson	-	-5%	-	-6%	-	-5%	-	-
Steel scale or lamellar	-	-10%	-5%	-9%	-	-10%	-1, -1	-
Mail	-1	-15%	-10%	-12%	-5%	-15%	-1, -2	-
Plated mail	-1	-20%	-15%	-15%	-10%	-20%	-2, -2	-
Plate armor	-2	-25%	-20%	-20%	-15%	-30%	-2, -3	-5%
Jousting Plate	-3	-30%	-25%	-25%	-20%	-40%	-3, -3	-10%

Attack adds the stated "to hit" bonus to the jester's rolls in hand-to-hand combat.

Evasion functions like an analogue to magic resistance, applied to physical attacks. It allows the jester to caper, dodge and weave away from attacks. It only functions when the jester has a lower initiative score than an enemy in melee combat, and has a maximum 60% chance of success (even factoring in dexterity and racial bonuses). It can be applied to a single attack (if more than one are possible, the jester may choose which to apply the evasion chance to). It is not done in lieu of the jester's normal combat action, but in addition to it.

Falling percentage indicates the chance for the jester to avoid damage when falling the given distance. If the jester fails the throw, he still avoids some of the normal falling damage; an inverse of the percentage indicated (for example, a 9th level jester falling 30' would only take 25% of the normal damage for such a fall). If the fall is greater than the distance given, that portion of the falling damage is prorated, with the remainder yielding full damage (for example, a 9th level jester falling 50' would only take 25% of the first 30' worth of damage, plus full damage for the remaining 20').

Balancing allows the jester not only to maintain his own balance in unusual situations, but also to balance things upon himself. Examples would include remaining upright when the floor is tilting at a steep angle, balancing a plate on a stick on the forehead, balancing at the top of a pole, etc. It also includes the skill of balancing things on each other.

Fire Breathing is the art of blowing flammable liquids or vapors out of the mouth and igniting them. When done just for show, the chance for success is increased by 50%. When done in a combat situation, the percentage is as stated. As a rule, the materials necessary will cost 3 g.p. per dose, will cause 1d6 h.p. of damage, and have a range of 4', although the game master may, at his discretion, include other substances or even magical potions that alter those parameters. Failure could indicate that a friendly combatant was burned (at the discretion of the game master); failing by more than 50% indicates that the jester himself is injured. An ignition source (torch, usually) is required.

Juggling is the general art of tossing and catching things (cups, knives, torches, balls, etc.); actual juggling is the best-known example of this, of course, but in combat this can be used to intercept non-magical missiles which have the jester as the target. The jester may then immediately throw the object (if it may ordinarily be thrown; an arrow, for instance, could not be), hold it, or simply let it drop to the ground. This may be used against a number of incoming missiles equal to his level, to a maximum of 6. If the jester does immediately re-throw the missile, it does not count as his attack for that round. Juggling cannot be done while the character is "in melee".

Knife throwing allows the jester to use small hand-held missile weapons such as daggers, darts, axes, etc. In the table above, the first number indicates the number of missiles per round that can be thrown by the jester, as a modifier to the fire rate (thus, a sixth level jester could hurl 4 darts per round). The second number is the bonus "to hit" that the jester receives over and above the standard dexterity bonus for such things. In addition, the jester treats all such hurled missiles as being one range class closer; i.e., L range becomes M, and M becomes S. Note that jesters can use weapons not normally thought of as

hurled weapons in such a fashion, with only the normal non-proficiency penalty "to hit." Unless otherwise specified, this applies to hurled magic items such as *iron bands of binding*, etc.

Sword swallowing does not have any immediate combat-related application, but could be used to conceal objects by an enterprising character. The details of such use are left to the game master, but players should not be allowed to "get away with murder" in terms of using this ability. A key would be well within the bounds of the ability, as might be a wand, but hiding an actual sword would be too much.

Pranks

Pranks are physical gags: the pie-in-the-face and the bucket of glue left in an awkward spot to be stepped in.

Pranks come in three types: those which cause minor injury, those which trip/delay, and those which humiliate. Those which cause minor injury will cause at most 1d6 h.p. damage and a stunning effect which lasts for 1-3 rounds. A trip/delay prank will cause the target to fall (possibly dropping carried items), lose an entire round of movement, or be slowed to half movement for 1-3 rounds. A humiliation prank will make the victim appear clumsy and oafish to witnesses, and will result in a temporary loss of 1-4 points of charisma, but will otherwise not cause any damage or delay.

When used in combination with the jester's verbal patter abilities, it could yield a bonus, depending on the circumstances. Bear in mind that the jester may need to purchase or make props for these pranks, and will usually need time to prepare.

Magic Spells

Jesters are able to cast spells, but do not gain them automatically when they advance in level. Rather, jesters obtain spells for their books haphazardly, and are able to copy them into their spell books from those they find while adventuring (jesters do not begin the game with a spell book; they must purchase or find one at some point prior to reaching 3rd level). They can also copy spells of clerical, druid, or mystical nature from the appropriate sorts of scrolls. Note that while they are able to copy spells from mages and illusionists, the reverse is not true; regular spell-casters cannot understand the abbreviated patois jesters use when noting down their spells. They are able to memorize a number of spells based on their own level:

TABLE 93: JESTER SPELLS AVAILABLE BY LEVEL

Jester's Level	Spell Level			
	1st	2nd	3rd	4th
3	1	-	-	-
4	2	-	-	-
5	2	1	-	-
6	2	2	-	-
7	2	2	1	-
8	3	2	1	-
9	3	2	2	1
10	3	3	2	1
11	3	3	2	2
12	3	3	3	2

Jesters are not able to memorize any additional spells after 12th level.

Spells must be committed to memory by the jester before they must be cast. In order to do so, the jester must be rested prior to the actual study necessary to impress the mystical energies upon his mind, just like a mage or cleric.

Cavalier

The cavalier is the quintessential "knight in shining armor" astride a trusted stallion. All cavaliers are sworn to some nobleman, king, chivalric order, holy institution, or a similar cause. The player interested in playing a cavalier character is advised to consult with the game master, to determine what would be an appropriate cause or personage to whom the character can swear fealty. He must always be a paragon of both bravery and honor, and follow a strict code of chivalry.

The minimum ability scores required to become a cavalier are strength 14, dexterity 14, constitution 14, intelligence 10, and wisdom 10. Cavalier characters may be human, elven, or half-elven, as long as the elves are of the dark, gray, or high elf varieties. They must be of upper class social standing (see Social Class on page 74 for details). All cavaliers must be of lawful alignment (lawful good, lawful neutral, or lawful evil). Any cavalier who changes alignment and becomes non-lawful will lose all of his special class abilities (and restrictions).

Cavaliers have the following special abilities and restrictions (fully described below):

- Starting equipment
- Multiple attacks per round
- Weapons of choice
- Superior horsemanship
- Special restrictions regarding armor
- Immunities to certain types of mind-affecting magic, illusions, and *fear*.
- A code of chivalry that restricts their actions
- Requirements for hiring henchmen

Cavaliers are able to wear any sort of armor (although they have special restrictions; see below) and shield. They are able to become proficient in any weapon, but see below under weapon specialization for more details. Those using weapons in which they are not proficient will suffer a -3 penalty "to hit"

(see p. 88 for details). Cavaliers will not use flaming oil (except in a siege situation) as they consider it to be a cowardly weapon, beneath their dignity.

Cavaliers advance in experience levels according to the following table:

TABLE 94: CAVALIER LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d10
2,500	2	2d10
5,000	3	3d10
10,000	4	4d10
18,500	5	5d10
37,000	6	6d10
85,000	7	7d10
140,000	8	8d10
220,000	9	9d10
300,000	10	10d10
600,000	11	10d10+3
900,000	12	10d10+6

After 12th level, each level requires 300,000 additional experience points, and the character adds 3 hit points to their total.

Starting Equipment

Cavaliers begin the game with additional equipment and belongings which come from the liege lord or chivalric order to which they belong. The exact nature of this additional equipment will depend on the social class of the cavalier (see Social Class on p. 74 for details).

Cavaliers of lower upper class begin with 1d2+6x10 g.p., plated mail and large shield, dagger, lance, and either long or broad sword, as well as a medium warhorse with saddle, harness, etc.

Cavaliers of middle upper class begin with 1d12x10 g.p., plate armor and large shield, dagger, lance, and either long or broad sword, as well as a heavy warhorse with saddle, harness, etc.

Cavaliers of upper upper class begin with 3d6x10 g.p., plate armor and jousting plate armor and large shield, dagger, mace, lance, and either long or broad sword, as well as a heavy warhorse with saddle, harness, and leather barding. Note that the cavalier will have to carry that jousting plate around with him, which will significantly add to his needs as far as transportation go.

Multiple Attacks per Round

Cavaliers are able to attack more often than other character classes in certain circumstances when in melee. When facing opponents with 1d4 or 1d6 hit dice (see the ADVENTURES DARK AND DEEP™ Bestiary for more information on monster hit dice), the cavalier gets a number of attacks equal to his level. Note that this also applies to characters: a 3rd level cavalier attacking a 1st level thief would get three attacks per round. It does not apply when fighting creatures with 1d8 or better hit dice, nor does it apply to any creature with more than one hit die, no matter what type it is.

Weapons of Choice

While cavaliers can learn and wield any sort of weapon, they will use the following in preference to any other, if available: lance, long sword, broad sword, bastard sword, short sword, horseman's mace, horseman's flail, military pick, dagger, scimitar, and javelin. Cavaliers of elven and half-elven stock may add the short composite bow to that list as well. Weapons such as pole arms, bows, and two-handed swords are seen as cowardly, and their use, while not forbidden, does violate the code of chivalry of the cavalier.

Cavaliers must choose the lance as one of their weapons of proficiency at first level.

Cavaliers gain bonuses "to hit" with certain weapons (or types of weapons) as they advance in level:

TABLE 95: CAVALIER "TO HIT" BONUSES BY LEVEL

Level	Bonus "to hit"
1	+1 with lance (if mounted)
3	+1 with broad sword, long sword, or scimitar (player chooses one)
5	+1 with horseman's mace, horseman's flail, or military pick (player chooses one)
7	+2 with lance (if mounted)
9	+2 with weapon chosen at 3rd level
11	+2 with weapon chosen at 5th level
13	+3 with lance (if mounted)
	Etc.

Note that these bonuses "to hit" are not magical in nature and do not in and of themselves allow the cavalier to hit creatures that are normally only wounded by enchanted weapons. In addition, the cavalier is able to strike more than once per round with such weapons of choice, as per the following table.

TABLE 96: CAVALIER WEAPON OF CHOICE ATTACKS PER ROUND

Level	Attacks
1-6	1 attack per round
7-12	3 attacks per 2 rounds
12-18	2 attacks per round
19+	5 attacks per 2 rounds

A cavalier using a lance while dismounted gains a +1 bonus to damage inflicted on enemies.

Horsemanship

Cavaliers are born to the saddle, and are excellent horsemen. When mounted on horses (or other appropriate mounts, as determined by the game master), human cavaliers gain a +1 "to hit." All cavaliers are, by virtue of their experience with horses, excellent judges of horseflesh. After examining a horse, they can tell if its hit points are in the lower third, the middle third, or the top third of the possible range. Any horse selected as a mount by a cavalier will have +2 h.p. per hit die, up to the maximum number of hit points possible. Mounts will always be friendly and obedient as long as they are well treated.

They receive other bonuses to their horsemanship as they increase in level:

TABLE 97: CAVALIER HORSEMANSHIP

Level	Horsemanship Ability
3	Can leap into the saddle (even in heavy and/or bulky armor) and be racing away within 6 seconds (1 segment).
4	Good-aligned female elf cavaliers may use unicorns as steeds
5	Can urge his steed to go 20'/round faster than normal, for up to 1 hour (normal rest is still required)
7	Can use a pegasus as a mount
9	Can use a hippogriff as a mount
11	Can use a griffon (etc.) as a mount

Armor Restrictions

The cavalier regards his armor as one of his most valued possessions, and will always seek to own the best and most elaborate armor available (starting with plate armor and working down to ring mail). He will not wear leather or padded armor under any circumstances. Note that he will pass up enchanted

armor of lesser <u>type</u> in favor of "better" armor more befitting his station, regardless of armor <u>class</u> (see armor on p. 78 for more information on the distinction between armor type and armor class). Example: Given a choice between *chain mail +3* and plate mail, the cavalier will choose the plate mail, even though his armor class would actually be superior with the "lesser" type of armor. Exception: jousting plate is just that-- intended solely for jousting tournaments and deliberately impractical for more normal combat situations. Plate armor is considered the "best" type of armor for this purpose.

Special Immunities

Cavaliers are immune to *fear* (whether caused by a magical effect or some other force). They are 90% resistant to magic which affects the mind, such as illusions, *beguiling, charm, hold, sleep, suggestion*, etc. Note that this resistance is in addition to, not instead of, regular saving throws. In addition to this resistance, cavaliers gain a +2 bonus to any saving throws vs. illusions.

The Code of Chivalry

The cavalier must follow a chivalric code. Your game master may, at his discretion, alter the specifics of this code according to the particular needs of his campaign world, but as a general rule the cavalier would be expected to uphold the ideals of:

- Glory in battle
- Honor
- Faith
- Courtesy
- Courage
- Pride
- Hospitality
- Loyalty
- Selflessness
- Generosity

(The last two would not apply to cavaliers of evil alignment.) For example, a cavalier would be expected to provide food and lodging to other cavaliers of similar alignment, would need to display his coat of arms in battle and go to any length to retrieve it if his standard is lost, show respect for his peers, honor for his betters, and scorn for the ignoble, etc. Failure to adhere to this code will have definite implications for experience points earned.

In addition, the imprecation towards selfless bravery leads the cavalier to recklessness in battle. In mass battle situations (the game master will determine when that description applies; it could be a battle against a horde of orcs in a cavern as easily as a battle between two contending armies), a cavalier will charge the enemy in an attempt to secure renown for himself. Enemies will be charged in the following order: powerful monster champions (dragons, demons, etc.), enemy leaders, enemy cavaliers, elite cavalry, regular cavalry, elite foot, the enemy camp or command, melee troops, and finally, peasant levies.

Henchmen and Hirelings

When hiring henchmen, cavaliers of good alignment get a bonus of +3 to the maximum number of henchmen allowed (see charisma, p. 7, and henchmen, p. 104, for more information). Cavaliers of neutral or evil alignment get a bonus of +1 to their maximum number of henchmen. As a rule, only cavaliers of neutral alignment will have druids as henchmen; those of good or evil alignment can have clerics instead.

Cavaliers are required to take on retainers as they increase in level, according to the following table:

TABLE 98: CAVALIER RETAINERS

Cavalier Level	Retainers Required (cumulative)
4	1st or 2nd level cavalier
6	3rd level cavalier
7	2 x 1st level cavaliers (one to be a herald, one to be a guard)
8	2d6 mounted man-at-arms

All of these retainers will follow the cavalier without pay (other than standard upkeep, training, etc.). At all times the cavalier is responsible for his retainers living up to the cavalier's chivalric code. Such retainers are counted as henchmen (see henchmen, p. 104).

Paladin

The paladin is a sub-class of cavalier. If the cavalier is Uther Pendragon, the paladin is Lancelot du Lac; not only a paragon of chivalry and martial prowess, but absolutely dedicated to the cause of lawful good, and inspired by a never-wavering faith therein. Where the cavalier swears his fealty to a lord, king, or knightly order, the paladin almost invariably is dedicated to a zealous deity of lawful good alignment.

The minimum ability scores required to become a paladin are strength 14, dexterity 14, constitution 14, intelligence 10, wisdom 13, and charisma 17. He must be of lawful good alignment, and only humans are able to choose this class. Paladins who deviate from the lawful good alignment will become regular cavaliers. They must be of Upper Class social standing (see Social Class on page 74 for details).

Paladins have the following special abilities and restrictions (fully described below):

- Starting equipment
- Multiple attacks per round
- Weapons of choice
- Superior horsemanship, and the ability to *summon* a special warhorse
- Special restrictions regarding armor
- Immunities to certain types of mind-affecting magic, illusions, *fear*, and evil
- The ability to detect evil
- The ability to turn undead
- Healing powers and immunity to disease
- The ability to cast clerical spells
- A code of chivalry and poverty that restricts their actions
- Requirements for hiring henchmen

Paladins are able to wear any sort of armor (although they have special restrictions; see below) and shield. They are able to become proficient in any weapon, but see below under weapon specialization for more details. Those using weapons in which they are not proficient will suffer a -3 penalty "to hit" (see p. 88 for details). Paladins will not use flaming oil (except in a siege situation) as they consider it to be a cowardly strategy, beneath their dignity.

Paladins advance in experience levels according to the following table:

TABLE 99: PALADIN LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d10
2,750	2	2d10
5,500	3	3d10
12,000	4	4d10
24,000	5	5d10
45,000	6	6d10
95,000	7	7d10
175,000	8	8d10
350,000	9	9d10
700,000	10	9d10+3
1,050,000	11	9d10+6

After 11th level, each level requires 350,000 additional experience points, and the character adds 3 hit points to their total.

Starting Equipment

Paladins begin the game with additional equipment and belongings, which come from the church or holy order to which they belong. The exact nature of this additional equipment will depend on the social class of the paladin (see Social Class on p. 74 for details).

Paladins of lower upper class begin with 1d2+6x10 g.p., plated mail and large shield, dagger, lance, and either long or broad sword, as well as a medium warhorse with saddle, harness, etc.

Paladins of middle upper class begin with 1d12x10 g.p., plate armor and large shield, dagger, lance, and either long or broad sword, as well as a heavy warhorse with saddle, harness, etc.

Paladins of upper upper class begin with 2d6x10 g.p., jousting plate and full plate armor and large shield, dagger, mace, lance, and either long or broad sword, as well as a heavy warhorse with saddle, harness, and leather barding.

Multiple Attacks Per Round

Paladins are able to get in more than the standard one attack per round when in melee. When facing opponents with 1d4 or 1d6 hit dice (see the ADVENTURES DARK AND DEEP™ Bestiary for more information on monster hit dice), the paladin gets a number of attacks equal to his level. Note that this also applies to characters; a 3rd level paladin attacking a 1st level cleric would get three attacks per round. It does not apply when fighting creatures with 1d8 or better hit dice, nor does it apply to any creature with more than one hit die, no matter what type it is.

Weapons of Choice

While paladins can learn and wield any sort of weapon, they will use the following in preference to any other, if available: lance, long sword, broad sword, bastard sword, short sword, horseman's mace, horseman's flail, military pick, dagger, scimitar, and javelin. Weapons such as pole arms, bows, and two-handed swords are seen as cowardly, and their use, while not forbidden, does violate the code of chivalry of the paladin. Paladins must choose the lance as one of their weapons of proficiency at first level.

Paladins gain bonuses "to hit" with certain weapons (or types of weapons) as they advance in level:

TABLE 100: PALADIN "TO HIT" BONUSES BY LEVEL

Level	Bonus "to hit"
1	+1 with lance (if mounted)
3	+1 with broad sword, long sword, or scimitar (player chooses one)
5	+1 with horseman's mace, horseman's flail, or military pick (player chooses one)
7	+2 with lance (if mounted)
9	+2 with weapon chosen at 3rd level
11	+2 with weapon chosen at 5th level
13	+3 with lance (if mounted)
15	+3 with weapon chosen at 3rd level
17	+3 with weapon chosen at 5th level

Note that these bonuses "to hit" are not magical in nature and do not in and of themselves allow the cavalier to hit creatures that are normally only wounded by enchanted weapons. In addition, the cavalier is able to strike more than once per round with such weapons of choice, as per the following table:

TABLE 101: PALADIN WEAPON OF CHOICE ATTACKS PER ROUND

Level	Attacks
1-6	1 attack per round
7-12	3 attacks per 2 rounds
12-18	2 attacks per round
19+	5 attacks per 2 rounds

A paladin using a lance while dismounted gains a +1 bonus to damage inflicted on enemies.

Horsemanship

Paladins, like cavaliers, are born to the saddle, and are excellent horsemen. When mounted on horses (or other appropriate mounts, as determined by the game master), paladins gain a +1 "to hit." All paladins are, by virtue of their experience with horses, excellent judges of horseflesh. After examining a

horse, they can tell if its hit points are in the lower third, the middle third, or the top third of the possible range. Any horse selected as a mount by a cavalier will have +2 h.p. per hit die, up to the maximum number of hit points possible. Mounts will always be friendly and obedient as long as they are well treated.

They receive other bonuses to their horsemanship as they increase in level:

TABLE 102: PALADIN HORSEMANSHIP

Level	Horsemanship Ability
3	Can leap into the saddle (even in heavy and/or bulky armor) and be racing away within 6 seconds (1 segment).
4	Good-aligned female elf cavaliers may use unicorns as steeds
5	Can urge his steed to go 20'/round faster than normal, for up to 1 hour (normal rest is still required)
7	Can use a pegasus as a mount
9	Can use a hippogriff as a mount
11	Can use a griffon (etc.) as a mount

At 4th level, the paladin may summon his mount through a special rite of fasting and prayer. Magically, the paladin's steed will appear; a heavy warhorse of human-level intelligence and great speed (see the ADVENTURES DARK AND DEEP™ Bestiary for more complete information). Such a creature can only be summoned once in a decade; if the mount should be lost, the paladin must wait the full ten years since the last summoning before doing so again.

Armor Restrictions

The paladin regards his armor as one of his most valued possessions, and will always seek to own the best and most elaborate armor available (starting with plate armor and working down to ring mail). He will not wear leather or padded armor under any circumstances. Note that he will pass up enchanted armor of lesser <u>type</u> in favor of "better" armor more befitting his station, regardless of armor <u>class</u> (see armor on p. 78 for more information on the distinction between armor type and armor class). Example: Given a choice between *chain mail +3* and plate mail, the cavalier will choose the plate mail, even though his armor class would actually be superior with the "lesser" type of armor.

Special Immunities and Detections

Paladins are immune to *fear* (whether caused by a magical effect or some other force) and radiate a similar sphere of protection from fear in a 10' radius. They are 90% resistant to magic which affects the mind, such as illusions, *beguiling, charm, hold, sleep, suggestion*, etc. Note that this resistance is in addition to, not instead of, regular saving throws. In addition to this resistance, paladins gain a +2 bonus to any saving throws vs. illusions.

Paladins are immune to all diseases.

All paladins may *detect evil* with a 60' range. This ability requires concentration in the proper direction (within a 90° or so arc). They also radiate *protection from evil* in a 10' range, as per the spell (see p. 202 for details).

Turning Undead

Beginning at 3rd level, paladins are able to "turn" certain types of creatures, such as undead (zombies, ghouls, vampires, etc.), some extra-planar creatures such as lesser angels and minor devils, and certain other creatures as noted in the ADVENTURES DARK AND DEEP™ Bestiary. Turning consists of prominently displaying the paladin's holy symbol and commanding the undead in question to flee before the obvious power of his god(s). The paladin then rolls on the following table:

TABLE 103: PALADIN UNDEAD TURNING

Creature Type	Paladin Level							
	3	4	5	6	7	8	9-13	14+
I	10	7	4	0	0	0*	0*	0**
II	13	10	7	0	0	0*	0*	0*
III	16	13	10	4	0	0	0*	0*
IV	19	16	13	7	4	0	0	0*
V	20	19	16	10	7	4	0	0
VI	-	20	19	13	10	7	4	0
VII	-	-	20	16	13	10	7	4
VIII	-	-	-	20	16	13	10	7
IX	-	-	-	-	20	16	13	10
X	-	-	-	-	-	20	16	13
XI	-	-	-	-	-	-	20	16
XII	-	-	-	-	-	-	-	19
XIII	-	-	-	-	-	-	-	20

If the roll on a d20 is equal to or greater than the number indicated, the paladin is able to successfully turn the undead in question. If the first attempt to turn undead fails, the same paladin can not make another with the same undead (although if there is more than one paladin present, or a cleric, another may try without penalty) until he gains a new level. Undead that are turned will flee for 3-12 rounds. It is important to note that if there is nowhere for the undead to flee, turning is not possible (unless disintegration rather than fleeing is indicated; see below).

Where a 0 is indicated on the table, turning is automatic.

Usually, 1-12 creatures will be affected by a successful turning attempt. However, a double asterisk indicates that 7-12 creatures will be so affected. For type XIII creatures, however, only 1 or 2 will ever be affected (type XIII creatures include lower-powered extra-planar beings and the like).

An asterisk (or double asterisk) indicates that the creature is not merely turned, but actually turns to dust or is otherwise disintegrated. The requirement for a place for the undead to flee obviously does not apply in such a circumstance.

Healing

In addition to being immune to all diseases, paladins may "lay hands" on someone and thereby heal 2 h.p. of damage per the paladin's level (so a paladin of 6th level can heal 12 h.p., etc.). This can be done once per day.

They can also *cure disease* (as per the spell; see p. 145 for details) once per week for every five levels of experience:

TABLE 104: PALADIN CURE DISEASE FREQUENCY

Paladin Level	Cure Disease
1 - 5	Once / week
6 - 10	Twice / week
11 - 15	Three times / week
16 - 20	Four times / week

Spellcasting

Paladins also get some ability to cast clerical spells starting at 9th level, according to the following table:

TABLE 105: PALADIN SPELLS AVAILABLE BY LEVEL

Level	1st	2nd	3rd	4th
		Spell Level		
9	1	-	-	-
10	2	-	-	-
11	2	1	-	-
12	2	2	-	-
13	2	2	1	-
14	3	2	1	-
15	3	2	1	1
16	3	3	1	1
17	3	3	2	1
18	3	3	3	1
19	3	3	3	2
20	3	3	3	3

Paladins do not gain any additional spells after 20th level.

Spells must be committed to memory by the paladin before they may be cast. In order to do so, the paladin must be rested prior to the actual study and/or prayer necessary to impress the mystical energies upon his mind.

Spells are not granted to the paladin directly by his deity. Spells of less than 3rd level are gained through contemplation and meditation. Spells from third through fourth level are bestowed upon the paladin by the servitors of his deity; these could be beings such as angels and so forth, up to demigods.

Naturally, paladins must remain dedicated and faithful to their god(s), especially when attempting to receive higher-level spells. The game master will need to make the actual determination as to whether a character has or has not been faithful to his religion, but if not, the character can expect to spend 2-8 days in prayer and fasting, as well as performing some sort of atoning sacrifice. Further transgressions could result in the paladin being ousted from the community of the faithful, as well as losing his status as a paladin. The exact details will be up to the game master.

The Code of Chivalry and Poverty

The paladin must follow a chivalric code. Your game master may, at his discretion, alter the specifics of this code according to the particular needs of his campaign world, but as a general rule the paladin would be expected to uphold the ideals of:

- Glory in battle
- Honor
- Faith
- Courtesy
- Courage
- Selflessness
- Pride
- Hospitality
- Generosity
- Poverty
- Loyalty

For example, a paladin would be expected to provide food and lodging to other paladins, would need to display his coat of arms in battle and go to any length to retrieve it if his standard is lost, show respect for his peers, honor for his betters, and scorn for the ignoble, etc. Failure to adhere to this code will have definite implications for experience points earned.

The paladin's vow of poverty has specific effects. The paladin may never own more than ten magic items total, and among these may never have more than one suit of enchanted armor, one magic shield, four magic weapons, and four magical items of other sorts (rings, cloaks, rods, etc.). He must tithe a full 10% or more of all treasure gained to his church, temple, etc. (Note that player character clerics do not count!) As a rule, he will never retain more wealth than is necessary to live modestly, pay his hirelings and henchmen, and (at higher levels) construct a castle and see to its upkeep.

In addition, the imprecation towards selfless bravery leads the paladin to recklessness in battle. In mass battle situations (the game master will determine when that description applies; it could be a battle against a horde of orcs in a cavern as easily as a battle between two contending armies), a paladin will charge the enemy in an attempt to secure renown for himself. Enemies will be charged in the following order: powerful monster champions (dragons, demons, etc.), enemy leaders, enemy cavaliers, elite cavalry, regular cavalry, elite foot, the enemy camp or command, melee troops, and finally, peasant levies.

Henchmen and Hirelings

Paladins are the paragons of the lawful good philosophy. They will only knowingly hire henchmen of lawful good alignment, and will only associate on a long-term basis with other characters and beings of good alignment. They will never willingly associate with evil characters or creatures, and will only do so with those of neutral alignment on a one-shot basis (and then only if the specific cause of lawful good is to be advanced in the process). If they ever commit a chaotic act, paladins must be absolved by a cleric of their religion of no less than 7th level. The cleric will prescribe a penance that must be performed as well. If for any reason the paladin consciously and freely commits an evil act, he immediately and irrevocably becomes a regular cavalier. No act of contrition or repentance is sufficient to regain the powers and status thus lost.

When hiring henchmen, paladins get a bonus of +3 to the maximum number of henchmen allowed (see charisma, p. 7, and henchmen, p. 104, for more information).

Paladins are required to gain retainers as they increase in level, according to the following table:

TABLE 106: PALADIN RETAINERS

Paladin Level	Retainers Required (cumulative)
4	1st or 2nd level cavalier or paladin
6	3rd level cavalier or paladin
7	2 x 1st level cavaliers or paladins (one to be a herald, one to be a guard)
8	2d6 mounted man-at-arms

All of these retainers will follow the paladin without pay (other than standard upkeep, training, etc.). At all times the paladin is responsible for his retainers living up to the paladin's chivalric code and his strict interpretation of the lawful good philosophy. Such retainers are counted as henchmen (see henchmen, p. 104).

Cleric

The cleric is a follower of a deity (or near-deity), pantheon, religion, etc., and receives divine abilities from these higher powers. Clerics are able warriors in the defense and advancement of their faith, as well as having access to a variety of spells aimed at defense, healing, and divination.

A character must possess a wisdom score of at least 9 in order to become a cleric. They can be of any alignment (although different deities will require their followers and clerics be of a specific alignment), and any race except wild elves can be clerics. Multi-classed demi-human clerics are not uncommon (see Multi-Class Characters on p. 23 for more details).

Clerics have the following powers and abilities:

- Experience point bonus
- Spellcasting ability
- Ability to create magic items
- Turning undead and extra-planar entities

Clerics may use any sort of armor and shield. They are, however, restricted to using the following weapons (particular faiths or deities may change this list, and some will even require certain sacred weapons): club, flail, hammer, mace, quarterstaff, lasso, sap, and staff sling. Those using weapons in which they are not proficient will suffer a -3 penalty "to hit" (see p. 88 for details).

Clerics advance in level according to the following table:

TABLE 107: CLERIC LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d8
1,500	2	2d8
3,000	3	3d8
6,000	4	4d8
13,000	5	5d8
27,500	6	6d8
55,000	7	7d8
110,000	8	8d8
225,000	9	9d8
450,000	10	9d8+2
675,000	11	9d8+4

After 12th level, the cleric requires an additional 225,000 experience points to earn another level. When they do so, the cleric will receive an additional 2 hit points.

Clerics begin the game with 3d6x10 g.p.

Experience Point Bonus

If the cleric has a wisdom of 16 or higher, he receives a bonus of 10% to all experience points received.

Spellcasting

Clerics are able to receive spells as a result of their dedication to their god(s). The number of spells that the cleric can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 108: CLERIC SPELLS AVAILABLE BY LEVEL

	Spell Level						
Level	1st	2nd	3rd	4th	5th	6th	7th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7

Only characters with a wisdom score of 17 or higher may memorize 6th level spells. Only those with a wisdom score of 18 may memorize 7th level spells.

Spells are not always granted to the cleric directly by his deity. Spells of less than 3rd level are gained through contemplation and meditation. Spells from third through fifth level are bestowed upon the cleric by the servitors of his deity; these could be beings such as angels, demons, and so forth, up to demigods. Spells of 6th and 7th level are granted to the cleric directly by his god(s).

Naturally, clerics must remain dedicated and faithful to their god(s), especially when attempting to receive higher-level spells. The game master will need to make the actual determination as to whether a character has or has not been faithful to his religion, but if not, the character can expect to spend 2-8 days in prayer and fasting, as well as some sort of atoning sacrifice. Further transgressions could result in the cleric being ousted from the community of the faithful. The exact details will be up to the game master.

It should be noted that there are different classifications of gods, and the sort of god a cleric player is dedicated to will have an impact on the spells to which he has access. Demigods are capable only of granting spells up to 5th level

(and thus, if a cleric is dedicated to a demigod, he could never expect to be granted 6th or 7th level spells). Lesser gods can grant spells of 6th level to their followers. Spells of 7th level can only be granted to followers of greater gods. In addition, certain gods will grant special spells to their followers that are not available to followers of other deities; the game master will inform you of such special provisions, if applicable.

Create Magic items

At seventh level, clerics are able to inscribe clerical scrolls and some types of protection scrolls. At 11th level they are able to create other magical items such as staffs, rings, etc. See p. 111 for details.

Turning Undead

Clerics are able to "turn" certain types of creatures, such as undead (zombies, ghouls, vampires, etc.), some extra-planar creatures such as lesser angels and minor devils, and certain other creatures as noted in the ADVENTURES DARK AND DEEP™ Bestiary. Turning consists of prominently displaying the cleric's holy (or unholy) symbol and commanding the undead in question to flee before the obvious power of his god(s). The cleric then rolls on the following table:

TABLE 109: CLERIC TURNING UNDEAD

Creature Type	Cleric Level									
	1	2	3	4	5	6	7	8	9-13	14+
I	10	7	4	0	0	0*	0*	0**	0**	0**
II	13	10	7	0	0	0*	0*	0*	0**	0**
III	16	13	10	4	0	0	0*	0*	0*	0**
IV	19	16	13	7	4	0	0	0*	0*	0**
V	20	19	16	10	7	4	0	0	0*	0*
VI	-	20	19	13	10	7	4	0	0	0*
VII	-	-	20	16	13	10	7	4	0	0*
VIII	-	-	-	20	16	13	10	7	4	0
IX	-	-	-	-	20	16	13	10	7	0
X	-	-	-	-	-	20	16	13	10	4
XI	-	-	-	-	-	-	20	16	13	7
XII	-	-	-	-	-	-	-	19	16	10
XIII	-	-	-	-	-	-	-	20	19	13

If the roll on a d20 is equal to or greater than the number indicated, the cleric is able to successfully turn the undead in question. If the first attempt to turn undead fails, the same cleric can not make another with the same undead (although if there is more than one cleric present, another may try without penalty) until he gains a new level. Undead that are turned will flee for 3-12 rounds. It is important to note that if there is nowhere for the undead to flee, turning is not possible, unless disintegration is indicated (see below).

Where a 0 is indicated on the table, turning is automatic.

Usually, 1-12 creatures will be affected by a successful turning attempt. However, a double asterisk indicates that 7-12 creatures will be so affected. For type XIII creatures, however, only 1 or 2 will ever be affected (type XIII creatures include lower-powered extra-planar beings and the like).

An asterisk (or double asterisk) indicates that the creature is not merely turned, but actually turns to dust or is otherwise disintegrated (if the cleric is of good or neutral alignment). The requirement for a place for the undead to flee obviously does not apply in such a circumstance.

Good and neutral aligned clerics turn undead as stated above. If a cleric is evil, he may still turn undead. However, if successful, the undead in question will not flee, but will rather either ignore the cleric and the party (if the undead is mindless or neutral), or will actually join the cleric and his party (if evil).

There is no limit to the number of undead that can be so controlled or befriended, and no range limit once they have been turned. Undead creatures with an intelligence of 6 or more who have been successfully turned by an evil cleric are entitled to a saving throw after a given amount of time to see if the effect wears off.

Intelligence	Saving Throw Every…
6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or greater	1 day

An evil cleric may also attempt to turn a paladin: paladins of 1st or 2nd level are treated as type VII creatures, 3rd and 4th level are type VIII, 5th and 6th level are type IX, 7th and 8th level are type X, 9th and 10th level are type XI, and paladins of 11th level or higher are type XII creatures.

Druid

The druid is a sub-class of cleric. Where the cleric is a follower of one or more gods and goddesses, the druid reveres Nature itself. The list of spells from which druids can choose reflects this focus. Trees are sacred to the druids, as are all natural phenomena (the sun, moon, sky, storms, etc.). Where the cleric has a holy symbol that is particular to his patron god or faith, the druid has the mistletoe as a symbol of the power of nature. As a rule, druids will either roam the countryside or dwell in modest quarters close to nature; never in towns or cities for any length of time.

Because of their deep and abiding love of nature, druids are obligated to protect the forests and farmlands first and foremost, as well as wild and domesticated animals. This does not mean that they will sacrifice their lives in a fruitless attempt to stave off an army of axe-wielding goblins, or fly into a berserk rage at the sight of a blade of grass being stepped on; rather, they take a longer-term view of such things and will bide their time in order to seek vengeance when the time is ripe.

Druid characters must have a wisdom score of at least 12 and a charisma of at least 15. They can only have an alignment of neutral (see alignment, p. 65), which reflects the philosophy that nature encompasses all things, and thus both good and evil, order and chaos are all necessary for the balance of nature to be maintained.

Druids have the following abilities and features::

- Experience point bonus
- Spellcasting ability
- Ability to create magic items
- Woodcraft
- Woodland *charm* immunity
- Shape-changing ability
- Language ability
- Druidical hierarchy

Druids may only wear the following armor: leather cuirass, furs, gambeson, leather lamellar, leather scale. They may use small wooden shields only. They may use the following weapons: aklys, club, dagger, dart, garrote, hammer, khopesh, lasso, sap, sling, scimitar, sickle, spear, staff, staff sling, and whip. Those using weapons in which they are not proficient will suffer a -4 penalty "to hit" (see p. 88 for details).

Druids advance in level based on the following table:

TABLE 110: DRUID LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d8
2,000	2	2d8
4,000	3	3d8
7,500	4	4d8
12,500	5	5d8
20,000	6	6d8
35,000	7	7d8
60,000	8	8d8
90,000	9	9d8
125,000	10	10d8
200,000	11	11d8
300,000	12	12d8
750,000	13	13d8
1,500,000	14	14d8
3,000,000	15	15d8

Druids do not advance beyond 15th level. See the entry on Vates, below, for more information on druid characters progressing beyond 15th level.

Druids begin the game with 3d6x10 g.p.

Experience Point Bonus

If the druid has both a wisdom and charisma score of 16 or higher, he will receive a 10% bonus to all experience points received.

Spellcasting

Druids are able to receive spells as a direct result of their dedication to nature itself. The number of spells that the druid can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 111: DRUID SPELLS AVAILABLE BY LEVEL

Level	Spell Level						
	1st	2nd	3rd	4th	5th	6th	7th
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	2	1	-	-	-	-
4	4	2	2	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	2	1	-	-	-
7	4	4	3	1	-	-	-
8	4	4	3	2	-	-	-
9	5	4	3	2	1	-	-
10	5	4	3	3	2	-	-
11	5	5	3	3	2	1	-
12	5	5	4	4	3	2	1
13	6	5	5	5	4	3	2
14	6	6	6	6	5	4	3
15	6	6	6	6	6	6	6

Druids must remain dedicated and faithful to nature and their path of protecting it, as well as maintaining their neutral alignment. The game master will need to make the actual determination as to whether a character has or has not been faithful to his religion, but if not, the character can expect to spend 2-8 days in prayer and fasting, as well as some sort of atoning sacrifice. Further transgressions could result in the cleric being ousted from the community of the faithful. The exact details will be up to the game master.

Create Magic items

At 7th level, druids are able to inscribe druidical scrolls. At 11th level they are able to create other magical items such as staffs, rings, etc. See p. 111 for details.

Woodcraft

Beginning at 3rd level, druids are able to identify plants, identify animals, and identify drinkable water. Note that they do not need to be in a forested environment to do so.

In addition, at 3rd level they can pass through areas of dense foliage (including brambles, thick vines, tall grasses, etc.) without leaving a trail, and without any penalty to their movement rate (see movement, p. 85, for details).

Special Immunity

Many woodland creatures of magical nature (such as dryads, etc.) have powerful abilities to magically *charm* others. Beginning at 7th level, druids are immune to all such *charm* powers, when cast by a woodland-based creature. No immunity is conferred to the druid against *charm* spells cast by regular spellcasters, non-woodland creatures, etc.

Shape Change

Starting at 7th level, the druid is able to change shape into a "natural" mammal, bird, or reptile. Creatures such as bears, birds, horses, and snakes would be allowed; giant goats, chimeras, basilisks, centaurs, etc. would not. The creature chosen can range in size from very small (a bird of only a few ounces) to quite large (up to twice the druid's weight). All of the druid's possessions, clothing, etc. are transformed with him.

While the druid can shape change up to three times per day, as desired, he cannot change into the same type of creature more than once per day. He can revert to his normal form at will.

When changed, the druid has all of the characteristics of the beast in question; a druid changed into a rattlesnake would have the snake's venom, one in bear form would be able to inflict hugging and rending damage, etc. The druid retains his human mind and memories completely, however.

With each shape change, between 10% and 60% (1d6x10) of the druid's wounds (if any) will be healed.

Language

Druids speak their own special language, which they are forbidden to teach to outsiders. In addition, starting at 3rd level, the druid learns a new language at every level, chosen from the following list: atomie, centaur, dryad, elvish, faun, gnome, green dragon, fairy dragon, hill giant, lizard man, manticore, nixie, pixie, sprite, and tree man.

Hierarchy

Beginning at 12th level, there are a limited number of druids in any given land ("land" being a somewhat nebulous term that could theoretically span a kingdom or a continent; the game master will determine the extent of each druidical hierarchy in his campaign setting). At the highest levels, there are:

- Nine 12th level druids
- Three 13th level arch-druids
- One 14th level great druid

If there is an opening at these high levels (whether due to death, retirement, or promotion), a character who earns the requisite number of experience points can rise to the position automatically. However, if there are no openings in the hierarchy, the character must choose to either wait for an opening (not earning any more experience points) or challenge one of the existing druids in the hierarchy to combat.

Combat can include either spells or hand-to-hand, at the choice of the challenger. The loser (if he survives) will then lose all experience points in excess of 200,000, becoming 11th level. Note that if an 11th level challenges a 12th level druid and loses, he still loses the 100,000 x.p. and must regain them through normal adventuring activities.

Each of the nine 12th level druids in the hierarchy is attended by three druids of lower level. The 12th level druid with the least number of experience points is attended by three 1st level druids. The one with the next-highest number of experience points is attended by three 2nd level druids, and so on. The three 13th level arch-druids are each attended by three 10th level druids, and the great druid is himself attended by three druids of 11th level.

In addition, there is one single 15th level grand druid in the entire world. He is attended by nine druids of 12th level and three of 13th level; a character who has reached 12th level may seek out the grand druid and ask to serve him, rather than taking a position within the local druid hierarchy. His 13th level servants are always promoted from amongst the ranks of his 12th level agents. The positions of grand druid and his servants are filled in precisely the same way as other high positions within the druidic hierarchy: vacancy or challenge, with the same consequences for the loser.

In addition to the normal spells that he is able to memorize, the grand druid may also get a total of six additional "levels" worth of spells. That is, he could choose to memorize a 6th level spell, three 2nd level spells, six 1st level spells, etc. in any combination that does not exceed 6. The direct servants of the grand druid may memorize an additional four "levels" worth of spells.

The grand druid may, at his discretion, retire and become a vates (see below) after earning an additional 500,000 experience points. When that happens, one of the 14th level druids in the world will assume the role.

Vates

A vates (pronounced "vay-tees"; the term is both singular and plural) is a druid of exceptional experience and power, becoming even more highly attuned to the balance of nature as expressed in the elements. Only a former 15th level grand druid can choose to relinquish the mantle of leadership and become a vates, after earning 500,000 x.p. while at 15th level. Thus, they naturally form a very exclusive fraternity, only bolstered in numbers by the exceptional longevity conferred by their status as a vates.

The vates have the following powers:

- Spellcasting
- Immunity to poison
- Longevity and youthful vigor
- Alter appearance
- Enter the elemental planes
- Conjure elementals

Vates advance in levels according to the following table:

TABLE 112: VATES LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	16	15d8+1
500,000	17	15d8+2
1,000,000	18	15d8+3
1,500,000	19	15d8+4
2,000,000	20	15d8+5
2,500,000	21	15d8+6
3,000,000	22	15d8+7
3,500,000	23	15d8+8

23rd is the highest level vates can attain.

Spellcasting

Vates can memorize and cast spells as they could when they were grand druids of 15th level. They do not, however, have any bonus "levels" of spells; they can merely memorize 6 spells of each spell level.

Immunity to Poison

As soon as he takes up the title of vates, the character becomes immune to all poisons of animal or plant origin. This includes poisons of monstrous nature like the sting of a pseudo-dragon, but not poison gas or any poisons that are based on stone or metal.

Longevity and Vigor

The vates, as part of his innate understanding of the balance of nature within the universe, has his life expectancy increased by a number of years equal to ten times his level. Thus, a 20th level vates would have 200 extra years of life. In addition, he does not suffer the ravages of old age; in both appearance and inner strength, he is as a man in the prime of life.

At 17th level, the vates gains the ability to hibernate for a number of years equal to ten times his level. During such time, his body does not age at all, allowing him to "set" a time or set of conditions (such as when the door to the chamber in which his body is resting is opened, and so forth) when he will awaken. The hibernation cannot exceed the limit in years in any case.

Alter Appearance

All vates learn the secret of altering their physical appearance, allowing them to change both height and weight by 50%, make their age appear as anything from a child to extremely elderly, and appear as any sort of human, demihuman, or humanoid. This change can be made at will and takes 6 seconds (1 segment) to complete. This is not an illusion or similar magical change, and only can be detected by true sight or its analogues.

Enter Elemental Plane

Beginning at 17th level, the vates can actually enter the various elemental planes of existence, being able to survive the normally extreme environments to be found there as if born to them. Such travel takes but a single minute of concentration. The plane to which the vates can travel depends on his level:

TABLE 113: VATES PLANE ENTRANCE

Level	Plane Accessible
17	Elemental earth
18	Elemental fire
19	Elemental water
20	Elemental air
21	All meta-elemental planes: smoke, ice, ooze, magma
22	Plane of shadow
23	Any inner plane, alternate material planes, Concordance

The vates can remain on the plane for as long as desired, and can return to the material plane at will. This power can be used once per day.

Conjure Elementals

Beginning at 17th level, the vates is able to conjure elementals and other creatures native to the various elemental planes. When doing so, the vates has a percent chance equal to his level to choose the type of being summoned (within the types normally inhabiting the elemental plane in question, of course). For full details of the summoning process, see the spell *conjure fire elemental* on p. 141. The vates may summon an elemental once per day.

At 17th level, the vates is able to conjure water elementals. If the vates is not able to choose which sort of elemental is summoned, use the following table:

TABLE 114: VATES WATER ELEMENTAL SUMMONING

Die Roll (d%)	Being(s) Summoned
01-85	Water elemental (16 hit dice)
86-94	7-12 tritons (5-8 hit dice) mounted on hippocampi
95-98	1 marid
99-00	Water elemental (21-24 hit dice)

At 18th level, the vates is able to conjure air elementals. If the vates is not able to choose which sort of elemental is summoned, use the following table:

TABLE 115: VATES AIR ELEMENTAL SUMMONING

Die Roll (d%)	Being(s) Summoned
01-85	Air elemental (16 hit dice)
86-94	2-4 invisible stalkers
95-98	1 djinni
99-00	Air elemental (21-24 hit dice)

At 19th level, the vates is able to conjure magma or smoke meta-elementals. If the vates is not able to choose which sort of meta-elemental is summoned, use the following table:

TABLE 116: VATES SMOKE/MAGMA META-ELEMENTAL SUMMONING

Die Roll (d%)	Being(s) Summoned
01-85	Meta-elemental (16 hit dice)
86-95	5-8 lava children or 21-24 vapor rats, as appropriate
99-00	Meta-elemental (21-24 hit dice)

At 20th level, the vates is able to conjure ice or ooze meta-elementals. If the vates is not able to choose which sort of meta-elemental is summoned, use the following table:

TABLE 117: VATES ICE/OOZE META-ELEMENTAL SUMMONING

Die Roll (d%)	Being(s) Summoned
01-85	Meta-elemental (16 hit dice)
86-95	5-8 winter wolves or 21-24 mud-men
99-00	Meta-elemental (21-24 hit dice)

Mystic

The mystic is an initiate of an inner mystery tradition that seeks direct communion with the multiverse in order to achieve enlightenment. Insight, awareness, and a deep connection with ultimate reality are the hallmarks and ultimate goals of the mystic. Most good-aligned faiths have such mystery traditions within them, even if they are not enthusiastically promoted by the hierarchy or followed by masses of people. The spells available to the mystic are centered on knowledge and defense, but his special connection with the multiverse gives him special insights into the workings of the planes as well. They are not able to deliberately craft magical items, but often times objects particularly associated with them in life, or even parts of their bodies, will become relics after their deaths.

Mystics must have a wisdom score of 13 or higher, and a dexterity of 9 or above. They can be of any good alignment. Mystics fight as do clerics, but cannot wear armor, and are restricted in their choice of weapons to the following: club, mace, spear, or staff. Mystics using one of those weapons without being proficient, however, will suffer a -4 penalty "to hit" (see p. 88 for details). Humans, elves, half-elves, and halflings can all become mystics.

Mystics have the following powers, limitations, and abilities:

- Spellcasting
- Create scrolls
- Meditation
- Pain management
- Asceticism
- Disciples at high level

Mystics advance in level according to the following table:

TABLE 118: MYSTIC LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
2,250	2	2d6
5,000	3	3d6
10,000	4	4d6
20,000	5	5d6
40,000	6	6d6
75,000	7	7d6
125,000	8	8d6
250,000	9	9d6
450,000	10	9d6+2
650,000	11	9d6+4

After 11th level, mystics need an additional 200,000 experience points to gain the next level. They receive 2 additional hit points every time they do so.

Mystics begin the game with 3d8+10 g.p.

Spellcasting

Mystics are able to receive spells as a result of their inner awareness and communion with the multiverse. The number of spells that the mystic can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 119: MYSTIC SPELLS AVAILABLE BY LEVEL

Level	Spell Level						
	1st	2nd	3rd	4th	5th	6th	7th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7

Only characters with a wisdom score of 17 or higher may memorize 6th level spells. Only those with a wisdom score of 18 may memorize 7th level spells. Mystics gain bonus spells for high wisdom scores just like clerics.

Spells are granted to the mystic directly by virtue of his inner awareness and instinctual connection with the multiverse. Because of this, mystics are able to memorize spells when traveling through other planes of existence without penalty (unlike clerics, who can find themselves cut off from their deities).

Create Scrolls

At 7th level, mystics are able to create scrolls with mystic spells inscribed upon them. See p. 112 for details on the process.

Meditation

Part of the unity the mystic seeks with the multiverse depends on the development of a rigid mental discipline, achieved through meditation. The exact form of this meditation will depend on the specific mystery tradition that the mystic follows, and will usually consist of "traditional" meditation on a particular word or thought-form. However, it could conceivably consist of anything from rigorous calisthenics to a walk communing with nature to enduring physical duress on a recurring basis. The game master will establish the exact form of the meditation required, but it will usually need to be observed for 1 hour every day, over and above the time required to memorize spells. This meditation yields a number of significant benefits. (Note that the mystic does not need to be actively meditating to use his powers unless noted.)

At second level, *ESP, telepathy, empathy*, and similar mind-reading magics will only work on the mystic 50% of the time. That chance decreases by 2% for every experience level of the mystic past 2nd.

At third level, the mystic can go without food or water and feel no ill effects for one day per level. Once he reaches 8th level, this is increased to two days per level. At the end of that time, he must simply have a normal meal to be brought back to normal, otherwise the full effect of his deprivation will befall him all at once.

At fourth level, the mystic can *levitate* himself and up to 5 additional lbs. per level of experience, as per the spell, three times per day. See the spell description on p. 181 for details.

At fifth level, the mystic can, by entering a trance, cause his soul to enter the astral plane, once per day. See the spell *astral spell* on p. 125 for details. The mystic cannot take anyone else with him on the journey.

At sixth level, the mystic can create a halo of *light* (as per the spell) around his own head, at will. This will not impair his vision in any way, but can be used as illumination for others. A *darkness* spell will cancel it out for its duration, and a *continual darkness* spell will only do so for 1d6+2 hours. Both must be cast upon the mystic himself, or else the halo will return when the mystic leaves the area of effect.

At seventh level, *charm* spells of any sort will only work on the mystic 50% of the time. That chance decreases by 2% for every experience level past 7th.

At ninth level, the mystic can cause his body, and up to 5 pounds of additional weight per level, to become *ethereal* once per day. While in this state, he can travel to those other planes that touch the ethereal.

Pain Management

The inner peace and mental discipline of the mystic allows him to overcome pain and shock. The mystic can operate at up to -8 hit points for up to 8 minutes before collapsing from pure physical damage. During this time they do not lose 1 h.p. per round from bleeding (unless struck by a weapon that explicitly causes such damage, such as a *weapon of wounding*), nor do they suffer any penalties to movement, spellcasting, etc. from going below 0 hit points. After the 8 minutes are up, however, all the standard effects of such wounds apply. They are also immune to any attacks that rely solely on pain for their effect.

Beginning at 3rd level, the mystic can heal injuries and damage to himself at twice the normal rate, when healing naturally.

Beginning at 6th level, the mystic will take 1 h.p. less per attack, with the possibility that attacks that would normally do 1 h.p. actually do no damage. This is doubled at 9th level.

Asceticism

The mystic must live a life of self-denial and poverty. He cannot retain more wealth than he can carry on his person, and in any case cannot have more than 100 g.p. worth of coins, jewelry, gems, etc. on his person for any length of time. He can only possess a maximum of three magical items at any single time. He must abstain from all vice, remain modest in his bearing, and attempt to cultivate an air of serenity. Failure to do so on anything like an ongoing basis will result in loss of his meditation and pain management abilities, which can only be restored with the aid of an *atonement* spell cast by a cleric associated with the mystic's path.

Vow of silence: At 9th level the mystic may, at his discretion, take a vow of silence. From that point onward, he is unable to speak under any circumstances. At the game table, the player should restrict his game-related speech solely to action-related speech, and refrain from engaging in conversations with other players regarding tactics, verbally interacting with NPCs, etc. However, all of the mystic's spells may, from that point forward, be cast without any incantation (thus allowing them to be cast in situations where

speech is impossible, such as under the influence of a *silence 15' radius* spell, or other enchantments). Those mystics who take the vow get a 10% bonus to any experience points earned.

Disciples at High Level

At 9th level, the mystic will acquire a small cadre of students who seek to learn from his example. 1d6 students of 1st level will initially seek out the mystic, who will gain 1-3 (1d6÷2) additional students upon reaching every subsequent level of experience. When these students themselves reach 9th level, they will leave the mystic to follow their own path along the mystic road.

Fighter

The fighter is, as the name implies, a warrior. This can mean many things in many cultures, however, and the fighter class can be seen to encompass the hard-bitten mercenary, the dashing captain of a company of soldiers, the bowman who can shoot the eyelash off a gnat at a hundred paces, and many more such tropes besides.

Fighters must have a strength score of 9 or higher, and a constitution of 7 or above. They can be of any alignment, and can use any sort of armor or weapon. Those using weapons in which they are not proficient will suffer a -2 penalty "to hit" (see p. 88 for details).

Fighters have the following powers and abilities:

- Experience point bonus
- Exceptional strength
- Multiple attacks per round
- Weapon specialization

Fighters advance in level according to the following table:

TABLE 120: FIGHTER LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d10
2,000	2	2d10
4,000	3	3d10
8,000	4	4d10
18,000	5	5d10
35,000	6	6d10
70,000	7	7d10
125,000	8	8d10
250,000	9	9d10
500,000	10	9d10+3
750,000	11	9d10+6

After 11th level, fighters need an additional 250,000 experience points to gain the next level. They receive 3 additional hit points every time they do so.

Fighters begin the game with 5d4x10 g.p.

Experience Point Bonus

If the fighter has a strength score of 15 or greater, he gets a bonus of 10% to all experience points earned.
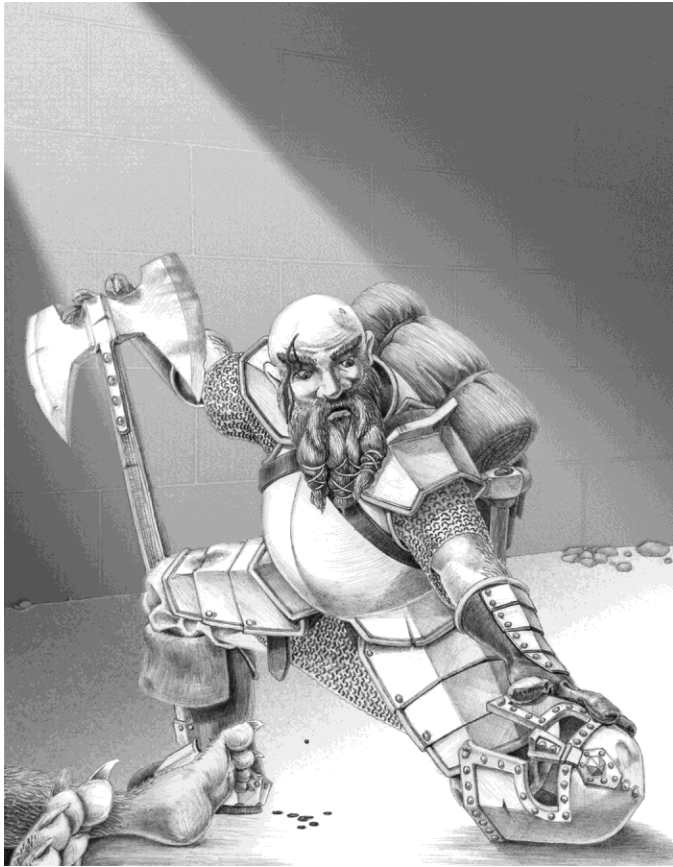
Exceptional Strength

Only fighters (and their sub-classes) are able to have exceptional strength. If the fighter has a strength score of 18, he rolls percentile dice and adds the result after his strength score. EXAMPLE: A thief might have a strength score of 18, but if that same character were a fighter, he might have a strength score of 18/67 (where the 67 is the number rolled on the percentile dice when the character was being created).

For full information on the specific benefits of exceptional strength (exact bonuses "to hit", for melee damage, etc.) see strength on p. 4.

Multiple Attacks Per Round

Fighters are able to get in more than the standard one attack per round when in melee. When facing opponents with a 1d4 or 1d6 hit die (see the **ADVENTURES DARK AND DEEP™** Bestiary for more information on monster hit dice), the fighter gets a number of attacks equal to his level. Note that this also applies to characters: a 3rd level fighter attacking a 1st level mage would get three attacks per round. It does not apply when fighting creatures with 1d8 or better hit dice, nor does it apply to any creature with more than one hit die, no matter what type it is.

In addition, fighters get a number of attacks per round based on their level:

TABLE 121: FIGHTER ATTACKS PER ROUND

Level	Attacks
1-6	1 attack per round
7-12	3 attacks per 2 rounds
13+	2 attacks per round

Note that if both multiple attacks per round and weapon specialization apply, the option that yields the most attacks per round should be used.

Weapon Specialization

The fighter may, at his discretion, choose to specialize in one weapon rather than learn a new weapon (see Weapon Proficiencies on p. 88). Weapon specialization cannot be done at first level; a character can only specialize in a weapon as he advances in level. Doing so uses up additional weapon proficiencies, but carries with it certain advantages. A character can only specialize in one weapon. Multi-classed fighters do not get the benefit of weapon specialization; only single-classed fighters may specialize in a weapon.

If a melee weapon or thrown missile weapon is chosen (long sword, mace, halberd, dagger, etc.), the character will get a bonus of +1 "to hit" and +2 to damage, in addition to any other bonuses that the character might have due to strength, magic, etc. The weapon chosen must be as specific as possible; a character cannot simply specialize in "swords" or "pole arms", but must pick a specific type. Note that a character can choose to spend yet another weapon proficiency slot and "double specialize" in a melee weapon other than two-handed sword or pole arm. Note that bastard swords, when used with two hands, count as two-handed swords, and therefore the character cannot be double-specialized. Double-specialized weapons are +3 "to hit" and +3 to damage.

If a bow is chosen (short bow, longbow, etc.), the character can count any target from 6-30' away as being in "point blank" range. Targets in point blank range are hit with bonuses of +2 "to hit" and damage, and are further hit for double damage (thus an arrow could do 6-16 h.p. of damage when fired, irrespective of any magical bonuses). In addition, at short range (which begins at 30' for the fighter specialized in the bow), the bowman gets +1 "to hit" and damage bonuses.

If a crossbow is chosen (light crossbow, etc.), the character treats any target between 6' and 60' as being in "point blank" range. Targets in point blank range are hit with +1 "to hit" and damage bonuses, and further do double damage (so a light crossbow bolt could do 6-12 h.p. of damage when fired, plus any magical bonuses that might apply). At short range, the specialized crossbowman gets +1 "to hit" and damage bonuses. At medium range, the bonus is +1 "to hit."

Both specialists in bow and crossbow can also perform a maneuver called the aimed shot. If they begin the round with weapon drawn and arrow nocked or crossbow cocked, and the target already in the sights of the archer, the specialist can attack during the melee round before initiative is rolled; this is a free shot and does not count against the normal number of attacks per round. Note that this does not mean a character can simply walk around a dungeon and claim to always have his bow at the ready; it is more intended for use in ambush situations, for guards during tense negotiations, etc.

All fighters, when using their specialized weapons, can also attack more times in a given round than is normal (note that this supersedes the fighter's standard "multiple attacks per round" ability), based on the following table:

TABLE 122: FIGHTER WEAPON SPECIALIZATION MULTIPLE ATTACKS PER ROUND

Level	Melee Weapon (any)	Bow (any)	Light Crossbow	Heavy Crossbow	Lasso, Staff Sling	Thrown dagger	Dart	Other Missiles

1-6	3/2 rounds	2/1 round	1/1 round	1/2 rounds	1/1 round	3/1 round	4/1 round	3/2 rounds
7-12	2/1 round	3/1 round	3/2 round	1/1 rounds	3/2 rounds	4/1 round	5/1 round	2/1 round
13+	5/2 rounds	4/1 round	2/1 round	3/2 rounds	2/1 round	5/1 round	6/1 round	5/2 rounds

Barbarian

The barbarian is a sub-class of the fighter class. Having grown up in the uncivilized wilds, the barbarian is adept at wilderness survival skills, are physically tough and skilled warriors, but also have an innate distrust and dislike of magic (including those who wield it, such as mages) bordering on mania. The game master will have suitable cultures built into his campaign setting to accommodate barbarian characters (if he allows them, of course).

Barbarians must have the following ability scores as a minimum: strength 15, dexterity 14, and constitution 15. They may not have a wisdom score greater than 16. Note that barbarians may never change classes (see changing classes on p. 25). Barbarians must be humans or half-orcs, and can be of any non-lawful alignment. Barbarians whose alignment changes to lawful have become "civilized" and become ordinary fighters, losing their barbarian powers. They keep their hit points earned as barbarians, but going forward only use a d10 to determine new hit points upon gaining a new level.

Barbarians can use any armor or weapon, but have certain weapons they must become proficient in at first level, and they gain bonuses for wearing lighter armor (see below). Those using weapons in which they are not proficient will suffer a -1 penalty "to hit" (see p. 88 for details).

Barbarians have the following special powers and limitations, all fully described below.

- Required weapon proficiencies at 1st level
- Multiple attacks per round
- Armor class bonus if wearing non-bulky armor
- Better constitution hit point adjustment
- Higher base movement rate
- Can't use magic or magic items, but can detect magic and illusions, and can strike creatures normally only hit by enchanted weapons
- Can climb and hide, and has superior woodcraft and similar abilities in outdoor surroundings
- "Sixth sense" protects against attacks from the rear
- Can leap and jump with great force
- Has an increased charisma vis-à-vis other barbarians
- High-level barbarians may summon a temporary horde of followers

Barbarians advance in level according to the following table:

TABLE 123: BARBARIAN LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d12
6,000	2	2d12
12,000	3	3d12
24,000	4	4d12
48,000	5	5d12
80,000	6	6d12
150,000	7	7d12
275,000	8	8d12
500,000	9	9d12
1,000,000	10	9d12+4
1,500,000	11	10d12+8

After 11th level, the barbarian requires 500,000 experience points to gain the next level. Upon doing so, the character will gain an additional 4 h.p.

Barbarians begin the game with 5d4x10 g.p.

Required Weapon Proficiencies

At first level, barbarians must choose the hand axe, knife, and spear as weapons in which they are proficient. Depending on the place of origin of the barbarian, the character may be required to have other weapons as well. The player should check with the game master for details based on the campaign setting.

Multiple Attacks Per Round

Barbarians are able to get in more than the standard one attack per round when in melee. When facing opponents with a 1d4 or 1d6 hit die (see the ADVENTURES DARK AND DEEP™ Bestiary for more information on monster hit dice), the barbarian gets a number of attacks equal to his level. Note that this also applies to characters: a 3rd level barbarian attacking a 1st level mage would get three attacks per round. It does not apply when fighting creatures with 1d8 or better hit dice, nor does it apply to any creature with more than one hit die, no matter what type it is.

In addition, barbarians get a number of attacks per round based on their level:

TABLE 124: BARBARIAN ATTACKS PER ROUND

Level	Attacks
1-5	1 attack per round
6-10	3 attacks per 2 rounds
11+	2 attacks per round

Armor Class Bonus

When wearing armor that does not inhibit movement (see p. 87; all those listed with a movement of 100% qualify), and/or only carrying a medium or small shield, the barbarian is able to apply his natural reflexes to great advantage in combat. He receives a +2 bonus to his armor class for every point of dexterity over 14. If wearing any more bulky armor or carrying a large shield, the barbarian only gets a +1 bonus per point of dexterity over 14. Note that this is instead of the normal armor class adjustment for dexterity.

Hit Point Adjustment for Constitution

Barbarians do not use the standard hit point adjustment for constitution as do other classes. Instead, they receive a bonus of +2 h.p. per point of constitution above 14 whenever they gain a level and roll a new hit die.

Base Movement Rate

Barbarians have a base movement rate of 150' per minute.

Anti-Magic Bias

Barbarians have an intense distrust and fear of magic, mages, and magical items. Clerics and clerical spells (including those cast by their own tribal shamans and witch doctors) are not included, but sometimes certain high-level clerical spells will fall into that category as well. Because of this, they will actively seek to destroy magical items, and actually earn experience points for doing so the way that other character classes gain x.p. for finding and keeping magical items.

This innate loathing of all things enchanted allows the barbarian to strike creatures of a magical nature (such as demons, gargoyles, certain undead, etc.), that are normally only injured by magical weapons, with such ferocity that they can be hit with ordinary weapons, according to the following table:

TABLE 125: BARBARIAN ATTACKS AGAINST MAGICAL CREATURES

Experience Level	Can Injure Creatures with Normal Weapons That Normally Can Only be Hurt By…
4	+1 or better weapons
6	+2 or better weapons
8	+3 or better weapons
10	+4 or better weapons
12	+5 or better weapons

Note that this does not give the barbarian any actual bonus "to hit" or to damage; it only allows the barbarian to damage creatures other classes would not be able to damage without an enchanted weapon.

In addition, barbarians have an innate ability to sense illusions, whether they be audible, visual, or olfactory in nature. They have a 5% chance per level of detecting an illusion if they concentrate on doing so for 1 minute, to a maximum chance of 75%. As regards other types of magic, the keen senses of the barbarian are able to detect magic (other than illusions) with a base 25% chance of success, plus 5% for each level of the barbarian, to a maximum of 90%.

Woodcraft

Being bred to the wilderness, barbarians get the woodcraft secondary skill automatically at first level (see p. 74 for details). Barbarians getting additional skill levels in their native habitat only pay 3,000 x.p. per skill level.

Your game master may, at his discretion and as dictated by the campaign setting, allow your character to have other skills as well as or instead of woodcraft, linked to his habitat, such as horsemanship, seamanship, etc.

Sixth Sense

Barbarians possess a "sixth sense" that allows them to know when they are about to be attacked from behind (as with a thief's backstab ability, etc.). For each level of the barbarian, he has a 5% chance to detect such an attack. If successful, the barbarian wheels around to face his attacker, negating any bonuses he might have received for a rear attack. In addition, the barbarian gets a bonus strike for the round against the attacker that does not count against his normal number of attacks per round.

Leaping and Jumping

Barbarians have a natural ability to leap and jump. When standing still, the barbarian can jump up to 10' forward or 3' in any other direction. If the barbarian is able to get a running start, he can jump as far as 16-21 feet (1d6+15) across and 4½-6 feet (1d4+4, with each "1" on the die equaling ½ foot) up.

Improved Charisma

When dealing with other barbarians, the barbarian is able to add his level to his charisma score, for things such as reaction adjustment, morale, etc.

Summon Horde

Beginning at 8th level, the barbarian may summon a horde of fellow barbarians. This must be done in his native land, and can only be done for a limited duration and set purpose ("drive the invaders from the land between the rivers", "sack the fortress at Venarium", etc.). The size of the horde depends on the level of the barbarian leading it:

TABLE 126: BARBARIAN HORDE

Level	Horde Size
8	275
9	500
10	1,000
11	1,500
12	2,000

For every level above 12th, the size of the horde increases by 500.

The horde will remain for as many weeks as the barbarian has levels. This limit can be extended by 1-2 weeks for each of the following reasons, at the game master's discretion:

- Large disbursements of treasure
- Goal is close to being reached
- Horde leader is tribal leader
- Horde leader has charisma of 23 when relating to other barbarians

In addition to the regular members of the horde, two captains will also be at the service of the horde leader, each of whom is half the level of the barbarian leader (round down). Each of them, in turn, will have two lieutenants of half their own level (again, round down).

Ranger

The ranger is a sub-class of fighter who specializes in woodcraft and tracking. They are closely associated with the forests and woodlands, viewing themselves as protectors of civilization from the dangers of the wilderness. They tend to operate alone or in very small groups.

Rangers must have strength and intelligence scores of 13 or higher, and wisdom and constitution of 14 or higher. Rangers must be of one of the three

good alignments (chaotic good, neutral good, or lawful good). They may use any sort of weapon and wear any sort of armor. Those using weapons in which they are not proficient will suffer a -2 penalty "to hit" (see p. 88 for details).

Rangers have the following powers, abilities, and restrictions:

- Experience point bonus
- Alignment restriction
- Multiple attacks per round
- Weapon requirements
- Weapon specialization
- Bonuses in combat vs. giants and humanoids
- Improved surprise
- Tracking
- Traveling light
- Spellcasting ability
- Expanded magic item use
- Limits on hirelings, but attract followers at high level

Rangers advance in level according to the following table:

TABLE 127: RANGER LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	2d8
2,250	2	3d8
4,500	3	4d8
10,000	4	5d8
20,000	5	6d8
40,000	6	7d8
90,000	7	8d8
150,000	8	9d8
225,000	9	10d8
325,000	10	11d8
650,000	11	11d8+2
975,000	12	11d8+4

After 12th level, a ranger needs 325,000 experience points to advance to the next level. When doing so, he adds 2 hit points to his total.

Rangers begin the game with 5d4x10 g.p. They have the following powers, abilities, and restrictions.

Experience Point Bonus

If the ranger has strength, intelligence, and wisdom scores all 16 or greater, he will receive a 10% bonus to all experience points earned.

Alignment Restriction

Rangers can never be of any alignment other than good (see alignment, p. 65). If he should switch to a neutral or evil alignment at any time, he will immediately lose all of the special powers of the ranger and be treated as a regular fighter (albeit one with 8-sided hit dice). A fallen ranger can never regain his status.

Multiple Attacks Per Round

Rangers are able to get in more than the standard one attack per round when in melee. When facing opponents with a 1d4 or 1d6 hit die (see the ADVENTURES DARK AND DEEP™ Bestiary for more information on monster hit dice), the ranger gets a number of attacks equal to his level. Note that this also applies to characters: a 4th level ranger attacking a 1st level thief would get four attacks per round. It does not apply when fighting creatures with 1d8 or better hit dice, nor does it apply to any creature with more than one hit die, no matter what type it is.

In addition, rangers get a number of attacks per round based on their level:

TABLE 128: RANGER ATTACKS PER ROUND

Level	Attacks
1-7	1 attack per round
8-14	3 attacks per 2 rounds
15+	2 attacks per round

Note that if both multiple attacks per round and weapon specialization apply, the option that yields the most attacks per round should be used.

Weapon Requirements

Rangers have special requirements in terms of what weapons they can become proficient in. Initially, the ranger must select some type of either bow or light crossbow as one of his proficient weapons, but cannot take both until at least 7th level. They are able to become proficient with any sort of weapon, as long as these requirements are met.

In addition, by fourth level, the ranger's proficient weapons must include the following: a dagger or knife, an axe or spear, and a sword (short, long, broad, etc.). The ranger must be careful that his initial proficient weapons (including weapon specialization; see below) are chosen so as to allow these restrictions to be heeded at 4th level.

Weapon Specialization

The ranger may, at his discretion, choose to specialize in one weapon rather than learn a new weapon (see Weapon Proficiencies on p. 88). Weapon specialization cannot be done at first level; a character can only specialize in a weapon as he advances in level. Doing so uses up additional weapon proficiencies, but carries with it certain advantages. A character can only specialize in one weapon. Multi-classed rangers do not get the benefit of weapon specialization; only single-classed fighters may specialize in a weapon.

If a melee weapon or thrown missile weapon is chosen (long sword, mace, halberd, dagger, etc.), the character will get a bonus of +1 "to hit" and +2 to damage, in addition to any other bonuses that the character might have due to strength, magic, etc. The weapon chosen must be as specific as possible; a character cannot simply specialize in "swords" or "pole arms", but must pick a specific type. Note that a character can choose to spend yet another weapon proficiency slot and "double specialize" in a melee weapon other than two-handed sword or pole arm. Note that bastard swords, when used with two

hands, count as two-handed swords, and therefore the character cannot be double-specialized. Double-specialized weapons are +3 "to hit" and +3 to damage.

If a bow is chosen (short bow, longbow, etc.), the character can count any target from 6-30' away as being in "point blank" range. Targets in point blank range are hit with bonuses of +2 "to hit" and damage, and are further hit for double damage (thus an arrow could do 6-16 h.p. of damage when fired, irrespective of any magical bonuses). In addition, at short range (which begins at 30' for the fighter specialized in the bow), the bowman gets +1 "to hit" and damage bonuses.

If a crossbow is chosen (light crossbow, etc.), the character treats any target between 6' and 60' as being in "point blank" range. Targets in point blank range are hit with +1 "to hit" and damage bonuses, and further do double damage (so a light crossbow bolt could do 6-12 h.p. of damage when fired, plus any magical bonuses that might apply). At short range, the specialized crossbowman gets +1 "to hit" and damage bonuses. At medium range, the bonus is +1 "to hit."

Both specialists in bow and crossbow can also perform a maneuver called the aimed shot. If they begin the round with weapon drawn and arrow nocked or crossbow cocked, and the target already in the sights of the archer, the specialist can attack during the melee round before initiative is rolled; this is a free shot and does not count against the normal number of attacks per round. Note that this does not mean a character can simply walk around a dungeon and claim to always have his bow at the ready; it is more intended for use in ambush situations, for guards during tense negotiations, etc.

Rangers, when using their specialized weapons, can also attack more times in a given round than is normal (note that this supersedes the fighter's standard "multiple attacks per round" ability), based on the following table:

TABLE 129: RANGER MULTIPLE ATTACKS PER ROUND

Level	Melee Weapon (any)	Bow (any)	Light Crossbow	Heavy Crossbow	Lasso, Staff Sling	Thrown Dagger	Dart	Other Missiles
1-6	3/2 rounds	2/1 round	1/1 round	1/2 rounds	1/1 round	3/1 round	4/1 round	3/2 rounds
7-12	2/1 round	3/1 round	3/2 round	1/1 rounds	3/2 rounds	4/1 round	5/1 round	2/1 round
13+	5/2 rounds	4/1 round	2/1 round	3/2 rounds	2/1 round	5/1 round	6/1 round	5/2 rounds

Bonuses in Combat vs. Giants and Humanoids

When in melee against certain creatures, the ranger gets a bonus to damage inflicted equal to his level. This bonus is applied when fighting against giants and humanoids, including: bugbears, cyclopses (all), sand stalkers, ettins, flinds, giants (all), gloomgabblers, gnolls, goblins, grimlocks, hobgoblins, kobolds, meazels, norkers, ogres, ogre magi, ogrillons, orcs, quanars, treelings, trolls, and zverts.

Improved Surprise

When traveling alone or only with other rangers, a ranger rolls a d8 when determining surprise, and enemies get a -1 penalty to their own rolls.

Tracking

First-level ranger characters automatically get the tracking secondary skill (see p. 73 for details). Further skill levels in tracking only cost the ranger 1,500 x.p.

Traveling Light

Since they usually prefer to operate solo, no more than three rangers will ever work together at any given time, or on any given mission. In addition, due to their proclivity towards roaming the countryside and traveling light in order to

do so, they may never own more treasure or other items than they can carry on their own person and on their mount. Treasure and other items given up to maintain this restriction may never be given to other characters; they should be given to charity or some other worthy cause. The game master will be the final arbiter of whether a cause is worthy or not.

Spellcasting Ability

Beginning at 8th level, rangers gain the ability to cast druid spells. Rangers are able to receive these spells as a direct result of their dedication to nature itself. In addition, at 9th level they may begin to learn mage spells like a regular mage; they will need to obtain or purchase their own spell book, and find the services of a mage willing to give or sell spells of the appropriate level to be transcribed. The number of spells that the ranger can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 130: RANGER SPELLS AVAILABLE BY LEVEL

Ranger Level	Druid Spell Level			Mage Spell Level	
	1st	2nd	3rd	1st	2nd
8	1	-	-	-	-
9	1	-	-	1	-
10	2	-	-	1	-
11	2	-	-	2	-
12	2	1	-	2	-
13	2	1	-	2	1
14	2	2	-	2	1
15	2	2	-	2	2
16	2	2	1	2	2
17	2	2	2	2	2

Rangers do not gain any additional spells after 17th level.

Expanded Magic Item Use

Beginning at 10th level, rangers may use all magic items dealing with remote viewing, such as the helm of telepathy, crystal ball, medallion of ESP, etc. without regard for any class restrictions they may have. This does not apply to scrolls with such spells.

Attract Followers at High Levels, with Limits on Hirelings

Again because of their innate nature as light-traveling wanderers, rangers may not hire henchmen or hirelings until 8th level.

However, at 10th level, the ranger will automatically attract a band of followers. Roll 2d12. That will determine the number of follower rolls (not necessarily the total number of followers) the ranger gets on the followers table; all rolls on Table 132: Ranger Followers will be modified according to the following table:

TABLE 131: RANGER FOLLOWERS MODIFIERS

Die Roll (2d12)	Total Number Of Follower Rolls	Modifier
2	2	+25%
3	3	+15%
4	4	+10%
5	5	+5%
6	6	+5%
7	7	±0%
8	8	±0%
9	9	±0%
10	10	-5%
11	11	-5%
12	12	-5%
13	13	-10%
14	14	-10%
15	15	-10%
16	16	-20%
17	17	-20%
18	18	-20%
19	19	-20%
20	20	-30%
21	21	-30%
22	22	-30%
23	23	-30%
24	24	-30%

For each follower roll indicated above, roll twice on the following tables to figure out the type of followers that are gained, increasing or decreasing both the first and second rolls using the modifier given above:

TABLE 132: RANGER FOLLOWERS

First Roll	Second Roll	Type	Level	Number
01-50	01-15	Human cleric	1-4	1
	16-40	Human druid	2-5	1
	41-85	Human fighter	1-6	1
	86-95	Human ranger	1-3	1
	96-00	Human mage	1-3	1
51-70	01-15	Dwarf fighter	1-4	2
	16-20	Dwarf fighter/thief	1	1
	21-40	Elf fighter	2-5	2
	41-45	Elf fighter/mage	1	1
	46-50	Elf fighter/mage/thief	1	1
	51-60	Gnome fighter	1-3	3
	61-65	Gnome fighter/ illusionist	1	1
	66-75	Half-elf cleric/ranger	1	1
	76-80	Half-elf cleric/fighter/ mage	1	1
	81-85	Half-elf fighter/ thief	1	1
	86-95	Halfling fighter	1-3	3
	96-00	Halfling fighter-thief	1	1
71-80	01-20	Black bear		1
	21-55	Brown bear		1
	56-65	Blink dog		2
	66-80	Giant lynx		2
	81-00	Giant owl		2
81-90	01-35	Centaur		1-3
	36-75	Hippogriff		1
	76-00	Pegasus		1
91-95	01-50	Brownie		1-2
	51-75	Pixie		1-4
	76-80	Pseudo-dragon		1
	81-90	Satyr		1
	91-00	Sprite		2-4
96-00	01-05	Copper dragon (roll 1d4+1 to determine age category)		1
	06-10	Storm giant		1
	11-30	Tree man		2-5
	31-75	Werebear		1-2
	76-00	Weretiger		1-2

Note that the ranger can only get the same combination of first and second rolls once, so he could only have one pseudo-dragon, three halfling fighters, etc. If a roll, minus adjustments from the first table, results in a roll less than zero, re-roll.

Mage

The mage is a student of the arcane, able to draw upon his knowledge of the mysterious powers of the universe to cast spells and, eventually, create enchanted items. Such rigorous study means that the mage is decidedly weak in melee combat.

Mages must have an intelligence score of at least 9 and a dexterity score of at least 6.

Mages have the following powers and skills:

- Experience point bonus
- Spellcasting ability
- Spell books
- Ability to create magic items

Mages who wear armor of any type (or carry shields) are not able to cast spells, although they may use magic items (except those magic items which are usable only by mages). Thus, a mage wearing mail could use a *brooch of shielding*, which could be used by any class, but not a *robe of the archmagi*, which can only be used by mages. It is for this reason that most mages do not choose to wear armor. Mages may only become proficient in dagger, dart, knife, sling, or staff; they may also use caltrops as weapons. Those using weapons in which they are not proficient will suffer a -5 penalty "to hit" (see p. 88 for details).

Mages advance in level according to the following table:

TABLE 133: MAGE LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d4
2,500	2	2d4
5,000	3	3d4
10,000	4	4d4
22,500	5	5d4
40,000	6	6d4
60,000	7	7d4
90,000	8	8d4
135,000	9	9d4
250,000	10	10d4
375,000	11	11d4
750,000	12	11d4+1
1,125,000	13	11d4+2

After 13th level, the mage needs an additional 375,000 experience points per level, and gains an additional hit point for every level gained.

Mages begin the game with 2d4x10 g.p.

Experience Point Bonus

If the mage has an intelligence score of 16 or higher, he gains a bonus of 10% to all experience points gained.

Spellcasting Ability

Mages are able to cast magic spells as a result of their long and intense studies. The number of spells that the mage can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 134: MAGE SPELLS AVAILABLE BY LEVEL

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	2	1	-	-
15	5	5	5	5	5	2	1	-	-
16	5	5	5	5	5	3	2	1	-
17	5	5	5	5	5	3	3	2	-
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2
21	5	5	5	5	5	4	4	4	2
22	5	5	5	5	5	5	4	4	3
23	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	5	4
25	5	5	5	5	5	5	5	5	5
26	6	6	6	6	5	5	5	5	5
27	6	6	6	6	6	6	6	5	5
28	6	6	6	6	6	6	6	6	6
29	7	7	7	7	6	6	6	6	6

In addition to regular spells, mages have access to cantrips, minor enchantments that are mostly used during their period of apprenticeship while they are learning their craft, but which are still retained by the mage when he begins his career. If the mage wishes to memorize cantrips, up to four may be memorized in lieu of one first-level spell; two first-level spell slots may be used to memorize eight cantrips, etc.

Higher level spells require a minimum intelligence score in order to be memorized, as shown in the following table:

TABLE 135: MINIMUM INTELLIGENCE TO CAST SPELLS

Spell Level	Minimum Intelligence
5	10
6	12
7	14
8	16
9	18

Spell Books

The mage will typically begin his adventuring career with two standard spell books; one will contain the cantrips that he learned and practiced with as an apprentice, and the other will contain the few first-level spells that his master (or magical college, etc.) deemed suitable for his use. These two books do not cost the mage anything. Note that the mage must either immediately opt to discard his book of cantrips or keep it; he cannot turn around and sell it to gain extra cash at the beginning of his career as an adventurer. Characters will never begin the game with a traveling spell book (which is smaller and lighter, but less sturdy); they must pay to have one made.

Cantrips are broken up into different types. The book of cantrips will contain a number of zero-level spells as follows, selected from the following lists:

Haunting-sound (choose 1d4+1): *creak, footfall, groan, moan, rattle, tap, thump, whistle*
Legerdemain (choose 1d4+1): *change, distract, hide, mute, palm, present*
Person-affecting (choose 2d4): *belch, blink, cough, giggle, nod, scratch, shave, sneeze, twitch, wink, yawn*
Personal (choose 2d4): *bee, bluelight, bug, firefinger, gnats, mouse, smokepuff, spider, tweak, unlock*
Useful (choose a number equal to INT-3): *chill, clean, color, dampen, dry, dust, exterminate, flavor, flourish, freshen, gather, invisible librarian, polish, salt, shine, spice, sprout, stitch, sweeten, tie, warm, wrap*

The initial spell book will contain four spells. All beginning mages will have the *read magic* spell in their book. In addition, he will have one spell from each of the following categories, determined randomly:

TABLE 136: MAGE STARTING SPELLS

Roll (d12)	Offensive	Defensive	Utility
1	Burning Hands	Affect Normal Fires	Comprehend Languages
2	Charm Person	Alarm	Detect Magic
3	Enlarge	Armor	Erase
4	Firewater	Dancing Lights	Identify
5	Friends	Feather Fall	Mending
6	Light	Grease	Message
7	Melt	Hold Portal	Mount
8	Magic Missile	Jump	Precipitation
9	Push	Protection from Evil	Run
10	Shocking Grasp	Shield	Unseen Servant
11	Sleep	Spider Climb	Wizard Mark
12	Taunt	Ventriloquism	Write

Once the mage begins to run short of pages in his spell book, or when he desires to have a traveling spell book to bring with him while adventuring, he must pay to have such a book constructed.

A standard spell book will cost 1,000 g.p. for the book itself and take 1d4+3 weeks to put together. Traveling spell books cost 500 g.p. and take 1d4 weeks to construct. The rare inks required to transcribe spells in pages of either sort of book will cost 100 g.p. per spell level, and the physical process of writing them will take half a day per level of the spell being transcribed (with cantrips treated as 1st level spells in this instance).

Note that mages, illusionists, and savants cannot memorize spells from one another's spell books. Even if the spell has the same name and effect, they are different in execution from one class to another.

Create Magic Items

At 7th level, the mage is able to inscribe mage scrolls and some types of protection scrolls. At 12th level, the mage is able to create other sorts of magical items, such as enchanted weapons, wands, rings, and the like. At 16th level, those magic items are able to retain a permanent enchantment. See p. 111 for details.

Illusionist

The illusionist is a sub-class of mage; specialists in spells that confuse, confound, mask, and otherwise alter one's perception of reality.

Illusionists must have a dexterity score of 16 or higher, and an intelligence score of 15 or more.

Illusionists have the following powers and abilities:

- Spellcasting ability
- Spell books
- Magic item use
- Ability to create magic items

Illusionists who wear armor of any type (or carry shields) are not able to cast spells, although they may use magic items (except those magic items which are usable only by mages, and which illusionists are able to use). Thus, an illusionist wearing a gambeson could use a *ring of x-ray vision*, which is normally usable by any class, but not a *wand of illusion*, which is only usable by mages (and falls within the small list of items usable by illusionists). It is for this reason that most illusionists opt not to wear armor. Illusionists may only become proficient in dagger, dart, knife, sling, or staff; they may us caltrops as weapons. Those using weapons in which they are not proficient will suffer a -5 penalty "to hit" (see p. 88 for details).

Illusionists advance in levels according to the following table:

TABLE 137: ILLUSIONIST LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d4
2,250	2	2d4
4,500	3	3d4
9,000	4	4d4
18,000	5	5d4
35,000	6	6d4
60,000	7	7d4
95,000	8	8d4
145,000	9	9d4
220,000	10	10d4
440,000	11	10d4+1
660,000	12	10d4+2

After 12th level, an illusionist needs an additional 220,000 experience points to gain an additional level. Upon doing so, he gains one additional hit point.

Illusionists begin the game with 2d4x10 g.p.
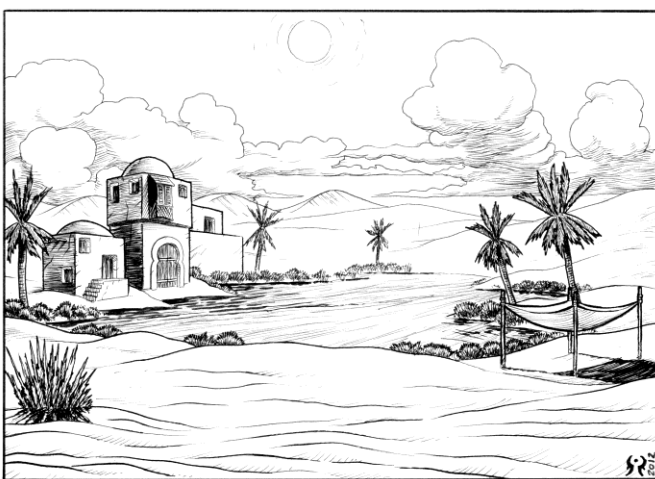
Spellcasting Ability

Much like mages, illusionists are able to cast magic spells as a result of their long and intense studies. The number of spells that the illusionist can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 138: ILLUSIONIST SPELLS AVAILABLE BY LEVEL

Level	1st	2nd	3rd	4th	5th	6th	7th
			Spell Level				
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	3	1	-	-	-	-
7	4	3	2	-	-	-	-
8	4	3	2	1	-	-	-
9	5	3	3	2	-	-	-
10	5	4	3	2	1	-	-
11	5	4	3	3	2	-	-
12	5	5	4	3	2	1	-
13	5	5	4	3	2	2	-
14	5	5	4	3	2	2	1
15	5	5	4	4	2	2	2
16	5	5	5	4	3	2	2
17	5	5	5	5	3	2	2
18	5	5	5	5	3	3	2
19	5	5	5	5	4	3	2
20	5	5	5	5	4	3	3
21	5	5	5	5	5	4	3
22	5	5	5	5	5	5	4
23	5	5	5	5	5	5	5
24	6	6	6	6	5	5	5
25	6	6	6	6	6	6	6
26	7	7	7	7	6	6	6

In addition to regular spells, illusionists have access to cantrips, minor enchantments that are mostly used during their period of apprenticeship while they are learning their craft, but which are still retained by the illusionist when he begins his career. If the illusionist wishes to memorize cantrips, up to four may be memorized in lieu of one first-level spell; two first-level spell slots may be used to memorize eight cantrips, etc.

Higher level spells require a minimum intelligence score in order to be memorized, as shown in the following table:

TABLE 139: ILLUSIONIST INTELLIGENCE FOR SPELL USE

Spell Level	Minimum Intelligence
5	10
6	12
7	14

Spell Books

The illusionist will typically begin his adventuring career with two standard spell books; one will contain the cantrips that he learned and practiced with as an apprentice, and the other will contain the few first-level spells that his master (or magical college, etc.) deemed suitable for his use. These two books do not cost the illusionist anything. Note that the illusionist must either immediately opt to discard his book of cantrips or keep it; he cannot turn around and sell it to gain extra cash at the beginning of his career as an adventurer. Characters will never begin the game with a traveling spell book (which is smaller and lighter, but less sturdy); if they wish to get one, they must pay to have it made.

Cantrips are broken up into different types. The book of cantrips will contain a number of zero-level spells as follows, selected from the following lists:

Haunting-sound (choose 1d4+4): *creak, footfall, groan, moan, rattle, tap, thump, whistle*

Legerdemain (choose 1d4+2): *change, distract, hide, mute, palm, present*

Minor Illusion (choose 1d4+4): *colored lights, dim, haze, mask, mirage, noise, rainbow, two-d'lusion*

Personal (choose 1d4+1): *bee, bluelight, bug, firefinger, gnats, mouse, smokepuff, spider, tweak, unlock*

Useful (choose a number equal to INT-3): *chill, clean, color, dampen, dry, dust, exterminate, flavor, freshen, gather, invisible librarian, polish, salt, shine, spice, sprout, stitch, sweeten, tie, warm, wrap*

The initial spell book will contain four spells. All beginning illusionists will have the *read illusionist magic* spell in their book. In addition, they will have one spell from each of the following categories, determined randomly:

TABLE 140: ILLUSIONIST STARTING SPELLS

Roll (d6)	Offensive	Defensive	Utility
1	Color Spray	Audible Glamer	Change Self
2	Hypnotism	Darkness	Dancing Lights
3	Light	Gaze Reflection	Detect Illusion
4	Phantasmal Force	Wall of Fog	Detect Invisibility
5	Chromatic Orb	Phantom Armor	(choose utility spell)
6	Spook	(choose defensive spell)	(choose any 1st-level spell)

Once the illusionist begins to run short of pages in his spell book, or when he desires to have a traveling spell book to bring with him while adventuring, he must pay to have such a book constructed.

A standard spell book will cost 1,000 g.p. for the book itself and take 4-7 weeks to put together. Traveling spell books cost 500 g.p. and take 1-4 weeks to construct. The rare inks required to transcribe spells in pages of either sort of book will cost 100 g.p. per spell level, and the physical process of writing them will take half a day per level of the spell being transcribed (with cantrips treated as 1st level spells in this instance).

Note that mages, illusionists, and savants cannot memorize spells from one another's' spell books. Even if the spell has the same name and effect, they are different in execution from one class to another.

Magic Item Use

Illusionists have special limits on the sorts of magical items they can employ.

Illusionists may use any sort of potion not otherwise limited to fighters. They may also employ scrolls of illusionist sort plus any spell otherwise normally available to illusionists, even though they are contained on a mage scroll (note that the reverse is not true; mages cannot use illusionist scrolls under any circumstances).

In addition, illusionists can use any sort of magic ring, a *rod of cancellation, staff of striking,* and *wands of fear, illusion, wonder,* and all sorts of *wands of detection*.

They are not able to use any additional powers of *crystal balls* (such as *ESP,* etc.), nor may they use the *robe of the arch-magi,* but can otherwise use all robes and books usable to mages. All other magic items are open to their use, including magic daggers, unless by their nature such items would not be something usable by illusionists (such as armor, swords, etc.).

Create Magic Items

At 7th level, illusionists are able to inscribe druidical scrolls. At 11th level they are able to create other charged or one-shot magical items such as staffs, rings, etc. At 14th level the magic items created by illusionists are able to hold a permanent enchantment. See p. 111 for details.

Savant

The savant is a specialist in knowledge, divination, and detection. At higher levels, their knowledge of all things arcane gives them significant prowess when dealing with creatures from other planes of existence, and their erudition and education give them access to spells that are normally only the province of clerics.

Savants have the following powers and skills:

- Experience point bonus
- Spellcasting
- Spell books
- Scroll use
- Ability to create magic items
- Scholarship

Savants must have a minimum intelligence score of 14 and a minimum wisdom of 12. Humans, elves, and half-elves can become savants. They can be of any alignment, and have the same weapon and armor restrictions as mages.
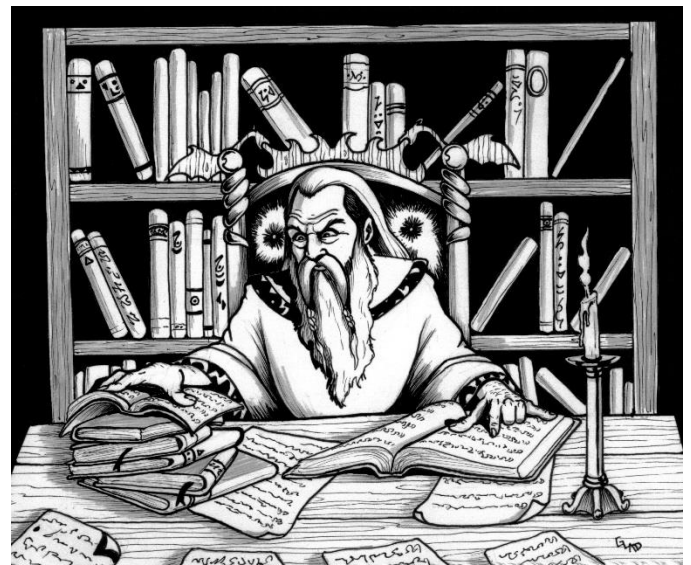
Savants who wear armor of any type are not able to cast spells, although they may use magic items (except those magic items which are usable only by mages). Thus, a savant wearing plated mail could use a wand of *lightning bolts*, which is usable by any class, but not a *staff of the magi*, which is usable only by mages. Savants may only become proficient in dagger, dart, knife, sling, or staff; they may use caltrops as weapons. Those using weapons in which they are not proficient will suffer a -5 penalty "to hit" (see p. 88 for details).

Savants advance in level according to the following table:

TABLE 141: SAVANT LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d4
2,250	2	2d4
4,500	3	3d4
9,000	4	4d4
18,000	5	5d4
35,000	6	6d4
60,000	7	7d4
95,000	8	8d4
145,000	9	9d4
220,000	10	10d4
440,000	11	10d4+1
660,000	12	10d4+2

After 12th level, the savant requires 220,000 additional experience points to rise to the next level of ability. Savants gain 2 extra h.p. for each level they reach beyond 12th.

Savants begin the game with 2d4x10 g.p.

Experience Point Bonus

Savants with an intelligence and wisdom score both exceeding 15 gain a 10% bonus to all experience points earned.

Spellcasting

Much like mages, savants are able to cast magic spells as a result of their long and intense studies. The number of spells that the illusionist can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 142: SAVANT SPELLS AVAILABLE BY LEVEL

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-
6	3	3	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	4	3	2	1	-	-	-	-
10	4	4	3	3	2	-	-	-	-
11	5	4	4	3	2	1	-	-	-
12	5	4	4	3	3	2	-	-	-
13	5	5	4	4	3	2	1	-	-
14	5	5	4	4	3	3	2	-	-
15	5	5	5	4	4	3	2	-	-
16	6	5	5	4	4	3	3	1	-
17	6	5	5	5	4	4	3	2	-
18	6	6	5	5	4	4	3	2	1
19	6	6	5	5	5	4	4	3	2
20	6	6	6	5	5	4	4	3	2
21	6	6	6	5	5	5	4	3	3
22	7	6	6	6	5	5	4	4	3
23	7	6	6	6	5	5	5	4	3
24	7	7	6	6	6	5	5	4	4
25	7	7	6	6	6	5	5	4	4
26	7	7	7	6	6	6	5	5	4
27	7	7	7	6	6	6	5	5	4

Higher level spells require a minimum intelligence score in order to be memorized, as shown in the following table:

TABLE 143: SAVANT MINIMUM INTELLIGENCE FOR SPELL LEVEL

Spell Level	Minimum Intelligence
8	16
9	18

Spell Books

The savant will typically begin his adventuring career with two standard spell books; one will contain the cantrips that he learned and practiced with as an apprentice, and the other will contain the few first-level spells that his master (or magical college, etc.) deemed suitable for his use. These books do not cost the savant anything. Characters will never begin the game with a traveling spell book (which is smaller lighter, but less sturdy); if they wish to get one, they must pay to have it made.

Cantrips are broken up into different types. The book of cantrips will contain a number of zero-level spells as follows, selected from the following lists:

> **Useful** (select a number equal to INT-3): *chill, clean, color, dampen, dry, dust, exterminate, flavor, flourish, freshen, gather, invisible librarian, polish, salt*
>
> **Legerdemain** (choose 1d4+1): *change, distract, hide, mute, palm, present*
>
> **Person-affecting** (choose 1d4+1): *belch, blink, cough, giggle, nod, scratch, shave, sneeze, twitch, wink, yawn*
>
> **Personal** (choose 1d4): *bee, bluelight, bug, firefinger, gnats, mouse, smokepuff, spider, tweak, unlock*
>
> **Scholarly** (choose 1d4+1): *blank book, calligraphy, cram, detect plane, dictation, illumination, quantify, volume*

The initial spell book will contain four spells. All beginning savants will have the *read savant magic* spell in their book. In addition, they will have one spell from each of the following categories, determined randomly:

TABLE 144: SAVANT STARTING SPELLS

Die Roll (d10)	Informational	Defensive	Utility
1	Detect Evil	Alarm	Affect Normal Fires
2	Detect Illusion	Invisibility to Animals	Comprehend Languages
3	Detect Life	Invisibility to Undead	Erase
4	Detect Magic	Protection from Evil	ESP
5	Detect Poison	Spider Climb	Light
6	Detect Snares and Pits	Wall of Fog	Message
7	Identify		Ventriloquism
8	Locate Animals		Write
9	Predict Weather		
10	(choose any informational spell)		

Once the savant begins to run short of pages in his spell book, or when he desires to have a traveling spell book to bring with him while adventuring, he must pay to have such a book constructed.

A standard spell book will cost 1,000 g.p. for the book itself and take 4-7 weeks to put together. Traveling spell books cost 500 g.p. and take 1-4 weeks to construct. The rare inks required to transcribe spells in pages of either sort of book will cost 100 g.p. per spell level, and the physical process of writing

them will take half a day per level of the spell being transcribed (with cantrips treated as 1st level spells in this instance).

Note that mages, illusionists, and savants cannot memorize spells from one another's spell books. Even if the spell has the same name and effect, they are different in execution from one class to another.

Scroll Use

Beginning at 5th level, the savant is able to read scrolls intended for mages as if he was a mage himself. At 7th level, he can read any clerical or illusionist spell scroll the same way. At 9th level, he can read scrolls of druid and mystic nature. The standard chances for spell failure apply (see the rules for using scrolls in the ADVENTURES DARK AND DEEP™ Game Masters Toolkit), and there is an additional chance that the attempt to read the scroll will fail:

TABLE 145: SAVANT MAGE SCROLL USE

Savant Intelligence	Chance for Mage/Illusionist Scroll Failure
14 - 16	10% / spell level
17	5% / spell level
18	2% / spell level

TABLE 146: SAVANT CLERICAL SCROLL USE

Savant Wisdom	Chance for Cleric Scroll Failure	Chance for Druid/ Mystic Scroll Failure
12 - 13	20% / spell level	25% / spell level
14 - 16	10% / spell level	15% / spell level
17	5% / spell level	10% / spell level
18	2% / spell level	7% / spell level

Create Magic Items

At 7th level, savants are able to inscribe magic scrolls. At 13th level they are able to create other magical items such as staffs, rings, etc. At 16th level those magic items are able to hold a permanent enchantment. See p. 111 for details.

Scholarship

All savants begin their careers with a level in the Scholarship skill (Occultism field). See p. 72 for details. They may take additional levels in Scholarship (in any field) for only 4,000 x.p.

Thief

Thieves, sometimes known as "expert treasure finders", are adept at a number of skills involving careful observation, stealth, and hand-eye coordination. They are not necessarily robbers and burglars, although they certainly can be.

Thieves must have a dexterity score of at least 9. They can be of any alignment except Lawful Good.

Thieves have the following powers and skills:

- Experience point bonus
- Back stab
- Pick pockets
- Open locks
- Find and remove traps
- Move silently
- Hide in shadows
- Listening at doors
- Climb walls
- Thieves' Cant
- Read languages
- Use magic scrolls

Thieves may use all types of armor, although certain types of armor will impose penalties on their skills, as noted below. They may become proficient in the following weapons: short bow, caltrop, club, hand crossbow, dagger, dart, garrote, knife, sap, sling, broad sword, falchion, long sword, and short sword. Those using weapons in which they are not proficient will suffer a -3 penalty "to hit" (see p. 88 for details).

Thieves advance in level according to the following table:

TABLE 147: THIEF LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
1,250	2	2d6
2,500	3	3d6
5,000	4	4d6
10,000	5	5d6
20,000	6	6d6
42,500	7	7d6
70,000	8	8d6
110,000	9	9d6
160,000	10	10d6
220,000	11	10d6+2
440,000	12	10d6+4

After 12th level, the thief requires 220,000 additional experience points to rise to the next level of ability. Thieves gain 2 extra h.p. for each level they reach beyond 12th.

Thieves begin the game with 2d6x10 g.p.

Experience Point Bonus

All thieves with a dexterity score 16 or greater gain a 10% bonus to all experience points earned.

Back Stab

Thieves who are able to strike against a foe from behind in melee are considered to be back stabbing that opponent, as long as they have gained surprise. When back stabbing, the thief gains a +4 bonus on his "to hit" roll and multiplies the damage done by his weapon depending on his level:

TABLE 148: THIEF BACKSTAB DAMAGE MULTIPLIER

Thief Level	Backstab Damage Multiplier
1-4	x2
5-8	x3
9-12	x4
13-16	x5
17-20	x6

Thieves can back stab with any weapon they are otherwise able to use; club, dagger, sword, etc. Note that only creatures with an identifiable "back" and which don't have 360° senses can be backstabbed.

Pick Pockets

Thieves can pick pockets, cut purses, remove small items from belt pouches, palm trinkets, pilfer small items from market stalls, etc. Victims subtract 5% per experience level from the thief's chance of success. If the thief fails, he may try again, but if he fails by 21% or greater, the victim will have noticed the attempt and will react accordingly.

Open Locks

By means of cleverness, nimble fingers, and training, thieves are able to pick locks, open combination locks, solve complex puzzle-locks (of manual sort; this does not apply to logic puzzles and the like), etc. The thief may or may not require special lock picking tools to do so; your game master will make an adjudication (essentially, any lock that normally requires a key will need to be picked using tools). Most locks will take 1d4 rounds to pick, but the most complex may take as long as 1d10 rounds.

Find and Remove Traps

Finding and removing traps is, as the name implies, a two-step process. First, the presence of such a trap, be it a poison needle on a lock, a trip-wire strung across a passageway, a pressure plate in a floor, etc., must be confirmed. This is done by announcing to your game master that your character is looking for traps in such-and-such a place. If your roll is successful (and the game master will roll, as you should not be aware if your character has missed his roll to detect the trap in the first place), you must then roll a second time to disarm the trap: blocking the needle, jamming the pressure plate, etc. Most traps will take 1d10 rounds to detect and another 1d4 rounds to disarm.

This ability can also be used to set traps to snare others: deadfalls, pits, snares, etc.

Move Silently

Thieves are able to cross even normally-noisy surfaces such as squeaky floors, gravel, etc., with barely a whisper. The thief cannot, obviously, run while moving silently, but can move at the normal rate for walking down a dungeon corridor (120' per minute for an unencumbered human, adjusted as appropriate). Note that the game master should roll for success in secret; the thief will not know whether or not he has succeeded.

Hide in Shadows

Thieves are able to make themselves practically disappear under the proper circumstances. Obviously, it is not a skill that can be practiced in the middle of a courtyard in glaring sunlight, but in the twisting streets of a town lit only by torchlight, or in the deep passageways of a dungeon complex, the thief is able to render himself motionless while blending into the shadows. Note that a character will not know whether or not he has been successful; the game master should roll secretly.

Listening at Doors

Thieves are able, through careful practice, to discern voices and other sounds by listening at doors, windows, and similar portals. This can be useful when casing a room for a burglary, for instance. It requires that the ear be pressed against the door.

Climb Walls

In those cases where some sort of toe- and finger-holds are present, thieves are able to climb straight vertical walls with ease, albeit slowly. The rate at which the thief can climb depends on the surface being climbed.

TABLE 149: WALL CLIMBING MOVEMENT RATE

Type of Surface	Climbing Rate on Dry Surface
Smooth	6' / min.
Cracked	12' / min.
Rough	18' / min.
Projections	24' / min.

The chance for the thief to fall should be checked each minute of climbing; any single failure will indicate a fall to the ground.

If the surface being climbed is even slightly slippery, the movement rate is cut in half, and the chance of success is cut in half as well (and impossible on a smooth surface). If the surface being climbed is slippery, the movement rate is only ¼ of normal, and the chance of success is only 1/10th of normal.

Most typical dungeon walls will be rough, but slightly slippery (due to nitre, slime, moisture, etc.).

Thieves' Cant

All thieves share a patois known as Thieves' Cant. This is a means of both recognition and communication from one thief to another, and generally stretches beyond cultural and other linguistic lines. It does not count against other languages that the thief may be able to know (see languages on p. 74).

Read Languages

Beginning at 4th level, thieves are able to make out many written languages (but note that this does not apply to hearing or speaking). This is an ability that is picked up in the study of treasure maps, diagrams, and similar items.

TABLE 150: THIEF ABILITIES

Thief Level	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Listen at Doors	Climb Walls	Read Languages
1	30%	25%	20%	15%	10%	10%	85%	-
2	35%	29%	25%	21%	15%	10%	86%	-
3	40%	33%	30%	27%	20%	15%	87%	-
4	45%	37%	35%	33%	25%	15%	88%	20%
5	50%	42%	40%	40%	31%	20%	90%	25%
6	55%	47%	45%	47%	37%	20%	92%	30%
7	60%	52%	50%	55%	43%	25%	94%	35%
8	65%	57%	55%	62%	49%	25%	96%	40%
9	70%	62%	60%	70%	56%	30%	98%	45%
10	80%	67%	65%	78%	63%	30%	99%	50%
11	90%	72%	70%	86%	70%	35%	99.1%	55%
12	100%	77%	75%	94%	77%	35%	99.2%	60%
13	105%	82%	80%	99%	85%	40%	99.3%	65%
14	110%	87%	85%	99%	93%	40%	99.4%	70%
15	115%	92%	90%	99%	99%	50%	99.5%	75%
16	125%	97%	95%	99%	99%	50%	99.6%	80%
17	125%	99%	99%	99%	99%	55%	99.7%	80%

TABLE 151: THIEF ABILITIES DEXTERITY ADJUSTMENTS

Dexterity Score	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows
9	-15%	-10%	-10%	-20%	-10%
10	-10%	-5%	-10%	-15%	-5%
11	-5%	-	-5%	-10%	-
12	-	-	-	-5%	-
13	-	-	-	-	-
14	-	-	-	-	-
15	-	-	-	-	-
16	-	+5%	-	-	-
17	+5%	+10%	-	+5%	+5%
18	+10%	+15%	+5%	+10%	+10%
19	+15%	+20%	+10%	+12%	+12%
20	+20%	+25%	+15%	+15%	+15%
21	+25%	+30%	+20%	+18%	+18%
22	+30%	+35%	+25%	+20%	+20%
23	+35%	+40%	+30%	+23%	+23%
24	+40%	+45%	+35%	+25%	+25%
25	+45%	+50%	+40%	+30%	+30%

Note that dexterity bonuses do not apply to thief abilities if any sort of armor other than leather (or none) is worn.

TABLE 152: THIEF ABILITIES RACIAL ADJUSTMENTS

Race	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Listen at Doors	Climb Walls	Read Languages
Dwarf	-	+10%	+15%	-		-	-10%	-5%
Elf	+5%	-5%	-	+5%	+10%	+5%	-	-
Gnome	-	+5%	+10%	+5%	+5%	+10%	-15%	-
Half-Elf	+10%	-	-	-	+5%	-	-	-
Halfling	+5%	+5%	+5%	+10%	+15%	+5%	-15%	-5%
Half-orc	-5%	+5%	+5%	-	-	+5%	+5%	-10%

TABLE 153: THIEF ABILITIES ARMOR ADJUSTMENTS

Armor Worn	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Listen at Doors	Climb Walls
None	+5%	-	-	+10%	+5%	-	+10%
Leather cuirass, scale, or lamellar	-	-	-	-	-	-	-
Elven mail	-20%	-5%	-5%	-10%	-10%	-5%	-20%
Brigandine, furs, or Gambeson	-30%	-10%	-10%	-20%	-20%	-10%	-30%
Ring armor	-40%	-15%	-15%	-40%	-30%	-20%	-40%
Steel scale or lamellar	-50%	-20%	-20%	-60%	-50%	-30%	-90%
Mail	-40%	-15%	-15%	-40%	-30%	-20%	-40%
Plated mail	-50%	-20%	-20%	-60%	-50%	-30%	-90%
Plate armor	-75%	-40%	-40%	-80%	-75%	-50%	-99%
Jousting plate	-100%	-80%	-80%	-100%	-110%	-70%	-99.9%

Note: Normally, thieves are not allowed to wear most types of heavier armor. However, they are included in the above table to account for multi-classed characters who are entitled to wear such armor and who might want to employ their thief abilities.

Use Magic Scrolls

Beginning at 10th level, the thief's proficiency at reading ordinary languages can be applied to magical scrolls as well. However, this does not apply to scrolls of clerical, druid, or mystic nature, but does include scrolls of protection and those pertaining to mages, illusionists, and savants. Due to their difficult nature, there is a flat 25% chance that the scroll will be incomprehensible to the thief, and thus cannot be used. If this happens, there is also a 10% chance per level of the spell that the thief will inadvertently mispronounce it, thus reversing its effect (if applicable). Otherwise the scroll is simply incomprehensible to the thief, although it cans still be read by the appropriate type of spell-caster.

Thief-Acrobat

The thief-acrobat is a specialization that certain thieves may opt to take at 6th level. The thief-acrobat is a sort of "cat burglar", relying on physical prowess, balance, and gymnastics to ply their trade. Thieves with both a strength score of 15 or greater and a dexterity score of 16 or better may opt to become thief-acrobats after reaching 5th level. Thieves choosing to take this option do not progress as normal thieves from then on; they are thief-acrobat specialists.

In order to specialize as a thief-acrobat, the 5th-level thief must first earn enough experience points to become 6th level. At that point, he must seek out a thief-acrobat of at least 10th level and spend at least 6 weeks in the unique training required to pursue the thief-acrobat specialization. At the end of that time, he will be a full-fledged thief-acrobat of 6th level of ability, and will enjoy all the benefits and limitations of the specialized split-class. Thief-acrobats will be members of the regular thieves' guild or its analogue in their locale, if one exists.

While thief-acrobats retain and can even improve their knowledge of "ordinary" thieving skills that they had hitherto learned, they gain the following additional skills, bonuses, and limitations:

- Experience point bonus
- Climb walls
- Tightrope walking
- Pole vaulting
- Jumping
- Tumbling

- Avoid falling damage
- Thief skills

Thief-acrobats may use armor as thieves do, and may also become proficient in all the weapons available to thieves, as well as the lasso and quarterstaff. Those using weapons in which they are not proficient will suffer a -3 penalty "to hit" (see p. 88 for details).

Thief-acrobats advance in level according to the following table:

TABLE 154: THIEF-ACROBAT LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
20,000	6	6d6
45,000	7	7d6
75,000	8	8d6
125,000	9	9d6
180,000	10	10d6
250,000	11	10d6+2
500,000	12	10d6+4

After 12th level, the thief-acrobat requires an additional 250,000 experience points to reach the next level. With each level gained, 2 additional hit points are added to his total.

Experience Point Bonus

Thief-acrobats with both strength and dexterity scores of 16 or better gain a 10% bonus to all experience points earned.

Climb Walls

Thief-acrobats are able to climb walls just like ordinary thieves; this is the only "standard" thief ability that thief-acrobats can still increase their skills in as they increase in level.

Tightrope Walking

Thief-acrobats are able to tightrope walk (often used to cross between rooftops and in similar situations). The tightrope in question can be at no greater than a 45° angle when going up, and only slightly steeper when going down. The thief-acrobat may travel up to 60' per minute in this manner, and a successful check must be made once for every 60' traveled. A failed check means the character has fallen from the tightrope, and must take falling damage accordingly (see falling damage on p. 102 for more information). A balance pole adds 10% to the chance of success, but can only be used in non-windy conditions. Moderate wind decreases the chance of success by 10%, while

strong winds decrease it by 20%, and there is always at least a 5% chance of failure in such winds, regardless of the level of the thief-acrobat and any other modifiers.

When tightrope walking, the acrobat is limited in the amount of extra weight he can carry, and it must be evenly distributed about his person to allow for balance. The amount of extra weight the acrobat can carry is based on his level, according to the following table:

TABLE 155: ADDITIONAL WEIGHT WHEN TIGHTROPE WALKING

Level	Additional Weight When Tightrope Walking (in lbs.)
6	10
7	20
8	30
9	40
10	50
11	60
12	70
13	85
14	100
15	150
16	200
17	225
18	250
19	275
20	300
21	350
22	400
23	400

Pole Vaulting

Pole vaulting does not necessarily require a pole to be done; some sort of spring-board in place at the point of departure could be used as well, or some other contrivance, at the discretion of the game master. Pole vaulting allows the thief-acrobat to get either atop or over walls, trees, cliffs, etc. The maximum height that may be pole-vaulted is given below. Pole vaulting requires at least 30' to get a running start. If a pole is used to assist the vault, it must be at least 4' taller than the thief-acrobat, and is lost after the successful vault. If vaulting to a height at least 6" below the maximum allowed, the character can land on his feet (if there is a surface to land on at the top, of course). Otherwise, the thief-acrobat rolls to his feet in but 6 seconds (1 segment). The pole used can be no more than 3' shorter than the attempted vault (i.e., someone attempting a 10' vault must have a 7' pole).

Jumping

Jumping, regardless of the sort of jump, takes but a single 6-second combat segment to accomplish, allowing the thief-acrobat to be back on his feet. Jumps can either be high or long jumps. Extra weight or armor will impair the thief-acrobat's ability to jump.

High jumps require a running start of at least 20' (this need not be a flat surface; solid steps can be used to get a running start for a high jump, although an uneven and uncertain surface will prevent the necessary speed to make the jump). The maximum height that can be attained is indicated below.

Long jumps can either be done with a running start of at least 20' or from a standing position; the maximum length of each is given in below (a standing jump can take the character backwards half as far as a forward jump). A standing jump can, if the game master allows it, either bring a character into or out of melee range. After a jump (running or standing), the acrobat will land on his feet, although additional distance can be gained if the character is willing to land flat, requiring extra time to get back on his feet, according to the following table:

TABLE 156: ACROBAT JUMPING

Extra Distance	% Chance of Failure	Time to Get on Feet
2'	0%	2 segments (12 sec.)
3'	25%	3 segments (18 sec.)
4'	50%	4 segments (24 sec.)
5'	75%	5 segments (30 sec.)

Tumbling

Tumbling is a catch-all phrase that includes tumbling, acrobatics, gymnastics, rolling, etc. These skills can be used in combat for both attack and defense, and can be used to help alleviate falling damage.

The tumbling attack adjustment applies to "to hit" rolls when making pummeling-type attacks (see unarmed combat, p. 100).

The tumbling evasion maneuver allows the thief-acrobat to attempt to jump, twist, and otherwise dodge incoming melee attacks. Evasion requires there be some modicum of room for the thief-acrobat to maneuver, and requires that the acrobat have initiative and at least 6 seconds (1 segment) in order to make the evasion. Note that even racial or dexterity adjustments to the percent chance of success cannot make it exceed 60% in any case.

TABLE 157: THIEF-ACROBAT ABILITIES

Acrobat Level	Tightrope Walking	Pole Vaulting	High Jumping	Standing Jump	Running Jump	Tumbling Attack	Tumbling Evasion	Falling Chance	Falling Distance
6	75%	9'	4'	5'	9'	+1	10%	25%	0'-10'
7	80%	9 ½'	4 ¼'	5 ½'	9 ½'	+1	15%	50%	0'-10'
8	85%	10'	4 ½'	6'	10'	+1	20%	75%	0'-10'
9	90%	10 ½'	4 ¾'	6 ½'	10 ½'	+1	25%	25%	11'-20'
10	95%	11'	5'	7'	11'	+2	30%	50%	11'-20'
11	100%	11 ½'	5 ¼'	7 ½'	11 ½'	+2	35%	75%	11'-20'
12	100%	12'	5 ½'	8'	12'	+2	40%	25%	21'-30'
13	100%	12 ½'	5 ¾'	8 ½'	13'	+2	45%	50%	21'-30'
14	100%	13'	6 ¼'	9'	14'	+2	50%	75%	21'-30'
15	100%	13 ½'	6 ½'	9 ½'	15'	+3	52%	20%	31'-40'
16	100%	14'	7'	10'	16'	+3	54%	40%	31'-40'
17	100%	14 ½'	7 ½'	10 ½'	17'	+3	56%	60%	31'-40'
18	100%	15'	8'	11'	18'	+3	58%	80%	31'-40'
19	100%	15 ½'	8 ½'	11 ½'	19'	+3	60%	20%	41'-50'
20	100%	16'	9'	12'	20'	+4	60%	40%	41'-50'
21	100%	16 ½'	9'	12'	21'	+4	60%	60%	41'-50'
22	100%	17'	9'	12'	22'	+4	60%	80%	41'-50'
23	100%	17 ½'	9'	12'	22'	+4	60%	20%	51'-60'

TABLE 158: THIEF-ACROBAT ABILITIES RACIAL MODIFIERS

Race	Tightrope Walking	Pole Vaulting	High Jumping	Standing Jump	Running Jump	Tumbling Attack	Tumbling Evasion	Falling Chance	Falling Distance
Dwarf	-5%	-2'	-1'	-2'	-3'	+2	+5%	-	-
Elf	+10%	-	-	-	-1'	-	+5%	+5%	-
Gnome	-	-2'	-1'	-1 ½'	-4'	+1	+5%	-	-
Half-elf	+5%	-	-	-	-	+1	-	-	-
Halfling	-	-2'	-1'	-1 ½'	-4'	+1	+10%	+5%	-
Half-orc	-	-	-	-	-	-	-	+10%	-

TABLE 159: THIEF-ACROBAT ABILITIES DEXTERITY MODIFIERS

Dexterity	Tightrope Walking	Pole Vaulting	High Jumping	Standing Jump	Running Jump	Tumbling Attack	Tumbling Evasion	Falling Chance	Falling Distance
16	+5%	-	-	-	-	-	+2%	-	-
17	+10%	+1'	-	-	-	-	+3%	-	-
18	+15%	+2'	-	-	-	+1	+5%	-	+5'
19	+20%	+3'	-	-	-	+1	+8%	-	+10'
20	+25%	+4'	-	-	-	+1	+12%	-	+15'
21	+30%	+5'	-	-	-	+1	+17%	-	+20'
22	+35%	+6'	-	-	-	+1	+23%	-	+25'
23	+40%	+7'	-	-	-	+2	+30%	-	+30'
24	+45%	+8'	-	-	-	+2	+38%	-	+35'
25	+50%	+9'	-	-	-	+2	+47%	-	+40'

TABLE 160: THIEF-ACROBAT ABILITIES STRENGTH MODIFIERS

Strength	Tightrope Walking	Pole Vaulting	High Jumping	Standing Jump	Running Jump	Tumbling Attack	Tumbling Evasion	Falling Chance	Falling Distance
16	-	-	-	-	+½'	-	-	-	-
17	-	-	+¼'	+¼'	+1'	-	-	-	-
18	-	-	+½'	+½'	+2'	-	-	-	-
19	-	-	+¾'	+¾'	+3'	-	-	-	-
20	-	-	+1'	+1'	+4'	-	-	-	-
21	-	-	+1 ¼'	+1 ¼'	+5'	-	-	-	-
22	-	-	+1 ½'	+1 ½'	+6'	-	-	-	-
23	-	-	+1 ¾'	+1 ¾'	+7'	-	-	-	-
24	-	-	+2'	+2'	+8'	-	-	-	-
25	-	-	+ 2 ¼'	+ 2 ¼'	+9'	-	-	-	-

TABLE 161: THIEF-ACROBAT ABILITIES ARMOR MODIFIERS

Armor Worn	Tightrope Walking	Pole Vaulting	High Jumping	Standing Jump	Running Jump	Tumbling Attack	Tumbling Evasion	Falling Chance	Falling Distance
None	+5%	+1'	+1'	+½'	+1'	±0	+4%	-	+5'
Leather cuirass, scale, or lamellar	±0%	±0'	±0'	±0'	±0'	±0	±0%	-	±0'
Elven mail	-	-½'	-½'	±0'	±0'	-1	-5%	-	
Brigandine, furs, or gambeson	-10%	-1'	-1'	-½'	-½'	-2	-10%	-	-5'
Ring armor	-40%	-4'	-4'	-3'	-5'	-4	-30%	-	-10'
Steel scale or lamellar	-70%	-8'	-8'	-5'	-10'	-4	-60%	-	-30'
Mail	-40%	-4'	-4'	-3'	-5'	-4	-30%	-	-10'
Plated mail	-70%	-8'	-8'	-5'	-10'	-4	-60%	-	-30'
Plate armor	-90%	-12'	-12'	-7'	-15'	-6	-70%	-	-50'
Jousting plate	-100%	-18'	-18'	-10'	-20'	-10	-70%	-	-70'

Note: Normally, acrobats are not allowed to wear most types of heavier armor. However, they are included in the above table to account for multi-classed characters who are entitled to wear such armor and who might want to employ their acrobatic abilities.

All pole vaulting, jumping, and tumbling requires that the acrobat be mostly unencumbered. Certainly no backpack can be worn or sacks of loot carried when engaging in such activities; most thief-acrobats will therefore carry loot and other extraneous items in hand-held sacks which can be easily dropped to allow for acrobatics. The maximum that can be carried on the body (including armor, clothing, money, weapons, etc.) and still pole vault, jump, and tumble is given below:

TABLE 162: ACROBAT ABILITIES ENCUMBRANCE LIMITS

Acrobat Level	Maximum Encumbrance (in lbs.)
6	45
7	46
8	47
9	48
10	49
11	50
12	51
13	52
14	53
15	54
16	55
17	57
18	60
19	63
20	65
21	66
22	67
23	70

Avoid Falling Damage

The thief-acrobat is also able to avoid damage when falling. As the acrobat increases in level, he is able to fall greater distances while avoiding damage. If the thief-acrobat fails the "falling chance" throw as indicated on the table above, he still avoids some of the normal falling damage; an inverse of the percentage indicated (for example, a 15th level acrobat falling 30' would not take any damage for the first 10', and would only take 25% of the normal damage for such a fall). If the fall is greater than the distance given, that portion of the falling damage is prorated, with the remainder yielding full damage (for example, a 9th level acrobat falling 50' would only take 25% of the first 30' worth of damage, plus full damage for the remaining 20').

Thief Skills

All acrobats retain their thief skills as if they were 5th level thieves. They improve their ability to climb walls as they increase in level, as if they were regular thieves. The level at which they will cease to gain skills in pick pockets, open locks, and find/remove traps depends on their dexterity:

TABLE 163: ACROBAT MAXIMUM THIEF SKILLS PROGRESSION

Dexterity	Thief Skills Stop Progressing At
16	6th level
17	7th level
18	8th level
19	9th level

In addition, they gain the same ability to read magical scrolls as do thieves, at 10th level.

Mountebank

The mountebank is a sub-class of the thief, an inveterate con-man and huckster, relying more on his skills of misdirection and confusion than on physical pilfering, but not entirely unskilled in many of the more traditional thiefly arts as well. Mountebanks also have a small amount of knowledge of magic, which they use to aid in their confidence games.
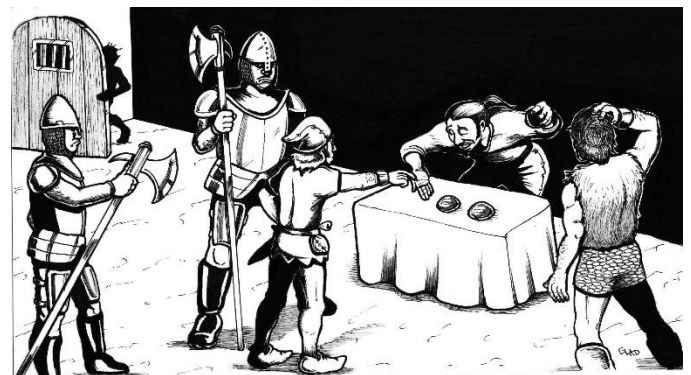
Mountebanks must have a minimum dexterity of 9, an intelligence of 10, and a charisma of 12. They use a six-sided hit die and may be of any non-lawful

alignment. Mountebanks may belong to any race save wild elves, but non-human mountebanks have restrictions on how high they may advance in level.

Mountebanks have the following powers and skills:

- Disguise
- Performing and prestidigitation
- Spellcasting ability
- Alchemy
- Thieves' Cant
- Verbal patter

Mountebanks may use any type of armor, but some will impose penalties on their skills (see below). They may not use shields. They may become proficient in the following weapons: caltrop, club, hand crossbow, dagger, dart, garrote, hand axe, knife, sap, sling, long sword, short sword, and quarterstaff. Those using weapons in which they are not proficient will suffer a -3 penalty "to hit" (see p. 88 for details).

Mountebanks advance in level according to the following table:

TABLE 164: MOUNTEBANK LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
1,750	2	2d6
3,500	3	3d6
7,000	4	4d6
14,000	5	5d6
28,000	6	6d6
56,000	7	7d6
100,000	8	8d6
200,000	9	9d6
400,000	10	10d6
600,000	11	10d6+2
800,000	12	10d6+4

Mountebanks require 200,000 x.p. to advance in level beyond 12th, and gain 2 h.p. when they do so.

Mountebanks begin the game with 2d6x10 g.p.

Disguise

Disguise is used by the mountebank to change his appearance and make it much more difficult for his marks to come after him if a con is discovered. It can be used to make the mountebank appear up to three inches shorter, or five inches taller, than his actual height. Gender can be changed, as can weight; the disguised character can appear up to 25% slimmer or 50% heavier than his actual weight. Race can also be changed, within reason; a human might be able to pass as an elf, but never a halfling. On the other hand, a gnome could appear as a dwarf or halfling, in theory. Character class, as well as social class, is very easily imitated, and the disguised character can appear as anything from a mage to a prince, from a merchant to a beggar.

There is a base chance of 2% per day, however, that the disguise will be seen through. This base chance is modified as follows:

TABLE 165: MOUNTEBANK DISGUISE MODIFIERS

Condition	Modifier
Posing as another race	+2%
Posing as opposite gender	+2%
Posing as another class	+2%
INT+WIS of observer is 36	+6%
INT+WIS of observer is 35	+5%
INT+WIS of observer is 34	+4%
INT+WIS of observer is 33	+3%
INT+WIS of observer is 32	+2%
INT+WIS of observer is 31	+1%
INT+WIS of observer is 19	-1%
INT+WIS of observer is 18	-2%
INT+WIS of observer is 17	-3%
INT+WIS of observer is 16	-4%
INT+WIS of observer is 15	-5%
INT+WIS of observer is 14	-6%
INT+WIS of observer is 13	-7%
INT+WIS of observer is 12	-8%

A check is made for each concerned party (the mark himself, and any of the mark's companions, guards, etc.) encountering the disguised mountebank, and a further check is made every 24 hours. Magic items such as a *gem of seeing* will penetrate a disguise automatically.

Performing and Prestidigitation

Performing and prestidigitation allow the mountebank to prove that the hand is indeed quicker than the eye. With these skills he is able to use his deft manual dexterity to befuddle, distract, and amuse others.

TABLE 166: PERFORMING AND PRESTIDIGITATION

Mountebank Level	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
1	30%	35%	25%	±0, +1
2	35%	40%	30%	±0, +1
3	40%	45%	35%	±0, +1
4	45%	50%	40%	+1, +1
5	50%	55%	45%	+1, +1
6	55%	60%	50%	+1, +2
7	60%	65%	55%	+2, +2
8	65%	70%	60%	+2, +2
9	70%	75%	65%	+2, +3
10	80%	80%	70%	+2, +3
11	90%	85%	75%	+3, +3
12	100%	90%	80%	+3, +4
13	105%	95%	85%	+3, +4
14	110%	96%	90%	+3, +4
15	115%	97%	95%	+3, +5
16	125%	98%	96%	+4, +5
17	125%	99%	97%	+4, +5

TABLE 167: PERFORMING AND PRESTIDIGITATION RACIAL ADJUSTMENTS

Race	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
Dwarf	-10%	-	-10%	-
Elf	+5%	+5%	+5%	±0, +1
Gnome	+5%	-	+5%	-
Half-elf	+5%	+5%	+5%	±0, +1
Halfling	-	-5%	-	-1, ±0
Half-Orc	-5%	-5%	-5%	+1, +1

TABLE 168: PERFORMING AND PRESTIDIGITATION DEXTERITY ADJUSTMENTS

Dexterity	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
15	-	+5%	-	-
16	-	+10%	+5%	-
17	+5%	+15%	+10%	+1, ±0
18	+10%	+20%	+15%	+1, ±0
19	+15%	+25%	+20%	+1, +1
20	+20%	+30%	+25%	+2, +1
21	+25%	+33%	+30%	+2, +2
22	+30%	+36%	+35%	+2, +2
23	+35%	+39%	+38%	+3, +2
24	+40%	+42%	+41%	+3, +2
25	+45%	+45%	+45%	+3, +3

TABLE 169: PERFORMING AND PRESTIDIGITATION ARMOR ADJUSTMENTS

Armor Type	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
None	+5%	+5%	-	-
Leather cuirass or lamellar	-	-	-	-
Elven mail	-20%	-20%	-	-
Brigandine, furs, or gambeson	-30%	-30%	-5%	-
Steel scale or lamellar	-50%	-40%	-10%	-1, ±0
Mail	-40%	-50%	-15%	-2, -1
Plated mail	-50%	-60%	-20%	-3, -2
Plate armor	-75%	-70%	-30%	-4, -3
Jousting Plate	-100%	-80%	-40%	-5, -4

Like ordinary thieves, mountebanks can pick pockets, cut purses, remove small items from belt pouches, palm trinkets, pilfer small items from market stalls, etc.

Sleight of hand allows the mountebank to perform minor feats of prestidigitation; palming, ditching, and switching small objects.

Juggling is the general art of tossing and catching things (cups, knives, torches, balls, etc.); actual juggling is the best-known example of this, of course, but in combat this can be used to intercept non-magical missiles which have the mountebank as the target. The mountebank may then immediately throw the object (if it may ordinarily be thrown; an arrow, for instance, could not be), hold it, or simply let it drop to the ground. This may be used against a number of incoming missiles equal to his level, to a maximum of 6. If the mountebank does immediately re-throw the missile, it does not count as his attack for that round. Juggling cannot be done while the character is "in melee".

Knife throwing allows the mountebank to use small hand-held missile weapons such as daggers, darts, axes, etc. In the table above, the first number indicates the number of missiles per round that can be thrown by the mountebank, as a modifier to the fire rate (thus, a fourth level mountebank could hurl 4 darts per round). The second number is the bonus "to hit" that the mountebank receives over and above the standard dexterity bonus for such things. In addition, the mountebank treats all such hurled missiles as being one range class closer; i.e., L range becomes M, and M becomes S. Note that mountebanks can use weapons not normally thought of as hurled weapons in such a fashion, with only the normal non-proficiency penalty "to hit." Unless otherwise specified, this applies to hurled magic items such as *iron bands of binding*, etc.

Spellcasting Ability

Mountebanks are able to cast spells, but do not gain them automatically when they advance in level. Rather, mountebanks obtain spells for their books haphazardly, finding spells while adventuring, and copying them into their spell books. Note that while they are able to copy spells from mages, illusionists, and savants, the reverse is not true; regular spell-casters cannot understand the abbreviated patois mountebanks use when noting down their spells. They are able to memorize a number of spells based on their own level:

TABLE 170: MOUNTEBANK SPELLS AVAILABLE BY LEVEL

Mountebank Level	1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells
5	1	-	-	-
6	2	1	-	-
7	2	2	-	-
8	2	2	1	-
9	3	2	1	1
10	3	3	2	2

Mountebanks are not able to memorize any additional spells after 10th level.

Alchemy

In addition to his knowledge of magic, the mountebank has a smattering of alchemical knowledge. This is often used in the production of "patent medicines" which are sold as remedies for various ailments, as well as claiming to be genuine magic potions. Sometimes they even are genuine. The chances of successfully creating either a medicine for a particular ailment or a genuine magic potion are given below:
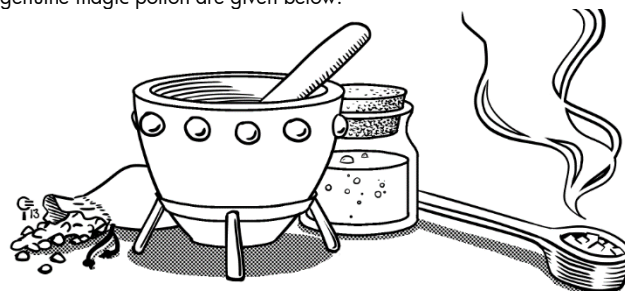
TABLE 171: ALCHEMY

Mountebank Level	Medicine	Magic Potion
1	20%	0%
2	25%	0%
3	30%	0%
4	35%	10%
5	40%	15%
6	45%	20%
7	50%	25%
8	55%	30%
9	60%	35%
10	65%	40%
11	70%	45%
12	75%	50%
13	80%	55%
14	85%	60%
15	90%	65%
16	95%	70%
17	100%	75%

The cost of creating a patent medicine is 50 g.p. The cost of creating a magic potion is 25% of its listed g.p. value. In game terms, a genuine patent medicine will heal 1d4 h.p. of damage, or cure one specific ailment (only one can be ingested per day with any effect). Note that the mountebank won't know

whether or not his attempt was successful; if the result was a failure, the game master should roll on the failure sub-table to determine the actual result:

TABLE 172: MOUNTEBANK ALCHEMY FAILURE

Roll	Type of Failure
01-75	Snake oil. The potion or medicine has no effect.
76-99	Nostrum remedium. Functions as a *potion of delusion*, with the drinker believing the potion actually worked as intended.
00	Poison. The brew is poisonous; anyone drinking it will take 10 h.p. of damage (save vs. poison for half damage). Note that this will kill all but the hardiest commoners, even if they making their saving throw.

Thieves' Cant

Like all thieves, mountebanks share a patois known as Thieves' Cant. This is a means of both recognition and communication from one thief to another, and generally stretches beyond cultural and other linguistic lines. It does not count against other languages that the thief may be able to know (see Languages, p. 2).

Verbal Patter

Mountebanks have skill with verbal patter, as well as their other skills. Verbal patter is one of the most important of the mountebank's abilities; it is the heart of his powers of misdirection, confusion, and persuasion.

TABLE 173: VERBAL PATTER

Mountebank Level	Assure, Attend, Question	Distract, Distrust, Second Look	Befuddle, Trust, Value
1	40%	20%	10%
2	45%	25%	15%
3	50%	30%	20%
4	55%	35%	25%
5	60%	40%	30%
6	65%	45%	35%
7	70%	50%	40%
8	75%	55%	45%
9	80%	60%	50%
10	85%	65%	55%
11	90%	70%	60%
12	95%	75%	65%
13	96%	80%	70%
14	97%	85%	75%
15	98%	90%	80%
16	99%	95%	85%
17	99%	96%	90%

TABLE 174: VERBAL PATTER CHARISMA ADJUSTMENTS

Charisma	Assure, Attend, Question	Distract, Distrust, Second Look	Befuddle, Trust, Value
16	5%	10%	
17	10%	15%	5%
18	15%	20%	10%
19	20%	25%	15%

Note that all of these abilities are verbal in nature, and therefore require that the target (audience) can understand what is being said! The game master should use discretion in assigning bonuses or penalties to these abilities, based on the specific circumstances involved; i.e., a drunken and hostile crowd might be much less likely to respond positively to a mountebank's efforts at persuading them to believe something, etc. Each use of these abilities requires

one round; subsequent uses require additional rolls to succeed, but each gains a +5% chance to succeed if the one before it has been successful, to a maximum 95% chance of success. There are no racial bonuses for verbal patter.

Assure: The mountebank attempts to reinforce whatever preconceptions the audience already has. This has the effect of buttressing the perception of a decision as being right (or wrong), causing the audience to pay less heed to those who disagree, etc. The game master should apply penalties depending on what is being reinforced; if it is questionable a 20% penalty would not be unfair, and a 40% penalty could be assessed for an event which was downright against the thoughts of the audience.

Attend: The mountebank uses his or her powers of patter and gab to grab the attention of the audience (or direct it to someone else) and get them to listen to what is being said and possibly agree with or at the very least understand it.

Befuddle: The mountebank using this ability attempts to create utter confusion in the audience regarding some issue, fact, or event. By his or her confusing patter, the mountebank is able to cause the audience to no longer be sure of what it once knew for certain: who did what, where something is, the facts behind some event, etc.

Distract: By means of this ability, the mountebank substitutes one object of attention for another. For example, he could relate some amusing anecdote involving the chief of the palace security, distracting a guard enough for a companion to slip away unnoticed. If the character is successful, the target will forget the one object of its attention for the other.

Distrust: The mountebank uses his clowning to attempt to point out something dishonest or otherwise disreputable in the target's behavior or history. If successful, the audience takes on the dimmest possible view of the target's intentions and actions.

Question: By using this ability, the mountebank causes the audience to question something which had been hitherto known; what someone said, what they did, etc. Note that the distinction between this ability and befuddle is subtle and much an issue of degree; question generally is used to merely cause doubt in the mind of the audience, while befuddle is used to completely make a mess of the subject at hand.

Second Look: By use of this ability, the mountebank causes his audience to reevaluate a given decision or judgment they have recently undertaken. If attempted after a successful use of question or befuddle, the mountebank gains a 10% bonus to succeed. The difference between this and question is that second look actively attempts to get the audience to change their minds, while question merely causes doubt.

Trust: With this ability, the mountebank attempts to persuade the audience that a third party (not the mountebank himself) is worthy of the trust and faith of the audience. This will not mean automatic acceptance of anything they say, but it will certainly make them much more likely to be heeded.

Value: The mountebank attempts to make his audience revere and generally have a high opinion of a particular person or thing.

Finishing Touches

Once the six statistics, race and class of the character have been determined, there are a host of other details that can be added to flesh out the character. Some, such as alignment, are important to the play of the game, while others, such as birth order or social class, may not come into play at all, depending on the sort of game that the game master is running.

Alignment

Alignment is a sort of shorthand for determining the philosophical outlook of the character. It is measured along two axes; law/chaos and good/evil, with "neutral" at the middle of each. Thus, alignment can be mapped out along a grid:

```
                    GOOD
                     |
                     |
LAW    ----------------------  NEUTRAL  ----------------------  CHAOS
                     |
                     |
                   EVIL
```
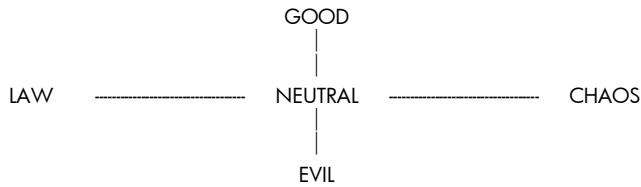
Characters choose one aspect of both axes; thus, they can be lawful evil, chaotic good, neutral evil, etc. It is also possible to be simply "neutral", indicating a halfway point along both axes.

Note that some character classes have restrictions on alignment: paladins must be lawful good, druids must be neutral, etc. These restrictions are noted above in the individual class descriptions.

Law and chaos are simply a shorthanded way of describing the character's outlook on individual liberty vs. one's obligation to the group. Lawful characters have a high regard for the group and the rules by which it operates, however that is defined; it could be a tribe, nation, church, etc. The desires and needs of the individual must come behind the needs of society. Chaotic characters are individualistic, and feel that individual rights should trump the needs of the group. Please note that law does not mean rigidity, and chaos does not mean randomness!

Good and evil are similarly shorthand terms describing the character's perspective on caring for the needs of the weaker vs. the desires of the strong. Good characters believe that the needs and desires of the weak should be respected and tended to; in this case "weak" could apply to physical strength, poverty, intelligence, magical prowess, etc. Evil characters are of the opinion that the needs of the strong, or the wealthy, or the powerful, should come first by virtue of the ability of those in power to do so. Good does not necessarily mean saintly or prudish, and evil does not necessarily mean cruel or malicious!

Alignment Descriptions

The intersection of these two philosophical lines results in nine distinct alignments, as described below. It should always be remembered, however, that alignment is not intended to be a straightjacket on role-playing; there are an infinite variety of gradations along both sides of the alignment scale, and just because two characters share the same alignment does not necessarily mean they will have identical opinions on every point of morality or philosophy. Some of the most horrible wars have come about when two lawful good nations come to blows.

As a general rule, there are two axes of alignment: ethics and morals. Ethics runs the spectrum from lawful (the idea that the community is preeminent over the individual) to chaotic (the precept that individual liberties trump communal needs). Morality is a continuum between good (the strong should help the weak) and evil (the strong have a natural right to dominate those who are weaker than them). Both axes have "neutral" as the midway point. Thus, the combination of the two axes yields nine basic alignments, but it should always be understood and remembered that there are gradations between these ordinal points of alignment, and subtleties of interpretation and implementation. The nine alignments thus can be diagramed thus:

LG	NG	CG
LN	N	CN
LE	NE	CE

Lawful Good

"Laws and justice to help those who cannot help themselves"

The combination of respect for the group and its rules, with a sense of respect for the relatively weaker members of society, gives the lawful good character the outlook that society and its laws should be aimed at protecting the rights and interests of those who are less fortunate, however that is described. Taxes are taken to help the poor, police are there to protect the weak, and society is at its best when its benefits are helping as many of its members as possible.

Lawful Neutral

"The law is the law"

An utmost respect for the rules of society, whether they be helpful to the weak or at the beck and call of the strong, typifies the lawful neutral character. Laws (or customs, or traditions, etc.) are meant to be followed simply because of what they are. Order and predictability are ends unto themselves, and the certainty of knowing what will happen next is infinitely preferable to randomness, even if that randomness might bring one to a better outcome.

Lawful Evil

"Know your place"

While society and its ways are paramount to the lawful evil character, those ways are meant to help the strong achieve what they're able to and keep the weak in their place. Laws are enacted to serve the wealthy or powerful and the mere fact that they are wealthy and/or powerful is proof of their right to rule.

Neutral Evil

"Might makes right"

The strong deserve to be on top of society, and the weak at its bottom. The exact mechanism by which this is achieved - whether through regimentation and custom, or through individual effort - is immaterial to the adherent of neutral evil. To some neutral evil characters, this means a fine line between law and chaos is maintained; others maintain a more opportunistic approach, using either as becomes appropriate and useful.

Chaotic Evil

"I'm waiting for my chance to prove I'm better than you"

The combination of a respect for the liberty of the individual and the desire to see the strong rule and the weak subservient, leads the chaotic evil character to view life as a struggle for the strong to gain the recognition and power which is rightfully theirs. Only by allowing each individual to function with complete liberty can the true measure of their power be taken. Laws, even those which seek to recognize the strong, only interfere with that process, and are thus to be shunned or ignored wherever possible.

Chaotic Neutral

"Liberty before all"

To the chaotic neutral character, the rights and liberties of the individual trump all other concerns. Societies are made up of individuals, and thus have no special rights of their own; certainly none that take precedence over the rights of the individual. It doesn't matter if those freedoms are used to help oneself or another, as long as none are forced to do either against their will.

Chaotic Good

"Charity is never coerced"

The combination of the utmost admiration for individualism and individual expression, with a respect for the needs and rights of the relatively weak, mark the chaotic good alignment. Those who follow this philosophy feel that the highest good is for one person to help another of his own free will, and any sort of forced charity (whether through the payment of taxes, etc.) is not charity at all. Champions of this ethos find their highest satisfaction in assisting those weaker than themselves.

Neutral Good

"The common good comes before all"

The goal of all, whether collectively or individually, should be the well-being of all creatures. Neither order and custom, nor complete freedom of action, are relevant to this ultimate goal, and either is to be avoided if it does not lead thereto. The neutral good character may take a balanced approach between law and chaos, or may use either as it suits his ultimate goal of weal for all.

Neutral

"All things in balance"

The "true" neutral philosophy sees all other philosophies as being necessary to maintain the balance of nature and ultimately the cosmos. Neither an ascendency of good, evil, law, or chaos is desirable unless it leads to a fall, and certainly the ultimate triumph or absolute annihilation of any philosophical alignment is to be avoided, all in the interests of maintaining balance. Each philosophy is part of the whole, and while temporary alliances with one or more can be made, in the long term a balance, or at the very least a constant rotation of ascendant philosophies, is the ultimate goal.

Changing Alignment

It is possible that, over the course of play, a character's alignment will change from that initially chosen to another. This can come about in several different ways. First, there are certain magical effects (*cursed* magic items and the like) which can bring about such a change. Such involuntary alignment changes are to be an expected part of play, and the player is encouraged, nay, required, to do his level best to see them through, regardless of his personal feelings.

Second, it may simply become apparent to the game master and the player alike that, given the consistent choices that have been made in play, the character is more akin to a given alignment than the one that was initially chosen. Such alignment drift is not unknown, and is certainly not "wrong" or a sign of poor play. We change as we grow, and you will find that your characters are no different. Sometimes such growth entails the adoption of a new philosophy.

No matter the cause, alignment change can have repercussions for the character. Especially in the case of those classes with restrictions on possible alignments, such as paladins and druids, these repercussions can be drastic (such are detailed in the appropriate class description, above).

In the case of clerics the process is less clear. Each cleric serves a god or gods, and each of these will have requirements for his followers' alignment. Some gods will be more broad-minded when it comes to the alignment of their priests and worshippers; they might accept those of any good alignment, for example. In such a case, a transition from, say, chaotic good to neutral good would have little consequence, as the character's patron deity would still accept him in the fold.

If an alignment change brings a character out of the acceptable range of a cleric's patron deity, on the other hand, the consequences are more drastic. The character would immediately lose an experience level (starting with the minimum number of experience points needed for the new, lower, level). In addition, in order to memorize clerical spells beyond the second level, he would need to find a new, more alignment-appropriate, deity to serve, and would most certainly be regarded with suspicion for some time after his conversion.

It is possible for a cleric character to revert back to his old alignment and thus regain the favor of his old deity, but the process is not as easy as leaving initially. If the reversion is done as quickly as possible, and prior to the cleric finding a new alignment-appropriate deity to serve, he can *atone* for his transgressions through the intercession of a cleric of the deity, which would include at the very least a sacrifice of 10,000 g.p. value per experience level. A cleric who actually converted to the worship of another god would never be taken back again.

Secondary Skills

Every character is able to purchase secondary skills (or just "skills"), which will allow him to perform actions with a greater chance of success than a character that does not possess that skill. In some cases, possessing a skill is a requirement for doing a particular thing, but as a general rule, just because a character doesn't have the "artistic capacity" skill doesn't mean he can't compose a poem; it just means he probably won't compose as good a poem as someone who does have that skill.

While most skills are, by design, rather generalized, some have various specialties listed. "Construction", for instance, includes carpentry, engineering, and masonry all under its rubric. Such skills require that the character choose from one of the specialties listed, so the character might choose "Construction (masonry)" as a skill. Characters may only choose one specialty under a particular skill at each experience level.

It cannot be over-emphasized that merely because a character doesn't have a secondary skill, it does not mean that the character is utterly incapable of performing functions that fall under its umbrella. Most characters will be able to swim, ride a horse, set an ambush, etc. Characters with skills in those areas will, in most instances, do those things better and faster than those without. Some skills, of course, are exclusive or dependent on the specific background of the character; someone who has spent all his life in a desert would have little chance of knowing how to rig a square sail, and few characters would know how to forge a sword without direct instruction or experience. The game master should apply his discretion in all such cases.

Obtaining Secondary Skills

Skills are obtained by "spending" experience points, which are used to either obtain a new skill or gain an additional skill level in a skill he already possesses. A character can only spend experience points on the same skill once per experience level. If the player chooses to spend x.p. on a skill, those x.p. are forever lost, although new x.p. can, of course, be earned to make up for that loss. Skills can be obtained at any point, but the game master may, at

his discretion, require the character engage in some sort of study, training, or other experience to obtain the skill.

The base x.p. cost of obtaining a given skill is listed in the particular description of that skill. For each additional skill level, the cost is equal to the base cost multiplied by the skill level being added. For example, if a character is adding a skill with a base cost of 3,000 x.p., and already has two skill levels in that particular skill, the cost for the third skill level would be 9,000 x.p.

The base experience point (x.p.) cost of a skill sometimes is dependent on the attributes the character possesses (strength, intelligence, etc.). If an attribute is listed, then the character can pay that price if the attribute is the highest he possesses (or is tied for highest). For example, a character with S 12, I 11, W 14, D 17, Co 15, Ch 15 would only pay 5,000 for the ambush skill, but would have to pay 8,000 for business.

There is no limit to how high a skill level a character can possess in a given skill.

Optional Rule: Starting Secondary Skill

At the Game Master's discretion, first-level starting characters can begin the game with one level in one secondary skill of their choice (assuming the choice of skill is not inconsistent with the campaign setting). Characters with such starting skills will suffer a 10% penalty to all x.p. earned until the cost of the secondary skill has been paid for. Once the full cost of the skill has been paid for, the character will earn x.p. at the normal rate. Classes that normally begin the game with a secondary skill, such as savants, may learn a second skill, but may not opt to get a second level in the skill with which they normally begin the game.

Using Skills

Each skill has one or more attributes listed, such as strength, intelligence, etc. When a character wishes to use one of his skills, the game master simply rolls a d20, subtracts 2 for every skill level the character possesses in that particular skill, and applies any other modifiers that might be applicable. If the modified roll is equal to or below the applicable attribute, the character has successfully used the skill.

It should be remember that a skill check will not be necessary for purely routine things. They should only be required when the outcome would really be in doubt, when failure would be catastrophic, or in a combat situation (as applicable). In addition, the game master should feel free to apply situational modifiers as he sees fit; anything from a -8 for completely routine and novice-level basics, to a +11 for something regarded as nigh unto impossible to achieve.

When the use of a skill requires that another character make a saving throw or roll against some attribute, that character gets a penalty of -2 to his roll for every skill level possessed by the first character.

Where a secondary skill has obvious application to a class ability or power (for example, a mountebank applying the *swindle* skill to his *verbal patter* ability), the skill will provide either a +2 or 10% bonus to their chance of success for every relevant skill level the character possesses.

Skills and Commoners

Skills are the basis by which many commoners make their living. Rather than expending the time and effort to become one of the various character classes such as fighter, druid, etc., they spend their formative years learning one of the following skills as their trade. They begin their career with but a single skill level in their chosen profession, but add to them gradually as the years wear

on. There is no hard and fast rule for how fast a commoner will rise in his trade, but it would definitely be on the scale of years and decades. Note that some other skills are implied but not detailed herein, such as farming, brewing, etc. because they don't have any sort of foreseeable impact on the life and career of an adventurer. The game master is free to detail such skills if he feels the need, of course, using the following as a guide.

Skill Descriptions

Alchemy

Base X.P. Cost: 5,000 (intelligence), 8,000 (all others)
Make Skill Checks Against: intelligence
Specialties: n/a

This skill allows the character to create magical (and non-magical) potions and other substances. For details on the manufacture of potions, see Creating Potions on p. 112. It also allows the possessor to attempt to identify potions (the check should be done in secret, and if the check fails, a false result will be gotten instead). Use of this skill will usually require a fully-stocked laboratory, with some 200-1,000 g.p. worth of equipment.

Ambush

Base X.P. Cost: 5,000 (dexterity), 8,000 (all others)
Make Skill Checks Against: dexterity
Specialties: n/a

This skill allows the character to hide either objects or creatures (including himself), and set traps and snares. Hiding (similar to the thief's *hide in shadows* ability) cannot be done where there is nowhere to hide (for instance, in the middle of a brightly-lit room with no furnishings), but in a dungeon situation, or a darkened city street, the character can effectively go unnoticed if a successful skill check is made. Setting traps, such as snares, deadfalls, trip-wires, and the like, requires a successful wisdom check.

Animal Training and Handling

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: charisma
Specialties: falconry (x.p. cost 5,000)

This skill allows the character to both train and handle non-monstrous mammals and birds of most sorts. Simple sorts of tricks, such as fetching, guarding, etc., can be taught to domesticated animals in a number of weeks equal to the hit dice of the animal. More complex tricks would require four times as long.

As a rule, teaching such tricks would not require a charisma check, but if the character wanted to do the teaching in less time, a check would be made with a +10 penalty. Wild animals (such as timber wolves) can be domesticated, with the process taking as long as a year, and requiring a charisma check, again with a +10 penalty.

Training an animal to respond to a new master is also possible, and takes a minimum of 1 week. At the end of the week, make a charisma check with a +3 penalty. If successful, the training is complete. If the check fails, another week's training is required, at the end of which time another check is made. The process will never take more than 4 weeks, however.

Falconry is a special sub-type of animal handling, allowing the falconer to train and use raptors (falcons and hawks, usually) to hunt small game. The birds can thus be used to take down other birds or animals of small size.

Armor-making

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: strength
Specialties: n/a

This skill allows the character to both create and maintain shields and armor. The type of armor that can be made depends on the skill level of the armorer:

    Level 1: ring, scale, lamellar, or brigandine, plus all helmets and shields
    Level 2: plated mail
    Level 3: mail
    Level 4: any

Naturally, the armor maker must have a workshop of some sort and a forge, generally costing about 310-400 g.p. (d20+20), and the raw materials needed for the work, equal to approximately 25% of the normal cost of the armor. The time required to create a new suit or piece of armor depends on what is being made:

TABLE 175: TIME REQUIRED TO CREATE ARMOR

Armor Type	Base Armor Class	Time to Create	Leather Worker Needed?
Helmet and/or shield only	9	5 days	No
Ring armor	7	20 days	Yes
Brigandine armor	7	15 days	Yes
Lamellar armor (steel)	7	20 days	No
Scale armor (steel)	6	30 days	Yes
Mail	5	45 days	No
Plated mail	4	30 days	No
Plate armor	3	90 days	No
Jousting plate	1	120 days	No

Note that some types of armor also require the services of a leather worker. Adjusting already-made armor to fit someone else will only take 20% of the time listed above.

As a rule, no skill check will be necessary to create a suit of armor. However, if the work is to be done in less than the normally allotted time, or is done using unusual or rare materials (dragon hide, mithril, etc.), then a skill check is most definitely warranted.

Artistry

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: intelligence or dexterity
Specialties: drawing/painting, sculpture, writing, music

This skill allows the character to both create and evaluate art, including drawing, painting, sculpture, music, poetry, and prose. The actual performance of the art, on the other hand, is more the purview of the thespianism skill. This skill also assumes some scholarly knowledge of art, including its history and appraisal.

Whether the character uses intelligence or dexterity to check this skill depends on the nature of the action being attempted. Creating a sculpture, for instance, would require a dexterity check, while identifying a particular sculptor's work would necessitate an intelligence check.

Blacksmithing

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: strength
Specialties: n/a

This skill allows the character to shoe horses, create items of iron or steel (nails, agricultural tools, bars and gates, cooking utensils, etc.), and so forth, assuming that he has access to a forge and blacksmithing tools. It assumes a forge, workshop, etc., worth at least 300 g.p. For each skill level possessed, the blacksmith can create one of the following: 30 arrow heads/bolt tips, 10 spear heads, 5 morning stars, 2 flails, or 2 pole arm heads.

Bullying

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: strength or charisma
Specialties: n/a

This skill not only allows the character to intimidate someone else, but also makes them more effective at non-weapon combat, such as punching and wrestling. When attempting to intimidate, it is the target that must make a successful wisdom check to avoid being bullied into compliance (with a +2

penalty for every skill level possessed by the character doing the bullying). For every skill level, the character also gets a +1 bonus "to hit" when using hand-to-hand combat (grappling, pummeling, etc.).

Business

Base X.P. Cost: 5,000 (intelligence), 8,000 (all others)
Make Skill Checks Against: intelligence or wisdom
Specialties: n/a

This skill encompasses knowledge of various things related to business; finance, banking, exchange rates, investing, etc. It allows the character to know if he is getting a good deal or getting ripped off, can make a bigger profit margin on the transportation and sale of trade goods, understand complex tax laws, be adept at counting and converting currency, etc.

If the character is being cheated in some business dealing, this skill would allow him to recognize it (if a successful wisdom check were made). An intelligence check would be made when converting currencies, or to see if the character would know some intricacy of the local tax laws. If the character was trying to do the cheating, the intended victim would make the wisdom check, with a +2 penalty for every skill level the cheating character possessed.

Charioteer

Base X.P. Cost: 4,000 (strength), 6,000 (all others)
Make Skill Checks Against: strength
Specialities: n/a

This skill allows the character to drive a chariot 30% faster than normal. It also allows anyone riding in the chariot to fire missile weapons without the standard -2 penalty "to hit". It does not allow the charioteer to take his vehicle into terrain where it could not ordinarily go, such as very rough hills, thick woods, etc.

Construction

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: intelligence or strength
Specialties: artillery, engineering/architecture, carpentry, masonry, mining

This skill includes all sorts of construction-related skills; practical skills such as carpentry and masonry as well as theoretical knowledge such as engineering and architecture. The character would be able to determine shoddy work, repair structures, build fortifications, etc. Strength checks would be used when physically building things such as bridges and dams, but intelligence checks would be made when evaluating construction or designing a keep.

Cooking

Base X.P. Cost: 2,500 (intelligence), 3,500 (all others)
Make Skill Checks Against: intelligence
Specialties: n/a (or according to the campaign setting)

This skill allows the character to either cook an especially delicious meal, or to cook for a large number of people, or (if two skill levels are taken) both. This skill is not necessary for regular cooking for oneself or a few people.

Courtly Graces

Base X.P. Cost: 2,750 (all)
Make Skill Checks Against: charisma
Specialties: etiquette, dance, courtly love

This skill allows the practitioner to fit in with the stylized and often contrived lifestyle of a Medieval-style royal court. It covers the intricacies of etiquette (the vast array of forms of address, when to nod or bow (and how deeply), seating arrangements at banquets, etc.), the ritualized and formal dance steps found at a typical ball, and the rules covering the art of courtly love, in which a suitor may woo a sometimes remote and unattainable lady.

Detection

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: intelligence
Specialties: n/a

This skill covers both the observation of details as well as the ordering of those details into coherent trains of thought, much like a private detective might do. Subtle clues can be detected, and their relevance reasoned out, by use of this skill.

Espionage

Base X.P. Cost: 6,000 (dexterity or intelligence), 9,000 (all others)
Make Skill Checks Against: dexterity or intelligence
Specialties: n/a

Espionage (aka spying) allows the character to infiltrate enemy positions, scout out encampments and determine numbers and types of troops, briefly convince the enemy that the spy is in fact a friend, or in the most extraordinary of cases, to impersonate others for sustained periods.

If the espionage task entails only blending in with a crowd (of, say, enemy soldiers) in order to ascertain troop types and capabilities with little or no chance of discovery, no modifier would be needed.

If the task requires the spy to actively gain the confidence of someone in order to gain access to information, such as getting access to a secure location in order to steal or copy a map, or to convince a guard that the spy is actually a messenger from a trusted ally, the task will have a -4 penalty to the roll.

If the task is really extraordinary, requiring that the spy insinuate himself into a position of trust for a long period of time (for example impersonating some visiting ambassador or general and convincing a prince that he was who he said he was), the skill would have a -6 penalty, and would need to be re-checked on a regular basis (depending on the circumstances, such a check could be made every day or every week, depending on how exposed to scrutiny the spy was).

Class skills, such as verbal patter, could definitely be used to bolster the espionage skill. The exact intersection would be left to the game master, but should range from as little as a +1 bonus to as much as a +8 bonus, for a spectacularly inventive and ingenious application that was accompanied by a <u>very</u> good roll of the dice.

Farming

Base X.P. Cost: 1,500 (all)
Make Skill Checks Against: intelligence or strength
Specialties: farming, herding

This skill allows the character to perform basic agricultural tasks; planting and harvesting crops, tending livestock, butchering animals, preserving food, etc.

Fire-building

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: wisdom
Specialties: n/a

This skill allows the character to start fires without a flint box, as long as there is some sort of tinder and wood (or other flammable substance such as dried dung, etc.) available. Such a fire will take 2d20 minutes to start, or 3d20 in wet or windy conditions.

Fishing

Base X.P. Cost: 3,000 (wisdom), 5,000 (all others)
Make Skill Checks Against: wisdom
Specialties: line, net

This skill allows the character to catch fish, either using a fishing pole and line or a net, as applicable. A successful skill check means a fish (or several small fish) has been caught. As a rule, one fish can feed one person for one day. Each use of the fishing skill requires one hour, and obviously there must be fish to be caught. The game master should make adjustments depending on the specifics of the campaign; some areas will be devoid of fish, while others may be teeming with them.

Forgery

Base X.P. Cost: 5,000 (dexterity), 8,000 (all others)
Make Skill Checks Against: dexterity
Specialties: n/a

This skill allows the character to counterfeit a signature, copy a map, falsify documents, and the like. This skill requires a two-step process: first, the forger must make a successful skill check to create the forgery in the first place. Then, those to whom the forgery is presented must make an intelligence check (with the usual +2 penalty per skill level of the forger) to detect the forgery.

Generalship

Base X.P. Cost: 5,000 (intelligence or charisma), 8,000 (all others)
Make Skill Checks Against: intelligence or charisma
Specialties: logistics, tactics, siege warfare

This skill includes logistics, organization, and strategizing as well as battlefield leadership. As a rule, it applies only to large numbers of soldiers (100+), and would not apply in a typical dungeon exploration situation. This would enable the character to set up a supply line, for example, from a town to an army in the field, to organize and train a village militia, and to inspire troops on the battlefield to greater exertions, giving them a morale bonus (+2 or +10% per skill level, as applicable).

Furrier

Base X.P. Cost: 3,000 (dexterity), 4,000 (all others)
Make Skill Checks Against: dexterity
Specialties: n/a

This skill allows the practitioner to not only professionally skin and dress wild animals, but also to tan hides and turn fur pelts into garments, such as coats, cloaks, or trim for other garments. As much as trim for 8 garments, 4 cloaks, or 2 coats may be so created in any given week, as long as the necessary pelts are available.

TABLE 176: PELTS NEEDED TO MAKE GARMENTS

Garment Type	Small Pelts	Med. Pelts	Large Pelts
Trim	3	1	1/4
Cloak	6	2	1/2
Coat	12	3	1
Gloves	2	1	1/4
Hat	1	1/4	1/8

Thus, if a furrier had 7 pelts of a small creature available, such as a badger, he could create a cloak and a matching hat from them.

Healing

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: intelligence
Specialties: n/a

This skill deals with first aid, the setting of broken bones, treatment of diseases, etc. A successful skill check means that the character with this skill can tend to his companions who may be recovering from their wounds at twice the normal rate (2 h.p. healed per day of rest, rather than just 1), and those who rest only for the space of an 8-hour sleep period will regain 1 h.p. even though they did not rest for an entire day. The healer can tend to up to three people at a time per skill level, up to a total of 20 people. A separate check must be made each day. Someone with healing skill can also assist those who have been bitten or stung by poisonous creatures, allowing them a +2 on their saving throw, as long as they are treated within 1 minute of receiving the wound.

Horsemanship

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: wisdom
Specialties: n/a

This skill allows the character to do more while on horseback, ride faster and fancier, etc., similar to the cavalier's horsemanship ability. After examining a horse (and making a successful skill check), he can tell if its hit points are in the lower third, the middle third, or the top third of the possible range. Mounts will always be friendly and obedient as long as they are well treated.

Hunting

Base X.P. Cost: 2,000 (all)
Make Skill Checks Against: wisdom and strength
Specialties: n/a

This skill allows the character to improve his chances of hunting successfully. A successful wisdom check means that the chance of finding prey is increased by 25% per skill level. Complete rules for hunting can be found in the ADVENTURES DARK AND DEEP™ Game Masters Toolkit.

Jeweler

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: intelligence and dexterity
Specialties n/a

This skill allows the character to not only appraise objects of value such as precious metals, pieces of jewelry, and gemstones, but also to create or embellish jewelry, add precious metals and stones to ordinary items such as sword hilts, and to cut gems to improve their value. Appraisal would require an intelligence check, while enhancement of gems or jewelry would require a dexterity check. When attempting to embellish an already-existing piece of jewelry, the character will improve its value by 10% per skill level he possesses if he is successful in his skill roll (failure indicates that the project is beyond the skill of the character).

Gems can be improved by re-cutting only if they are under 5,000 g.p. in value to start with; anything of that caliber or above is already flawlessly cut. A successful skill check will mean that the stone will increase in value one step. A natural 20 will always mean that the stone is ruined, no matter what other modifiers might apply.

Judgment

Base X.P. Cost: 5,000 (wisdom), 8,000 (all others)
Make Skill Checks Against: intelligence and wisdom
Specialties: n/a

This skill allows the character to detect when others are attempting to deceive him, weigh the words of others, judge the trustworthiness of another, know when someone is dissembling or cheating, etc. A wisdom check would be made when the character was attempting to make a general determination as to whether someone else was lying. An intelligence check would be made when attempting to evaluate the accuracy of some factual statement which the character might have some chance of actually knowing.

Music

Base X.P. Cost: 2,000 (wisdom), 3,000 (all others)
Make Skill Checks Against: wisdom
Specialties: instrument, singing

The music skill allows the character to either play a particular instrument (or group of instruments) or sing with skill. As a rule, knowing how to play an instrument allows the character to play a similar instrument with a -2 penalty to the skill check (so knowing how to play a viol allows one to play a gamba almost as well), which is reduced to a -1 penalty after 20 minutes' practice.

Poison

Base X.P. Cost: 9,000 (intelligence), 12,000 (all others)
Make Skill Checks Against: intelligence
Specialties: n/a

This skill allows the character to both identify the effects of, and compound and brew his own, poisons. Characters with this skill are able to brew any of the commonly-known basic poison types (see p. 82 for details) depending on their skill level. The process requires a laboratory with some 2d6x100 g.p. of equipment. Poisons can be brewed for 50% of their listed cost. Note that antidotes for ingested poisons can also be created by characters with this skill, with similar requirements and costs. The amount of time required for the brewing of poison depends on its type:

TABLE 177: TIME AND LEVEL TO BREW POISONS

Type	Days to Create	Level to Create Poison	Level to Create Antidote
A	1	1	2
B	2	1	2
C	3	2	3
D	4	2	3
E	5	3	4

Scholarship (area)

Base X.P. Cost: 5,000 (intelligence), 8,000 (all others)
Make Skill Checks Against: intelligence
Specialties: see below

This is the quintessential skill that sages possess, and a successful skill check might yield the exact answer sought, or at the very least the knowledge of where to go to get it. For every skill level, the character is able to pick either a general field of knowledge or a specialty within an already-taken field:

- Botany (agriculture, bushes/shrubs, flowers, fungi, grasses, herbs, trees, weeds)
- Occultism (alchemy, astrology, dweomercraft, medicine, metaphysics, planar physics)
- Physical Science (architecture, astronomy, chemistry, engineering, geography, geology, mathematics, oceanography, optics, physics)
- Social Science (art history, folklore, heraldry, history, language, law, philosophy, politics, theology) - pick a particular nation or race (human, elf, orc, etc.)
- Zoology (amphibians, arachnids, avians, cephalopods, crustaceans, fish, insects, mammals, reptiles)

The chance of successfully answering a particular question depends on several factors. The base chance of success depends on the nature of the question:

TABLE 178: BASE CHANCE OF SCHOLARSHIP SKILL SUCCESS

In Field	Easy	Medium	Hard
General	11%	7%	-24%
Specialty	31%	26%	11%

Note that it is possible to have a negative base chance of success. Once the base chance is determined, the specific circumstances of the character's ability to investigate scholarly pursuits must be applied as modifiers.

TABLE 179: SCHOLARSHIP SKILL SUCCESS MODIFIERS

Circumstance	Modifier
Intelligence score	+1% per point above 15
Modest relevant facilities available (20,000 - 60,000 g.p. value)	+1% per 1,000 g.p. value of the facilities, max. 60% / 60,000 g.p.
Fine relevant facilities available (60,000 - 100,000 g.p. value)	+1% per 4,000 g.p. value of the facilities over 60,000.
Facilities are not at the <u>exclusive</u> use of the scholar	-20%

"Facilities" can mean a library, laboratory, observatory, workshop, zoo, greenhouse, or any combination of those or even other facilities, that is relevant to the field and question at hand.

The amount of time required to find a given answer depends on the nature of the question and the fields of knowledge possessed by the scholar.

TABLE 180: SCHOLARSHIP TIME TO ANSWER QUERY

Question Applies To…	General Question	Specific Question	Precise Question
Other field	>1 hour	2d12 days	n/a
General field	>5 min.	1d12 days	3d6 days
Specialty field	1 min.	1d10 hours	2d6 days

Seamanship

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: intelligence or dexterity
Specialties: fishing, ocean-going, freshwater, navigation, swimming

This skill gives the character knowledge concerning a wide range of nautical activities: boating, fishing, swimming, navigation, sail-rigging, etc. It can be used to evaluate the seaworthiness of a craft, navigate by bearing off the sun and stars, repair a ship (or supervise its repairs), etc. An intelligence check would be made in the case of navigating, evaluating, etc. A dexterity check would be made when fishing, swimming, tying knots, etc. Captains will usually have at least three levels in seamanship, while mates and lieutenants will usually have at least two.

Suborning

Base X.P. Cost: 5,000 (charisma), 8,000 (all others)
Make Skill Checks Against: charisma
Specialties: n/a

This skill allows the character to blackmail, bribe, influence, and convince others. It works by applying a thorough knowledge of human nature and psychology, body language, and social cues. For instance, an attempt to blackmail someone must be made with exquisite care, lest the victim either give in to despair or attempt violent retribution.

Swindling

Base X.P. Cost: 5,000 (charisma), 8,000 (all others)
Make Skill Checks Against: intelligence or charisma
Specialties: n/a

This skill allows the character to gamble, cheat, plan and execute confidence games, defraud others, etc. It could be used to cheat at cards or dice, for example, requiring an intelligence check. It could also be used to rig a "Ponzi" scheme amongst the petty nobility of a valley, necessitating a charisma check.

Thespianism

Base X.P. Cost: 3,000 (all)
Make Skill Checks Against: charisma
Specialties: acting, disguise

This skill includes such things as acting, disguise, recitation, performing, speech-making, etc. It could also be used in relation to convincing someone else that the character is in love with them, loyal to them, etc. (Of course, the judgment skill could be used to see through the attempt!) The disguise specialty works just like the disguise skill of the mountebank or assassin.

Tracking

Base X.P. Cost: 2,500 (all)
Make Skill Checks Against: wisdom
Specialties: n/a

Characters with the tracking skill can trail their quarry in both outdoor and indoor conditions. When tracking, they get a bonus to the chance to track equal to their skill level +1 x 10%. The maximum bonus allowed is 110% (note that other modifiers may lower the final chance to successfully track quarry).

Aside from following the actual trail of the prey, a successful tracking roll allows the ranger to determine other information, depending on his skill level:

Skill Level	Tracking Information
1	Identify the tracks of common woodland creatures and the direction in which they were traveling
2	Identify how quickly woodland creatures were traveling
3	Identity how long ago woodland creatures passed if outdoors
4	Identify the tracks, direction, and speed of woodland creatures, and how much time has passed if outdoors
5	Identify tracks as a fourth level ranger, but with respect to any creature that dwells within a 100 mile radius
6	Determine the general height and weight of humans, demihumans, and humanoids (including having a basic understanding of how encumbered they are)
7	Determine the number of riders a mount is carrying

See the ADVENTURES DARK AND DEEP™ Game Masters toolkit for details on wilderness pursuit/tracking procedures and modifiers.

Wainwright

Base X.P. cost: 2,000 (all)
Make Skill Checks Against: strength
Specialties: none

This skill allows the character to make, maintain, and repair carts, wagons, chariots, and similar conveyances. It requires basic woodworking tools to use; hammers, saws, planes, etc. Iron parts are usually purchased from a blacksmith, and are included in the cost of materials, below.

TABLE 181: CREATING CARTS, ETC.

Type	Time to Create	Cost of Materials
Cart	3 days	25 g.p.
Chariot, 1-man	10 days	100 g.p.
Chariot, 2-man	12 days	250 g.p.
Wagon	8 days	75 g.p.

Weapon Making

Base X.P. cost: 3,000 (all)
Make Skill Checks Against: dexterity
Specialties: bowyer, swordsmith

This skill allows the character to create weapons of all sorts, from swords to bows to halberds. It requires a forge and workshop costing at least 300 g.p. to practice most forms of this art (the simplest tasks, such as fletching arrows, can be done without such facilities, upon a successful skill check).

Those who take the bowyer specialty are able to create 1d4+1 composite bows, 1d4+1 longbows, 1d3 hand crossbows, or 15 heavy crossbows per month. (Composite bows and longbows require a startup period of 1 year.) Other types of bows can be constructed at the rate of 1 per day after a startup period of 1 month. Arrows and bolts may be created for these as well.

Those who take the swordsmith specialty are able to create several swords or daggers per month, depending on type:

TABLE 182: WEAPONS PRODUCED PER MONTH

Sword Type	No. Created Per Month
Bastard sword	8
Broad sword	15
Dagger	30
Falchion	10
Knife	45
Long sword	12
Scimitar	10
Short sword	20
Two-handed sword	5

Weapon makers without any specialty are able to make all other types of weapons (pole-arms, flails, maces, etc.) at a rate of 1 per day.

One weapon maker is able to support 80 men-at-arms.

Woodcraft

Base X.P. Cost: 5,000 (all)
Make Skill Checks Against: wisdom
Specialties: tropical jungle, temperate forest, cold forest, steppe, desert

Characters with this skill are born and bred to the wilderness, and can climb natural surfaces such as trees, stone cliffs, etc. The specialty that is chosen is considered their "native terrain"; everything else is considered non-native terrain. New terrains can be added as "native" by buying another skill level, or further levels can be bought in the native terrain, improving the character's chance to climb and hide.

Characters with this skill are able to hide when in natural surroundings; they are more effective in their native terrain, of course, but still skilled in any sort of wilderness. Such surroundings must naturally include places to hide (trees, brush, crevices, embankments, etc.). The character's chance to climb and hide is determined by the following table:

TABLE 183: WOODCRAFT

Skill Level	Climb	Hide (Native Terrain)	Hide (Non-Native Terrain)
1	85%	10%	0%
2	86%	15%	0%
3	87%	20%	0%
4	88%	25%	10%
5	90%	30%	15%

When in familiar terrain, characters with woodcraft get a +2 bonus to surprise rolls and enemies get a -2 penalty to theirs (if the character is alone or with other characters with woodcraft). Even in unfamiliar terrain, they get a +1 bonus and enemies get a -1 penalty to surprise.

In their native terrain, characters with this skill are able to forage for food, fish, trap small game, build shelter, improvise clothing, etc. They can also identify types of plants and animals, and determine direction even on the most overcast of days. They may also *predict weather* as per the spell (see p. 199 for details).

Languages

As noted above, and in the **ADVENTURES DARK AND DEEP**™ Bestiary, many creatures are intelligent enough to have their own languages. In addition, there may be various human (or other) tongues, and many campaign settings will have a "common" tongue which is understood by most intelligent creatures. While your game master will have specific information regarding which languages exist in his campaign world, here are some general guidelines.

There will likely exist a "Common Tongue," or "Traders' Tongue," or "Lingua Franca," or somesuch in the campaign milieu. All characters will get this language as a "free" language, assuming it or something analogous to it exists. A similar language, known colloquially as "Undercommon," is spoken by those races who dwell beneath the earth, such as the drow and fish men. Unless characters have some logical way that they would have had access to this language, they should not be allowed to take it when first being created (although they can certainly learn it later on in their career, should circumstances allow).

Note that it is entirely the prerogative of the game master to inform the players that no such "common tongue" exists. There would, in such a case, simply be a myriad of local languages, which would be of varying utility outside the locality in which they are dominant. In such cases, monsters who are said to speak the common tongue will, instead, speak the predominant language in the area in which they live.

All human characters may get a number of additional languages, as determined by their intelligence ability score (see p. 5). Demihumans such as elves and dwarves will start the game with some languages automatically, and may get others depending on their intelligence, as discussed in the description of each character race.

Some classes, such as thieves, have a special language of their own (Thieves' Cant, etc.). Such languages do not count against the number of languages the character can learn based on intelligence.

If a player wants his character to begin the game with additional languages, whether they be human or other, the final decision rests with the game master, and will be dependent on the appropriateness of the choice. In a region that has a large dwarven population, for example, a human character starting the game knowing dwarvish might not be unreasonable. On the other hand, knowing some exotic language at the start of the game, such as nixie, might be more problematic. Special languages, such as thieves' cant, should be restricted to their appropriate classes, at least in the beginning of the game. As with all things, the final decision remains with the game master.

It is very possible for a character to learn new languages as the game progresses, however. As long as he has an open "language slot," and access to the language in question, the process will take roughly 6 months of study to achieve a conversational level. Intense study, such as being totally immersed in a land where the language is spoken, will accelerate the process, but only part-time study will naturally prolong it.

Social Class

Most societies are structured according to some sort of social strata, whether this is enforced by law or custom, or is simply a de facto condition. The truly classless society, while a staple of utopian idealists, is not a realistic model. In **ADVENTURES DARK AND DEEP**™, loosely based as it is on the model of Medieval and Renaissance Europe, characters are thus given a social class. The exact impact of this class of origin will depend on the campaign; your game master may choose to emphasize it or ignore it, as he sees fit.

As a rule, the social class of the character should be based on his level and character class, as shown below. However, the game master may tell you that social class should be settled by a die roll, or that the players may choose their character's social class (within reason), or may even have their class assigned by the game master. Naturally, the percentage chances for social class given below should not be assumed to apply equally to every person in the campaign setting, but rather only to the extraordinary group who style themselves as adventurers.

TABLE 184: SOCIAL CLASS

Die Roll (d%)		Social Class	Historical and In-Game Examples
01-04		Lower rung	Freedmen, peasantry, beggars, low-level thieves
05-10	Lower Class	Middle rung	Laborers, shepherds, performers, barbarians, low-level bards, soldiers
11-20		Upper rung	Tradesmen, fences, high-level thieves, low level fighters
21-35		Lower rung	Artisans, craftsmen, minor merchants, itinerant cavaliers, druids, rangers
36-55	Middle Class	Middle rung	Small landholders, merchants, petty nobility, low-level mages
56-87		Upper rung	Rich merchants, high officers, low-level clerics, high level fighters
88-96		Lower rung	Lesser cavaliers, paladins, high-level mages
97-99	Upper Class	Middle rung	Cavaliers, high-level paladins, high-level clerics, nobility
00		Upper rung	Royalty, great nobility

Note that social class will have an impact on character class. Cavaliers and Paladins, naturally, must be of the upper classes. But any character could, in theory, be impacted by use of the social class table. As a general rule, a character of a given occupation must be of a social class no more than one lower than the minimum indicated for that class. For example, a character starting off as a mage must be of at least the lower-middle class, one rung below the standard. In return, he could not normally hope to advance in social standing beyond the lower-upper class.

The game master will provide details of the position of demihumans (and other non-human races) in the campaign. In some lands, elves may be considered as de facto nobility merely as a by-product of their elven heritage, while in others, dwarves might be considered as low-class dirt-grubbers. Such things are all relative to the campaign setting.

Monthly Expenses

One's social class will dictate the minimum monthly expenses associated with the lifestyle associated therewith. Note that this is simply a minimum, and should be deducted automatically by the game master from the pockets of the characters as "living expenses" including lodging, food and drink, entertainment, new clothing, etc. Other considerations may increase the monthly living expenses dramatically: high-level mages conducting experiments, characters who have hired henchmen or hirelings, etc.

TABLE 185: MONTHLY LIVING EXPENSES

Social Class	Minimum Monthly Living Expenses		
	Poor	Good	Fine
Lower class	1 s.p.	2 s.p.	1 g.p.
Middle lower class	1 g.p.	2 g.p.	5 g.p.
Upper lower class	2 g.p.	5 g.p.	10 g.p.
Lower middle class	10 g.p.	25 g.p.	50 g.p.
Middle class	25 g.p.	100 g.p.	125 g.p.
Upper middle class	100 g.p.	250 g.p.	500 g.p.
Lower upper class	250 g.p.	500 g.p.	1,250 g.p.
Middle upper class	500 g.p.	1,000 g.p.	2,500 g.p.
Upper class	1,000 g.p.	2,000 g.p.	5,000 g.p.

If one is unable to spend the minimum for poor living according to one's social class due to lack of funds, roll 1d12. On a roll of 1, the character will go down one social class rank in the eyes of those around him. Resuming the required spending amount will raise the social class one rank on a similar roll of 1 on 1d12. If a character spends enough for fine living in a higher social rank for three consecutive months, begin checking monthly (again, a 1 in 12 chance) to see if the character has raised himself to the next-higher social class. (Of course, there will always be those who look down their noses at the *nouveau riche* no matter how well they live.)

Note that these expenses are over and above any expenses for maintenance of laboratories, strongholds, training, hirelings and henchmen, etc. It includes such things as food, drink, lodging, entertainment, and basic necessities.

Literacy

In the sort of quasi-Medieval/Renaissance setting postulated by the game, universal literacy is not a given. The chance that a given character will be literate depends on both his class (including sub-classes) and social class:

TABLE 186: LITERACY

Social Class	Bard	Cleric	Fighter	Mage	Thief
Lower class	17%	19%	9%	100%	14%
Middle lower class	23%	25%	15%	100%	20%
Upper lower class	29%	31%	21%	100%	26%
Lower middle class	64%	66%	56%	100%	61%
Middle class	73%	75%	65%	100%	70%
Upper middle class	82%	84%	74%	100%	79%
Lower upper class	94%	96%	86%	100%	91%
Middle upper class	98%	98%	98%	100%	98%
Upper class	100%	100%	100%	100%	100%

Elves and halflings get a +15% bonus to their literacy check. Half-orcs get a -10% penalty.

Any character who is illiterate cannot read a magic scroll. Barbarians are always illiterate when they begin their careers. If they wish to become literate, they can do so in twice the time of other classes. Thieves who are illiterate can still use their *read languages* ability to decipher maps, and with a -25% penalty can read other writings.

An illiterate character can become literate with six months of study, minus 1 week per point of intelligence.

Naturally, if the game master wishes it, all player characters can be assumed to be literate.

Family

Those players wishing to flesh out the family of their characters may do so using the tables below. It should always be remembered, however, that the game master has the final authority over such decisions, and having the circumstances of the character's birth mesh smoothly with the campaign setting trumps anything that the dice may come up with.

Marriage

TABLE 187: FAMILY TRAITS: MARRIAGE

Die Roll (d%)	Marital Status
01-65	Parents married
66-80	Parents married, one now deceased
81-00	Parents unmarried

Note that if a character comes from unmarried parents, he will usually be one social class lower than his father (if known).

Birth Order

TABLE 188: FAMILY TRAITS: BIRTH ORDER

Die Roll (d%)	Birth Order	Effect
01-05	Only child	Starting money +50%
06-10	1st child	Starting money +25%
11-20	2nd child	
21-35	3rd child	
36-50	4th child	
51-65	5th child	
66-80	6th child	
81-85	7th child	If male, roll again. 1% chance character will get +1 bonus on all saving throws
86-90	8th child	Starting money -10%
91-94	9th child	Starting money -20%
95-97	10th child	Starting money -30%
98-99	11th child	Starting money -40%
00	12th child	Starting money -50%

(Roll again to determine total number of children in the family; if the second roll is lower than the first, the character is also the youngest child.)

Family Traits Modifiers

TABLE 189: FAMILY TRAITS MODIFIERS

Race/Social Class	Marital Status Modifier	Birth Order Modifier
Dwarf	-15	-15
Elf, drow	-15	-15
Elf, gray	-30	-30
Elf, high	-20	-20
Elf, wood	-10	-10
Elf, other	-15	-15
Gnome	-20	-20
Half-elf	-10	-10
Halfling	-10	-10
Half-orc	+75	+10
Human	±0	±0
Lower class	+10	+20
Middle lower class	+5	+15
Upper lower class	±0	+10
Lower middle class	-5	+5
Middle class	-10	±0
Upper middle class	-15	-5
Lower upper class	-20	-10
Middle upper class	-20	-15
Upper class	-20	-20

Modifiers for race and social class are cumulative.

Starting Money

The amount of money a character starts the game with depends on his class. This money should then be used to purchase armor, weapons, and other equipment (see Equipment on p. 78 for a list of things you can potentially buy). You should make sure to leave some money over, though, in case you need it during the course of the game itself.

TABLE 190: STARTING MONEY

Character Class	Starting Money (in gold pieces)
Bard	20-120
Jester	20-80
Cavalier	(special)
Paladin	(special)
Cleric	30-180
Druid	30-180
Mystic	13-24
Fighter	50-200
Barbarian	50-200
Ranger	50-200
Mage	20-80
Illusionist	20-80
Savant	20-80
Thief	20-120
Mountebank	20-120

Starting Hit Points

Each character starts with the maximum hit points possible at first level, including adjustments for possessing a high CON score. If a class begins with two hit dice, such as a ranger, one die should be maximum and the player should roll the other die. The combined total is then the total hit points at first level. For rules on first-level hit points for multi-classed characters, see p. 24).

Age

Every character should have his age determined. In a long-term campaign, it is possible for a character to age as the years pass, and such aging will have an impact on his ability scores. Too, eventually a character may face the specter of death by old age, at which stage the prospect of finding *potions of longevity, wishes,* and other magical devices to stave off age and prolong youth may become more of a priority for the character.

TABLE 191: STARTING AGE BY RACE AND CLASS

Class	Dwarf	Elf	Gnome	Half-elf	Halfling	Half-orc	Human
Bard	-	4d8+300	2d6+200	2d12+30	1d6+26	-	1d4+16
Jester	-	-	1d6+200	-	1d8+24	-	1d4+16
Cavalier	-	10d10+500	-	2d4+40	-	-	1d4+18
Paladin	-	-	-	-	-	-	1d4+17
Cleric	2d20+250	10d10+500	3d12+300	2d4+40	2d4+38	1d4+20	1d4+18
Druid	-	8d10+500	1d12+300	2d4+40	1d4+38	-	1d4+18
Mystic		9d10+500	-	1d4+40	1d4+38	-	1d4+18
Fighter	5d4+40	5d6+130	5d4+60	3d4+22	3d4+20	1d4+13	1d4+15
Barbarian	-	-	-	-	-	-	1d4+14
Ranger	-	3d8+160	-	2d6+30	-	-	1d4+20
Mage	-	3d6+150	-	2d8+30	-	-	2d8+24
Illusionist	-	-	2d12+100	-	-	-	1d6+30
Savant	-	3d8+180	3d12+100	3d6+34	-	-	2d6+28
Thief	3d6+75	5d6+100	5d4+80	3d8+22	2d4+40	2d4+20	1d4+18
Mountebank	3d6+75	5d6+100	5d4+80	3d8+22	2d4+40	2d4+20	1d4+18

Effects of Aging on Ability Scores

All characters will pass through five age categories in their lifetime (although, as a careful reading of the starting age table will show, some characters may begin the game having already passed the first one or two categories). As characters enter the various age categories in the course of the game, their ability scores will be modified according to the following table. Note that aging cannot cause scores to exceed or lower beyond their normal racial or class boundaries.

TABLE 192: ABILITY SCORE ADJUSTMENTS FOR AGE

Age Category	Ability Score Adjustment
Young adult	-1 wisdom, +1 constitution
Mature	+1 strength*, +1 wisdom
Middle age	-1 strength**, -1 constitution, +1 intelligence, +1 wisdom
Old	-2 strength**, -2 dexterity, -1 constitution, +1 wisdom
Very old	-1 strength**, -1 dexterity, -1 constitution, +1 intelligence, +1 Wisdom

* = Fighters whose strength is increased to 18 should roll for exceptional strength.
** = Fighters whose strength goes from 18 to 17 or lower lose all exceptional strength

It should be noted that these are adjustments that are made as one enters a given age category. A character's starting initial ability scores are never altered according to age category, regardless of how old the starting character is.

Naming the Character

It is entirely possible that a game master will have a sufficiently well-developed campaign setting that a suitable name for your character will be apparent and easy to select. In some campaigns, anachronistic or even downright silly names ("Morc the Orc") will be allowed or even encouraged. However, it is often the case that a campaign will be serious enough in nature that a somewhat genre-appropriate name will be needed, and yet not developed to the point where lists of names are at hand.

For use in such cases, here is a list of names from Medieval Europe that might be used as inspiration. They should most definitely not be seen as the be-all and end-all of character naming, but just a beginning. Do not think that you need to pick a name from these lists!

English/French

Many if not most games will be set in a sort of idealized Medieval Anglo-France, the default mental setting for the Arthurian romances, Ivanhoe and Robin Hood, Charlemagne, and Roland. Such a "default" setting is well served by appropriate names.

Men's Names

Adam, Alan, Alisaundre, Althalos, Ancel, Andreu, Arnaud, Arthur, Bartelmeu, Baudry, Benedict, Benoit, Borin, Boydin, Brom, Bryce, Charles, Clement, Clifton, Colin, Cristian, David, Denys, Donald, Edmund, Egbert, Elyas, Eustace, Fendrel, Forthwind, Foulke, Francis, Frederick, Gateron, Geoffrey, Gerad, Geruas, Gilbert, Gillecote, Gilot, Godwin, Gregory, Guillaume, Hamon, Handreu, Henri, Henry, Hugh, Jake, Jaquet, Jeffrey, Jehan, Joce, John, Jordan, Joseph, Lambert, Laurence, Leofrick, Letholdus, Lucas, Martin, Matheu, Michel, Nichol, Oliver, Paul, Peres, Peter, Phelip, Pierre, Rauf, Rec, Reinaud, Ricard, Robert, Robin, Roger, Rowan, Sadon, Salaman, Simon, Staci, Terrowin, Thomas, Tybalt, Ulric, Walter, Warin, William

Women's Names

Adelaide, Adriana, Agneta, Alianor, Alice, Alys, Amelia, Anastas, Angmar, Anne, Arabella, Aud, Auice, Ayleth, Aweline, Beatrix, Brunhild, Catherine, Catrain, Cedany, Cristiana, Eleanor, Elizabeth, Ellyn, Emeline, Gilian, Gloriana, Guillamette, Guinevere, Gussalen, Gutrid, Helena, Helewys, Hildegard, Isabel, Isolde, Jacquelyn, Jehanne, Johanna, Juliana, Katerin, Lavinia, Leticia, Maerwynn, Malkyn, Margaret, Marie, Mary, Matilda, Millicent, Mirabelle, Moude, Muriel, Peronell, Perrette, Rois, Rose, Sabine, Sarra, Sybbyl, Thea, Winifred, Ysabeau, Ysmay.

Norse

Many games will use Norse names for dwarves or giants, or will have a Viking-esque region in which such names will be appropriate.

Men's Names

Agmund, Alf, Alvis, Amund, Berski, Bjorn, Bjornolf, Dag, Egil, Eilif, Einar, Eirik, Eyvind, Falki, Frey, Garth, Gudmund, Gunnar, Hakon, Halfdan, Harald, Hrafn, Inge, Knut, Kormak, Ofeig, Olaf, Snorri, Stein, Swain, Thor, Thorbrand, Thorold, Torstein, Ulfr, Yngvi

Women's Names

Alfdis, Alfrun, Asfrid, Astrid, Brynhild, Dis, Edda, Eisa, Embla, Erika, Eydis, Freydis, Freyja, Fulla, Fylla, Gerda, Gudlaug, Gunnora, Haldis, Herdis, Hjordis, Idun, Inga, Ingeborg, Ingisol, Ingrid, Jordis, Kari, Sunhild, Thora, Thyra, Tordis, Tyra, Undis, Verna

Eastern European

Eastern European names can seem somewhat exotic to Western European ears, and often do well to lend an air of mystery to a character or NPC.

Men's Names

Albertus, Arnold, Augustinus, Boric, Borislav, Borna, Branimir, Braslav, Clement, Domagoj, Drzislav, Franciscus, Georgius, Gojslav, Iljko, Ivan, Jacobus, Jakub, Jan, Jiri, Johannes, Kocelj, Kresimir, Kulin, Ladislaus, Ladislav, Laurentius, Leonardus, Ljudevit, Ljutomisl, Martin, Matej, Matous, Michael, Mikulas, Miroslav, Mislav, Mutimir, Ninoslav, Ondrej, Paulus, Pavel, Petr, Pribina, Radovan, Ratimir, Slava, Slavac, Stephanus, Svetislav, Thadeus, Tomislav, Trpimir, Vaclav, Viseslav, Vlad, Vladimir, Vladislav, Vojnomir, Zdeslav, Zvonimir

Women's Names

Alzbeta, Anna, Borislava, Branimira, Braslava, Dorota, Drzislava, Elizabeth, Gojslava, Hicela, Jadviga, Jelena, Kachna, Kata, Katerina, Katryna, Klara, Kresimira, Ladislava, Ludmila, Magdalena, Maria, Marija, Marketa, Miroslava, Mislava, Mutimira, Ninoslava, Ratimira, Svetislava, Sylwia, Tomislava, Trpimira, Viseslava, Vladislava, Vojnomira, Wilhelmina, Zdeslava, Zvonimira

Surnames

Surnames can be based on a variety of factors. In some cultures, the surname will be based on the place of origin of the person: "John of Bodenham", "Godwin London", "Margaret d'Morris", etc. Some will be patrimonic (or matrimonic) in nature: "John Williamson", "Godwin son of Egbert", "Aud Gutridsdottir", etc. Still others are based on the occupation for which either the individual or family was known: "John Smith", "Godwin Galpir" (from "galloper"), "Mary Pilgrim", etc. In addition, some surnames are simply based on a nickname that stuck as a family name: "John Peacock", "Godwin Blunt" (from "blond"), "Gloriana White", etc.

Dwarven Names

The following are names for dwarves found in Norse mythology (mostly from the Dvergatal contained in the Poetic Edda).

Ai, Alf, Althjof, An, Anarr, Andvari, Aurvang, Austri, Bafur, Bifur, Bild, Billing, Bombur, Bruni, Buri, Dain, Dolgthrasir, Dori, Draupnir, Duf, Durinn, Dwalin, Eikinskjaldi, Fili, Finn, Fjalar, Frar, Fregr, Frosti, Fundin, Gandalf, Ginnar, Gloin, Hanar, Har, Haugspori, Hepti, Hlevang, Hornbori, Jari, Kili, Litr, Lofar, Loni, Mjodvitnir, Motsognir, Nain, Nali, Nar, Nidi, Niping, Nordri, Nori, Nyi, Nyrad, Ori, Radsvid, Regin, Skafid, Skirvir, Sudri, Svior, Thekk, Thorin, Thrain, Thror, Veig, Vestri, Vili, Vindalf, Virvir, Vitr, Yngvi

Cost of Equipment, Services, etc.

The Monetary System

The game assumes a standard system of coinage that is based on the "gold piece" (abbreviated g.p.), and which is organized as follows:

200 copper pieces (c.p.)	=	1 gold piece (g.p.)
20 silver pieces (s.p.)	=	1 gold piece (g.p.)
2 electrum pieces (e.p.)	=	1 gold piece (g.p.)
5 gold pieces (g.p.)	=	1 platinum piece (p.p.)

It is possible that your game master has developed a different monetary system for his campaign; if that is the case, he will let you know and will have adjusted the price lists for weapons, armor, equipment, and services accordingly.

Animals

TABLE 193: PRICE OF ANIMALS

Animal	Price
Chicken	3 c.p.
Cow	10 g.p.
Dog, guard	25 g.p.
Dog, hunting	17 g.p.
Donkey	8 g.p.
Goat	1 g.p.
Hawk, large	40 g.p.
Hawk, small	18 g.p.
Horse, draft	30 g.p.
Horse, war, heavy	300 g.p.
Horse, war, light	150 g.p.
Horse, war, medium	225 g.p.
Horse, riding	25 g.p.
Mule	20 g.p.
Ox	15 g.p.
Pigeon	2 c.p.
Pig	3 g.p.
Pony	15 g.p.
Sheep	2 g.p.
Songbird	4 c.p.

Armor

Armor is described in two ways; armor <u>type</u> and armor <u>class</u>. Armor type is the actual, physical armor worn: chain mail, boiled leather, plate mail, etc. Certain weapons get bonuses "to hit" against different armor types, and armor type is of preeminent importance to cavaliers and paladins.

Armor class, on the other hand, is the total effect of the armor worn, magic items (including magic armor), shields, dexterity, etc. The armor class can change depending on the circumstances; a dexterity bonus doesn't count if you're attacked from behind, and you can't count your shield if you're using a two-handed weapon, for example. Armor class starts at 10 for someone who is completely unarmored, and goes down to 0 and beyond, as more physical armor is worn, more magic is utilized, one has a higher dexterity bonus, etc.

TABLE 194: PRICE OF ARMOR

Armor Type	Price	Weight (lbs.)
Brigandine armor	30 g.p.	20
Buckler	7 g.p.	5
Buckler, spiked	10 g.p.	3
Cuirass (leather)	3 g.p.	15
Cuirass (steel)	60 g.p.	25
Furs	2 g.p.	8
Gambeson	4 g.p.	10
Helmet, great	15 g.p.	10
Jousting Plate	4,000 g.p.	100
Lamellar (leather)	15 g.p.	20
Lamellar armor (steel)	35 g.p.	30
Mail	75 g.p.	30
Pavise	40 g.p.	30
Plate armor	400 g.p.	45
Plated mail	90 g.p.	35
Ring armor	30 g.p.	25
Scale armor (leather)	25 g.p.	30
Scale armor (steel)	45 g.p.	40
Shield, large	15 g.p.	10
Shield, medium	10 g.p.	7

Notes

Helmet, great: Coifs, small helms, etc. are included with most types of armor. However, if the character wishes to include a great helm (one that encloses the entire head, leaving a slit for vision), that can be added. See the rules on helmets on p. 88 for details on the effects in combat. Jousting plate and plate armor include great helms by default.

See the combat section (p. 87) for details on other types of armor.

Weight of armor does not count against encumbrance unless the armor is being carried, rather than worn. For the impact of wearing armor on movement, please see p. 78. The weight of a shield or pavise is counted against encumbrance as any other item.

Barding

Barding is basically armor for horses. When worn, the animal gets the indicated armor class in combat, and suffers the indicated movement penalty.

Type	Price	Weight (lbs.)	Armor Class	Movement
Leather	100 g.p.	15	8	-10′/min.
Mail	250 g.p.	40	5	-20′/min.
Plate	500 g.p.	50	3	-30′/min.

Clothing

TABLE 195: PRICE AND WEIGHT OF CLOTHING

Clothing	Price	Weight (lbs.)
Belt	3 s.p.	0.3
Boots, high, hard	2 g.p.	6
Boots, high, soft	1 g.p.	3
Boots, low, hard	1 g.p.	6
Boots, low, soft	8 s.p.	3
Cap	1 s.p.	0.2
Cloak/jacket, bear	300 g.p.	5
Cloak/jacket, beaver	200 g.p.	5
Cloak/jacket, ermine	3,600 g.p.	5
Cloak/jacket, fox	300 g.p.	5
Cloak/jacket, marten	400 g.p.	5
Cloak/jacket, mink	2,700 g.p.	5
Cloak/jacket, muskrat	100 g.p.	5
Cloak/jacket, sable	4,500 g.p.	5
Cloak/jacket, seal	125 g.p.	5
Cloak/jacket, cloth	5 s.p.	3
Cloak/jacket, leather	5 g.p.	4
Clothing, set, arctic	15 g.p.	45
Clothing, set, cold weather	7 g.p.	25
Clothing, set, lower class	10 c.p.	3
Clothing, set, middle class	10 s.p.	3
Clothing, set, upper class	10 g.p.	3
Coat, bear	600 g.p.	7
Coat, beaver	400 g.p.	7
Coat, ermine	7,200 g.p.	7
Coat, fox	600 g.p.	7
Coat, marten	800 g.p.	7
Coat, mink	5,400 g.p.	7
Coat, muskrat	200 g.p.	7
Coat, sable	9,000 g.p.	7
Coat, seal	250 g.p.	7
Coat, cloth	10 s.p.	5
Coat, leather	10 g.p.	6
Girdle, wide	2 g.p.	2
Girdle, normal	10 s.p.	1
Hat	7 s.p.	0.3
Robe	6 s.p.	5
Trim, bear	+30 g.p.	n/a
Trim, beaver	+20 g.p.	n/a
Trim, ermine	+120 g.p.	n/a
Trim, fox	+30 g.p.	n/a
Trim, marten	+40 g.p.	n/a
Trim, mink	+90 g.p.	n/a
Trim, muskrat	+10 g.p.	n/a
Trim, sable	+150 g.p.	n/a
Trim, seal	+25 g.p.	n/a

Notes

A single set of clothes is assumed for every character and does not count against encumbrance. For trim, add the cost of the trim to the garment to which it is being added (tunic, robe, etc.). Most are self-explanatory, with the following exceptions.

Clothing, set, arctic: Consists of relatively bulky (move at 50% speed) layers of furs and oiled skins. Those wearing arctic clothing should treat the temperature as being 40° warmer than it is when calculating the effects of frostbite, etc. Can't be worn over other armor, but otherwise treated as furs. Most fur coats listed above can be treated as arctic clothing, and can be worn over any armor except plated mail, plate armor, and jousting plate.

Clothing set, cold weather: Consists of fairly bulky (move at 75% speed) layers of furs and/or fibers. Those wearing cold weather clothing should treat the temperature as being 20° warmer than it is, when calculating the effects of frostbite, etc. Cold weather clothing can't be worn over other armor, but are otherwise treated as furs. Most fur cloaks listed above can be treated as cold weather clothing, and can be worn over any armor.

Fur trim: Causes the wearer to treat the temperature as being 10° warmer than it is, when calculating the effects of frostbite, heat stroke, etc.

Food and Drink

TABLE 196: PRICE AND WEIGHT OF FOOD AND DRINK

Food and Drink	Price	Weight (lbs.)
Ale, pint	1 s.p.	1
Beer, small, pint	5 c.p.	1
Meal, standard	1 s.p.	2
Meal, rich	1 g.p.	3
Horse fodder, 1 day	1 s.p.	10
Mead, pint	5 s.p.	5
Rations, dry tack, 1 week	5 g.p.	7
Rations, standard, 1 week	3 g.p.	20
Wine, pint	5 - 10 s.p.	5

Furs

TABLE 197: PRICE AND WEIGHT OF FURS

Fur	Price	Weight (lbs.)
Bear pelt	30 g.p.	10
Beaver pelt	2 g.p.	1
Ermine pelt	4 g.p.	1
Fox pelt	3 g.p.	1
Marten pelt	4 g.p.	1
Mink pelt	3 g.p.	1
Muskrat	1 g.p.	1
Sable pelt	5 g.p.	1
Seal pelt	5 g.p.	2

Hirelings

TABLE 198: WAGES OF HIRELINGS

Hireling	Wages Per Month	Wages Per Day	Skills and Class Notes
Alchemist	300 g.p.	-	Alchemy skill
Bearer/porter	1 g.p.	1 s.p.	n/a
Drover	5 g.p.	5 s.p.	Animal handling and training skill
Jeweler	100 g.p.	-	Jeweler skill
Lantern-bearer	1 g.p.	5 s.p.	n/a
Leather worker	2 s.p.	30 s.p.	Materials cost 10% of standard price of item

Hireling	Wages Per Month	Wages Per Day	Skills and Class Notes
Marine	3 g.p.	-	1st - level fighter
Oarsman	5 g.p.	-	Seamanship skill (specialty as appropriate)
Pack handler	30 s.p.	2 s.p.	Animal handling and training skill
Sage	Special	Special	Scholarship skill (any specialization, as desired)
Sailor	2 g.p.	-	Seamanship skill (specialty as appropriate)
Ship's master	100 g.p.	-	Seamanship skill (specialty as appropriate)
Ship's mate	30 g.p.	-	Seamanship skill (specialty as appropriate)
Valet/lackey	50 s.p.	3 s.p.	n/a
Warrior	1 g.p.	2 s.p.	Level 1 fighter

Notes

Hirelings are specialists, commoners who are possessed of a certain skills, or simple laborers. As commoners, they are not able to increase in level, but they are nonetheless often a valuable addition to an adventuring party. All such hirelings will have 1d6 h.p., and attack and make saving throws as "commoners."

Most cities will have most types of hirelings available, although common sense should be your guide. An inland desert city is unlikely to have a host of sailors available for hire, for instance! Towns and villages will each have some types available, as determined by the game master. Those hirelings that have a daily rate listed may be hired for a longer term; 1 in 6 will agree, if they are given a bonus of three days' wages over and above the monthly rate.

Most of the time, player characters will not have to worry about actually paying hirelings a salary; it is not necessary to actually take a tailor into one's employ just to purchase a cloak, for example.

Wages do not include the cost of materials required for the hireling to perform his function. Many hirelings will have 1 or more levels of a secondary skill; for specific information on particular skills, please see the section on secondary skills beginning on p. 67. Note that soldiers' wages do not include arms and armor, which must be provided by the employer at his own cost.

For those skills which involve skill levels, hirelings with higher skill levels are both more efficient and command higher wages, as shown below.

TABLE 199: HIRELING WAGE MULTIPLIERS

Skill Level	Wage Multiplier
1	1
2	4
3	10
4	19
5	31

Alchemist: Alchemists are used to assist mages in the brewing and identification of potions. Alchemists will only accept employment for a full year or more, and a suitable laboratory is required (see alchemy on p. 68 for details). They will have at least 1 level of alchemy skill.

Bearer/porter: A strong back used to carry anything that needs carrying (unskilled labor to say the least). If it is necessary to generate their statistics, they get a +3 bonus to strength, but never more than 18.

Drover: A drover drives carts and wagons.

Jeweler: Jewelers are able to appraise jewelry and gemstones as well as create and alter such. See Jeweler on p. 72 for details.

Lantern bearer: Used in towns and cities to provide light for night-time travel. If they are to be exposed to danger (such as being brought into a dungeon), the price will be increased at least tenfold.

Marine: Marines are fighters who are enlisted to fight in melee combat aboard ships. They are almost always 1st level fighters.

Oarsman: Needed to row any ship that will be moving without the benefit of sails.

Pack handler: Knows how to load and unload pack animals such as oxen, mules, horses, etc.

Sage: Used to answer obscure questions and research topics of interest. Each sage will have particular area(s) of expertise, and many will have sub-areas as well. See Scholarship on p. 72 for more information.

Sailor: Needed to crew ships. Most ordinary sailors will only have one skill level in seamanship. Note that seamen will either be specialized in ocean-going or freshwater craft.

Ship's master: Needed to command a ship with 5 or more crew and/or rowers required.

Ship's mate: Needed to help command a ship with 20 or more crew and/or rowers required.

Valet/lackey: A general dogsbody or gofer used to perform minor tasks on behalf of his master.

Warrior: A generic mercenary, bodyguard, etc. Does not include more experienced or specialized types of soldier.

Luxury Items

TABLE 200: PRICE AND WEIGHT OF LUXURY ITEMS

Luxury Item	Price	Weight (lbs.)
Brocade, rug, or tapestry	1-20 g.p. / sq. yard	10 / sq. yard
Incense, rare	4-30 g.p. / stick	0.1
Ivory	3-6 g.p. / lb.	0.1
Pepper	1 g.p. / ounce	0.1
Perfume, rare	1-6 g.p. / dram	0.1
Silk	1-3 g.p. / sq. yard	1 / sq. yard
Spice, rare	1-4 s.p. / scruple	0.1
Unguent, rare	10-60 g.p. / gill	0.1

Miscellaneous Items

TABLE 201: PRICE AND WEIGHT OF MISCELLANEOUS ITEMS

Item	Price	Weight (lbs.)
Acid, flask	10 g.p.	2
Backpack, leather	2 g.p.	2
Belladonna	4 s.p.	n/a
Belt pouch, large	1 g.p.	1
Belt pouch, small	15 s.p.	0.5
Birdcage	5 s.p.	5
Bit, bridle, harness (for horse, etc.)	1 g.p.	5
Box, iron, large	28 g.p.	100-500
Box, iron, small	9 g.p.	20-50
Box, lead, small	20 g.p.	2
Candle	1 s.p.	0.5
Case, bone (for maps, scrolls, etc.)	5 g.p.	5
Case, leather (for maps, scrolls, etc.)	15 s.p.	2
Chest, wood, large	17 s.p.	50-150
Chest, wood, small	8 s.p.	10-25
Crampons (pair)	4 g.p.	5
Drill, iron	5 g.p.	5
Garlic	5 c.p.	n/a
Grappling hook	5 g.p.	10
Holy symbol, iron	2 g.p.	0.2
Holy symbol, silver	50 g.p.	0.2
Holy symbol, wooden	7 s.p.	0.1
Holy water, vial	25 g.p.	2

Item	Price	Weight (lbs.)
Lantern, bullseye	12 g.p.	6
Lantern, hooded	7 g.p.	6
Marotte	4 g.p.	0.5
Mirror, metal, large	10 g.p.	0.5
Mirror, silver, small	20 g.p.	0.5
Oil, flask	1 g.p.	2
Pickaxe	20 g.p.	20
Pole, 10'	3 c.p.	10
Pulley	25 g.p.	6
Quiver, arrow, 1 dozen	8 s.p.	3
Quiver, arrow, 1 score	12 s.p.	3
Quiver, crossbow bolt, 20	15 s.p.	3
Quiver, crossbow bolt, 40	1 g.p.	3
Rope, 50'	4 s.p.	7
Sack, large	16 c.p.	2
Sack, small	10 c.p.	0.5
Saddle	10 g.p.	35
Saddle bags	4 g.p.	15
Saddle blanket	3 s.p.	2
Shovel	10 g.p.	18
Skin (holds 1 gallon water or wine)	15 s.p.	0.5 (9 when full)
Spike, iron	1 c.p.	1
Tinder box, flint and steel	1 g.p.	0.2
Tool, hand (shovel, pick, etc.)	2 g.p.	5
Tools, alchemy	200 - 1,000 g.p.	10 / g.p. cost
Tools, armor-making/ blacksmithing/weapon-making	310 - 400 g.p.	10 / g.p. cost
Tools, lock-picks	30 g.p.	2
Torch	1 c.p.	2
Vial, empty	3 g.p.	2
Whistle	1 s.p.	0.1
Wolvesbane	10 s.p.	n/a

Notes

Acid: Will cause 1d6 h.p. of damage if it hits. The container must <u>fail</u> a saving throw vs. crushing blow.

Crampons: Steel spikes that attach to the bottom of regular boots. They will allow the wearer to walk on ice or other slippery surfaces without a chance of falling.

Drill, iron: Will bore through stone or wood, making a hole 1" in diameter and up to 9" deep; 1" of wood can be drilled in 10 minutes, and 1" of stone can be drilled in 30 minutes. When in use, the drill makes a loud grinding noise that can be heard for 120'.

Grappling hook: Can be used to attach a rope to the far side of some chasm or the top of a wall. A hook with rope can be thrown for a number of feet equal to the character's strength score times 3. Success depends on the nature of the surface being hooked:

TABLE 202: USING A GRAPPLING HOOK

Surface	Miss	Slip After 1d6 Minutes	Solid Grip
Cave wall/floor	01-82	83-89	90-00
Fence/parapet	01-72	73-78	79-00
Ledge	01-88	89-93	94-00
Ruined stonework	01-66	67-71	72-00
Stalagmite/ stalactite/etc.	01-75	76-80	81-00
Top of wall	01-83	84-89	90-00
Tree limb	01-66	67-70	71-00

After each failed attempt, it will take 1d4 minutes to regain the hook and recoil the rope for another cast.

Holy water: Can also include unholy water, of course, depending on the source.

Marotte: A stick with a doll-like head on it, carried by a jester. Often, the head will be decorated in the same style as the jester's own garb.

Oil: Will cause 2d6 h.p. of damage if it hits and is set alight, and 1d6 on the following round. The container must fail a saving throw, or, alternatively, the target must be hit with the oil and then hit again with some sort of flame to ignite it (torch, candle, *burning hands* spell, etc.).

Whistle: Can be heard up to 1,000 feet distant.

Musical Instruments

TABLE 203: COST AND WEIGHT OF MUSICAL INSTRUMENTS

Instrument	Cost	Weight (lbs.)
Bagpipe	60 g.p.	20
Bladder pipe	8 g.p.	2
Cornamuse	24 g.p.	5
Crumhorn	16 g.p.	3
Drum	4 g.p.	8
Dulcian	19 g.p.	4
Dulcimer	20 g.p.	6
Flute	5 g.p.	1
Gamba	40 g.p.	10
Gemshorn	2 g.p.	1
Harp	75 g.p.	14
Harpsichord	250 g.p.	200
Hurdy-gurdy	100 g.p.	12
Kortholt	8 g.p.	2
Lute	25 g.p.	7
Lyre	150 g.p.	15
Mandolin	28 g.p.	10
Organ	300 g.p. and up	300+
Organetto	110 g.p.	10
Psaltery	90 g.p.	11
Racket	22 g.p.	2
Rebec	30 g.p.	5
Recorder	6 g.p.	1
Sacbut	30 g.p.	6
Shepherd's shawm	18 g.p.	6
Trumpet	6 g.p.	4
Viol	30 g.p.	8
Zink	15 g.p.	2

Notes

As a rule, all musical instruments require two hands to play (there are certain exceptions that common sense will dictate; such as when a drum is resting on something else and is being played with one hand). Some instruments are so large as to not be portable at all, such as the harpsichord or organ. An organ, in fact, requires at least two people to play: one to operate the keyboard and another to work the bellows.

Gamba: This is an instrument something between a violin and a cello; it is played with a bow, and invariably while seated.

Organetto: This is a one-man instrument, very portable, usually but not necessarily played while seated.

Viol: This is akin to a small gamba, also held between the knees and played while seated.

bladder pipe
cornamuse
crumhorn
dulcian
dulcimer
gamba
gemshorn
kortholt
psaltery
rackett
rebec
sacbut
viol
zink
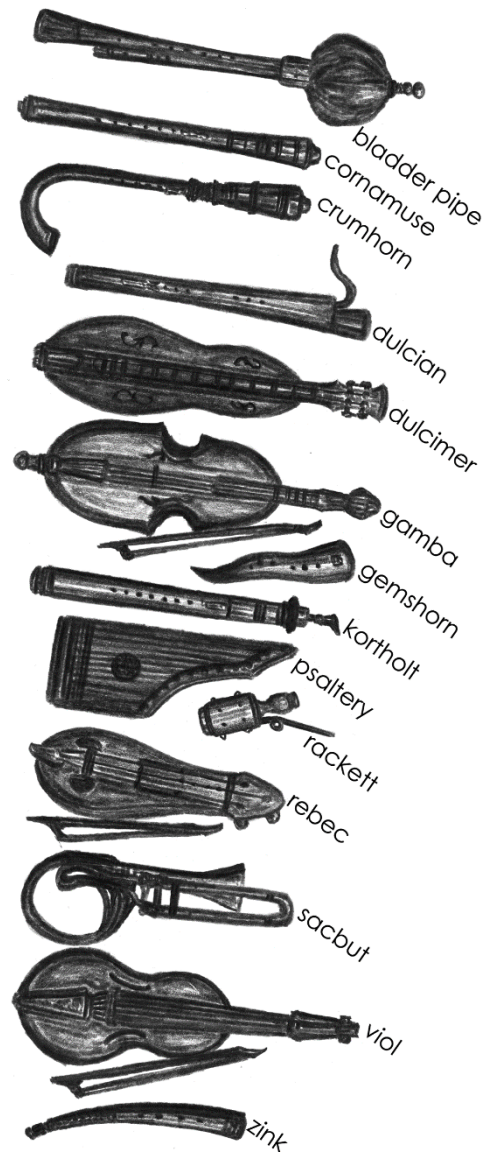
Poison

The use of poison is an inherently evil act; any character knowingly doing so who is not already of evil alignment will have their alignment instantly and irrevocably changed to evil (with all the implications that entails). For this reason, poison will not be readily available in most civilized lands; it will only be able to be gotten through disreputable sources, if at all. If in doubt, err on the side of poison <u>not</u> being available for player characters to purchase, and consult your game master.

If blade venom is noticed (10% cumulative chance per round of combat), a general hue and cry will be raised and the user of the poison blade pursued by the full weight of the local constabulary (or a lynch mob, in some circles).

TABLE 204: PRICE OF POISON

Poison	Price per Dose
Swallowed A	5 g.p.
Swallowed B	30 g.p.
Swallowed C	200 g.p.
Swallowed D	500 g.p.
Swallowed E	1,000 g.p.
Blade venom A	10 g.p.
Blade venom B	75 g.p.
Blade venom C	600 g.p.
Blade venom D	1,500 g.p.
Antidote A	10 g.p.
Antidote B	60 g.p.
Antidote C	400 g.p.
Antidote D	500 g.p.

Notes

All of the above poisons work within a few minutes of being ingested or introduced into the bloodstream (the "normal onset time" in the table below). However, it is possible for swallowed poisons to either have the effect delayed for 1d4 hours (which doubles the price listed above), have the effect be instantaneous (which triples the price), or have the poison gradually build up in the bloodstream of the victim, so that only after 1d6+3 doses (the number of doses will be known ahead of time) is the full effect of the poison felt. Gradual poison costs four times the price listed above, regardless of the number of doses required.

Antidotes work only against swallowed poisons. If the antidote is ingested before the onset time of the poison, the poison will have no effect. If not, the antidote will have no effect.

Blade venom will begin to evaporate when exposed to air. After the first day, it will only do ½ damage and the victim gets a bonus of +4 to his saving throw. On the third day, it will do no damage. If a weapon with blade venom scores a hit, it wipes off the poison; on the second hit it will only do ½ damage, and none on the third hit.

TABLE 205: POISONS

Poison Type	Onset Time	Damage if Save... Succeeds	Fails	Saving Throw Bonus	Detect Chance
Sw. A	2d4 min.	10 h.p.	20 h.p.	+4	80%
Sw. B	1d4+1 min.	15 h.p.	30 h.p.	+3	65%
Sw. C	1-2 min.	20 h.p.	40 h.p.	+2	40%
Sw. D	6 seconds	25 h.p.	death	+1	15%
Sw. E	1d4x10 min.	30 h.p.	death	+1	15%
Blade A	1d4+1 min.	0	15 h.p.	+4	80%
Blade B	1d3 min.	0	25 h.p.	+3	65%
Blade C	1 min.	0	35 h.p.	+2	40%
Blade D	6 seconds	0	death	+1	15%

Services

TABLE 206: PRICE OF SERVICES

Service	Price
Apartment, per room	10 g.p./month
Appraisal (gem or jewelry)	5 g.p./item
Coach (between cities)	1 g.p./30 miles
Coach (within a city)	1 s.p./trip
Crier	10 s.p./day (10 g.p. / month)
Inn, common room	2-8 s.p./night
Inn, private room	1 g.p./night
Messenger	3 s.p./day (50 s.p. / month)

Notes

Apartment: Sometimes player characters are going to be inclined to settle down without actually buying or building a home.
Coach: It should be noted that coaches willing to carry travelers between cities are not always going to be available. A typical coach will go 20 miles per day if a good road is available, and usually will only be available if a regular schedule and system of such coach transportation is available in the setting. The game master is the final arbiter of whether such is or is not.
Crier: Used to disseminate information in a town or city. Can be used for official pronouncements, advertising, setting bounties, etc.
Inn: A common room is shared with various other travelers and will accommodate up to 30 people, on average. A private room is just as it states, and is usually fairly secure.
Messenger: Assumes that the messenger is only taking his message within a particular city or town. Long-distance messaging is most likely rare, and would involve the monthly fee at the very least. Some settings may have regular messenger services, however.

Transportation

This section not only includes means of transportation that can be bought (such as a cart), but also very rough estimates for hiring travel options. See also the section on animals to get prices of horses, oxen, etc. Bear in mind that things such as chariots and wagons need to be pulled by animals!

TABLE 207: PRICE OF TRANSPORTATION

Transportation	Price
Boat, long	150 g.p.
Boat, small	75 g.p.
Canoe, large	300 g.p.
Canoe, small	100 g.p.
Canvas	10 g.p.
Caravan travel	10 c.p./mile
Cart	50 g.p.
Chariot, 1-man	200 g.p.
Chariot, 2-man	500 g.p.
Lumber	10 g.p.
Raft, small	50 g.p.
River ferry	5 s.p.
River/lake voyage	1 s.p./mile
Sea voyage	5 c.p./mile
Wagon	150 g.p.
Wagon plus drover	1 s.p./mile

Notes

The prices for such things as sea voyages and caravan travel are guidelines at best. The game master will determine the actual cost of such travel based on the relative frequency with which such journeys are made (accompanying a caravan between two cities will be much more expensive if such caravans only

leave twice a year, as opposed to one per week) plus the relative danger involved. If pirates have suddenly taken to attacking ships plying a certain route, prices will go up as more marines must be hired to protect the ship and its passengers.

For larger vessels such as galleys and merchant ships, consult the ADVENTURES DARK AND DEEP™ Game Master Toolkit. Such vessels cost many thousands of gold pieces to construct and have specific crew requirements.

Canoe, small: Will hold 3 normal characters or 2 with heavy gear. It weighs 80 lbs. if carried.

Canoe, large: Will hold 9 normal characters of 6 with heavy gear. It weighs 160 lbs.

Canvas: Is used to repair 1 hit point of damage on a ship. Has an encumbrance value of 20 lbs. Half a ship's damage can be repaired with canvas.

Chariot: Normally drawn by one or two horses, chariots cannot travel through close or rough terrain (woods, rocky hills, etc.). They can travel as fast as the animal(s) pulling them, in clear terrain. If someone is in a 2-man chariot, he can fire a missile weapon from it with a -2 penalty "to hit".

Lumber: Is used to repair 1 hit point of damage on a ship. Has an encumbrance value of 20 lbs. Half a ship's damage can be repaired with lumber.

Weapons

TABLE 208: PRICE AND WEIGHT OF WEAPONS

Weapon	Price	Weight (lbs.)
Aklys	2 g.p.	3
Arrow, normal, dozen	1 g.p.	1
Arrow, normal, single	2 s.p.	0.2
Arrow, silver head, single	1 g.p.	0.2
Atlatl	1 g.p.	3
Axe, battle	5 g.p.	7
Axe, hand	1 g.p.	5
Axe, throwing	1 g.p.	5
Bardiche	7 g.p.	12
Bec de corbin	6 g.p.	10
Bill-guisarme	6 g.p.	15
Blowgun	20 g.p.	1
Blowgun needle	1 s.p.	n/a
Bow, composite, long	100 g.p.	8
Bow, composite, short	75 g.p.	5
Bow, long	60 g.p.	10
Bow, short	15 g.p.	5
Caltrop	2 s.p.	0.5
Crossbow bolt, hand	10 g.p.	0.1
Crossbow bolt, heavy	2 s.p.	0.2
Crossbow bolt, light	1 s.p.	0.1
Crossbow, hand	300 g.p.	2
Crossbow, heavy	20 g.p.	8
Crossbow, light	12 g.p.	5
Crossbow, repeating	50 g.p.	6
Crossbow, underwater	120 g.p.	5
Dagger	2 g.p.	1
Dart	5 s.p.	0.5
Falchion	10 g.p.	7
Fauchard	3 g.p.	6
Fauchard-fork	8 g.p.	8
Flail, footman's	3 g.p.	15
Flail, horseman's	8 g.p.	3
Garrote	1 e.p.	0.1
Glaive	6 g.p.	7
Glaive-guisarme	10 g.p.	10
Guisarme	5 g.p.	8
Guisarme-voulge	7 g.p.	15

Weapon	Price	Weight (lbs.)
Halberd	9 g.p.	17
Hammer, war	1 g.p.	5
Hammer, lucern	7 g.p.	15
Harpoon	5 g.p.	6
Hook fauchard	6 g.p.	8
Javelin	10 s.p.	2
Khopesh	10 g.p.	7
Knife	1 g.p.	0.5
Lance, light	6 g.p.	5
Lance, medium	6 g.p.	10
Lance, heavy	6 g.p.	15
Lasso	5 s.p.	2
Mace, footman's	8 g.p.	10
Mace, horseman's	4 g.p.	5
Mace, two-handed	13 g.p.	15
Man catcher	25 g.p.	8
Military fork	4 g.p.	7
Morning star	5 g.p.	12
Partisan	10 g.p.	8
Pick, military, footman's	8 g.p.	6
Pick, military, horseman's	5 g.p.	4
Pike, awl	3 g.p.	8
Pole axe	8 g.p.	15
Quarterstaff	3 g.p.	10
Ranseur	4 g.p.	5
Sap	1 g.p.	1
Scimitar	15 g.p.	4
Scythe	18 g.p.	10
Sling	10 s.p.	0.1
Sling bullets (dozen)	10 s.p.	1
Sling stones (dozen)	n/a	0.5
Spear	1 g.p.	5
Spetum	3 g.p.	5
Spiked Buckler	10 g.p.	3
Staff sling	2 g.p.	10
Sword, bastard	25 g.p.	10
Sword, broad	10 g.p.	7
Sword, long	15 g.p.	6
Sword, short	8 g.p.	3
Sword, two-handed	30 g.p.	25
Trident	4 g.p.	5
Voulge	2 g.p.	12
Whip	3 g.p.	3

Notes

Daggers and swords (except two-handed swords) include the price of a sheath or scabbard. For notes on how different weapons are treated in combat, please see melee weapons on p. 89 and ranged weapons on p. 92.

Sometimes characters will want to have weapons made from special materials such as silver or iron. Iron weapons do not cost any more than regular weapons, but if used against someone with normal (steel) weapons and/or armor, the iron weapon must make a saving throw vs. crushing blow if an attack misses. A failure indicates the blade has been damaged and will suffer a -1 h.p. penalty to damage. A second miss and subsequent saving throw failure indicates the weapon is now damaged beyond use.

Silver weapons, useful against creatures such as lycanthropes, cost an extra 10 g.p. per pound of weight of the weapon. Naturally, only metal weapons can be so constructed; quarterstaves, whips, etc. cannot.

Movement

The standard rate of movement for a normal, unencumbered man is 360' per minute. That is the standard by which all other movement is measured. Different environments, and different circumstances, will alter this, as will encumbrance.

TABLE 209: MOVEMENT RATES

Circumstance	Man-sized (human, elf, etc.)	Small (dwarf, gnome, halfling)
Underground, walking	120'/min.	90'/min.
Above ground, walking	360'/min.	270'/min.
Underground, running	240'/min.	180'/min.
Above ground, running	720'/min.	540'/min.
Moving silently	120'/min.	90'/min.
Climbing walls, scaling cliffs, etc.	varies; see Table 149 on p. 57 for details	
Checking for secret doors	12'/min.	12'/min.

All characters can do a horizontal jump up to 4' if standing still and 8' with a running start of at least 20'; characters doing so will require a complete round to get back on their feet. They can jump vertically approximately 3'. Naturally, the game master must make allowances for characters that are shorter or taller in stature.

Encumbrance

Each character is able to carry his own weight, plus his STR encumbrance bonus, without being encumbered. For every 10% beyond his own weight that is carried, a character will move 10' per minute slower, to a minimum of 10' per minute.

Aside from things that are carried in the character's arms, or are slung over his back, the character will doubtless want to carry more loot and other items than he can hold in his hands.

TABLE 210: CARRYING CAPACITY OF VARIOUS CONTAINERS

Item	Capacity	Coin Capacity	Other Capacity
Backpack	3 cu. ft.	300	30 lbs.
Large chest	12 cu. ft.	1,500	150 lbs.
Large sack	4 cu. ft.	400	40 lbs.
Medium chest	7 cu. ft.	750	75 lbs.
Pouch, large	1/2 cu. ft.	50	5 lbs.
Pouch, small	1/4 cu. ft.	25	2.5 lbs.
Saddle bags	8 cu. ft.	250	25 lbs.
Small chest	2 cu. ft.	400	40 lbs.
Small sack, tied shirt, etc.	1 cu. ft.	100	10 lbs.

Bear in mind that the encumbrance values listed above (and elsewhere) do not equate to actual weight in many circumstances, but are rather an abstraction of both weight, relative bulk, and fragility. For instance, a pile of coins may weigh the same as a small alabaster statuette, but the statuette will be given a higher encumbrance value, because it cannot simply be tossed in a sack willy-nilly.

Alternative Encumbrance (Optional Rule)

Many times the game master will not want the game to get bogged down by calculating out the encumbrance of everything that a character is carrying down to the last tenth of a pound. This is perfectly understandable, and there is an alternative method your game master may wish to use for handling encumbrance.

Using this method, players don't need to keep track of every tenth of a pound during the course of play. Unless they try to carry something of obviously questionable encumbrance ("I take the eight-foot high solid gold statue of Zeus as we leave the temple"), players should simply keep track of what they're carrying, and not worry if it knocks their movement rate down a notch. However, in between game sessions, they should go over their possessions and catch up on their math, starting each session with an accurate count.

Outdoor movement

When traveling overland, on roads, or even over water, movement is, necessarily, measured differently. Depending on the encumbrance of the most-laden character, and the terrain, movement rates overland are as follows.

TABLE 211: OVERLAND TRAVEL

Circumstance	Normal Terrain	Rugged Terrain	Very Rugged Terrain
Afoot, light burden	30	20	10
Afoot, med. burden	20	10	5
Afoot, heavy burden	10	5	2
Light horse	60	25	5
Medium horse	40	20	5
Heavy horse	30	15	5
Draft horse	30	15	5
Chariot	30	20	0
Cart	25	15	0
Wagon	25	10	0

Waterborne travel, on the other hand, does not concern itself with the encumbrance of those traveling, but rather with the sort of vessel they are riding in, and the sort of water they are traversing. Each sort of ship has a different speed, as detailed in the **ADVENTURES DARK AND DEEP**™ Game Masters Toolkit.

Rivers and streams, obviously, will have currents that will either increase or decrease the speed of the vessel, depending on whether or not it is traveling with or against the current. Sea travel is likewise affected by wind and tide, etc. Take the above numbers as averages only. A raft at sea is at the mercy of the tide and wind. Marsh assumes a swamp-like area with free channels of water that can be navigated. At all times, rivers and marshes should be checked against the game master's maps to make sure they are deep enough to allow passage; otherwise the vessel may need to be ported (carried) over the shallows.

Experience

Each character gains experience points (x.p.) as they slay enemies, overcome obstacles, and win treasure. The game master is ultimately responsible for how many x.p. a character earns after each session. As a rule, for every gold piece (g.p.) worth of treasure the character wins, the character will earn one x.p. This applies to both coins and treasure in other forms as well. However, treasure won but left behind is never so counted.

In addition, the slaying of monsters is worth a number of x.p. depending on the number of hit dice it has, as well as any special abilities and powers. The **ADVENTURES DARK AND DEEP**™ Bestiary contains the x.p. value for each creature listed therein.

In addition, the game master may, at his discretion, award x.p. for the solving of puzzles, avoidance of traps and tricks, furtherance or resolution of plot points, exquisite role-playing, and the like. Some game masters prefer to simply award an arbitrary amount of x.p., relying on their own intuition and experience rather than calculating out the precise amount for every g.p. and giant rat slain.

Generally, x.p. are not awarded in the midst of an adventure session, but rather only at the end (or at the beginning of the next session, covering the previous one).

Gaining Levels

Each character class above is given a number of experience points needed to achieve each experience level. This total changes from class to class and level to level. Once a character has enough x.p. to reach the next level, assuming he does not wish to spend some of them on a secondary skill (see p. 67 for details), he will gain the next level. A new hit die of the appropriate type should be rolled (or more hit points added, as appropriate), and all of the character's skills and abilities should be updated appropriately.

As a rule, this almost always happens between adventures; if a game session ends *in situ* and the characters end up camping out in a dungeon, they should not receive their new x.p. until they return to town (or otherwise end their dungeon or wilderness adventure) and thus be eligible to increase level.

Training (Optional Rule)

Some game masters will rule that, in order to advance from one level to another, the character must undertake training. For spellcasters in particular, this is actually a blessing in disguise, because spellcasters will invariably get a new spell to add to their collection as part of their training!

Training will require three things:

- Someone at least two levels higher than the character's current level, who is willing to do the training.
- One week to be spent in training, and no other activity.
- 1,500 g.p. per level being advanced to.

If, for whatever reason, a character is unable to get trained when he has enough x.p. to gain his new level, he is still able to earn new x.p., even though he remains at his old level. However, once he reaches 1 x.p. short of being able to gain his next level, no more x.p. can be earned until training takes place. Example: A fighter earns 9,000 x.p., putting him over the top for 4th level. However, he has no money to pay for training. He can still earn x.p. until he reaches 17,999 (one short of what he needs for 5th level). Once he hits 17,999, he can not earn any more x.p. until he trains to get his 4th level.

Henchmen

Often, a character will want to enlist help for his adventures. Whether it is a skilled professional able to provide services that no one else can match, or another character-type destined to become a boon companion of his master (should he survive), such henchmen are certainly available.

Henchmen differ entirely from hirelings, who are listed above on p. 80. Where hirelings are paid to render a specific service, and their loyalty is more or less taken for granted, a henchmen is, essentially, a second character played cooperatively between the game master and the player whose character the henchman serves. Henchmen are classed characters, and thus will be fighters, druids, mountebanks, etc. As a rule, all henchmen will be 1st level when first hired, but the game master may, at his discretion, allow as much as a 25% chance that a 2nd or 3rd level character will be available to employers of 11th level or higher.

Henchmen are usually found by advertising for the position. It is possible for the prospective employer to specify the desired race and class, although there is no certainty that the desired combination will be available. The game master will determine how many are available in any given locale, and once that number is exhausted (either because they have all been hired, or because those that are available have turned down the player character's generous offer of employment), no more will present themselves. As a rule, 1 likely henchman will be available per 1,000 people, but this could be as high as 1 per 200 in a region thick with adventurers, or as low as 1 per 5,000 in a very staid and tame area.

Once the total number of potential henchman has been determined by the game master, the strategies pursued by the character seeking to hire will determine how many of them he is able to reach in a given month.

There are four ways of finding a suitable henchman. They may be used in tandem, but there is a 5% penalty for each such duplication, per method (visiting more than one inn or tavern per month does not incur the penalty in and of itself). Respondents will present themselves over the course of the month.

TABLE 212: HIRING HENCHMEN

Method	Cost	Max. per Month	Percent Responding
Inns and taverns	10 g.p.	5	1d4
Crier	10 g.p.	1	1d10
Public notices	50 g.p.	1	1d4x10
Agents	300 g.p.	1	1d4+1x10

Example: A character in an ordinary town of 20,000 wants to take on a henchman. The game master determines that there will be 20 or so such stalwarts (and determines the various classes and races of those who are available). The character visits two inns and puts out public notices advertising for a henchman. The percent of possible henchmen who answer his queries will be equal to 2d4+1d4x10 (12% - 48%) for each month he pursues this strategy. The game master rolls and comes up with 37%; 37% of 20 is 7 (rounding down). Over the course of the month, then, 7 prospective henchmen will present themselves to the character for evaluation. If the character should not be home, however, they will not return unless the circumstances are extraordinary!

Remember that each character has a limit on the number of henchmen they can have at any given time. This limit is based on the charisma of the character (see p. 7 for details).

Combat

Many games will feature combat as a central element, while others will only use it sparingly. How often the player characters find themselves in a combat situation will depend on the style of play favored by the game master and the players, but it is almost certain that the player characters will find themselves in battle at least some of the time.

Combat is handled in a fairly abstract manner. Rather than playing out every thrust and parry, or giving detailed (and often gory) descriptions of every cut and contusion, the game presents combat as a series of die rolls. In the most high-level sense, combat involves a die roll to see who strikes first, then a die roll to see if a strike lands on the opponent. If so, a third die is rolled to determine how much damage is inflicted, and hit points are removed from the character. Once a character or creature reaches zero hit points, they are dead. Naturally, the reality is a bit messier than that simplified description.

Despite the (often quite specific) rules presented herein, the game master should never be afraid to override the rules in favor of common sense. If a certain rule, or applying a certain modifier, doesn't seem to make sense in a specific situation, the game master is the ultimate authority in terms of how to adjudicate the situation.

Armor

Armor refers to any sort of protective covering worn to help prevent weapons from inflicting damage. Helmets, mail coats, suites of plate armor: all count under the broad category of armor.

The type of armor you are wearing will have a big impact on your "armor class", but is not the same thing. Armor class should not be confused with armor type. Armor type is just that: the type of armor you are wearing. A mail coat, a helmet, a suit of plate armor, etc.

Armor class is a game measure of just how hard it is to hit your character and do him bodily harm in combat. It is a combination of your armor type (which gives you the "base armor class", from which everything else depends) plus bonuses (if any) for your dexterity score, your shield, magical protections, any cover you might be hiding behind, and occasionally other circumstances. Remember that combat is fairly abstract, so armor class represents not only the toughness of your armor, but many factors that all combine to measure just how hard it is to do damage in melee.

Armor Class

Your base armor class depends on the type of armor you are wearing. As a rule, the armor class is determined by the best sort of armor that is worn, so that plate armor worn over mail is still only AC 2. (However, when you purchase plate armor, it includes the mail worn underneath.)

TABLE 213: ARMOR CLASS AND MOVEMENT

Armor Type	Base Armor Class	Movement
None	10	100%
Helmet and/or shield only	9	100%
Cuirass (leather)	8	100%
Furs	8	100%
Gambeson	8	75%
Lamellar (leather)	8	75%
Ring armor	7	75%
Brigandine armor	7	75%
Scale armor (leather)	7	50%
Lamellar armor (steel)	7	50%
Cuirass (steel)	6	60%
Scale armor (steel)	6	50%
Mail	5	75%
Plated mail	4	75%
Plate armor	3	50%
Jousting Plate	1	25%

Brigandine: A suit of canvas or leather with steel plates riveted to the fabric. Aka coat of plates, jack of plates, jack, plata, etc.
Cuirass: Armor designed to cover the torso and chest of the wearer.
Furs: Heavy, thick furs that provide protection against both cold and weapons. Wearing furs makes the temperature feel 30° warmer than it is.
Gambeson: A quilted coat of linen or wool. Sometimes called an arming doublet, arming coat, padded armor, *vapntreyiu*, *aketon*, etc..
Jousting plate: Similar to plate armor, but the metal plates are extremely thick and heavy, providing superior protection but at a severe cost in mobility. Aka tournament plate.
Lamellar: Armor made of overlapping plates. Distinguished from scale armor by the lack of a backing; the plates are attached to one another.
Mail: Armor made of interlocking metal rings, usually worn over a gambeson. Aka chainmail, *lorica hemata*, etc.
Plate armor: A full suit of armored plates covering most of the body, worn over mail.
Plated mail: Mail with metal plates attached to it or worn over it. Aka banded mail, splint mail, *lorica segmentata*, etc.
Ring armor: Rings of metal sewn onto a leather backing.
Scale armor: Overlapping plates sewn onto a backing of leather or cloth. Distinguished from lamellar by the backing. Aka *lorica squemata*.

Shields

Carrying a shield lowers your armor class by 1. However, you can only use a shield against so many opponents in a melee round.

Shield Size	Usable Against
Buckler/Small	1 opponent per round
Medium	2 opponents per round
Large	3 opponents per round
Pavise	Special

Bucklers can be purchased with a spike in the middle that can be used to attack. It can also be used to provide a +1 bonus to armor class against one opponent per round, but cannot be used to strike and defend in the same round.

When you're being shot at with missiles (arrows, sling bullets, etc.), you can only count a medium or large shield as protection. You can never count a shield when you're being attacked by an opponent attacking you from a flank or the rear (see p. 97), or when you're being attacked by siege weapons (catapults, etc.) or giants throwing boulders, etc.

A pavise is special; it doesn't improve armor class, but it does afford 90% protection against all normal missile weapons. If someone standing behind a pavise is fired upon, the attacker must roll a 91 or higher on percentile dice. If that is successful, then he still has to make a successful "to hit" roll. A pavise is very cumbersome, however, and is rarely seen outside of a siege. Someone behind a pavise must come out from behind its protection to fire, naturally.

Helmets

Normally, armor includes a helmet or other head covering of some type. Mail includes a mail coif, plate armor includes a great helm, brigandine includes a small helmet, etc. If, for some reason, your character decides not to wear a helmet, his armor class will be increased by 1.

A great helm adds an additional +1 to the wearer's AC. However, they also get a -2 penalty to surprise rolls and a +2 penalty to initiative. Vision is very limited in such a helm, as is hearing (the game master will have to adjudicate such effects according to the situation, but at the very least it would make sneaking up on such a character (say, for a back stab attack by a thief) easier and would make listening at doors impossible.

Weapons

Almost all characters, even those with little inclination or prowess at fighting, will have some sort of weapon. From the mounted knight's lance to the sly illusionist's dagger, being armed is a natural state of affairs for those who choose the adventuring lifestyle. Different classes have different options when it comes to weapons; clerics, for instance, are forbidden to use any sort of sharp or pointed weapons, and mages are limited to a very small choice of weapons due to their non-martial nature.

Weapon Proficiencies

Each character may choose a number of weapons in which he is proficient. That is, he has made a special study of these weapons, and can use them with practiced ease. When using weapons in which he is not proficient, the character will get a penalty on his "to hit" roll. The number of weapons, how quickly new ones are added, and the penalty for using non-proficient weapons, are given below.

Class	Initial Weapon Proficiencies	New Proficiency Every…	Non-Proficiency Penalty
Bard	2	3 levels	-3
Jester	2	4 levels	-4 (-2 w/thrown weapons)
Cavalier	3	2 levels	-3
Paladin	3	2 levels	-3
Cleric	2	4 levels	-3
Druid	2	5 levels	-4
Mystic	2	5 levels	-4
Fighter	4	3 levels	-2
Barbarian	6	2 levels	-1
Ranger	3	3 levels	-2
Mage	1	6 levels	-5
Illusionist	1	6 levels	-5
Savant	1	6 levels	-5
Thief	2	4 levels	-3
Acrobat	2	4 levels	-3
Mountebank	2	4 levels	-3

Note that no character can ever take the following as a weapon proficiency:

- Acid
- Caltrop
- Holy water
- Improvised weapon
- Oil

Each individual sort of weapon requires a separate proficiency; knowing how to use a short sword does not make you equally proficient with a broad sword. If a weapon can be used both hand-to-hand and as a missile weapon, it is assumed that being proficient in one form means you are proficient in the other (without taking up a new proficiency slot). However, a few weapons do count for each other (i.e., being proficient in one means you are proficient in all):

- Bow, composite long / bow, long
- Bow, composite short / bow, short
- Crossbow, light / crossbow, heavy
- Dagger / knife
- Fauchard / fauchard fork / hook fauchard
- Glaive / glaive guisarme
- Guisarme / bill guisarme / guisarme voulge
- Voulge / guisarme voulge

Weapon proficiency does not apply to grappling, pummeling, etc. Training with the use of a particular weapon underwater counts as a separate proficiency, and the training itself must be done underwater.

Multiple Weapons

Characters may, if they choose, use two weapons in melee; the secondary weapon is sometimes referred to as a *main-gauche*. This obviously does not apply to two-handed weapons such as spears, pole arms, etc. Characters using two weapons cannot use shields (except spiked bucklers, which are a special case described on p. 91). Characters throwing missile weapons or crossbows may do so using these rules, but not those using two-handed fired weapons such as bows. For purposes of initiative and attacks per round, treat each weapon individually (but only one initiative die need be rolled; simply apply the different modifiers, if any, to the same die roll).

TABLE 214: MULTIPLE WEAPON MODIFIERS

Condition	Primary Weapon Penalty	Secondary Weapon Penalty
Second weapon length is 24" or more	-6	-10
Second weapon length is 23" or less	-2	-4
Dexterity 16	-1	-3
Dexterity 17	0	-2
Dexterity 18	0	-1
Dexterity 19 or greater	0	0

Note that these modifiers are cumulative, and all refer to "to hit" rolls. Normal strength (and any other) modifiers still apply. Example: Someone with a dexterity of 17 is using a long sword as his primary weapon and a short sword as his secondary weapon. Since the short sword is longer than 24", he would have a penalty of -6 with his primary weapon and -12 with the secondary weapon. As with all things, let common sense prevail; jousting with two lances

would probably be beyond the pale in most circumstances, for example. If a character tries to have some sort of custom-built weapon constructed to get around the 24" cutoff, it should be borne in mind that a smaller weapon will do less damage than its regular counterpart.

Dark elves are able to use two weapons without any sort of penalty, regardless of their dexterity score. They still cannot use two-handed weapons when fighting with two weapons, however.

Melee Weapons

Each type of weapon is given a weight (in pounds), speed (lower is quicker), length (average--individual weapons may vary), space required (to swing, thrust, etc.; useful when determining how many people can fight in a corridor or doorway), and damage done against small/medium and large creatures. The cost is also given. Where needed, notes on individual weapons follow.

TABLE 215: MELEE WEAPONS

Weapon	Cost	Weight (lbs.)	Length	Space (feet)	Speed	Damage Against S/M	L
Axe, battle	5 g.p.	7	4'	4	7	1d8	1d8
Axe, hand	1 g.p.	5	18"	1	4	1d6	1d4
Bardiche*	7 g.p.	12	5'	5	9	2d4	3d4
Bec de corbin*	6 g.p.	10	6'	6	9	1d8	1d6
Bill-guisarme*	6 g.p.	15	8'	2	10	2d4	1d10
Caltrop	2 s.p.	3	n/a	n/a	n/a	1	1d2
Club	n/a	3	3'	3	4	1d6	1d3
Dagger	2 g.p.	1	15"	1	2	1d4	1d3
Falchion	10 g.p.	7	3 ½'	3	5	1d6+1	2d4
Fauchard*	3 g.p.	6	8'	2	8	1d6	1d8
Fauchard-fork*	8 g.p.	8	8'	2	8	1d8	1d10
Flail, footman's*	3 g.p.	15	4'	6	7	1d6+1	2d4
Flail, horseman's	8 g.p.	4	2'	4	6	1d4+1	1d4+1
Garrote*	1 e.p.	0.1	3'	1	2	1d4	1d6
Glaive*	6 g.p.	7	8'	1	8	1d6	1d10
Glaive-guisarme*	10 g.p.	10	8'	1	9	2d4	2d6
Guisarme*	5 g.p.	8	6'	2	8	2d4	1d8
Guisarme-voulge*	7 g.p.	15	7'	2	10	2d4	2d4
Halberd*	9 g.p.	17	5'	5	9	1d10	2d6
Hammer, war	1 g.p.	5	18"	2	4	1d4+1	1d4
Hook fauchard*	6 g.p.	8	8'	2	9	1d4	1d4
Improvised weapon*	n/a	1-5	6" - 5'	1-5	5	1d6	1d3
Khopesh	10 g.p.	7	3 ½'	4	9	2d4	1d6
Knife	1 g.p.	0.5	1'	1	2	1d3	1d2
Lance, light	6 g.p.	5	10'	1	8	1d6	1d8
Lance, medium	6 g.p.	10	12'	1	7	1d6+1	2d6
Lance, heavy	6 g.p.	15	14'	1	6	1d8+2	3d6
Lucern hammer*	7 g.p.	15	7'	5	9	2d4	1d6
Mace, footman's	8 g.p.	6	2 ½'	4	7	1d6+1	1d6
Mace, horseman's	4 g.p.	4	18"	2	6	1d6	1d4
Mace, two-handed*	13 g.p.	15	5'	6	10	2d6	1d8
Man catcher*	25 g.p.	8	8'	2	7	1d2	1d2
Military fork*	4 g.p.	7	7'	1	7	1d8	2d4
Military pick	8 g.p.	6	4'	4	7	1d6+1	2d4
Morning star	5 g.p.	12	4'	5	7	2d4	1d6+1
Partisan*	10 g.p.	8	7'	3	9	1d6	1d6+1
Pike*	3 g.p.	8	18'	1	13	1d6	1d12
Pole axe*	8 g.p.	15	7'	5	8	1d8+1	2d6
Quarterstaff*	3 g.p.	6	7'	3	4	1d6	1d6
Ranseur*	4 g.p.	5	8'	1	8	2d4	2d4
Sap	1 g.p.	1	6"	1	2	1d2	1d2
Scimitar	15 g.p.	4	3'	2	4	1d8	1d8
Scythe	18 g.p.	10	7'	6	9	1d6	2d4

Weapon	Cost	Weight (lbs.)	Length	Space (feet)	Speed	Damage Against S/M	L
Sickle	6 g.p.	2	1'	3	3	1d4	1d6
Spear	1 g.p.	5	5' - 12'	1	7	1d6	1d8
Spetum*	3 g.p.	5	8'	1	8	1d6+1	2d6
Spiked buckler	10 g.p.	3	1' (spike)	2	4	1d4	1d3
Sword, bastard*	25 g.p.	10	4 ½'	4	6	2d4	2d8
Sword, broad	10 g.p.	7	3 ½'	4	5	2d4	1d6+1
Sword, long	15 g.p.	6	3 ½'	3	5	1d8	1d12
Sword, short	8 g.p.	4	2'	1	3	1d6	1d8
Sword, two-handed*	30 g.p.	25	6'	6	10	1d10	3d6
Trident*	4 g.p.	5	6'	1	7	1d6+1	3d4
Voulge*	2 g.p.	12	8'	2	10	2d4	2d4
Whip	3 g.p.	3	8' - 20'	14	8	1d2	1

* Weapons marked with an asterisk are used with two hands.

Caltrop: A spiked metal object some 6" in diameter designed to be dropped on the ground for pursuers or others to walk on and thus impale themselves. Intelligent creatures aware of their presence will be slowed to half their normal movement rate while avoiding them. Those not avoiding caltrops will be affected as if attacked by a 1d6 HD monster for every square yard traversed containing a caltrop (dexterity or shield is not taken into account when calculating AC, and any "to hit" penalties or bonuses of the person dropping the caltrops obviously do not apply). One hit indicates a 25% chance that movement will be only 75% of normal for a total of 4 days. Two hits indicates that normal movement is impossible for a week. Magical healing will mitigate this condition, however.

Dagger: Any one-handed bladed weapon 12 to 24 inches in length.

Fauchard: If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled).

Fauchard-fork: If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled).

Flail: The horseman's flail consists of a wooden handle, connected by a chain to either another piece of wood (possibly covered with metal studs) or a ball of metal (the famous "ball and chain"). The footman's flail is much larger and consists of two pieces of wood connected by a short length of chain (adopted from the agricultural implement).

Garrote: When attacking with a garrote, the attacker must attack from behind, and the target must be relatively still (i.e., not engaged in melee). Any sort of neck protection (leather collar, having one arm up to block such an attack, etc.) will foil the garrote. If the attack is successful, the garrote will do normal damage on the first round and kill the victim on the second. Before that happens, if the attacker is successfully attacked (either by a weapon or hand-to-hand combat), or if the victim makes a successful bend bars roll, the garrote is released and the victim will survive. The victim can himself attack the garrote wielder, but with a -2 penalty "to hit." The bend bars attempt counts as an attack; the victim can only attack and attempt to remove the garrote if he would normally get more than one attack per melee round.

Glaive: If set to receive a charge from a large-sized creature, does double damage if it hits.

Glaive-guisarme: If set to receive a charge from a large-sized creature, does double damage if it hits. If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled).

Guisarme: If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled).

Guisarme-voulge: If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled).

Hook fauchard: A successful hit will have a 20% chance of dismounting any opponent (wielder's choice, but must be declared before the "to hit" die is rolled). When used against a non-mounted opponent, a successful hit will have a 20% chance of knocking him to the ground, forcing him to spend the next melee round getting back up (ditto). It cannot be used in this way against an opponent more than twice the size of the wielder.

Improvised weapon: This can be almost anything: a heavy candlestick, a broom-handle used as a staff, etc. It is not possible to become proficient in improvised weapon. Note that an improvised weapon will either break, be lost, or otherwise become useless if the character wielding it rolls a natural 1 in melee. It may or may not be used with two hands.

Javelin: Although normally used exclusively as a missile weapon (see below), a javelin can be stuck in the ground to receive a charge. If this is done, the weapon does double damage against large-sized creatures.

Khopesh: This bladed weapon has a large curved head which can be used to snag either a weapon or an enemy. If it strikes a target with a natural 20 "to hit", the enemy is snagged. If medium or large sized, the snagged target will have an automatic +10 penalty on his initiative roll if he has not already attacked. If small sized, the target will be brought to the ground (25%) and unable to attack for the rest of the round, or get the +10 initiative penalty as noted above (75%). On a natural 1 "to hit", the blade will snag an opponent's weapon. If that happens, the enemy's weapon will either be torn from his grasp (10%), tangled so as to give him a +10 penalty on his initiative unless he has already struck in the round (80%), or the khopesh itself will be torn from the attacker's grasp (10%).

Lance, heavy: When used while dismounted, a heavy lance is treated as a pike in all ways except length, weight, and speed. When used from a charging mount, it does double damage. Lances of all types may also be used to unhorse an enemy in a joust; see the ADVENTURES DARK AND DEEP™ Game Master's Toolkit section on Combat for more details.

Lance, light: When used while dismounted, a light lance is treated as if it were a spear. When used from a charging mount, it does double damage.

Lance, medium: When used while dismounted, a medium lance is treated as if it were a spear. When used from a charging mount, it does double damage.

Lucern hammer: If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice).

Man catcher: As the name implies, this is a pole arm some 8' in length designed to catch man-sized targets in its two-pronged jaws, preventing the target from moving around on its own. A successful hit indicates the victim is trapped; no shield or DEX bonus to armor class is possible, and the victim can be moved about by moving the man catcher (doing so causes 1d2 h.p. of damage per round). Those trapped have a a 25% chance per round of being jerked to the ground. Those trapped may attempt to bend bars to escape, and multiple attempts are permitted, but each such attempt will inflict 1d4 h.p. of damage on the victim, unless they are wearing gauntlets or other heavy hand protection. The pole can be hacked through by inflicting 6 h.p. of cutting damage.

Military fork: If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled). If set to receive a charge from a large-sized creature, does double damage if it hits.

Ranseur: If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled). Treat as a spear in all respects if set to receive a charge, including damage, speed, weapon vs. armor adjustment (if that optional rule is used), etc.

Sap: This weapon can be used in normal melee combat, where it will inflict half damage, but its true usefulness is as a weapon for striking from the rear to attempt to render the victim unconscious. Any sort of protective head gear will prevent such an attack, however. If a rear attack to the head is successful, there is a 5% chance per point of STR that the victim will be rendered unconscious. If the attacker's strength is greater than 18, unconsciousness is automatic. Aka a blackjack.

Scimitar: Covers most curved swords such as tulwars, cutlasses, sabers, etc.

Spear: If set to receive a charge from any sized creature, does double damage if it hits.

Spiked buckler: The spiked buckler is a small shield capable of attacking an opponent already in melee with the wearer. Such an attack is always made at the end of the round, does not count against the normal maximum number of attacks a character could normally make, and is made with an additional -2 penalty "to hit."

Sword, bastard: Sometimes called a "hand and a half sword", this sword has a long grip and can be used with either one or two hands. If used one-handed, treat it in all respects as a long sword. Using it two-handed means no shield can be used in combat, naturally.

Sword, short: Includes any bladed weapon between 24 and 36 inches in length, such as a gladius, etc.

Whip: Creatures with particularly thick hides (dragons, rhinoceroses, etc.) will not be damaged by a whip. Those who are proficient in whip who score a hit will have a 5% chance per level of entangling the target. Entanglement means that the target suffers a +10 penalty to initiative until the entanglement is undone (either by the wielder detangling the whip, the whip being severed (requires 2 h.p. of cutting damage), or by the victim detangling the whip). The wielder may detangle the whip with a flick of the wrist and a successful DEX check (roll his dexterity or less on 3d6). The victim can detangle the whip with a 5% chance per round, plus 1% per point of STR.
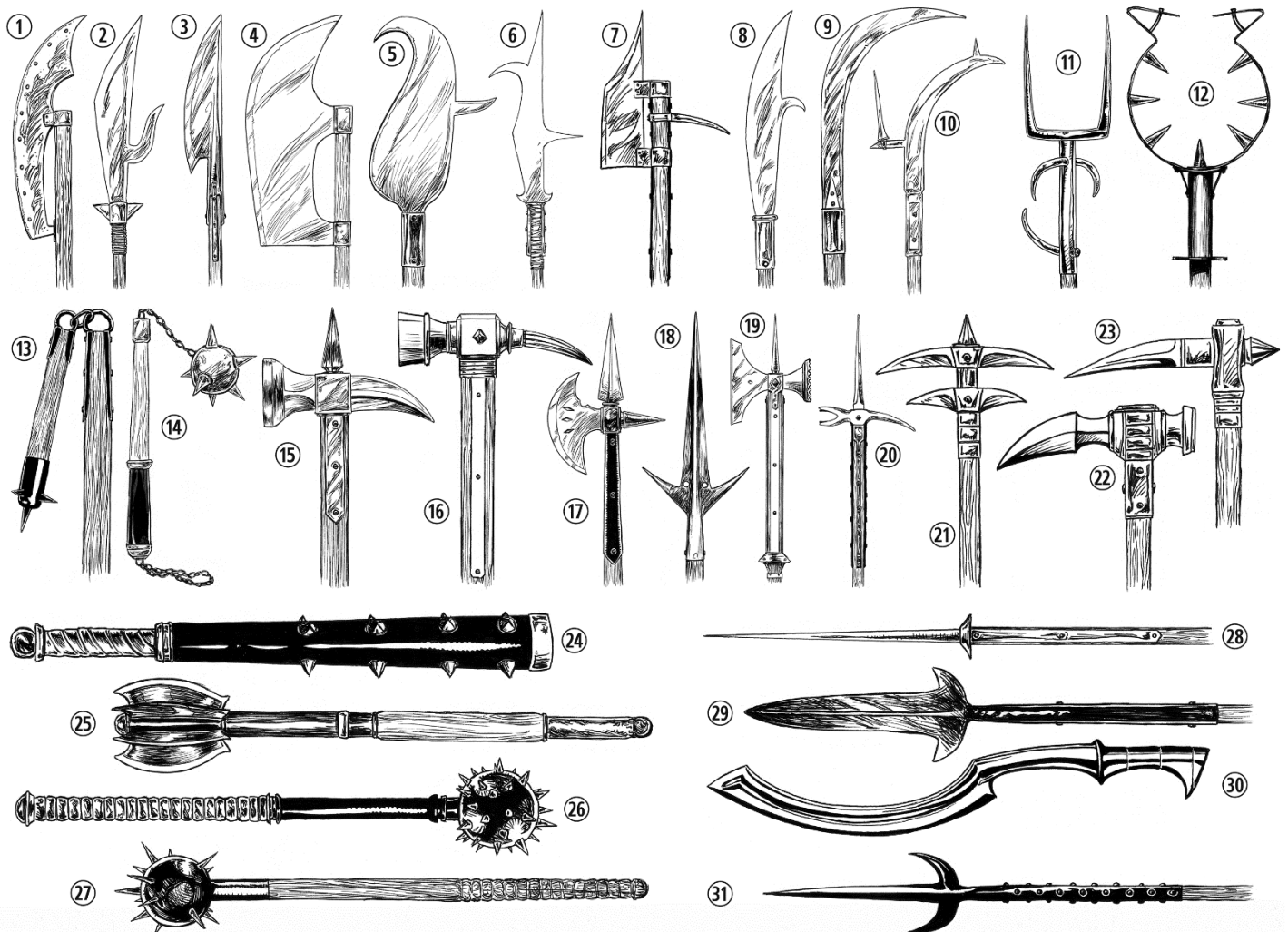
① Bardiche ② Fauchard ③ Glaive ④ Voulge ⑤ Guisarme ⑥ Bill-Guisarme ⑦ Guisarme-Voulge ⑧ Glaive-Guisarme
⑨ Hook Fauchard ⑩ Fauchard-Fork ⑪ Military Fork ⑫ Man Catcher ⑬ Footman's Flail ⑭ Horseman's Flail ⑮ Bec de Corbin
⑯ War Hammer ⑰ Halberd ⑱ Spetum ⑲ Pole Axe ⑳ Lucerne Hammer ㉑ Footman's Pick ㉒ Horseman's Pick ㉓ Military Pick
㉔ Footman's Mace ㉕ Horseman's Mace ㉖ Two-Handed Mace ㉗ Morning Star ㉘ Awl Pike ㉙ Partisan ㉚ Khopesh ㉛ Ranseur

Ranged Weapons

There are three different types of weapons that are counted amongst the ranged weapons category: hurled weapons, missile weapons, and missiles. Hurled weapons are those which are actually thrown at an opponent, such a dagger, hammer, etc. They are usually lost when thrown, but may be recovered after the combat is over. Missile weapons are those which fire some sort of ammunition at the enemy, such as a bow or crossbow. They do not leave the hand of the wielder, but are useless if they run out of ammunition. Missiles are the ammunition fired by a missile weapon; arrows, sling bullets, etc. They are usually lost in combat, but 50% of arrows that missed their targets can be recovered after a battle; the remainder are broken.

TABLE 216: RANGED WEAPONS

| Weapon | Cost | Weight (lbs.) | Range (yards)** | | | Rate of Fire | Damage Against | |
			Short	Med	Long		S/M	L
Acid	10 g.p.	3	10	20	30	1 / round	special-see below	
Aklys	2 g.p.	3	3	-	-	1 / round	1d6	1d3
Arrow, normal	1 g.p./doz.	0.1	-	-	-	-	1d6	1d6
Axe, throwing	1 g.p.	5	10	20	30	1 / round	1d6	1d4
Blowgun	20 g.p.	1	10	20	30	2 / round	-	-
Blowgun needle	1 s.p.	0	-	-	-	-	1	1
Bow, composite, long*	100 g.p.	8	60	120	210	2 / round	-	-
Bow, composite, short*	75 g.p.	5	50	100	180	2 / round	-	-
Bow, long*	60 g.p.	10	70	140	210	2 / round	-	-
Bow, short*	15 g.p.	5	50	100	150	2 / round	-	-
Crossbow bolt, hand	10 g.p.	0.1	-	-	-	-	1d3	1d2
Crossbow bolt, heavy	2 s.p.	0.2	-	-	-	-	1d4+1	1d6+1
Crossbow bolt, light	1 s.p.	0.1	-	-	-	-	1d4	1d4
Crossbow bolt, repeating	1 s.p.	0.1	-	-	-	-	1d3	1d3
Crossbow bolt, underwater	10 s.p.	0.2	-	-	-	-	1d4	1d4
Crossbow, hand	300 g.p.	2	20	40	60	1 / round	-	-
Crossbow, heavy*	20 g.p.	8	80	160	240	1 / 2 rounds	-	-
Crossbow, light*	12 g.p.	5	60	120	180	1 / round	-	-
Crossbow, repeating*	50 g.p.	6	40	80	120	2 / round	-	-
Crossbow, underwater*	120 g.p.	5	30	60	90	1 / round	-	-
Dagger, thrown	2 g.p.	1	10	20	30	2 / round	1d4	1d3
Dart	5 s.p.	0.5	15	30	45	3 / round	1d3	1d2
Hammer	1 g.p.	5	10	20	30	1 / round	1d4+1	1d4
Harpoon	5 g.p.	6	10	20	30	1 / round	2d4	2d6
Holy water	25 g.p.	3	10	20	30	1 / round	special-see below	
Improvised weapon*	n/a	1-5	5	10	15	1 / round	1d6	1d3
Javelin	10 s.p.	2	20	40	60	1 / round	1d6	1d6
Javelin-thrower	1 g.p.	1	30	60	90	1 / round	-	-
Knife, thrown	1 g.p.	0.5	10	20	30	2 / round	1d3	1d2
Lasso*	5 s.p.	2	10	20	30	1 / 2 rounds	-	-
Oil	1 g.p.	3	10	20	30	1 / round	special-see below	
Sling	10 s.p.	0.1	40	80	160	1 / round	-	-
Sling bullet	10 s.p./doz.	0.2	+10	+20	+40	-	1d4+1	1d6+1
Sling stone	n/a	0.1	-	-	-	-	1d4	1d4
Spear, thrown	1 g.p.	5	10	20	30	1 / round	1d6	1d8
Staff sling*	2 g.p.	5	-	45	90	1 / 2 rounds	-	-
Staff sling bullet	10 s.p./doz.	0.2	-	-	-	-	2d4	1d8+2
Staff sling stone	n/a	0.1	-	-	-	-	1d8	2d4

* Weapons marked with an asterisk are used with two hands.
** Range indoors or underground should be divided by 3.

Acid: Acid contained in a vial can be thrown at an enemy, but the vial itself must break for the acid to do full damage. On a roll of 1-18 on 1d20, the vial will break. If the vial hits the target, the acid within will do 2d4 h.p. (assuming the target is harmed by acid, of course). If the vial misses, it will do 1 h.p. of damage to all those within 1' of the landing point, assuming the vial breaks open (see Misses with Missile Weapons, below).

Aklys: This is a club attached to the wielder by means of a stout thong some 10' in length. If the wielder rolls a natural 20 "to hit" against a man-sized or small creature, it will entangle the target rather than doing damage, at the wielder's option. Medium or small creatures that are entangled will either be dismounted (if applicable) or taken to the ground, where it must spend at least 1 melee round removing the thong (which can be cut with 2 points of cutting damage, as from a dagger). If used against a large sized creature, a natural 20 indicates automatic entanglement, but it is the wielder who is taken to the ground until he spends a round disengaging or cutting the thong from his wrist.

Crossbow (all): The rate of fire for any crossbow assumes that the weapon is already loaded and set, ready to be fired. If this is not the case, the first round (or 2, in the case of a heavy crossbow) must be spent preparing the weapon for firing. Then the rate of fire applies normally. Note that crossbows only fire crossbow bolts; only bows can fire arrows.

Crossbow, light: This crossbow has a wooden cross-piece (made up of overlapping pieces of wood). It can be drawn by a single person either with a stirrup-pull or simply by drawing back the string. It can be fired one-handed, but requires two hands to be loaded.

Crossbow, heavy: This crossbow has a metal cross-piece and requires a crank to draw back. It can be fired one handed with a -1 penalty "to hit", but requires two hands to be loaded. It gets a +1 bonus "to hit" if the crossbow is resting on some solid object as it is fired (the rail of a ship, the side of a wagon, etc.).

Crossbow, repeating: This special type of crossbow can hold up to 6 bolts before needing to be reloaded (reloading takes an entire round, but then the repeating crossbow can fire 6 bolts before needing to be reloaded again).

Crossbow, underwater: As the name indicates, this is a weapon intended for use underwater (also known as a spear gun). It can only fire specially-crafted ammunition.

Harpoon: This is essentially a stout spear which is attached either to the attacker or some other object by a line. A successful hit indicates the target is thus tethered to the harpoon's anchor and is also entangled in the line and must spend 1 round detangling itself (although it will still be impaled by the harpoon and thus tethered to the anchor). To remove the harpoon completely, the target must have an intelligence of 2 or greater, and must successfully make a saving throw vs. poison. Success indicates the harpoon is removed. Failure indicates that the victim takes 1 additional h.p. in damage from the attempt. Note that victims impaled by harpoons can be dragged towards the anchor at a rate of 10' per minute on average if the circumstances and size/strength of those involved warrants.

Holy water: Holy (or unholy) water is contained in a vial can be thrown at an enemy, but the vial itself must break for the holy water to do full damage. On a roll of 1-18 on 1d20, the vial will break. If the vial hits the target, the holy water within will do 1d6+1 h.p. (assuming the target is harmed by holy water, of course). If the vial misses, it will do 2 h.p. of damage to all those susceptible to its effects within 1' of the landing point, assuming the vial breaks open (see Misses with Missile Weapons, below). Undead (both corporeal and non-corporeal), demons, devils, and other creatures from the lower planes are usually affected by holy water. Paladins, angels, devas, and other creatures from the upper planes are affected by unholy water.

Improvised weapon: This can be almost anything; a wine bottle, a candelabra hurled at an opponent, etc. It is not possible to become proficient in improvised weapon. Note that an improvised weapon will be thrown back at the attacker (and a separate "to hit" roll made) if the character wielding it rolls a natural 1 in melee; this does not count against the re-thrower's number of attacks per round. This is an extra bonus attack that has no impact on any other attacks or spells that may be done in the combat round. It may or may not be used with two hands.

Javelin thrower: A stick used to impart more force onto the throw of a javelin. The range indicated is for a javelin hurled with the aid of such a device. It is sometimes called an atlatl.

Lasso: This weapon does no damage, but is used exclusively for the purposes of entangling and/or dismounting the target. A successful hit will entangle the target, allowing it to be pulled towards the attacker 10' per minute if the circumstances and size/strength of those involved warrants. A hit also has a 75% chance of dismounting a mounted target, and a 25% chance of taking a non-mounted target to the ground. If the line between the target and the wielder is allowed to go slack, the target can get out of the lasso in 1 minute. 2 h.p. of cutting damage will sever the lasso in any event (a successful bend bars attempt will do so as well; only 1 such attempt may be made).

Oil: Oil contained in a vial can be thrown at an enemy, but the vial itself must break and be somehow set alight for the oil to do full damage. On a roll of 18 or less on 1d20, the vial will break. If the vial hits and breaks on the target, the oil within will do 2d6 h.p. on the first round, and 1d6 h.p. on the second before it burns itself out (assuming the target is harmed by fire, of course). If the vial misses, it will do 1d3 h.p. of damage to all those within 3' of the landing point, assuming the vial breaks open and is lit (see misses with grenade-like weapons, below). Oil will do no damage unless it is exposed to a source of fire; it is possible to make a "Molotov cocktail" with a burning rag in the opening of the oil vial; doing so will impose an initiative penalty of 5, but the oil will automatically catch fire if the vial is smashed on impact. Otherwise, the oil must be hit by some other source of fire: torch, spell, etc. Note that if a torch is thrown at an oil-covered opponent with the intention of setting him on fire, a separate "to hit" roll must be made for the torch.

Staff sling: A long stick with a sling at one end, able to fire its missiles over intervening obstacles. It can never be used at close range, however; treat medium range as its minimum range.

Misses with Missile Weapons

If a hurled missile (acid, holy water, oil, etc.) misses its target, you will still need to figure out where it landed. Roll 1d8 to determine direction and 1d6 to determine distance (in feet).

8	1	2
7	Intended Target	3
6	5	4

Of course, if the weapon is a liquid such as oil or acid, a saving throw for the container will still need to be made to see if it breaks on impact. Depending on the situation of the various antagonists in a fight, it is possible that a missed hurled weapon could land on either a friend or a foe.

This rule is not used with shot weapons such as arrows or quarrels, but it is used with missiles launched from siege weapons (see below).

Iron and Silver Weapons

Sometimes characters will want to have weapons made from special materials such as silver or iron. Iron weapons, useful against certain otherworldly creatures, do not cost any more than regular weapons, but if used against someone with normal (steel) weapons and/or armor, the iron weapon must make a saving throw vs. crushing blow if an attack misses. A failure indicates the blade has been damaged and will suffer a -1 h.p. penalty to damage. A second miss and subsequent saving throw failure indicates the weapon is now damaged beyond use.

Silver weapons, useful against creatures such as lycanthropes, cost an extra 10 g.p. per pound of weight of the weapon. Naturally, only metal weapons can be so constructed; quarterstaves, whips, etc. cannot. Since silver is a soft metal, if it is used against an opponent with a regular (steel) weapon or armor and the attack misses, the weapon must make a saving throw vs. crushing blow with a -2 penalty. If it fails, the blade has been damaged and will suffer a -1 h.p. penalty to damage. A second miss and saving throw failure means the silver weapon has been so damaged that it cannot be used.

Timekeeping in Combat

For ease of bookkeeping, so that players and game masters don't need to keep track of every combat down to the second, combat is handled in rounds. Each round is the equivalent of 1 minute. As a rule, characters in combat can take one action per round, although there are certain exceptions to this, as noted elsewhere in the rules.

Each round is divided into 10 segments, with each segment lasting 6 seconds. The segments help determine when a given character or creature is able to act in a given round.

Any action that, because of various circumstances, would take place past segment 10, actually takes place in what are called end-of-round actions, and will generally take place in whatever order dictated by initiative. They do <u>not</u> "carry over" into the next round.

Outline of Combat

Roll for surprise (if any)
Round begins
        Announce actions
        Determine initiative
        Resolve segment 1 actions
        Resolve segment 2 actions
        …
        Resolve segment 9 actions
        Resolve segment 10 actions
        Resolve end-of-round actions
        Roll morale checks (if applicable)
Round ends
New round begins

Surprise

In the close quarters of dungeon corridors or cavern tunnels, the cramped alleyways of some city, or the thickets of a forest, it is possible for two creatures (or groups of creatures) to stumble upon one another and be surprised by the sudden encounter. In such a situation, dice are rolled to determine whether or not one or both parties are surprised, and if so, for how long. In practical terms, this means that one side or the other will get a penalty to their initiative roll on the first round of combat (low = better, so a +2 to initiative is a penalty). Each "plus" is equal to a penalty of 1 segment, or 6 seconds, during the round.

When to Roll for Surprise

Surprise is impossible in any situation where one or another side can plainly see or hear the other coming. For example, if one side is carrying torches whose light is radiating out in all directions, it usually will be impossible to surprise a foe. Too, in open terrain, surprise is generally impossible unless there are outstanding circumstances (one side is concealed in camouflaged pits, for example). Surprise is most often a factor when one side is opening a door or turning a corner in an underground passage and then encountering the other, or in areas of close terrain such as dense woods. Use common sense when deciding when one side or another would be surprised. Surprise only matters on the first round of combat.

How to Roll for Surprise

Most creatures roll a d6 when determining whether or not they are surprised. However, some creatures or classes will roll other types of dice. For instance, a ranger might roll a d8 instead of a d6, meaning he is less likely to roll a 1 or a 2, and is thus less likely to be surprised in a given situation. No matter what type of die is rolled, a character or monster is only surprised on a roll of 1 or a 2.

Each side (players and monsters/NPCs) rolls for surprise as a whole, using whatever the most favorable roll and modifiers exist on their side.

The following table gives the relevant modifier to initiative on the first round of combat. Note that it is impossible for anyone to be surprised to such an extent that they are unable to do anything in a round. The worst that can happen is that they are almost guaranteed to go last.

TABLE 217: SURPRISE

Player Characters Roll \ Foes (Monsters, NPCs, etc.) Roll	1	2	3	4	5	6	7	8	9	10	11+
1	N/A	PCs +1	PCs +2	PCs +3	PCs +4	PCs +5	PCs +6	PCs +7	PCs +8	PCs +9	PCs +9
2	Foes +1	N/A	PCs +1	PCs +2	PCs +3	PCs +4	PCs +5	PCs +6	PCs +7	PCs +8	PCs +9
3	Foes +2	Foes +1									
4	Foes +3	Foes +2									
5	Foes +4	Foes +3									
6	Foes +5	Foes +4									
7	Foes +6	Foes +5				No effect					
8	Foes +7	Foes +6									
9	Foes +8	Foes +7									
10	Foes +9	Foes +8									
11+	Foes +9	Foes +9									

Surprise Hits (Optional Rule)

If your game master chooses, surprise can afford more of a bonus than simply allowing the surprising party to strike first in a round. In such cases, rather than giving a bonus to initiative, each "plus" in the Surprise table gives a chance to hit, with a maximum of 5. Thus, if the monsters roll a 2 and the PCs roll a 4, the monsters would each get 2 free bonus rolls "to hit" before the PCs got a chance to react.

This is, of course, quite a deadly change, but it is in keeping with the earliest mechanics of the game and is thus included here. If applied, it must be scrupulously applied to both monsters and player characters, in order to maintain game balance.

"In Melee"

Many of the rules relating to combat refer to being "in melee." This means that the character is toe-to-toe with an opponent, trading blows, dodging, parrying,

etc. Characters must be "in melee" in order to attack with weapons or hand-to-hand, but must take actions to get "in melee" and once there cannot automatically retreat.

The number of characters that can be "in melee" with one another depends on their size and whether or not they are in some sort of formation (usually this means standing side-by-side), as shown on the following table:

TABLE 218: NUMBERS ABLE TO MELEE

Attacker Size	Defender Size (Standing Alone)			Defender Size (Side-by-side)		
	S	M	L	S	M	L
S	6	8	12	3	4	6
M	4	6	8	2	3	4
L	2	4	6	1	2	3

Naturally, the game master must take into account the relative size and position of those involved in combat. It is not correct to say that twelve humans could attack four orcs standing side by side; there simply wouldn't be enough room. For example, in the diagram below, the attacker indicated would have the option of attacking any of the three defenders to whom he is adjacent, but doing so would mean that he wouldn't be able to attack the other two. So while it is technically correct to say there he is in melee with three defenders (and vice versa), he can only attack one at a time.
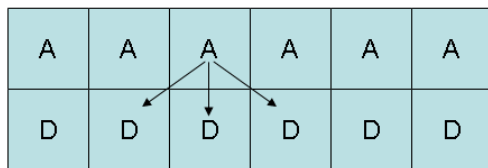
If in doubt, and without the benefit of miniature figures to help visualize the battlefield, you may find it helpful to sketch out the situation. This will also help to see which opponents are attacking from the flank (see "position", below).

Characters in melee can get bonuses "to hit" and to damage from their strength attribute. Those using missile weapons get bonuses "to hit" from dexterity.

Combat Actions

There are ten possible actions that any given character can attempt in a combat situation. At the beginning of the round, and before initiative has been determined, all of the player characters announce their actions. The game master should secretly determine the actions that his own monsters and NPCs will take, but shouldn't announce those decisions to the players until his creatures are actually taking the actions. The possible actions are described below, but bear in mind that many magical effects will have an impact on combat actions. The game master will need to apply common sense in adjudicating such situations.

Attack (hand-to-hand)

Start round: in melee
End round: in melee
Initiative adjustment: 0

The attacker must be "in melee" to take this action. Monsters will often choose this action, in order to attack with claws, fangs, etc. However, when a human or humanoid chooses this action, it refers to punching, grabbing, wrestling, etc. (see below). There is no adjustment to the initiative roll when performing a hand-to-hand attack.

Attack (melee)

Start round: in melee
End round: in melee
Initiative adjustment: per weapon speed

The attacker must be "in melee" to take this action. If this action is chosen, add the weapon speed to the character's initiative roll for the round. It can only be selected if a character is "in melee." The attacker will roll 1d20, apply any modifiers, and consult the appropriate combat table to determine whether or not his attack did damage. If so, roll for damage, again applying any appropriate modifiers.

Attack (missile)

Start round: not in melee
End round: not in melee
Initiative adjustment: 0

"Missiles" in this sense, include all hurled or fired weapons, such as rocks, arrows, bolts, thrown daggers or spears, vials of flaming oil or acid, etc. If this action is chosen, only modify the character's initiative roll for the round if such is indicated in the description of the missile weapon in question. It cannot be chosen if the character is "in melee." If the target is not in melee, then roll to hit normally (being sure to include any dexterity bonus "to hit", if applicable). If the target is in melee, then there is a chance of hitting someone else; see Firing Missiles into Melee, below.

Charge and attack

Start round: not in melee
End round: in melee
Initiative adjustment: per weapon speed

Charging is generally done at the beginning of a battle, and is used to rush up to an opponent and strike. At the end of the round, the character will be "in melee" with whatever opponent he charged against. Charging doubles the movement rate of the character or monster for that round only. Charging creatures cannot apply any armor class bonus for dexterity or shield (if they don't have any such bonuses, their armor class is reduced by one). A charging creature, assuming it is able to reach an opponent by the end of the round based on its movement rate, will get to attack at the end of the round with a +2 bonus "to hit", but the enemy will also get to attack (such an attack does not count against the enemy's normal rate of attack). Note that the character or creature with the longest weapon length gets to attack first in this situation, even though technically they're both attacking at the end of the round. If the defender has chosen the "defend" action, some weapons will allow him double damage if he hits. No one can charge more than once every 10 rounds. Creatures who are subject to a charge attack from the rear or flank are not entitled to an automatic counter-attack; only those who are charged from the front get such a free strike.

Close

Start round: not in melee
End round: in melee
Initiative adjustment: 0

This action differs from the maneuver action in that the object is to end the round "in melee" with an opponent. If the character is able to move the required distance in that round, he will end the round in melee with his opponent(s) and may attack or take other appropriate actions the following round.
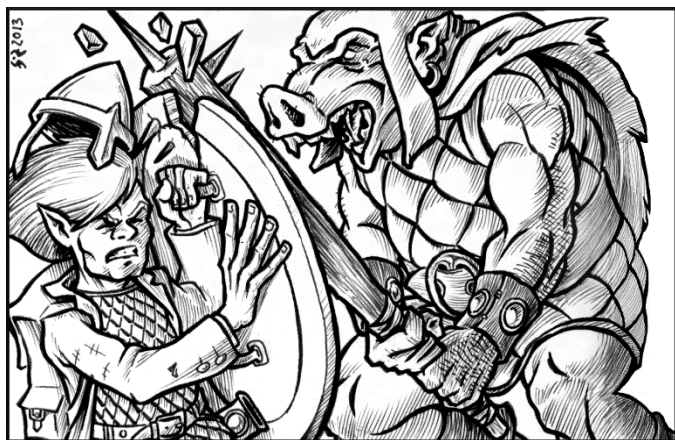
Defend

Start round: in melee / not in melee
End round: in melee / not in melee
Initiative adjustment: 0

A character may opt to defend whether or not he is in melee. If in melee, the character improves his armor class by a factor of 2, and if he would normally get a bonus "to hit" because of his strength, that is reduced from his opponents' "to hit" rolls. If a character who has chosen to defend is subject to a "charge and attack" action, he gets double damage if he scores a hit against the person or creature charging when using some weapons. He gets one attack against one opponent (regardless of how many attacks he would otherwise have been entitled to) with a -4 penalty "to hit". A character using the defend action automatically goes last in the round (use initiative rolls to break ties, if applicable).

Disengage

Start round: in melee
End round: not in melee
Initiative adjustment: 0

This action can only be taken if the character is already "in melee" with another. By choosing this action, the character is attempting to disengage from the combat and put distance between himself and his opponent. In such a case, the opponent automatically gets an attack during the segment that the character attempts to disengage, with a +2 bonus "to hit." This is in addition to any attacks that the opponent might have already made during the round, but if the opponent's attack would have gone after the character's disengagement, the opponent loses the attack. If the character disengaging so chooses, he can end up "in melee" with some other character, as long as the distance is within his movement rate.

Magic

Start round: not in melee
End round: not in melee
Initiative adjustment: per spellcasting time (in segments)

If the character intends to cast a spell during the round, add the casting time of the spell (in segments) to the initiative roll. That is when the spell will go into effect. Remember that if the spellcaster is attacked and takes damage during the round, but before he can finish casting his spell, the spell is ruined and lost. No one can cast spells while "in melee", although monsters are able to employ spell-like powers, and magic items such as wands can of course be used (count any such devices as having a weapon speed of 1 for wands, 2 for staves, and 3 for rods).

Maneuver

Start round: not in melee
End round: not in melee
Initiative adjustment: 0

This maneuver cannot be made if the character is "in melee" with another. Maneuvering refers to moving that is not intended to bring the character into melee range with an opponent. It is often used to get a better vantage from which to cast spells or aim missile weapons, or to simply retreat from the combat altogether.

Other

Start round: in melee / not in melee
End round: in melee / not in melee
Initiative adjustment: variable

This combat action includes a variety of different activities, including but not limited to turning undead and attempting to communicate ("parley") with the other group. Players being what they are, there is no possible way to anticipate every action they will take in combat (or, indeed, in any other situation). As a matter of fact, this is the strength of the game: the ability to do the unexpected and creative. In such situations, the game master should use his good sense, feel for what would and would not imbalance the game, and use judicious rolls of dice to decide the success or failure of a given action, and its impact on the battle at hand. The rule of thumb should always be "yes, you can try that", but with the unspoken caveat that the character might not succeed.

Initiative

Initiative determines when in a given round a character or other creature can act. There are 10 six-second segments in each round. Each character or creature involved in combat rolls 1d10 to determine in which segment it gets to act (this can be very important in situations where the question of who gets to hit first could determine who lives and who dies), and adds whatever modifiers may be appropriate. Initiative is modified (on the first round of combat) by surprise, and certain combat actions such as charging, attack, etc.

TABLE 219: INITIATIVE MODIFIERS

Cause	Initiative Modifier
Dexterity	See Table 4 on p. 6
Magic	See spell or magic item description
Someone with no weapon attacking someone with a weapon*	+1
Potion (not already in hand)	+1d4+1
Priming oil flask with burning rag	+5
Rod	+3
Scroll (not already in hand)	+1d6 plus casting time of spell in segments
Shorter weapon in melee	+1
Staff	+2
Turning oil flask into a "Molotov cocktail"	+5
Wand	+1

* Does not apply to monsters and animals that do not ordinarily attack with weapons other than claws, teeth, etc.

Note that it is always possible for a character to hold his action until later in the round, should he choose to do so for whatever reason.

Weapon Length

If two characters are in melee with weapons, the character with the shorter weapon length gets an initiative penalty of +1. If one character or creature is fighting without a weapon, the character without the weapon gets this penalty automatically.

Pole Arms

If a number of creatures are using pole arms and are fighting in formation (that is, in ranks with their weapons pointed out towards the enemy), they will generally automatically get to strike first, regardless of the initiative roll, due to the fact that a swordsman has to first get through the massed formation of blades and points in order to reach the people holding them. The number required for this bonus depends on the circumstances; in a dungeon corridor, as few as two or three creatures could keep an enemy at bay. In larger quarters, more would be required. If two groups are both armed with pole arms, the group with the longest weapon length strikes first.

Position

If a character attacks another from the flank (that is, from one side or the other), the defender cannot apply any bonus to his armor class for a shield.

If the character attacks another from the rear, the defender cannot apply any shield or dexterity bonus to his armor class. This is especially important when a thief is using his backstab ability.
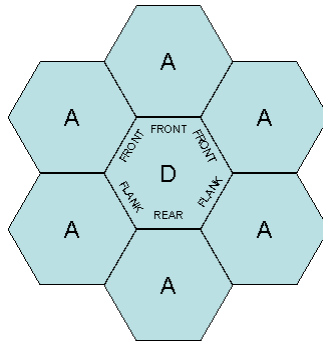
Note that standing side-by-side will make it impossible for enemies to attack on a flank, and usually make it very difficult at best to come around from the rear.

Multiple Attacks

Sometimes, actions will happen automatically at some point during a round, regardless of (or in addition to) actions whose order is dictated by the initiative roll. For instance, if a character gets an "extra" attack during a round, it will automatically occur at the end of the round. Some character classes or weapons get 3 attacks per 2 rounds, or even 2 or more attacks per round; it is this sort of thing that is being referred to here. The exact determination of when an attack will occur depends on the number of attacks the character is entitled to make in a round.

One attack every other round: This can happen if the character is *slowed* or otherwise impaired. In this case, the character simply doesn't bother to roll initiative on the first round. He rolls normally for initiative on the next round, then skips the one after that, then rolls normally, etc.

One attack per round: The character just rolls normally for initiative and so forth. This is the default for most characters.

Three attacks every two rounds: On the first round, the character rolls initiative and acts normally. On the following round, he gets two attacks. The first is treated as if he had automatically rolled a 1 on his initiative die. The second attack is treated normally. The pattern is then repeated.

Two attacks per round: The first attack is treated as if he had rolled a 1 for initiative. The second attack is treated normally.

Three attacks every five rounds: The first attack happens normally in the first round. The second attack happens normally in the third round. The third attack happens normally in the fifth round.

Three or more attacks per round: The first attack is treated as if he had rolled a 1 for initiative. The second attack is treated normally. The third and all subsequent attacks happen in the end-of-round actions, simultaneously.

Note that this does not apply to monsters; even if a monster gets multiple attacks per round (for example, many monsters will attack with two claws and a bite), all of its attacks occur in the segment designated by the initiative roll.

How to Roll Initiative

Each individual player character should roll for his own initiative, and that of his henchmen and hirelings. The game master can opt to do that himself if he wishes, but may find it simpler to use a single roll for all of his monsters and NPCs. Initiative should be rolled anew at the start of each round, once combat actions have been announced. Roll a d10, apply your modifiers, and that is the segment in which you act (anything over 10 is assumed to happen in segment 10, but use the modified initiative roll to break ties). In the event of a tie (after all the relevant modifiers have been applied), the actions take place simultaneously.

Waiting

Sometimes, a character will want to hold off doing anything until other members of his party have had a chance to act, or until he sees what the enemy is doing. In the former case, the character can wait until his compatriot has acted, and then perform his action, as long as it is after his own would have originally taken place.

If the character is waiting to see what an enemy is doing, he may do so, but since what he is doing is by nature reactive, he must wait until the following segment to perform his action.

Characters with exceptionally high dexterity scores, however, have a chance to act simultaneously or even before the enemy. If the enemy has a higher dexterity than the player character, subtract the difference from the PC's dexterity. If the player character's adjusted dexterity is between 16 and 18, he can act simultaneously with the enemy. If it is greater than 18, he can act in the segment before, as his incredible reflexes allow him to react to the slightest stimuli, and anticipate the action of his foe.

Melee

Melee refers to close-quarters fighting, either with hand weapons (swords, spears, daggers, etc.) or with bare hands, fangs, claws, etc. While melee is measured in one-minute rounds, it is assumed that the majority of that time is spent in parrying, riposte, feinting, maneuvering, etc. Usually, a given combatant will get the chance to make a wounding or killing shot only once within the round. When that happens, the character will roll 1d20 and apply any "to hit" modifiers:

TABLE 220: MELEE "TO HIT" MODIFIERS

Cause	"To Hit" Modifier
Strength	See Table 1 on p. 4
Attacking from flank	+2
Attacking from the rear	+4
Magic	See spell or magic item description

Once the player has applied all the appropriate modifiers to his "to hit" roll, the game master will consult the combat tables below, and announce whether or not the blow hit. If it did, the player rolls the appropriate dice to determine damage, applies any damage modifiers, and informs the game master of how much damage the blow did.

TABLE 221: MELEE DAMAGE MODIFIERS

Cause	Damage Modifier
Strength	See Table 1 on p. 4
Back stab (thief only)	Depends on level; see p. 57
Magic	See spell or magic item description

Sometimes damage will be doubled or even tripled by some effect. When this happens, remember that magical bonuses are not doubled or tripled: you should roll the damage first, apply the multiplier, and <u>then</u> add the magical bonus for damage.

TABLE 222: ATTACK COLUMN DETERMINATION TABLE

	Level / Hit Dice																				
Type	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
D4 monster	A	D	D	E	E	F	F	H	H	J	J	K	K	L	L	M	M	M	M	M	M
D6 monster	B	E	E	F	F	G	G	I	I	K	K	L	L	M	M	N	N	N	N	N	N
D8 monster	C	F	F	G	G	H	H	J	J	L	L	M	M	N	N	O	O	O	O	O	O
D10 monster	D	G	G	H	H	I	I	K	K	M	M	N	N	O	O	P	P	P	P	P	P
D12 monster	E	H	H	I	I	J	J	L	L	N	N	O	O	P	P	Q	Q	Q	Q	Q	Q
Bard	A	A	A	C	C	C	E	E	E	G	G	G	I	I	I	K	K	K	M	M	M
Cavalier	B	B	D	D	F	F	H	H	J	J	L	L	N	N	P	P	R	R	R	R	R
Cleric	A	A	A	D	D	D	F	F	F	H	H	H	J	J	J	L	L	L	M	M	M
Fighter	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	R	R	R	R
Mage	A	A	A	A	A	C	C	C	C	C	F	F	F	F	F	I	I	I	I	I	J
Thief	A	A	A	A	C	C	C	C	F	F	F	F	H	H	H	H	J	J	J	J	L
Commoner	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A

TABLE 223: "TO HIT" DETERMINATION TABLE

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
-10	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14
-9	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13
-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12
-7	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
-6	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
-5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
-4	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
-3	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
-2	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
-1	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
0	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
1	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
2	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
3	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
4	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
5	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
6	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
7	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
8	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
9	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
10	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6

Attack Column (column headers); *Target Armor Class* (row labels, left side)

How to use these tables:

First, use the Attack Column Determination Table and figure out which lettered column should be used. For instance, if you are a 9th level thief, you would use column F. Then, look on the appropriate column on Table 223: "To Hit" Determination Table to find your "to hit" number. That is the number you must roll or more on a d20 in order to hit the target (applying the appropriate modifiers, of course).

What's a "commoner"?

A commoner is just what the name implies. A normal person (farmer, innkeeper, etc.) who for whatever reason is attacking someone else in combat. It is not, strictly speaking, a class unto itself, but rather encompasses all of those teeming multitudes that do not belong to any character class. If needed, they will have 1d6 hit points.

Missile Combat

Missile combat refers to using those weapons that are either hurled, such as a rock, dagger, javelin, etc., or fired, such as an arrow, bolt, etc. The target can either be in melee or not, and may be partially protected behind cover of some sort.

If a character is firing at another who is not in melee or behind cover, then the player should roll 1d20 "to hit" and apply any applicable bonuses. The game master will then inform the player whether or not the shot hit. If it did, the player rolls damage and informs the game master.

Range

Any missile weapon fired at medium range gets a -1 penalty "to hit". Firing a missile at long range gets a -2 penalty "to hit". There is no penalty for firing at short range. Fighters and rangers may specialize in bows or crossbows, and have a special "point blank" range category; see the class descriptions above for details.

Hiding Behind Cover

Sometimes targets of missile fire will be behind cover: crouching behind a wall, firing from an arrow-slit, etc. In such situations, the game master should determine how much cover there is, and then have the attacker roll percentile dice. If the attacker's roll is higher than the percentage of cover of the defender, then the attacker can roll to hit normally. Otherwise, the missile strikes the cover and has no chance of hitting the defender.

Firing into Melee

If the character is firing at a target which is in melee, the process is a little more complicated. Because those who are in melee are considered to be fighting in close quarters, dodging, maneuvering, etc., there is a chance that the missile intended for an enemy might hit a friend instead.

Divide the combatants in the melee into two sides: friend and foe. Tally up the numbers of each, with small creatures counting as 1, man-sized creatures counting as 2, and large creatures counting as 3. By comparing the two totals, you will arrive at a percentage that a given missile will hit one side or the other. Table 224 below gives the exact chance that a friend will be hit in such a situation. Note that these are not automatic hits; a "to hit" roll must still be made once a target has been determined.

An exception should be made for very large creatures such as giants and dragons, when they are in melee against man-sized creatures. In such circumstances, it can be assumed that archers and the like will be able to aim at the larger creatures and have no chance of hitting their smaller opponents.

TABLE 224: CHANCE OF HITTING A FRIEND WHEN FIRING INTO MELEE

	Number of Friendlies (by Size: S=1, M=2, L=3)																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	50%	67%	75%	80%	83%	86%	88%	89%	90%	91%	92%	92%	93%	93%	94%	94%	94%	95%
2	33%	50%	60%	67%	71%	75%	78%	80%	82%	83%	85%	86%	87%	88%	88%	89%	89%	90%
3	25%	40%	50%	57%	63%	67%	70%	73%	75%	77%	79%	80%	81%	82%	83%	84%	85%	86%
4	20%	33%	43%	50%	56%	60%	64%	67%	69%	71%	73%	75%	76%	78%	79%	80%	81%	82%
5	17%	29%	38%	44%	50%	55%	58%	62%	64%	67%	69%	71%	72%	74%	75%	76%	77%	78%
6	14%	25%	33%	40%	45%	50%	54%	57%	60%	63%	65%	67%	68%	70%	71%	73%	74%	75%
7	13%	22%	30%	36%	42%	46%	50%	53%	56%	59%	61%	63%	65%	67%	68%	70%	71%	72%
8	11%	20%	27%	33%	38%	43%	47%	50%	53%	56%	58%	60%	62%	64%	65%	67%	68%	69%
9	10%	18%	25%	31%	36%	40%	44%	47%	50%	53%	55%	57%	59%	61%	63%	64%	65%	67%
10	9%	17%	23%	29%	33%	38%	41%	44%	47%	50%	52%	55%	57%	58%	60%	62%	63%	64%
11	8%	15%	21%	27%	31%	35%	39%	42%	45%	48%	50%	52%	54%	56%	58%	59%	61%	62%
12	8%	14%	20%	25%	29%	33%	37%	40%	43%	45%	48%	50%	52%	54%	56%	57%	59%	60%
13	7%	13%	19%	24%	28%	32%	35%	38%	41%	43%	46%	48%	50%	52%	54%	55%	57%	58%
14	7%	13%	18%	22%	26%	30%	33%	36%	39%	42%	44%	46%	48%	50%	52%	53%	55%	56%
15	6%	12%	17%	21%	25%	29%	32%	35%	38%	40%	42%	44%	46%	48%	50%	52%	53%	55%
16	6%	11%	16%	20%	24%	27%	30%	33%	36%	38%	41%	43%	45%	47%	48%	50%	52%	53%
17	6%	11%	15%	19%	23%	26%	29%	32%	35%	37%	39%	41%	43%	45%	47%	48%	50%	51%
18	5%	10%	14%	18%	22%	25%	28%	31%	33%	36%	38%	40%	42%	44%	45%	47%	49%	50%

Number of Enemies (by Size: S=1, M=2, L=3)

Example: Four orcs and an ogre are in melee with 2 halflings and 2 humans. An orcish archer is attempting to fire into the melee. There are 4 M-sized orcs (=8) plus 1 L-sized ogre (=3), for a total of 11. There are 2 S-sized halflings (=2) plus 2 M-sized humans (=4), for a total of 6. Cross-checking 11 friendlies (to the orcish archer, anyway) and 6 enemies, there is a 65% chance that the bowman will hit one of his companions. Not the smartest maneuver, but orcs are not generally known for their intellectual prowess.

Unarmed Combat

Perhaps it is a barroom brawl, perhaps the character has been relieved of his weapons and is attempting a daring prison break; sometimes, a character will want to engage in combat with another without a weapon.

There are three kinds of hand-to-hand combat: pummeling (punching, kicking, etc.), overbearing (trying to knock down someone), and grappling (trying to grab hold of someone). Initiative is handled normally, with the person engaging in hand-to-hand combat having an effective weapon speed of 0. If someone without a weapon is attempting to attack someone with a weapon, the person without a weapon gets an initiative penalty of +1.

In addition to any other modifiers, any character attempting hand-to-hand combat against a creature of different size gets a modifier "to hit":

TABLE 225: HAND-TO-HAND SIZE "TO HIT" MODIFIERS

		Defender Size		
		Small	Medium	Large
Attacker Size	Small	0	-2	-4
	Medium	+2	0	-2
	Large	+4	+2	0

Damage Done in Unarmed Combat

Note that damage done by pummeling, overbearing, and grappling is special; if the opponent is brought to 0 or fewer hit points, he will be rendered unconscious for a number of minutes equal to 20 minus his constitution score (although he can be revived sooner by use of smelling salts, cold water in the face, etc.). Once he revives, all damage inflicted by hand-to-hand combat will be healed except for 1d4 hit points, which are treated as normal damage and healed at the normal rate. Under normal circumstances, it is not possible to kill someone in this way (although once they are unconscious, it is certainly possible to simply kill them). However, if the target is brought from consciousness and positive h.p. to -10 h.p. in a single round, he will die as a result of his injuries.

If the victim does not pass out, the damage inflicted will begin to heal after the end of the combat, and will take 20 minutes minus his constitution score to be completely healed, except for 1d4 hit points. "The end of combat" for this purpose is defined as any consecutive 5 minute period in which the character is neither attacked, makes an attack (including casting spells), or runs.

Pummeling

Pummeling involves punching and kicking with the intention of trying to do damage to the target. You can pummel someone who is in melee or who is prone (kicking is pummeling, too). Bear in mind that someone with a weapon can still attack you with it, even though you're pummeling them. Roll "to hit" as normal, with the following modifiers due to armor type (not armor <u>class</u>!):

TABLE 226: PUMMELING/GRAPPLING MODIFIERS

Armor Type (Worn by Attacker)	Modifier "To Hit"
Cuirass (leather), Furs	-1
Cuirass (steel), Gambeson, Lamellar (leather), Brigandine armor, Scale armor (leather)	-2
Lamellar armor (steel), Ring armor, Scale armor (steel)	-3
Mail	-4
Plated mail	-8
Plate armor	-10
Jousting Plate	-12

If the hit is successful, damage done is 1d4, with the appropriate bonuses for strength.

Overbearing

Overbearing involves attempting to knock over the target (making them "prone"), but not necessarily trying to do any damage (that can come later). You can't overbear someone who is already prone; to keep an enemy prone, you must successfully grapple. Roll "to hit" as normal, with the following modifiers due to the strength of the character doing the overbearing and the character being overborne:

TABLE 227: OVERBEARING/GRAPPLING MODIFIERS

Attacker's Strength Minus Defender's Strength	Modifier "To Hit"
-6 or less	-10
-3 to -5	-6
-1 to -2	-2
0	0
1 to 2	+2
3 to 5	+6
6 or greater	+10

If the hit is successful, the defender has been knocked prone, and will be prone for the rest of the round and the beginning of the next round (with a 50% chance of dropping any objects held, such as a wand, sword, etc.). If you successfully hit with 4 or more points to spare, the enemy is prone but you are not (unless you choose to be). The defender will also take 1-2 h.p. of damage, plus strength bonus (if any).

A character who is knocked prone can only pummel, grapple, or attempt to stand up; does not gain any armor class bonus for dexterity; and those attacking him who are not prone get a +4 bonus "to hit." If he is successfully overborne again, or grappled, he remains prone. Otherwise, he gets up, but has lost his action for that round.

Grappling

Grappling involves wrestling, holding, pinning, etc. You can grapple someone when they are in melee or prone (but in order to grapple someone who is prone, you must be prone yourself). Of course, when you attempt to grapple someone, he is able to attack you with a weapon, if he has one. Roll "to hit" as normal, and apply <u>both</u> the pummeling modifiers for armor type (Table 226, above) and the overbearing modifiers for strength (Table 227, above). If the defender is already pinned (see below), the attacker gets a bonus of +3 "to hit."

If the hit is successful, the attacker has "pinned" the defender: wrapped his arms and/or legs around the defender, successfully preventing him from rising (if prone), pummeling, or attacking with a weapon. The defender also takes 1-2 hit points of damage, plus strength bonus. The pinned character must himself make a successful grappling attack in order to become unpinned. If the pinning character fails to successfully pin in the next or subsequent rounds, the pinned character is automatically free.

Unarmed Combat with Non-humanoid Creatures

Inevitably, some player character will want to pummel a manticore, or attempt to overbear a camel. The game master should always let common sense prevail in such cases, granting the manticore the equivalent of banded mail for its tough hide, or giving the camel a bonus due to its size, strength, and multiple legs (-2 for an attacker "to hit" for every pair of legs beyond the first). You should usually err on the side of allowing the player characters to do the unexpected (as opposed to simply saying "you can't do that"), but that doesn't mean you have to make it easy for them to succeed.

Hit Points

Hit points represent not only the physical toughness of your character, but also represent an abstract quality of skill and luck that allows the character to avoid physical damage in the first place. The more hit points your character has, the longer your character can last in battle. Monsters and non-player characters will also have hit points, as determined by the game master.

Hit points are determined by rolling dice of the appropriate type. The number of dice you roll depends on your "hit dice." Generally speaking, you get one hit die for every level your character has reached. So, for example, a 5th level cleric would have 5 hit dice. Monsters also have hit dice; generally speaking, the more hit dice it has, the harder a monster will be to kill.

The type of die you roll is determined by your class. Fighters roll a d10, mages roll a d4, etc. The type of die you roll is listed above, in the section on character classes. Every time you earn enough experience points to go up another level, you get to roll another hit die and add the roll to your total. Monsters also have different types of hit dice, depending on whether they are physically imposing brutes (like giants) or less physical creatures (such as a goblin shaman).

Every character begins the game with the maximum number of hit points (h.p.) for his character, including any adjustments for his constitution score. For instance, a fighter with a constitution of 12 would begin the game with 10 hit points. A mage with a constitution of 15 would begin the game with 5 h.p.

Damage

Hit points can be temporarily lost in combat, or sometimes in other circumstances (falling into a pit, for example). They can be regained by resting, by the application of first aid, or by magical healing. You can never regain more hit points through healing than you originally had.

If your character is reduced to 0 h.p., he will fall unconscious (if he's alone, it's a fair bet he will then be either killed or captured). If your character is reduced to -1 h.p. or lower, he is not only unconscious but will lose 1 h.p. per minute due to bleeding and shock. If someone binds the wounds of a bleeding character, the wounded one will be brought to 1 h.p. Until and unless he is brought to half his normal hit points (usually through magical healing), he will suffer the following restrictions:

- Is unable to cast spells
- Moves at half speed
- Attacks with a -4 penalty
- Performs all class abilities (verbal patter, thieving skills, etc.) with a -20% penalty

Binding wounds takes 10 minutes, and presumes the presence of bandages. Once the process of binding wounds begins, bleeding stops; the person being bandaged does not continue to bleed during the wound-binding process.

Characters that reach -6 or fewer h.p. may be scarred or maimed because of their wounds, at the discretion of the game master. A 10% chance per point of damage past -6 is suggested (so 10% chance of being scarred at -7 hit points, 20% at -8, etc.).

If a character reaches -10 h.p., he is dead. Magical healing will no longer have any effect. Spells such as *resurrection*, *reincarnate*, or *raise dead* will have to be employed.

Healing

Characters get back hit points by resting, at the rate of 1/day. After 7 days of such rest, characters heal at the rate of 5 h.p. per day of rest. Such rest must include no exertion on the part of the character beyond slow walking. Magical healing can, of course, be combined with conventional rest to regain hit points at a quicker pace. Even magical healing can never cause a character to get more hit points than he originally had (with the exception of certain spells that explicitly state that they give temporary extra hit points to characters, such as *Terrible Transformation*).

Falling Damage

Characters falling (whether having been dropped after being picked up by a dragon, falling down a covered pit trap, jumping off a cliff, etc.) will take 1d6 hit points of damage for every 10' fallen, up to a distance of 50'. After that, the dice are added cumulatively, up to a maximum of 25d6 for a 100' drop. Those falling onto specially hazardous surfaces (for example, sharpened spikes at the bottom of a pit trap) should make a saving throw vs. petrification or sustain some sort of extra penalty, as determined by the game master (usually extra damage).

Those characters falling (or jumping) into water that is at least 10' deep take no damage for the first 20' of the fall. Those characters with swimming skill can dive up to 40' into water and take no damage. If the dive is more than 40' in height, they must make a skill check (with a -1 penalty for every 10' past 40'), or else take damage from the "fall", not counting the first 40'.

Gaze Attacks

Many creatures, such as basilisks, medusae, etc. can attack using their very gaze. There are two separate conditions under which one can fight such a creature: when one is surprised, and when one knows it's there.

When surprised, there is a chance that a victim will simply look into the gaze of the creature and be affected by the attack. The chance of looking into the gaze of a monster is equal to the number of segments' worth of initiative penalty the character receives, times 10%. Example: A character encounters a medusa and is surprised, resulting in a 6-segment initiative penalty. There is a 60% chance that the character will have met the gaze of the creature and must make a saving throw or be turned to stone. If the character does not meet the gaze of the creature immediately due to surprise, the encounter proceeds normally.

If the character is simply looking at the creature, but is not in melee, there is a 50% chance they will meet the gaze of the creature inadvertently.

If in combat, the character has two choices: to either attack normally or to purposefully avoid the gaze of the creature. If he chooses to attack normally, there is a 30% chance that he will meet the gaze of the creature and must make a saving throw or be affected. If he chooses to actively avoid the gaze of the creature, there is a 10% chance that he will meet its gaze, but he suffers a -4 penalty on all "to hit" rolls against it.

If the creature initiating the gaze attack is of medium size, there is a 10% lower chance that an enemy will meet its gaze. If the gazing creature is of small size, the chance is decreased by 20%.

Note that all of this presupposes that the character is within the range of the creature's gaze attack. The range will be listed in the appropriate entry in the **Adventures Dark and Deep**™ Bestiary.

Special Conditions

Prone: A character who is prone can only pummel, grapple, or attempt to stand up, does not gain any armor class bonus for dexterity, and those attacking him get a +4 bonus "to hit" (as long as they are not prone themselves). If he is successfully overborne again, or grappled, he remains prone. Otherwise, he gets up, but has lost his action for that round.

Pinned: A pinned character must himself make a successful grappling attack in order to become unpinned. If the pinning character fails to successfully pin in the next or subsequent rounds, the pinned character is automatically free. He cannot otherwise maneuver or attack until he is unpinned.

Stunned: Creatures who are stunned are unable to attack or cast spells, and those attacking them get a +4 bonus "to hit."

Unconscious/sleeping: Unconscious or sleeping creatures can be killed at a rate of one per segment, assuming the would-be slayers have some sort of effective weapon with which to do so. A character who is (non-magically) sleeping is entitled to a saving throw vs. petrification to awaken at the last minute and avoid instant death.

Mounted: Characters mounted in melee get a +2 bonus "to hit" vs. those who are not. Characters attacking mounted characters in melee get a -2 penalty "to hit."

Blind: A character who is blinded (whether blindfolded, in the area of a *continual darkness* spell, or simply deep underground without benefit of a torch) incurs a -4 penalty on all "to hit" rolls, saving throws, and damage rolls, as well as a +4 penalty to his armor class. If he rolls a modified 0 or less "to hit", he will have hit some other random object in his weapon's range (the game master should determine randomly whether it is a friend or foe that is hit).

Darkness: In complete darkness, characters without benefit of either infravision or ultravision will fight as if they are blind (see above). In near-total darkness, or other circumstances where the foe can be seen only as a vague outline

against the background, any attempt to attack is made with a -2 penalty "to hit."

Morale

Certain creatures, such as trolls and ghouls, are entirely fearless and will fight savagely to the death. Most enemies, however, will break and scatter into the depths of a dungeon or twisted paths of a forest when faced with a stern foe, perhaps to regroup and set up ambushes, spread word of the invaders to their comrades, and generally live to fight another day. Player characters themselves, as well as leader-type non-player characters, will never have to make an actual role for morale without some sort of magical reason; their hirelings, henchmen, and minions certainly will.

Morale is checked in those rounds where the following conditions occur (only check once per condition, except for the last, which can apply in every round in which it is true):

- 25% of friendly force is eliminated from the battle
- 50% of friendly force is eliminated from the battle
- Leader is incapacitated
- Leader is slain or flees
- The enemy force is approximately twice as powerful as the friendly force (or more)

When a morale check is indicated, roll a d20 for each creature (or groups of creatures, as appropriate) and apply the following modifiers.

TABLE 228: MORALE CHECK MODIFIERS

Condition	Morale Check Modifier
25% of friendly force eliminated	-1
Leader incapacitated	-2
50% of friendly force eliminated	-3
Taking casualties without inflicting any	-4
Leader slain or flees	-6
Charisma (highest on friendly side, or personal employer)	see Table 6, p. 7
Per level / hit die above 1st	+1
Inflicting casualties without taking any	+4

10 or less indicates that they have failed the morale check. When that happens, roll on the following table to see how they react (creatures of lawful alignment get a -5 modifier on this table).

TABLE 229: FAILED MORALE CHECK RESULTS

Die Roll (d20)	Result
1-3	Well-formed fighting retreat
4-6	General retreat
7-10	Retreat in disarray
11-20	Surrender*

* Unintelligent creatures will not surrender; they will simply retreat. Note that intelligent creatures, in a situation where surrender is obviously untenable (such as when fighting against trolls or ghouls or unintelligent creatures, for instance) will retreat rather than surrender.

It should be stressed that the game master should not ignore the morale rules! If every creature encountered fights to the death, not only does it render the game more than a little unrealistic (which is itself a relative term in a game that features dragons, animated skeletons, and fireballs), but it also means the player characters are going to suffer a lot more damage in each combat and not have to deal with the logistical challenge of handling prisoners.

Creatures Harmed Only by Enchanted Weapons

Some of the creatures listed in the ADVENTURES DARK AND DEEP™ Bestiary have the unique defensive power that they can only be harmed by certain types of weapons, in particular those which are silver or have an enchantment of +1 or better.

When such creatures are in combat with other monsters, however, some accommodation must be made, or else such creatures would be completely invulnerable. Therefore, creatures who are normally wounded only by enchanted weapons may be wounded by creatures with sufficient hit dice, as follows:

Creature is Wounded by…	May be Wounded by…
+1 or better weapon	4d10, 5d8, or 6d4 HD creatures
+2 or better weapon	5d10, 6d8, or 7d4 HD creatures
+3 or better weapon	6d10, 7d8, or 8d4 HD creatures
+4 or better weapon	7d10, 8d8, or 9d4 HD creatures
+5 or better weapon	8d10, 9d8, or 10d4 creatures

It should be stressed that the above does not apply to characters, whether PCs or NPCs, in any way. Barbarians, however, have their own rule regarding creatures that are normally struck by enchanted weapons, to make up for their own lack of the use of the same. See p. 47 for details.

Critical Hits (Optional Rule)

Many gaming groups like the idea that some hits in battle do more than normal damage. If your game master so chooses, he may institute a critical hit rule in his game. Note that the decision to include such a rule is his alone; individual players cannot simply decide that they will be playing with critical hits when the rest of the game universe does not make allowances for them.

Critical hits represent the lucky or exceptionally skillful blow. They are the dagger finding the sweet spot between two pieces of plate armor and sinking in to the hilt. They are the arrow piercing the unprotected patch on the dragon's breast. They will, regardless of the particular system used, make the game deadlier, as more damage will be inflicted by a single hit in combat. For this reason, it is imperative that critical hit rules, if used, be applied equally to monsters as well as player characters; otherwise, they will tend to unbalance the game in favor of the PCs, losing some of the dramatic tension of real threats to the player characters' lives.

There are numerous ways to include critical hits. The following are offered as being not so dangerous as to completely unbalance the game, while at the same time allowing for the occasional "great shot." The following critical hit rules are <u>not</u> mutually exclusive.

Critical Hit Method A: Double on 20

If a character or monster rolls a "natural 20" while attacking (whether melee, hand-to-hand, or missile attack), that attack will do double damage. A "natural 20" means that the number 20 actually shows up on the die, without any sort of modifiers.

Critical Hit Method B: Follow Through Damage

If a combatant's damage roll on any given hit is the maximum possible for that attack, the character or monster rolls again, adding this "follow through" damage to the first die roll. If the maximum is rolled again, more "follow through" damage is rolled, and so on. Note that no matter how many times

the die ends up getting rolled for damage, the combatant's damage modifiers (for strength, magic, etc.) are only applied once.

Critical Hit Method C: Carry-Over Damage

If a character is in melee with more than one opponent, and manages to kill one of them, he may immediately "carry over" any remaining damage from the now-dead opponent to another adjacent one, as long as it is in range of his weapon.

Fumbles (Optional Rule)

Much like critical hits, many gaming groups feel that "fumbles" give the game a little more fun and flavor. Some groups eschew fumbles on the basis that they aren't very "heroic" and only serve to lengthen combat to no good purpose. The same caveats apply to fumbles that apply to critical hits: such rules will work best when applied equally to both the player characters and NPCs and monsters.

Fumble Method A: Flub on a 1

If a combatant rolls a "natural 1" while attacking (whether melee, hand-to-hand, or missile attack), that attack will do the minimum amount of damage possible (if it hits). The character must also roll 1d20 again; if the result is another natural 1, he has dropped his weapon (if any).

Fumble Method B: Off-Balance

If a combatant rolls the minimum possible damage for a hit, he does the damage indicated, but has thrown himself off-balance and gets a +3 penalty to his initiative roll for the next round.

Saving Throws

A saving throw allows someone (or something) to resist some effect. It is the last-minute dodge before the dragon's breath envelops you. It is the venom of the giant scorpion being flushed out by bleeding that just by chance happens to be heavier than normal. It is the last final push of will that shakes off the mind-altering magical effect. It is, in essence, the last chance a character has before death.

Some spells, magic items, monsters, etc., require a saving throw be made. In such circumstances, the player should roll a d20. If the die is equal to or greater than the number indicated below, the character has "made" his saving throw. That doesn't necessarily mean that there will be no effect; often, successfully making a saving throw just means that the character will only take half (or some other fraction) of the full damage. But it's certainly better than failing the saving throw completely…

In cases where a more specific type of saving throw is available, it should be used. For instance, if someone is struck by a *wand of paralyzation*, they would save vs. paralyzation, rather than wands. Similarly, if someone is struck by a *flesh to stone* spell, they would save vs. petrification rather than spells. However, if a particular type of saving throw is specified in the spell or magic item description, it takes precedence over this rule of thumb.

Unless otherwise specified, a roll of a 20 on a saving throw is always successful, and a roll of 1 always fails, regardless of modifiers.

TABLE 230: SAVING THROWS FOR OBJECTS

Item Type	Acid	Crushing Blow	Normal Blow	Disintegrate	Fall	Fireball	Magical Fire	Normal Fire	Cold	Lightning	Electricity
Bone, ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal, potion or oil flask	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather, book	10	4	2	20	1	13	6	4	3	13	1
Liquid	15	0	0	20	0	15	14	13	12	18	15
Metal (hard)	7	6	2	17	2	6	2	1	1	11	1
Metal (soft), jewelry	13	14	9	19	4	18	13	5	1	16	1
Mirror (glass)	12	20	15	20	13	14	9	5	6	18	1
Parchment, paper, papyrus	16	11	6	20	0	25	21	18	2	20	1
Stone, gem	3	17	7	18	4	7	3	2	1	14	2
Wood, rope (thin)	9	13	6	20	2	15	11	9	1	10	1
Wood, rope (thick)	8	10	3	19	1	11	7	5	1	12	1

Magic items always get a +2 bonus to all saving throws, with a further bonus equal to however many "plusses" the item might have (if any). Example: a *broadsword +2* is dropped into a vat of acid. As hard metal, it would ordinarily have a saving throw of 7. However, it gets a +2 bonus for being magic, and a further +2 for its own quality. Thus, its owner must therefore roll a 3 or higher on a d20 or the sword will be destroyed by the acid.

Common sense should be used when applying these sorts of saving throws to objects. A magical shield splattered with a single vial of flaming oil would not need to make a saving throw, but the same shield hurled into a furnace might well need to. Terms such as "fireball" and "lightning" need not be taken literally, either; fireball would include not only the spell itself, but all of the most powerful magical fires, such as the breath of a red dragon, *meteor swarm*, etc.

TABLE 231: SAVING THROWS FOR CHARACTERS

Class	Level / Hit Dice	Paralyzation, Poison, Death	Petrification, Polymorph	Rod, Staff, Wand	Breath Weapon	Spell
Bard, jester	1-4	14	12	13	16	13
	5-8	13	11	11	15	11
	9-12	12	10	9	14	9
	13-16	11	9	7	13	7
	17-20	10	8	5	12	5
	21+	9	7	3	11	3
Cavalier, fighter, ranger, barbarian, monster	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	13
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	6	6	7	5	8
	15-16	4	5	6	4	7
	17+	3	4	5	4	6
Cleric, druid, mystic	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7
Commoner	n/a	16	17	18	20	19
Paladin	1-2	12	13	14	15	15
	3-4	11	12	13	14	14
	5-6	9	10	11	11	12
	7-8	8	9	10	10	11
	9-10	6	7	8	7	9
	11-12	5	6	7	6	8
	13-14	3	4	5	3	6
	15-16	2	3	4	2	5
	17+	1	2	3	2	4
Mage, illusionist, Savant	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
	21+	8	5	3	7	4
Thief, acrobat, mountebank	1-4	13	12	14	16	15
	5-8	12	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
	21+	8	7	4	11	5

Characters wearing enchanted armor may apply the magical bonus of their armor to their saving throws for the following: acid (except when completely immersed), disintegration, falling, fire (both magical and mundane), and spells causing damage. Metallic armor will not provide a bonus against electrical attacks, but non-metallic armor will. Enchanted armor will not give a bonus to things such as gas, poison, etc. or spells that do not actually cause physical damage unless the item description specifically says otherwise.

In addition to saving throws for characters, objects (both magical and mundane) will sometimes be placed in situations where they need to make a saving throw. Some common sense needs to be applied in this regard, as it would quickly become tedious in the extreme to have to roll for every possession each time a character falls into a 10' pit. On the other hand, requiring a saving throw when the character does something truly reckless, or in a truly dangerous situation, is certainly within the rights of the game master to demand (at his discretion, as in all things).

Magic

ADVENTURES DARK AND DEEP™ presupposes a world in which magic works. It is a world where the creatures of myth walk the earth, and where magic spells cause miraculous effects. The very nature of the multiverse is magical; it is possible to send one's astral body out to distant planes of existence to treat with beings of immense magical power and wisdom. However, magic works according to very specific rules, and the way magic works for one is consistent with how it works for all.

Casting Spells

Several different character classes are able to cast spells, and while the precise nature of each sort of magic varies from class to class, the mechanics are generally the same for all casters of spells. Whether they are bards singing magic songs, clerics channeling the power of their deities, or mages using arcane knowledge from their spell books, all spellcasters must memorize spells by impressing the mystical energies upon their minds, and once cast, that energy is lost until the spell is once more memorized.

In order to do so, the would-be spellcaster must be rested prior to the actual study necessary to impress the mystical energies upon his mind. The amount of rest and study required is shown on the following table:

TABLE 232: REST REQUIRED TO MEMORIZE SPELLS

	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Rest (hours)	4	4	6	6	8	8	10	10	12
Study (mins.)	15	30	45	60	75	90	105	120	135

Example: If a mage needs to memorize two 3rd level and one 5th level spells, he would need to rest for at least 8 hours prior to doing so (the minimum for a 5th level spell). The actual memorization would take a total of 2 hours 45 minutes (45 minutes each for the 2nd level spells, plus 1 hour 15 minutes for the 5th level spell).

Each spell is listed below (broken down by which class can cast the particular spell), and then given a detailed description (all spells are listed alphabetically). Some classes are able to cast the same spells, sometimes with minor differences. Each spell description will tell you what is needed to cast the spell: an incantation (words, lyrics, chants, or what have you– some sort of vocalization), gestures (making it impossible to cast such a spell if one's hands are tied), and often some other sort of item, sometimes rare and expensive, sometimes commonplace. These "material components" will generally be destroyed as the spell is cast, unless otherwise specified.

Most often a cleric or druid will need his holy symbol in order to cast a spell. Clerics' holy symbols are almost never lost when the spell is cast; the holy symbol of a druid, however, is generally always lost as the spell is cast (see the class description for druids on p. 39 for more detail).

Cantrips

Cantrips are special 0-level spells that are taught to apprentice mages, illusionists, and savants as part of their training. Descriptions of cantrips are given along with the spell descriptions below. Unless otherwise noted, cantrips have a range of 10' and a casting time of 6 seconds (1 segment).

Easy Material Components (Optional Rule)

Some game masters (and players, for that matter) find the prospect of keeping track of material components for spells daunting and believe it adds unnecessary bookkeeping. If the game master decides, he may use the following optional material components rule.

Any spellcaster may simply spend a flat 100 g.p. per month to cover the cost of all everyday material components for his spells. This will cover him for all components which themselves cost less than 100 g.p. Any spell with an individual component that costs 100 g.p. or more must still be individually purchased and tracked.

This rule presupposes the caster is in a town or has other access to a regular apothecary or some similar source for spell components. It does not apply to holy symbols, either of clerical or druidical sort.

Spell Books

Mages and other spellcasters collect their magical knowledge in spell books. These mysterious tomes are used to store the magical formulae needed to cast their spells; when the mage is memorizing spells (see above), he is, in fact, impressing the magical energies from his book of spells upon his brain.

Spell Book Capacity

Spell books come in three types: standard, traveling, and reference. Standard spell books have 144 pages. Traveling spell books have 36 pages. Reference spell books have 288 pages, but are rarely found outside of great magical libraries, for they are very difficult to carry around unless it is absolutely necessary. Each spell in the spell book will take up a number of pages according to its level, as shown on the following table:

TABLE 233: SPELL BOOK PAGES BY SPELL LEVEL

Spell Level	Pages in Spell Book
Cantrip (0)	4
1st - 3rd	6
4th - 6th	9
7th - 9th	18

Thus, a traveling spell book could contain six first level spells, a standard spell book could contain eight 8th level spells, etc. Naturally, it is possible to mix and match levels of spells in a single book, as long as the overall page limit is not exceeded.

Spell Book Size

The standard spell book is large (16" x 12" and 6" thick is standard); such a book weighs 15 lbs., but as it is bulky it counts as 45 lbs. for purposes of encumbrance (see encumbrance on p. 85 for details). It will take up a backpack or large sack completely. If subjected to some attack or other circumstance that necessitates a saving throw, the standard spell book gets a save as "leather or book", but gets a +2 to the roll vs. acid, *fireball*, *disintegration*, and *lightning* type attacks due to its sturdy construction (usually bound in dragon hide with metal corners and inlays). Pages are typically of vellum, and the book typically sports a metal latch or lock to keep it closed.

The traveling spell book is naturally smaller than its standard cousin (12" x 6" and 1" thick). It will weigh 3 lbs., but its bulk will take up 6 lbs. for encumbrance purposes. As it lacks the sturdier construction of the standard spell book, the traveling spell book does not gain any special bonuses to saving throws, although it also saves using the "leather or book" column of the item saving throw table. Pages are of parchment, and the cover is of leather with ties to keep it closed.

The reference spell book, as the name implies, is found almost exclusively in large magical libraries, and is hardly ever taken on journeys. It is enormous: 36" x 24" and usually 9-12" thick. The book itself will weigh 30 lbs., but counts as 100 lbs. for purposes of calculating encumbrance. It will most certainly not fit in any conventional backpack, saddle bag, or the like. In extremis, some mages have been known to employ hired help whose sole function is to carry around a reference spell book. If the book should need to make a saving throw against some peril, it does so as a standard spell book. It will usually have either one large or several small metal latches to hold its sturdy hide-covered covers closed.

Starting and Obtaining New Spell Books

The mage (and sub-classes of mage) will typically begin his adventuring career with two standard spell books; one will contain the cantrips that he learned and practiced with as an apprentice, and the other will contain the few first-level spells that his master (or magical college, etc.) deemed suitable for his use. These two books do not cost the mage anything. Note that the mage must either immediately opt to discard his book of cantrips or keep it; he cannot turn around and sell it to gain extra cash at the beginning of his career as an adventurer. Characters will never begin the game with a traveling spell book; if they wish to get one, they must pay to have it made.

Once the mage begins to run short of pages in his spell book, or when he desires to have a traveling spell book to bring with him while adventuring, he must pay to have such a book constructed.

A standard spell book will cost 1,000 g.p. for the book itself and take 4-7 weeks to put together. Traveling spell books cost 500 g.p. and take 1-4 weeks to construct. A reference spell book costs 3,000 g.p. and will take a full 9-16 weeks to construct. The rare inks required to transcribe spells in pages of any sort of book will cost 100 g.p. per spell level, and the physical process of writing them will take half a day per level of the spell being transcribed (with cantrips treated as 1st level spells in this instance).

Spellcasting from Spell Books

It is possible, although not encouraged, for a mage, illusionist, or savant to read a spell directly out of his spell book, much like a spell can be read off a scroll. Due to the dangers involved to the spell book itself, this is rarely done. The spell in question must be a mage spell, and one of a level that the mage could normally cast. When the attempt is made, the spell in question is immediately wiped from the page as if it had never existed. In addition, there is a 1% chance per level of the spell being cast that the spells immediately preceding and following it in the book will also be erased. If that happens, roll percentile dice again. On a roll of 01, the entire spell book will crumble into dust.

Obtaining New Spells

There are two primary methods by which a mage, illusionist, or savant can add to his repertoire of spells; by copying the spell directly from another's spell book, or by copying a spell from a magic scroll.

Copying spells directly from one spell book to another requires the use of the *write* spell, as detailed in the spell description. Those mages (and subclasses thereof) without access to the *write* spell are unable to copy spells from other spell books into their own, and must memorize spells directly from spell books captured from other spell-casters (such books are never, ever, for sale). While it is inconvenient, they are still able to memorize spells from other spell books, as described below.

Spells may be copied into a spell book from a magic scroll. The process requires that the spell *read magic* be cast upon the scroll, then ink costing a minimum of 200 g.p. per bottle, and finally 1 hour per level of the spell being transcribed. Naturally, the spell on the scroll is destroyed in the process (although if the scroll contains multiple spells, those others are not destroyed unless they too are being transcribed).

Using Other Spell Books

When attempting to read another mage's spell book, the spell *read magic* must be used (*read illusionist magic* or *read savant magic* in the case of an illusionist or savant; note that savants have access to all three spells, and can thus cast other classes' spells in this manner). This is necessary regardless of whether the spellcaster is merely memorizing a spell for the day, copying a spell from one spell book to another, or reading a spell directly from someone else's spell book. For this reason, it is often the case that a mage or subclass of mage will want to transcribe spells from captured or looted spell books into his own.

Note that a mage cannot memorize spells from an illusionst's spell book, and vice-versa. Even if the spell has the same name and effect, they are different in execution from one class to another. Unless specifically noted otherwise in the class description, this applies to other classes that use spell books as well, such as jesters, mountebanks, etc.

Illusions

It should be remembered that when one is fooled by an illusion, the mind itself will cause a material effect on the body, commensurate with what the illusion is showing. Thus, it is possible to walk across a bed of hot coals uninjured, get a good night's sleep on a bed of nails, etc. However, the laws of nature, and the operating of magical spells, will not be affected by the illusion; thus, someone cannot use an illusionary ladder to look into the second floor window of a building. Unless there are other reasons to suspect an illusion, however, those under its influence will look to other, possibly magical, explanations for such apparently odd phenomena.

Invisibility

Invisibility can be achieved through a variety of magical means. Rings, spells, potions, and other devices can render a being unseen by others. Invisibility usually extends to infravision and ultravision as well. Although there are some invisibility devices that allow attack (and those will be noted in their specific description), most of those who are invisible are unable to attack others without losing their invisibility for one full minute (rendering them susceptible to counter-attack). The invisible creature could perform most other normal functions without spoiling the spell: walking, opening doors, talking, etc.

All invisible creatures can be detected, based on the intelligence and hit dice of those who have an opportunity to do so. A check should be made once per minute. Success indicates that the invisible creature has given itself away in some subtle way: scent, a slight shimmering in the air, a minor disturbance of the surroundings, etc.

Using Magic Items

As a rule, a character can only use one "active" magic item per round. That is, items that are passive, such as *rings of protection*, are always "on", but only one item such as a *wand of lightning*, *cube of force*, etc. can actively be used in a round.

Many magic items, such as wands and staffs, will require a command word to function. Sometimes these command words are obvious and can be found by trial and error, such as "fire" or "abracadabra." Other times research will be required, whether magical (*legend lore, speak with the dead, command word*, etc.) or mundane. Such items require but 6 seconds (1 segment) to activate when in combat.

Worn Items

Unless otherwise noted, it is only possible to wear two magic rings to any effect at any one time, and they must be worn on the fingers. If more than two are worn, none will work. Similarly, worn magic items such as robes, cloaks, gloves, etc., can only be worn singly (although let common sense be your guide; it is possible to wear a cloak over a robe). Pairs of gloves and boots cannot be "mixed"; someone wearing a single *glove of missile snaring* and a single *glove of dexterity* will find that neither works (unless otherwise noted).

Potions will require 12-30 seconds (1d4+1 segments) to consume in combat. Oils will require a similar amount of time to apply to a typical man-sized creature.

Potions

If two potions are mixed, whether in laboratory conditions or in the stomach of some unsuspecting character (if one potion is still in effect when another is drunk, the following rules will apply). In such conditions, the game master will roll on the following table and inform the character of the consequences, as applicable. Note that if a potion is mixed externally, the result will not necessarily be obvious until the resulting brew is consumed…

TABLE 234: POTION COMPATIBILITY

Die Roll (d%)	Result
01	Explosion. If internal, drinker takes 6d10 h.p. of damage. If mixed externally, all those within 10' take 4d6 h.p., and those within 50' take 1d10 h.p. of damage.
02-03	Poison. If internal, the drinker is dead (no save). If mixed externally, a cloud of poison gas 10' in diameter is formed; all within its area of effect must save vs. poison or die.
04-08	Poison. Drinker loses 1 point of STR and DEX for 5d4 minutes (no save). In addition, only 1 of the two potions works, and that at only half effect and duration.
09-15	Incompatible. Both potions evaporate instantly (or simply cancel each other out, if internal).
16-25	Incompatible. One potion cancels out the other.
26-35	Incompatible. Both potions function (unless their effects are contradictory), but at half effect and duration.
36-90	Compatible. Both potions work unless their effects are contradictory.
91-99	Compatible. One potion works at 150% effect and duration.
00	Compatible. Only one potion works, but that one's effect will be permanent.

Mixing an oil and a potion will not require recourse to the table, but mixing two oils, or two potions, will. If more than two are combined, keep rolling on the table, applying the results as indicated.

The game master is free to determine whether or not certain combinations will always lead to the same results, or whether the multitude of different formulae used to create each type of potion warrants rolling randomly in all circumstances (or, indeed, some combination of the two, such as when the source of a given potion type is known).

Infravision

Infravision is the ability to see into the infrared, able to see heat, especially that radiated from bodies. The detail that can be seen is thus not as great as it is in the visible spectrum; a room in a dungeon will be at a constant temperature, so only openings in the walls (and any inhabitants, of course) will be visible.

Many think that infravision is a substitute for light; it is not. A character relying solely on infravision will miss many details; carvings, small (and even large) objects, etc. As a rule, most demihumans will have infravision that extends 60'. However, other creatures that have infravision of 90' or greater actually emit infrared radiation from their eyes (which glow red when in darkness), and can more easily distinguish details in the dark.

Any sort of regular light (torches, lanterns, etc.) will spoil infravision.

Underwater, infravision can be used normally, but can become confusing if there are strong currents in the water with different temperatures. Range is unaffected, and is not dependent on depth.

Ultravision

Ultravision is the ability to see into the ultraviolet (UV) end of the light spectrum. This means that it requires a source of ultraviolet light in order to function. Normally these are natural sources of UV radiation, although magical UV sources have been known to allow the use of ultravision in environments where natural ultraviolet radiation would never penetrate.

On a clear night, ultravision will allow sight up to 100 yards as if it were shining daylight, and shadowy vision up to 300 yards. On a cloudy night, those distances are cut in half. With any more than 6' of soil or 3' of stone between the seer and the sky, the UV rays are diminished, and only the dimmest sort of sight, with a range of only 3', is possible.

Direct sunlight, torches, lanterns, *light* or *continual light* spells, and even the glow of enchanted weapons, will make it impossible to use ultravision.

Underwater, ultravision can be used, but the range is halved at a depth of 100', and it cannot be used at all at depths exceeding 200' (beyond which no ultraviolet radiation penetrates the water).

TABLE 235: CHANCE TO DETECT INVISIBLE CREATURES AND OBJECTS

Level or Hit Dice	Intelligence Score							
	0-1	2-4	5-7	8-10	11-12	13-14	15-16	17+
7	-	-	-	-	-	-	-	5%
8	-	-	-	-	-	-	5%	10%
9	-	-	-	-	-	5%	10%	15%
10	-	-	-	-	5%	10%	15%	25%
11	-	-	-	5%	10%	15%	25%	35%
12	-	-	5%	10%	15%	25%	35%	45%
13	-	5%	10%	25%	35%	45%	55%	55%
14	5%	10%	15%	35%	45%	55%	65%	75%
15+	10%	15%	20%	45%	55%	65%	80%	95%

If an invisible object is detected, it can be attacked, albeit with a -4 penalty "to hit", and the invisible creature still gets a +4 bonus to any saving throws.

Magic Resistance

Some monsters, especially those that are undead or are native to some other plane of existence, will have a magic resistance listed in their entry in the **ADVENTURES DARK AND DEEP™** Bestiary. If such a creature is the target of some personally directed spell (area effect spells such as *fireball* or *wall of force* are not subject to magic resistance), if the creature rolls the following percentage or under, the magic does not affect it. Creatures with magic resistance can overcome spells such as *hold portal* or *wizard lock*. Magic resistance is always in addition to, rather than instead of, other saving throws.

TABLE 236: MAGIC RESISTANCE

Magic Resistance of Creature		Level of Caster													
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	A	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-	-	-
	B	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-	-
	C	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-
	D	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-
	E	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%
	F	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%
	G	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%
	H	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%
	I	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%
	J	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%
	K	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%
	L	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%
	M	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%
	N	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%
	O	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%
	P	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%
	Q	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%
	R	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%
	S	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%
	T	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%

Divination

Divination is the process of foretelling the future. Many characters are able to undertake divination of many sorts, and with various levels of depth and detail. Philosophical questions such as the problem of free will are left to weightier tomes than this; in game terms, prophecies are certain to come to pass, one way or another. Many divinatory spells are very straightforward, and give bonuses in combat or other circumstances. These reflect a simple knowledge of the person "having a good day," which they would have had even without advanced warning, and should not be taken to imply causality.

Other divination methods will yield less straightforward results, in the form of riddles, vague predictions, etc. In such circumstances, the game master is responsible for both creating the prophecy and seeing that its broad precepts are fulfilled. And if it appears that it does not? The Gods work in mysterious ways…

Divinatory devices

Many divination spells will require some sort of device to undertake the divination itself. In many circumstances, the precise nature of the tool will vary from religion to religion, culture to culture, or even by personal preference. Each character who engages in such activities should pick one such device (with the guidance and assistance of the game master, to make sure the choice is appropriate to the campaign setting) and use it almost exclusively. Some divinatory devices that could be used for such purposes include:

- Sacrificial animal (bird, pig, sheep, cow, horse, etc.)
- Fire
- Book of prophecy (or ordinary book, dictionary, etc.)
- Tarot cards (or playing cards, etc.)
- Dice
- Sticks
- Melted wax dropped in water
- Melted lead (or other metal) dropped in water
- Knucklebones
- Astrological chart
- Smoke from burning incense
- Marked tiles (dominos, runes, mah-jongg tiles, etc.)

This list is, of course, not exhaustive, and each campaign setting will have its own appropriate choices, as noted above.

Astral and Ethereal Travel

Most characters hail from, and games take place in, what is known as the material plane. The material plane contains all that we see, hear, feel, taste, and smell. It is the place where mountains, meadows, forests, and seas reside, as well as other worlds across the vacuum of space. However, it is not the only plane of existence, and in fact coexists with two others: the ethereal plane and the astral plane. Those who have the knowledge are able to enter these other planes, and thence travel to still more distant realms and realities.

It should be noted that what follows is merely the "default" configuration of the various planes of existence. Different settings may have radically different structures of inner and outer, ethereal and astral, and so forth. Your game master is, as in all things, the final arbiter of such details of the campaign setting.

The Ethereal Plane

The ethereal plane coexists with the whole of the material plane, permeating and going beyond the very confines of what most people know as "reality" itself. Some creatures exist on both the material and ethereal planes, and it is possible, through spell and magic item, for mortals to cross over into the ethereal plane. Once there, they can travel to any of what are known as the "inner planes"; those that are composed of, and exemplify, the basic elements (air, earth, fire, and water), as well as those of pure negative or positive energy, and the meta-elemental and quasi-elemental planes that exist at the vortices between all of those. The various demi-planes that certain vastly powerful beings create are also to be found in the ethereal plane. The ethereal plane permeates and coexists with all of them.

One enters the ethereal plane physically. The body, and all its possessions, are actually transformed into an ethereal state, and physically disappear from the material plane. While there no sleep, rest, food, or drink is needed. There are hazards, however, including both other travelers, those who are native to the plane, and "natural" hazards such as the ether cyclone. When one leaves the ethereal plane, one's body is reconstituted in physical form.

The Astral Plane

The astral plane also coexists with the whole of the material plane, but it does not touch upon either the ethereal or inner planes. Rather, the astral plane leads directly to what are known collectively as the "outer planes"; those realms where souls and spirits go after death, and where gods, devils, demons, and similar creatures dwell. The astral plane only touches the topmost layers of those outer realms, making it an effective bridge between our world and the next.

One enters the astral plane only psychically, with the physical body remaining on the material plane while a shadow body, connected to the physical by a silver cord, makes the journey. If the silver cord is ever severed, the shadow body will vanish instantly and the material body will die. Fortunately, few things save the dreaded astral wind are capable of doing so. There are other perils in the astral plane, however, including fellow travelers and those who dwell there permanently. Only a few magical items of very exceptional nature can accompany the shadow body on its journey to the astral, making such journeys even more difficult.

Once the astral journey is complete, either a new material body will be formed on the destination plane (which is still connected by the silver cord to the material body, which remains in a near-death meditative state), or the soul/spirit will re-enter the original material body. In no case can the same individual have two material bodies on the same plane at the same time.

Pentacles

Pentacles are magical symbols with the power to either confine or keep at bay creatures from other planes of existence (it is not limited to those figures which have five points, sides, or lines). The main types of pentacles are detailed below. The method for creating such pentacles is common to all types, however. They are created by mages and other classes as described below.

There are two ways to prepare a pentacle: by hand (for a single use) or inlaid and carved (as a permanent feature, usually in a mage's conjuring room).

For a hand-made pentacle, there is a base 80% chance that it will successfully contain the creature(s) against which it is used. This can be modified by the expenditure of time and special materials; every 10 minutes and 1,000 g.p. worth of special pigments will increase the chance of success by 1%. Thus, if 50 minutes and 5,000 g.p. are spent, there is a base 85% chance that the pentacle will function successfully. The pentacle can be brought to a maximum 100% base chance of success in this fashion.

For a carved and inlaid pentacle, there is a 90% chance of success. This chance need only be rolled once, the first time the pentacle is used, as success will indicate that the job was done correctly. Such a permanent pentacle has a base cost of 50,000 g.p. and takes a month to be properly installed. For another 50,000 g.p. and another month, the base chance of success can be increased to 100%.

No matter the means of preparation, to these chances of success should be added the mage's experience level and intelligence score, as well as subtracting the intelligence and hit dice (or level) of the creature to be trapped within. This represents the final chance of success for the pentacle.

If the pentacle is broken or damaged in any way, even by something as slight as a breeze blowing across the powder and creating a gap, or a leaf landing on one of the lines, it is rendered useless.

There are three distinct types of pentacle, each useful against a different type and classification of creature:

- **Magic circle:** The magic circle is effective against creatures of the upper planes, as well as devils.
- **Pentagram:** The pentagram keeps at bay those creatures native to the lower planes, with the exception of devils.
- **Septagram:** The seven-pointed star is used to seal containers, portals, and enclosures. It is often found on such objects as *efreeti bottles*, or on the seals to specially protected chambers, chests, etc. that are used to imprison creatures from the other planes. Any sort of extra-planar creature (i.e., one from the inner, outer, shadow, ethereal, etc., planes) will be unable to break a seal held by a septagram.
- **Thaumaturgic circle:** The thaumaturgic circle protects against all lesser demons, as well as those affected by the thaumaturgic triangle.
- **Thaumaturgic triangle:** The thaumaturgic triangle is proof against creatures native to the elemental planes, as well as those coming from the plane of balance, planes of neutral law and chaos, and the ethereal, astral, and shadow planes.

Pentacles can be used as either prisons or defenses. The appropriate type of other-planar creature will be unable to directly affect the pentacle itself, but may be able to do so indirectly. Such creatures cannot cross such a barrier by either mundane or magical means (including *teleportation*, *ethereal* or *astral* travel, *gate*, etc.), nor can they touch or attack any creature or object on the other side (including *telekinesis*, weapons, spells and spell-like effects, etc.). Missile attacks initiated by the planar creature cannot pass through the pentacle's effect or damage the pentacle itself. The creature could cast spells or initiate spell-like effects that affect only itself, such as *invisibility, change self*, etc., as long as the pentacle is not violated.

Creatures imprisoned in such pentacles will lose 1 point of intelligence per day, until they reach a minimum of 3. At that point the intelligence loss will halt, and it will not be reversed until the creature is freed, at which point it will regain points of intelligence at the same rate; one per day.

A mortal could cast spells or make attacks across the barrier of the pentacle, but care must be taken that such attacks do not in and of themselves break the pentacle. An *insect swarm* spell, for instance, might very well cause a bug to land upon and thus spoil the magic lines of the pentacle. A *meteor swarm* would certainly do so.

Creating New Spells

Despite the broad selection of spells available, some players will invariably desire to create new and hitherto-unknown spells for the exclusive use of their own characters and their companions. The player should write out a description of the new spell in the standard format found in this rulebook, and then give it to the game master. He will examine it, especially in the context of the power of other spells, to ensure that it is of the appropriate level and with the necessary limitations. In all things, other spells that already exist in the game should be taken as a guide.

The game master may, at his sole discretion, alter the level, side effects, and other details of the intended spell. In fact, he may even decide that the spell, as written, is simply not possible within the boundaries of the "laws of magic" as they exist in the game. As a rule of thumb, a spell that combines the effects of two others should have a level of the sum of the others, plus one. Of course, a spell-caster cannot create a new spell that is of a higher level than he himself can cast (although don't forget that the player will not know the actual spell level as determined by the game master, so it might be impossible to create the spell at all, but that fact would be hidden from the player).

Once the player has decided to embark on the quest to create a new spell, it is neither a quick nor inexpensive process. First, the would-be researcher must have access to a library, laboratory, chapel, etc. as appropriate (such facilities must be either owned by the researcher directly, or such that he would have uninterrupted access to them, and they would need to be within a day's journey). Such a facility would cost at a bare minimum 20,000 g.p. to be modestly supplied with books, equipment, etc.

The process of research will take at least 1 week per level of the spell before success can even be checked for. Note that this refers to the actual level of the spell, not the level that the player suggested. Any interruption of more than 2 hours per day will result in an entire week of research lost.

Once per week after the initial period of research is complete, the game master will roll secretly to determine whether or not the effort has succeeded. Of course, if the spell is impossible to create in the first place, the player will not be informed of this, and his time (and money) will be completely wasted. The percent chance of success in any given week is:

$$10 + INT + \text{experience Level} - (\text{spell level} \times 2)$$

Example: A 17th level mage with an intelligence score of 16 is attempting to create a new 4th level spell. His base chance of success per week after the first 4 weeks would be:

$$10 + 16 + 17 - 8 = 35\%$$

Each week of research costs a base of 200 g.p. per spell level, plus 1d4x100 g.p. (rolled randomly and secretly by the game master). If no laboratory/library/etc. is available, the base chance increases to 2,000 g.p. per week, as the requisite materials are purchased (thus, a large urban area must be to hand, within 1 day's travel). The player must declare each week how much he is going to spend. If the amount spent is less than the minimum cost (whether because the researcher has miscalculated the level of the spell, or not taken the random 100-400 g.p. properly into account), the chance for success in that week is automatically nil.

If desired, the researcher can spend additional money per week to increase his chances of success. For every 2,000 g.p. per spell level spent in a given week, an additional 10% chance of success is gained. Thus, in the above example, for every 8,000 g.p. spent per week, an additional 10% would be added to the base chance of success.

Again, be warned that if no chance of success exists, the researcher will still be allowed to continue in ignorance of that fact, spending money and time in a futile pursuit.

Creating Magical Items

One of the assumptions underlying the **ADVENTURES DARK AND DEEP**™ game is that those who lived in ancient times had more knowledge of things arcane than mortal men today. Thus do powerful and exotic magical items, and even more powerful artifacts, still remain locked away in treasure troves guarded by ancient wards. Even so, however, "modern" men know the secrets of creating a vast array of magical items and devices, and player characters can do so as well, should they wish to.

Regardless of the sort of item being created, it should be borne in mind that none can be made by anyone not acting wholly under their own will. Those who are *charmed* or who are working under duress will not be able to create so much as a first-level scroll.

Creating Holy Water

Clerics may, if they so choose, create holy water (or unholy, in the case of evil clerics). Druids, championing balance as they do, are unable to create either sort of water or any analog to it, and mystics do not possess the necessary spells to perform the ceremony.

The process requires the construction of a holy water font, which consists of an ornate shrine and a metal vessel within which the liquid itself is held and created. The material from which the font is constructed will determine not only the initial cost, but also how much holy water can be created at any given time. Initial creation of the font itself takes 2d4+2 weeks.

TABLE 237: HOLY WATER FONT CAPACITY

Metal	Creates	Initial Cost (g.p.)
Copper	6 vials	1d6 x 10 + 320
Silver	10 vials	1d6 x 100 + 2,300
Electrum	18 vials	2d6 + 6 x 1,000 + 1,000
Gold	32 vials	1d4 x 1,000 + 19,500
Platinum	50 vials	1d10 x 10,000 + 102,000

Creating Scrolls

The scroll is a means of storing the esoteric energy of a spell until the scroll is read, at which time the effect of the spell will be activated. Scrolls can be created by either mages or clerics (or their sub-classes); there are no scrolls of bard or jester spells. The writer cannot create a spell of a level greater than he himself could normally cast, and must of course have access to the spell itself in his own (or in a borrowed) spell book (if applicable). The writer can also, if he wishes, create *cursed* scrolls or *scrolls of protection*, depending on his class and the type of protection scroll being written:

- **Clerics:** acid, breath weapon (non-dragon), cold, devils, fire, paralyzation, plants, poison, possession, undead, water, weapons (non-magical).
- **Mages:** breath weapon (dragon), demons, electricity, elementals, gas, illusions, lycanthropes, magic, petrification, traps, weapons (magical).

Mages and clerics (and their sub-classes) must be at least 7th level before they can inscribe scrolls.

Creation of scrolls requires a fresh quill from some supernatural creature (pegasus, sphinx, etc.). Such quills can only be used in the manufacture of one scroll; they cannot be reused. Note that such quills are not normally available for sale; they must be obtained by the mage directly.

In addition to the special quill, the inscribing of a magic scroll requires a unique and costly ink suitable for that particular spell. Typically, such inks will require giant octopus ink, powdered gems, rare herbs, and the like. The formulae for such inks are nearly as rare as the spells themselves, and the ingredients are often unavailable in any but the largest cities, in shops that cater to those in need of hippogriff tongues and purple worm teeth. If your character has access to the ink formula, and the requisite ingredients are for sale in your locale (your game master will be able to determine that probability), the cost of the ink's ingredients will depend on the level of the spell to be inscribed:

TABLE 238: MAGIC SCROLL CREATION

Spell Level	Cost of Ink Ingredients	Inscription Time
1st	100 g.p.	1 day
2nd	200 g.p.	2 days
3rd	400 g.p.	3 days
4th	700 g.p.	4 days
5th	1,100 g.p.	5 days
6th	1,600 g.p.	6 days
7th	2,200 g.p.	7 days
8th	2,900 g.p.	8 days
9th	3,700 g.p.	9 days
Protection (all)	1,500 g.p.	7 days
Curse	1,000 g.p.	6 days

In order to begin the process of inscribing a scroll, the writer must have the spell to be inscribed memorized. When the inscribing process begins, the spell is automatically lost. A maximum of 7 spells can be inscribed on any single scroll.

There is a flat failure rate of 20% plus 1% per level of the spell being inscribed. If multiple spells are being inscribed on the scroll, a failure does not indicate that the whole scroll is ruined, but no further spells can be put upon it.

Creating Potions

Mages may create magical potions (including oils and other enchanted liquids) beginning at 7th level, and savants may do so at 8th level. The assistance of an alchemist (or someone with the alchemy secondary skill) is required until 12th level. Even if an alchemist is not required, having one available to assist in the potion-creating process will decrease the cost and time by 50%.

The cost of creating a potion is equal to its x.p. value, as listed in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit. If no value is given, assume a cost of 200 g.p. for materials. The amount of time is equal to the cost divided by 100 (round up). Example: a *potion of fire resistance* is worth 250 x.p. That means the cost is 250 g.p. for materials, and would require 3 days to complete. If an alchemist is available, the cost would be reduced to 125 g.p. and the time to 2 days.

In addition to the regular cost of preparing the potion, each also requires a special ingredient. These ingredients are listed in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit under the appropriate item description.
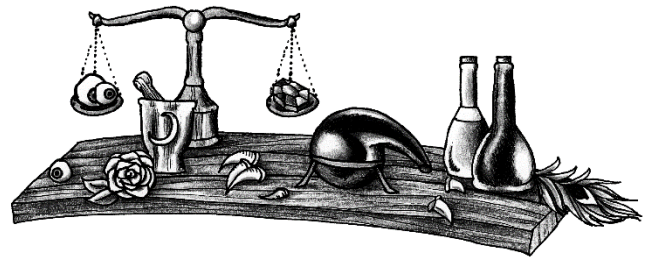
Creating Other Magic Items

Other magical items, such as enchanted swords, wands, rings, amulets, etc., can similarly be created. There are three primary methods of doing so: one used by mages and savants, another by illusionists, and yet a third by clerics and druids.

All three methods begin with the same requirement in regards to materials. They must be of the highest quality, made of the finest materials, embroidered, bejeweled, etc. The material components of the item will cost a minimum of twice the x.p. value of the item, in g.p. Example: *eyes of the eagle* have an x.p. value of 3,500. They would therefore cost at least 7,000 g.p. to manufacture, just for the materials. The process will also require at least 1 day per 1,000 g.p. cost.

Each item also requires a formula. These formulae are jealously guarded by their possessors, and are considered valuable treasures in their own right. If found in a treasure, the formula for making a magic item is worth 4 times the x.p. value of the item itself, in g.p., to a mage of at least 12th level. Example: *drums of panic* are worth 6,500 x.p. The formula to create them would be worth 26,000 g.p. to the right person. Without the proper formula, creation of magic items is impossible. It should be noted that racially-specific items, such as *boots of elvenkind* or the *girdle of dwarvenkind* are even more highly guarded than other types of items.

Each item will require either a special ingredient or a particular spell in order to complete the item. Some of these are obvious (a *ring of invisibility* requires that the creator has access to the spell *invisibility*, for instance, and *darts of the hornets' nest* requires the venom of giant hornets), and some not so. Many will involve the creation of special scrolls and the employment of a *limited wish* or even a *wish* spell. Each game master will need to determine the precise formula required.

Mages and savants can create any sort of magic item that is not exclusively useable by clerics. They <u>may</u> create items usable only by cavaliers, fighters, and thieves. All magic items require the use of the spell *enchant an item*, with the appropriate strictures attendant to that spell. Those which are not limited-use (or which use charges) require the spell *permanency*.

Illusionists can create any sort of magic item that they may themselves use. All magic items so created require the use of the spell *major creation*. Those which are not limited-use (or which use charges) require the spell *alter reality*.

Clerics and druids can create any sort of magic item that is exclusive to their class. For both, the process is the same. They must go into seclusion with the item, praying to their deity (or, in the case of a druid, Nature itself) to imbue the item with the necessary power. There is a 1% chance, cumulative per day, that the item will be so imbued with power. In the case of an object that requires recharging, the charges must begin to be loaded into the object within 24 hours of the object being imbued with its holy power.

Optional Rule: Human Sacrifice

One of the long-standing tropes of fantasy literature is the evil wizard who is bent on sacrificing some young virgin in order to attain magical power. As a story-telling device within the game, the power of such a thing is obvious; the heroes must stop the evil-doer before he can complete the sacrifice, and thus save the day.

Within the mechanics of the game, the necessity of human sacrifice can be completely justified, should the game master desire it. Certain spells (*wish*, *gate*, etc. and other magical activities have as a side effect aging the caster beyond his normal years. Obviously, this severely limits their utility (necessarily so, lest high-level spell-casters become all but omnipotent), and means that a mage who has gained the ability to cast *wish* will only do so once or twice in his lifetime, lest he cause his own death by old age in the process.

At certain times the game master deems fit, a spellcaster may commit a human (or demi-human) sacrifice while casting a spell that would otherwise cause magical aging. By doing so, the caster transfers the karmic debt of the spell to the sacrificial victim, whose life-force must be shed at the moment the spell is cast, thereby preventing the magical aging effect.

Needless to say, engaging in this practice is an inherently evil act, and anyone of good or neutral alignment will automatically have their alignment turned to evil, with all that such entails (see p. 67). This optional rule is intended to give game masters some in-game justification for the dastardly actions undertaken by his NPCs, not to give PCs free reign to slay innocents.

Spells Lists by Class and Level

TABLE 239: BARD SPELLS BY LEVEL

	First Level	Second Level	Third Level
1	Alter Animal	Alter Self	Animal Friendship
2	Alter Plant	Animal Fear	Comfortable Refuge
3	Bless	Bind	Distraction
4	Calmness	Birdsong	Easy Travels
5	Climb	Enhance Beverage	Fear
6	Cure Animal Wounds	Enhance Food	Fly
7	Disgust	Enhance Image	Fresh Air
8	Dry	Far Wandering	Fumble
9	False Trail	Gust of Wind	Haste
10	Friends	Healing Sleep	Martial Airs
11	Haunting Dream	Knock	Neutralize Poison
12	Jump	Levitate	Remove Paralysis
13	Message	Lucky Draw	Resist Charm
14	Perception	Predict Weather	Shillelagh
15	Ready Spell	Refresh	Shout
16	Resist Cold	Remove Fear	Song of Combat
17	Sharp Note	Resist Fire	Spectral Force
18	Sleep	Social Grace	Water Breathing
19	Ventriloquism	Spike Growth	Weakness
20	Wizard Lock	Tiny Hut	Whispering Wind

	Fourth Level	Fifth Level	Sixth Level	Seventh Level
1	Awestruck	Dig	Affect Normal Fires	Animal Summoning I
2	Depression	Improved Fear	Avalanche	Bridge
3	Detect Invisibility	Inspiration	Bonhomie	Cacophony
4	Distance Distortion	Invisibility	Control Winds	Charm Monster
5	Emotion	Irresistible Dance	Fascinate	Conjure Fire Elemental
6	Fetter	Maze	Fog Cloud	Control Weather
7	Hallucinatory Forest	Polymorph Other	Mass Invisibility	Dancing Weapon
8	Interrupt Concentration	Song of War	Sonic Blast	Enveloping Flame
9	Pass Without Trace	Sympathy	Teleport	Gale
10	Polymorph Self	Volley of Javelins	Veil	Teleport Other
11	Song of Battle	Wall of Force	Veil of Shadows	Volley of Icicles
12	Steadfast Mount	Wall of Thorns	Volley of Arrows	Wind Walk

TABLE 240: JESTER SPELLS BY LEVEL

	First Level	Second Level	Third Level	Fourth Level
1	Animal Friendship	Feign Death	Animal Summoning I	Ethereality
2	Audible Glamer	Gust Of Wind	Cloudburst	Exchange
3	Color Spray	Ignore	Emotion	Passwall
4	Dancing Lights	Invisibility	Fireball	Place Of Holding
5	Darkness 15' Radius	Lightning Bolt	Greater Morphing	Prismatic Spray
6	Enlarge	Mirror Image	Hide In Plain Sight	Stone to Flesh
7	ESP	Phantasmal Force	Hideous Laughter	
8	Faerie Fire	Plant Growth	Just Out Of Time	
9	Fool's Luck	Skyhook	Project Image	
10	Minor Morphing	Slow		
11	Palm of my Hand	Stream		
12	Stinking Cloud	Ventriloquism		

TABLE 241: CLERIC SPELLS BY LEVEL

	First Level	Second Level	Third Level
1	Bless	Aid	Animate Dead
2	Ceremony	Augury	Boundary
3	Combine	Chant	Cloudburst
4	Command	Detect Charm	Continual Light
5	Create Water	Detect Life	Create Food & Water
6	Cure Light Wounds	Dust Devil	Cure Blindness
7	Detect Evil	Enthrall	Cure Disease
8	Detect Magic	Find Traps	Dispel Magic
9	Endure Cold	Hold Person	Feign Death
10	Invisibility to Undead	Holy Symbol	Flame Walk
11	Light	Know Alignment	Glyph of Warding
12	Magic Stone	Messenger	Holy Vestment
13	Penetrate Disguise	Resist Fire	Locate Object
14	Portent	Silence 15' radius	Meld into Stone
15	Precipitation	Slow Poison	Negative Plane Protection
16	Protection from Evil	Snake Charm	Prayer
17	Purify Food & Drink	Speak with Animals	Remove Curse
18	Remove Fear	Spiritual Hammer	Remove Paralysis
19	Resist Cold	Withdraw	Speak with the Dead
20	Sanctuary	Wyvern Watch	Water Walk

	Fourth Level	Fifth Level	Sixth Level	Seventh Level
1	Abjure	Air Walk	Aerial Servant	Astral Spell
2	Cloak of Fear	Atonement	Animate Object	Control Weather
3	Cure Serious Wounds	Commune	Blade Barrier	Conversion
4	Detect Lie	Cure Critical Wounds	Conjure Animals	Disruption
5	Divination	Dispel Evil	Cure Insanity	Earthquake
6	Exorcise	Flame Strike	Find the Path	Exaction
7	Giant Insect	Golem	Forbiddance	Gate
8	Imbue with Spell Ability	Insect Plague	Heal	Holy (Unholy) Word
9	Lower Water	Magic Font	Heroes' Feast	Regenerate
10	Neutralize Poison	Plane Shift	Part Water	Restoration
11	Protection from Evil 10' Radius	Quest	Raise Dead Fully	Resurrection
12	Speak with Plants	Rainbow	Speak with Monsters	Succor
13	Spell Immunity	Raise Dead	Stone Tell	Symbol
14	Spike Stones	Spike Growth	Word of Recall	Wind Walk
15	Sticks to Snakes	Sunburst		
16	Tongues	True Seeing		

TABLE 242: DRUID SPELLS BY LEVEL

	First Level	Second Level	Third Level
1	Alter Animal	Animal Telepathy	Call Lightning
2	Alter Plant	Barkskin	Cloudburst
3	Animal Friendship	Charm Person or Mammal	Cure Disease
4	Ceremony	Create Water	Hold Animal
5	Cure Animal Wounds	Cure Light Wounds	Know Alignment
6	Detect Balance	Feign Death	Neutralize Poison
7	Detect Magic	Fire Trap	Plant Growth
8	Detect Poison	Flame Blade	Protection from Fire
9	Detect Snares & Pits	Goodberry	Pyrotechnics
10	Entangle	Heat Metal	Resist Water
11	Faerie Fire	Locate Plants	Snare
12	Invisibility to Animals	Plant Friend	Spike Growth
13	Locate Animals	Produce Flame	Starshine
14	Pass without Trace	Reflecting Pool	Stone Door
15	Precipitation	Resist Fire	Stone Shape
16	Predict Weather	Slow Poison	Summon Insects
17	Purify Water	Trip	Tree
18	Shillelagh	Warp Wood	Water Breathing
19	Speak with Animals		

	Fourth Level	Fifth Level	Sixth Level	Seventh Level
1	Animal Summoning I	Animal Growth	Animal Summoning III	Animate Rock
2	Call Woodland Beings	Animal Summoning II	Anti-Animal Shell	Changestaff
3	Control Temperature 10' Radius	Animate Tree	Conjure Fire Elemental	Chariot of Flame
4	Cure Serious Wounds	Anti-Plant Shell 10' Radius	Cure Critical Wounds	Confusion
5	Dispel Magic	Balance	Faerie Summoning	Conjure Earth Elemental
6	Hallucinatory Forest	Commune with Nature	Feeblemind	Control Weather
7	Hold Elemental	Control Winds	Fire Seeds	Creeping Doom
8	Hold Plant	Insect Plague	Liveoak	Earthquake
9	Plant Door	Moonbeam	Resist Charm	Finger of Death
10	Produce Fire	Pass Plant	Transmute Water to Dust	Fire Storm
11	Protection from Lightning	Spike Stones	Transport via Plants	Regenerate
12	Repel Insects	Sticks to Snakes	Turn Wood	Reincarnate
13	Speak with Plants	Transmute Rock to Mud	Wall Of Thorns	Sunray
14	Sunburst	Wall of Fire	Weather Summoning	Transmute Metal to Wood

TABLE 243: MYSTIC SPELLS BY LEVEL

	First Level	Second Level	Third Level
1	Augury	Awaken 2nd Chakra	Awaken 3rd Chakra
2	Awaken 1st Chakra	Crystal Magic II	Crystal Magic III
3	Bless	Cure Light Wounds	Feign Death
4	Ceremony	Detect Ethereal	Fly
5	Clairaudience	Detect Life	Invisibility
6	Clairvoyance	Gaze Reflection	Locate Object
7	Comprehend Languages	Know Alignment	Material
8	Crystal Magic I	Language of Birds	Meld Into Stone
9	Detect Evil	Levitate	Message
10	Detect Magic	Obscurement	Negative Plane Protection
11	Light	Penetrate Disguise	Non-Detection
12	Portent	Protection from Normal Missiles	Prayer
13	Protection from Evil	Resist Fire	Protection from Evil 10' Radius
14	Resist Cold	Rope Trick	Resist Water
15	Snake Charm	Slow Poison	Spirit Gift II
16	Spirit Gift I	Sunrise	Water Walk

	Fourth Level	Fifth Level	Sixth Level	Seventh Level
1	Awaken 4th Chakra	Awaken 5th Chakra	Astral Spell	Animate Rock
2	Crystal Magic IV	Awareness	Awaken 6th Chakra	Awaken 7th Chakra
3	Cure Blindness	Commune with the Multiverse	Cloud of Unknowing	Heal
4	Cure Disease	Cure Serious Wounds	Cure Critical Wounds	Holy Word
5	Detect Astral	Dispel Evil	Empathy	Know Self
6	Divination	Earthwalk	Find the Path	Limited Wish
7	Exorcise	Prophecy	Grounding	Luck
8	Hypnotic Pattern	Protection from Disease	Infravision	Planetrack
9	Protection from Lightning	Sacred Place	Intuition	Restoration
10	Selflessness	Spirit Gift III	Run	Spirit Gift IV
11	Sticks to Snakes	Spirit Possession	Triumph of the Will	Time Stop
12	Telepathy	True Seeing	Ultravision	Turn Wood

TABLE 244: MOUNTEBANK SPELLS BY LEVEL

	First Level	Second Level	Third Level	Fourth Level
1	Affect Normal Fires	Alter Self	Clairaudience	Charm Monster
2	Change Self	Detect Magic	Delude	Dispel Exhaustion
3	Charm Person	Fascinate	Feign Death	Emotion
4	Dancing Lights	Fools Gold	Infravision	Fear
5	Friends	Forget	Non-Detection	Fumble
6	Magic Aura	Hypnotic Pattern	Suggestion	Plant Growth
7	Mending	Misdirection	Tongues	
8	Message	Preserve	Water Breathing	
9	Push	Rope Trick		
10	Spook	Sobriety		
11	Taunt			
12	Ventriloquism			

TABLE 245: MAGE, ILLUSIONIST, AND SAVANT CANTRIPS

1	Bee	15	Dust	29	Mute	43	Sprout
2	Belch	16	Exterminate	30	Nod	44	Stitch
3	Blink	17	Firefinger	31	Palm	45	Sweeten
4	Bluelight	18	Flavor	32	Polish	46	Tap
5	Bug	19	Footfall	33	Present	47	Thump
6	Change	20	Freshen	34	Rattle	48	Tie
7	Chill	21	Gather	35	Salt	49	Tweak
8	Clean	22	Giggle	36	Scratch	50	Twitch
9	Color	23	Gnats	37	Shave	51	Unlock
10	Cough	24	Groan	38	Shine	52	Warm
11	Creak	25	Hide	39	Smokepuff	53	Whistle
12	Dampen	26	Invisible Librarian	40	Sneeze	54	Wink
13	Distract	27	Moan	41	Spice	55	Wrap
14	Dry	28	Mouse	42	Spider	56	Yawn

TABLE 246: MAGE SPELLS BY LEVEL

	First Level	Second Level	Third Level	Fourth Level
1	Affect Normal Fires	Acid Arrow	Amnesia	Ball Lightning
2	Alarm	Audible Glamer	Blink	Black Tentacles
3	Armor	Bind	Clairaudience	Charm Monster
4	Burning Hands	Continual Light	Clairvoyance	Confusion
5	Charm Person	Darkness 15' Radius	Cloudburst	Dig
6	Comprehend Languages	Deeppockets	Detect Illusion	Dimension Door
7	Dancing Lights	Detect Evil	Dispel Magic	Dispel Illusion
8	Detect Magic	Detect Invisibility	Explosive Runes	Enchanted Weapon
9	Enlarge	ESP	Feign Death	Extension I
10	Erase	Flaming Sphere	Fireball	Fear
11	Feather Fall	Fools Gold	Flame Arrow	Fire Charm
12	Find Familiar	Forget	Fly	Fire Shield
13	Firewater	Hideous Laughter	Gust of Wind	Fire Trap
14	Floating Disc	Illusionary Trap	Haste	Fumble
15	Friends	Invisibility	Hold Person	Hallucinatory Terrain
16	Grease	Irritation	Infravision	Ice Storm
17	Hold Portal	Knock	Invisibility, 10' Radius	Magic Mirror
18	Identify	Know Alignment	Item	Massmorph
19	Jump	Levitate	Lightning Bolt	Minor Globe of Invulnerability
20	Light	Locate Object	Material	Mnemonic Enhancer
21	Magic Aura	Magic Mouth	Minute Meteors	Monster Summoning II
22	Magic Missile	Mirror Image	Monster Summoning I	Plant Growth
23	Melt	Preserve	Phantasmal Force	Polymorph Other
24	Mending	Protection From Cantrips	Protection from Evil, 10' Radius	Polymorph Self
25	Message	Pyrotechnics	Protection from Normal Missiles	Remove Curse
26	Mount	Ray of Enfeeblement	Secret Page	Resilient Sphere
27	Precipitation	Rope Trick	Sepia Snake Sigil	Secure Shelter
28	Protection from Evil	Scare	Slow	Shout
29	Push	Shatter	Suggestion	Stoneskin
30	Read Magic	Spark Shower	Tiny Hut	Ultravision
31	Run	Stinking Cloud	Tongues	Wall of Fire
32	Shield	Strength	Water Breathing	Wall of Ice
33	Shocking Grasp	Tracking Mark	Wind Wall	Wizard Eye
34	Sleep	Vocalize		
35	Spider Climb	Web		
36	Taunt	Whip		
37	Unseen Servant	Wizard Lock		
38	Ventriloquism	Zephyr		
39	Wizard Mark			
40	Write			

	Fifth Level	Sixth Level	Seventh Level	Eighth Level	Ninth Level
1	Airy Water	Anti-Magic Shell	Banishment	Antipathy/Sympathy	Astral Spell
2	Animal Growth	Chain Lightning	Cacodaemon	Binding	Crushing Hand
3	Animate Dead	Contingency	Charm Plants	Charm Immunity	Crystalbrittle
4	Animate Object	Control Weather	Delayed Blast Fireball	Clenched Fist	Energy Drain
5	Avoidance	Death Spell	Duo-Dimensions	Clone	Gate
6	Cloudkill	Disintegrate	Forcecage	Demand	Imprisonment
7	Cone of Cold	Enchant an Item	Grasping Hand	Glassteel	Magical Disjunction
8	Conjure Elemental	Ensnarement	Instant Summons	Incendiary Cloud	Meteor Swarm
9	Contact Other Plane	Extension III	Limited Wish	Irresistible dance	Monster Summoning VII
10	Dismissal	Eyebite	Mage Sword	Mass Charm	Power Word, Kill
11	Distance Distortion	Forceful Hand	Magnificent Mansion	Maze	Prismatic Sphere
12	Dolor	Freezing Sphere	Mass Invisibility	Mind Blank	Shape Change
13	Extension II	Geis	Monster Summoning V	Monster Summoning VI	Succor
14	Fabricate	Glassee	Phantom Stalker	Permanency	Temporal Stasis
15	Faithful Hound	Globe of Invulnerability	Phase Door	Polymorph Any Object	Time Stop
16	Feeblemind	Guards and Wards	Power Word, Stun	Power Word, Blind	Wish
17	Hold Monster	Hold Elemental	Reverse Gravity	Sink	
18	Interposing Hand	Invisible Stalker	Sequester	Symbol	
19	Lamentable Distraction	Legend Lore	Simulacrum	Telekinetic Sphere	
20	Magic Jar	Lower Water	Statue	Trap the Soul	
21	Monster Summoning III	Monster Summoning IV	Teleport without Error		
22	Passwall	Move Earth	Torment		
23	Secret Chest	Part Water	Truename		
24	Sending	Project Image	Vanish		
25	Shooting Stars	Recall	Volley		
26	Stone Shape	Reincarnate			
27	Telekinesis	Repulsion			
28	Teleport	Sand Stalker			
29	Transmute Rock To Mud	Spiritwrack			
30	Wall of Force	Stone to Flesh			
31	Wall of Iron	Terrible Transformation			
32	Wall of Stone	Transmute Water to Dust			

TABLE 247: ILLUSIONIST SPELLS BY LEVEL

	Minor Illusion Cantrips	First Level	Second Level	Third Level
1	Colored Lights	Audible Glamer	Alter Self	Continual Darkness
2	Dim	Change Self	Backstab	Continual Light
3	Haze	Chromatic Orb	Blindness	Delude
4	Mask	Color Spray	Blur	Dispel Illusion
5	Mirage	Dancing Lights	Cause Shadows	Fear
6	Noise	Darkness 15' Radius	Deafness	Hallucinatory Terrain
7	Pastel Rainbow	Detect Illusion	Detect Magic	Illusionary Script
8	Two-d'lusion	Detect Invisibility	Fascinate	Improved Ventriloquism
9		Dim Lights	Fog Cloud	Invisibility 10' Radius
10		Gaze Reflection	Hypnotic Pattern	Non-detection
11		Hypnotism	Improved Phantasmal Force	Paralyzation
12		Light	Invisibility	Pass without Trace
13		Phantasmal Force	Magic Mouth	Phantom Steed
14		Phantom Armor	Mirror Image	Phantom Wind
15		Read Illusionist Magic	Misdirection	Rope Trick
16		Spook	Ultravision	Spectral Force
17		Wall of Fog	Ventriloquism	Suggestion
18		Write	Whispering Wind	Wraithform

		Fourth Level	Fifth Level	Sixth Level	Seventh Level
	1	Confusion	Advanced Illusion	Conjure Animals	Alter Reality
	2	Dispel Exhaustion	Chaos	Death Fog	Astral Spell
	3	Dispel Magic	Demi-shadow Monsters	Demi-shadow Magic	Magery
	4	Emotion	Dream	Mass Suggestion	Prismatic Spray
	5	Improved Invisibility	Magic Mirror	Mirage Arcane	Prismatic Wall
	6	Massmorph	Major Creation	Mislead	Shadow Walk
	7	Minor Creation	Maze	Permanent Illusion	Vision
	8	Phantasmal Killer	Projected Image	Phantasmagoria	Weird
	9	Rainbow Pattern	Shadow Door	Programmed Illusion	
	10	Shadow Monsters	Shadow Magic	Shades	
	11	Solid Fog	Summon Shadow	True Seeing	
	12	Vacancy	Tempus Fugit	Veil	

TABLE 248: SAVANT SPELLS BY LEVEL

	Scholarly Cantrips	First Level	Second Level	Third Level	Fourth Level
1	Blank Book	Affect Normal Fires	Alter Writing	Answer	Commune
2	Calligraphy	Alarm	Charm Person	Blink	Contact Other Plane
3	Cram	Augury	Detect Charm	Clairaudience	Dismiss Creature I
4	Detect Plane	Comprehend Languages	Detect Invisibility	Clairvoyance	Dispel Illusion
5	Dictation	Detect Evil	Detect Possession	Detect Lie	Exorcise
6	Illumination	Detect Illusion	Erase	Dispel Magic	Explosive Runes
7	Quantify	Detect Life	Hypnotic Pattern	Divination	Hold Elemental
8	Volume	Detect Magic	Invisibility	Infravision	Lamentable Distraction
9		Detect Poison	Know Alignment	Negative Plane Protection	Magic Mirror
10		Detect Snares and Pits	Language of Birds	Non-Detection	Mnemonic Enhancer
11		ESP	Levitate	Paralyzation	Plane Shift
12		Identify	Locate Object	Planar Stability	Prophecy
13		Invisibility to Animals	Locate Plants	Protection from Evil 10' Radius	Ultravision
14		Invisibility to Undead	Penetrate Disguise	Read Illusionist Magic	
15		Light	Prediction	Reflecting Pool	
16		Locate Animals	Read Magic	Tongues	
17		Message	Whispering Wind		
18		Predict Weather			
19		Protection from Evil			
20		Read Savant Magic			
21		Spider Climb			
22		Ventriloquism			
23		Wall of Fog			
24		Write			

	Fifth Level	Sixth Level	Seventh Level	Eighth Level	Ninth Level
1	Command Word	Animate Object	Banishment	Demand	Astral Spell
2	Conjure Elemental	Anti-Magic Shell	Cacodaemon	Detect Curse	Gate
3	Dismiss Creature II	Cloudkill	Detect Power	Devil's Advocate	Light of Truth
4	Dismissal	Dismiss Creature III	Dismiss Creature IV	Dismiss Creature V	Reverse Transmutation
5	Distance Distortion	Ensnarement	Enchant an Item	Elemental Transformation	Shadow Walk
6	Dolor	Exaction	Invisible Stalker	Inanimate Object	Word of Knowledge
7	Find the Path	Legend Lore	Know Name	Limited Wish	
8	Minor Creation	Repulsion	Measure	Mind Blank	
9	Sending	Sequester	Phantom Stalker	Permanency	
10	Shadow Magic	Shadow Door	Sand Stalker	Vision	
11	Spell Immunity	Spiritwrack	Torment		
12	Stone Tell	True Seeing	Truename		
13	Wall of Force				

Spell Descriptions

Abjure (Implore)

Level 4 cleric spell (abjuration)
Requires: incantation, gestures, holy symbol, holy water, other (see spell description)
Casting time: 1 minute

This spell allows the caster to attempt to send a creature from some other plane of existence back to its home plane. The spell requires that the caster know the name of the creature to be sent back (if any) or the specific type of creature (for instance, most lesser demons and devils don't have proper names). The creature to be abjured must be touched by the caster, and is entitled to a special saving throw; the base chance of success is 50%, adjusted by 1% for every difference in levels/hit dice between the caster and the target (example: an 11th level cleric casting this spell on a succubus (6 hit dice) would have a 55% chance of successfully abjuring the creature). The spell requires the caster's holy symbol (which is not consumed by the casting of the spell), as well as holy water and some other substance which is inimical to the target creature (iron to a demon, silver to a devil, etc.).

The reverse of the spell, *implore*, allows the caster to summon some being from another plane with a similar alignment, with the same percent chance of success as described above for *abjuring* an extra-planar creature. Deities of any sort are immune to the spell's effects, although their servants are not, however in any case there is no telling whether the being that answers the caster's *imploring* will indeed be friendly. This spell has the same components as abjure, except that some substance desired by the targeted being must be provided.

This spell should be compared to the spell *dismissal* (p. 152).

Acid Arrow

Level 2 mage spell (evocation)
Requires: incantation, gestures, dart, powdered rhubarb leaf, adder stomach
Casting time: 24 seconds (4 segments)

This spell calls forth an enchanted arrow made of pure green acid, which flies forth at the designated target as if it were an *arrow +1* fired from a longbow by a fighter of the same level as the caster. When it hits, the arrow itself does 2-5 h.p. of damage. The target is also splashed with the acid of the arrow (and thus creatures that would not normally be damaged by such an arrow may still be harmed by the acid, and vice versa). The acid itself causes 2d4 h.p. of damage per minute in a 1' diameter area, and those items vulnerable to acid damage must make saving throws. The number of minutes the acid persists depends on the level of the caster: 1 minute for every three levels. Thus a 4th level caster would evoke an arrow whose acid would remain for 2 minutes, doing 2d4 h.p. per minute, a 7th level caster's arrow would last 3 minutes, etc. The spell requires a normal dart, powdered rhubarb, and the stomach of an adder. All are lost in the casting.

If cast underwater, the arrow will last only a single round before being dissipated by the water.

Advanced Illusion

Level 5 illusionist spell (illusion/phantasm)
Requires: incantation, gestures, fleece, sand
Casting time: 30 seconds (5 segments)

This spell is a yet more potent version of the *spectral force* spell (see p. 216). This spell creates an illusion that contains visual, audible, olfactory, and thermal elements; it is thus so convincing that creatures believing it to be real will suffer actual damage from it, if appropriate. Any image desired by the caster can be created, and the image can move and react and make sounds including actual speech. The caster needs concentrate only minimally to sustain the illusion (so movement is possible, but not spellcasting) for 30 seconds (5 segments), after which time the illusion will run on its own for 1 minute per level of the caster. The image can cover an area of 160 square feet plus 10 square feet per level of the caster, centered on a point up to 60' plus 10' per level of the caster distant.

Creatures who actively attempt to disbelieve the image gain a saving throw vs. spells, and if they are successful, they will see the illusion for what it is and will be immune to any further damage from it. Companions of those who disbelieve, and who can be told of the true nature of the illusion, get a saving throw with a +4 bonus. The illusion lasts as long as the caster continues to concentrate, or until the illusion fails to react realistically (i.e., an illusion of an orc which does not react when it is hit by an axe). The spell requires a small bit of fleece and a bit of sand, which are destroyed as the spell is cast.

Aerial Servant

Level 6 cleric spell (conjuration/summoning)
Requires: incantation, gestures
Casting time: 54 seconds (9 segments)

This spell summons an aerial servant from the elemental plane of air (see the ADVENTURES DARK AND DEEP™ Bestiary for more details on the creature). The aerial servant will be immediately hostile towards the one who summoned it, and the caster must have previously inscribed a magic circle of some sort for protection, or else hold his holy symbol forth prominently to fend off the creature. The servant can then be given a single task involving the location and retrieval of some object or person. The servant will remain on the material plane until either its mission is completed, it is destroyed or dispelled, the one who summoned it releases it or is slain, or a number of days have elapsed equal to the level of the caster. Bear in mind that the aerial servant will go berserk and attack the one who summoned it, if it is somehow frustrated in its attempt to retrieve that which it is tasked to retrieve.

This spell cannot be cast underwater.

Affect Normal Fires

Level 1 mage/savant/mountebank spell, level 6 bard spell (alteration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to alter the size and light (but not heat) of a non-magical fire. Range is 5' per level of the caster. Fires as large as 3' in diameter can be affected, changing brightness from as dim as a match to as bright as sunlight. Naturally, any such change in size will affect the consumption of fuel (wood, torch, oil, candle wick) accordingly. Since heat is not affected, it is entirely possible to have a flame with the brightness of a candle but the heat of a campfire, etc.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Aid

Level 2 cleric spell (invocation)
Requires: incantation, gestures, bandage, holy symbol
Casting time: 24 seconds (4 segments)

This spell has a twofold effect. First, it gives one person touched a bonus of +1 on all rolls "to hit" and for morale checks, if applicable. Second, it adds 1d8 hit points to that person for the duration of the spell. Any damage taken will be taken from those added hit points before any of the character's "real" hit points, though these temporary hit points cannot themselves be healed by any sort of healing magic. The spell lasts for 1 minute plus 1 minute per level of the caster, and requires both his holy symbol and a bandage.

Air Walk

Level 5 cleric spell (alteration)
Requires: incantation, gestures, holy symbol, thistledown
Casting time: 6 seconds (1 segment)

This spell allows the caster or some creature he touches (up to giant size) to walk on air. The beneficiary of the spell can walk "up" as if walking up a steep hill (the steeper the incline, the slower the movement rate, up to a maximum of 1/8th of normal when traveling straight up), and naturally one can travel down similarly. The beneficiary can never crash as long as the spell is in effect (1 hour plus 10 minutes per level of the caster); he is always in control of his rate of movement. The spell requires the caster's holy symbol and a small piece of thistledown.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see below for details).

Airy Water

Level 5 mage spell (alteration)
Requires: incantation, gestures, special salts
Casting time: 30 seconds (5 segments)

This spell will create a zone underwater that is breathable by air-breathers, but not by creatures that breathe only water. This zone can take the form of either a 20' diameter sphere or a 40' diameter hemisphere, which moves with the caster as he moves around (the hemisphere being useful when walking on the bottom of a lake or ocean) that lasts for 10 minutes per level of the caster. The zone appears as a globe of bubbling water, but allows complete freedom of movement, speech, etc., as if it were air. The component for this spell is a few ounces of alkaline or bromine salts.

Alarm

Level 1 mage/savant spell (evocation)
Requires: incantation, gestures, bell, silver wire
Casting time: 1 minute

This spell causes an area 20 square feet per level of the caster to be magically protected, so that any living creature more than 6 cubic inches in volume, or more than 3 lbs. in weight, will set off loud ringing (as a bell). The ringing will sound for 6 seconds (1 segment), and can be heard up to 60' away (doors subtract 10' from the distance the ringing can be heard, and walls subtract 20'). Undead, ethereal, or astral creatures will not set off the *alarm*, but invisible, flying, etc. creatures will. The spell can be cast on any sort of area where creatures might walk or fly over: a floor, staircase, window, door, etc., but the area must be within 10' of the caster. The *alarm* will remain in place for 20-80 minutes plus 10 minutes per level of the caster. The spell requires a small bell and a tiny piece of silver wire, which are destroyed as the spell is cast.

Alter Animal

Level 1 bard, druid spell (alteration)
Requires: incantation
Casting time: varies (see spell description)

This spell allows the caster to temporarily change one or more aspects of some animal. The target creature must be within 60' of the caster, and can only be a "natural" animal (pig, horse, hawk, salmon, etc.). Magical creatures, or monsters, are not affected.

Superficial changes can be affected by any caster in but the space of 1 minute. Such changes include changing color, adding fangs to a duck, or antlers to a jackrabbit, etc. As a rule, such changes will not add any attacks or other abilities to the animal; they are merely cosmetic (but nonetheless quite amazing to witness).

More substantive changes can be affected by this spell, but the extent of the change that can be affected is dependent on the level of the caster. With more time spent, and greater knowledge, a given animal can be fully transformed into another sort. Each such change will take 10 minutes to accomplish.

TABLE 249: ALTER ANIMAL

Minimum Level	Change Possible	Example
2	carnivore/herbivore	fox → rabbit
3	larger/smaller/lighter/heavier	rabbit → horse
4	faster/slower	horse → cow
5	quadruped/biped	cow → monkey
6	mammal/avian/reptile/fish	monkey → lizard
7	chordate/arachnid/mollusk	lizard →octopus

The casting times are cumulative, and the changes will occur as the particular casting time has elapsed. Thus, after ten minutes, the fox would become a rabbit, and ten minutes later a horse, then a monkey, etc. The spell's effect will last for ten times as long as the spell took to cast, plus one hour per level of the caster.

Alter Plant

Level 1 bard, druid spell (alteration)
Requires: incantation
Casting time: varies (see spell description)

This spell allows the caster to temporarily change one or more aspects of some plant. The target plant must be within 60' of the caster, and can only be a

"natural" plant (oak tree, rose bush, strawberry plant, etc.). Magical plants, or monstrous plants, are not affected.

Superficial changes can be affected by any caster in but the space of 1 minute. Such changes include changing color, texture, adding thorns, etc. Size can be changed up to 10% per level of the caster. As a rule, such changes will not add any attacks or other abilities to the plant; they are merely cosmetic (but nonetheless quite amazing to witness).

More substantive changes can be affected by this spell, but the extent of the change that can be affected is dependent on the level of the caster. With more time spent, and greater knowledge, a given plant can be fully transformed into another sort. Each such change will take 10 minutes to accomplish.

TABLE 250: ALTER PLANT

Minimum Level	Change Possible	Example
2	small/large	tulip → rose
3	low/medium/tall	rose → willow
4	soft/hard	willow → oak
5	edible/non-edible	dandelion → potato
6	fruiting/non-fruiting	oak → apple
7	non-poisonous/poisonous	tomato → nightshade

The casting times are cumulative, and the changes will occur as the particular casting time has elapsed. Thus, after ten minutes, the tulip would become a rose, and ten minutes later a willow, then an oak, etc. Poison will cause a maximum of 1d6 h.p. of damage (save for no damage). The spell's effect will last for ten times as long as the spell took to cast, plus one hour per level of the caster.

Alter Reality

Level 7 illusionist spell (alteration)
Requires: incantation
Casting time: special (see spell description)

This spell is similar to the spell *limited wish* (see p. 182 for details). It differs in that it requires that the caster must first create an illusion of some sort (phantasmal force, hallucinatory terrain, etc.) that depicts the desired outcome, prior to the casting of the *alter reality* spell. Casting this spell will age the caster by 3 years.

Alter Self

Level 2 illusionist/bard/mountebank spell (alteration, illusion/phantasm)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell allows the caster to effect a semi-real change to his appearance. Not only can features be changed, but size as well (up to 50% smaller or larger). The caster can also choose the form of some animal or other creature, and take on the actual physical characteristics of that creature; wings allow flight (albeit two maneuverability classes below a "normal" creature of the type), gills and fins allow movement underwater, etc. No special or additional attacks can be created through this spell, however, unless the caster has taken the time to become intimately familiar with a particular form. The spell lasts for 3d4 minutes plus 2 minutes per level of the caster, but the caster will not know beforehand exactly how long the spell will last.

Alter Writing

Level 2 savant spell (alteration)
Requires: incantation, gestures, squid ink
Casting time: 12 seconds (2 segments)

This spell allows the caster to alter the contents of any non-magical writing, up to 10 pages per experience level, making them appear to say whatever he wants them to say. He must be able to write the language in which the work is to appear, and must be able to handle the actual item (book, scroll, etc.) in order to effect the change. Magical writings, such as spell books and scrolls, cannot be effected, but maps and other non-script writings can be. The effect will last for one hour per level of the caster.

Amnesia

Level 3 mage spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell wipes the short-term memory from the target creature(s). Up to 1 hour of memories per level of the caster can be so erased. The target(s) must be within 30' of the caster, and must all be within a 20' x 20' area; up to 4 targets may be so affected. The targets do get a saving throw vs. spells; if there is only 1 target, he gets a -2 penalty on his save; if there are 2 targets, they get -1 penalties; 3 or 4 targets make their saving throws normally. Note that this spell won't negate the effects of other mind-altering spells cast on the target during the time erased from memory, but it might make the target forget who cast those spells in the first place! The spell can be negated by means of a *heal*, *restoration*, or *wish* spell.

Animal Fear

Level 2 bard spell (enchantment/charm)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell allows the caster to create a zone some 60' in radius centered around himself. Any non-magical animals (horses, dogs, birds, snakes, etc.) within that zone will flee from the caster in panic, stopping some 1d3 minutes after they have left the zone. Magical creatures (basilisks, mimics, etc.) are not affected by the spell, and neither are creatures with an intelligence of 5 or higher.

Animal Friendship

Level 1 druid/jester, level 3 bard spell (enchantment/charm)
Requires: incantation, gestures, mistletoe, food
Casting time: 1 hour

This spell allows the caster to convince one ordinary animal that he is a friend. The animal in question must be within 10' of the caster when the spell is begun, at which point it rolls a saving throw vs. spells. If the save fails, the animal will remain for the full casting time, after which it will follow the caster. Befriended animals can be taught three simple tricks per point of intelligence (see the ADVENTURES DARK AND DEEP™ Bestiary for specifics), such as might be taught to a dog. Each trick will take a week to teach the animal, and no new tricks can be taught after three months. If the creature is abandoned for more than three days, the effects of the spell will wear off. Only neutral "ordinary" animals (i.e., no monsters, giant animals, etc.) can be affected. Although the effect is permanent (except as noted above), the caster can only have a maximum number of befriended animals whose hit dice are equal to or less than twice his own level. Example: a 4th level druid could have 8 HD worth of animal friends. The spell requires a piece of mistletoe and some sort of food the animal would like, both of which are used up as the spell is cast.

Animal Growth (Animal Shrinking)

Level 5 druid, level 5 mage spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 36 seconds (6 segments)

This spell allows the caster to cause up to 8 animals to double in size, as long as they are all within a 20' radius of a point up to 80' away from the caster. This doubling in size also doubles the hit dice of and damage caused by the animals. The reverse of the spell, *animal shrinking*, will cause the animals to shrink to half their normal size, which will halve their hit dice and damage done. When cast by a druid, the spell requires a holy symbol and will last 2 minutes per experience level of the caster. When cast by a mage, it requires a bit of powdered bone (which is destroyed in the casting), and will last but 1 minute per level.

Animal Summoning I

Level 3 jester, level 4 druid, level 7 bard spell (conjuration/summoning)
Requires: incantation, gestures, holy symbol
Casting time: 36 seconds (6 segments)

This spell enables the caster to call to service up to eight non-magical creatures that are within 120' per level of the caster. Thus, the spell could call wild dogs, eagles, etc., but not manticores or unicorns. The animals summoned cannot have more than 4 hit dice each. If none of the specified type of creature is within the spell's range, the caster may try up to two more times. They will stay and aid the caster any way they can, but will leave once the specific situation has been resolved (the caster is safe, the fight is over, the mission is accomplished, etc.). Typical animals that can be summoned by means of this spell include apes, badgers (inc. giant), bears, giant beavers, wild boars, bulls, camels, cattle, crocodiles, dogs, eagles, goats (inc. giant), herd animals, horses, hyenas, jackals, jaguars, leopards, giant lizards, lynxes (inc. giant), owls (inc. giant), snakes, giant weasels, wolves, and wolverines, but this is not a comprehensive list.

This spell cannot be cast underwater.

Animal Summoning II

Level 5 druid spell (conjuration/summoning)
Requires: incantation, gestures, holy symbol
Casting time: 42 seconds (7 segments)

This spell enables the caster to call to service up to six non-magical creatures that are within 120' per level of the caster. Thus, the spell could call stags, wolves, etc., but not pseudo-dragons or gelatinous cubes. The animals summoned cannot have more than 8 hit dice. (At the caster's discretion, 12 animals of 4 hit dice or less can be summoned instead.) If none of the specified type of creature is within the spell's range, the caster may try up to two more times. They will stay and aid the caster any way they can, but will leave once the specific situation has been resolved (the caster is safe, the fight is over, the mission is accomplished, etc.).

This spell cannot be cast underwater.

Animal Summoning III

Level 6 druid spell (conjuration summoning)
Requires: incantation, gestures, holy symbol
Casting time: 48 seconds (8 segments)

This spell enables the caster to call to service up to four non-magical creatures that are within 120' per level of the caster. Thus, the spell could call elephants,

cave bears, etc., but not dragons or purple worms. The animals summoned cannot have more than 16 hit dice. (At the caster's discretion, 16 animals of 4 hit dice or less can be summoned instead.) If none of the specified type of creature is within the spell's range, the caster may try up to two more times. They will stay and aid the caster any way they can, but will leave once the specific situation has been resolved (the caster is safe, the fight is over, the mission is accomplished, etc.).

This spell cannot be cast underwater.

Animal Telepathy

Level 2 druid spell (divination)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to communicate with any ordinary, non-magical animal within 10' plus 5' per level of the caster. The creature must be within line of sight at all times, and the communication cannot last more than 1 minute. The spell grants limited powers of mutual understanding; the transmission of complex abstract ideas is not allowed, but simple concepts like "so-and-so is an enemy", or "where is there water nearby" can be. The spell does not grant any sort of coercive powers, but some animals can be persuaded to assist the caster, according to circumstances.

Animate Dead

Level 3 cleric, level 5 mage spell (necromantic)
Requires: incantation, gestures, blood, flesh, bone
Casting time: 2 minutes

This spell allows the caster to create animated skeletons or zombies from skeletal remains or corpses. These undead creatures will then obey the simple commands of the caster, and will remain animated until they are destroyed by some means. The number of undead created depends on the type:

TABLE 251: ANIMATE DEAD

Undead Type	Number Created
Animal skeleton	2 per level of the caster
Skeleton	1 per level of the caster
Zombie	1 per level of the caster
Giant zombie	1 per 3 levels of the caster
Giant skeleton	1 per 4 levels of the caster

See the ADVENTURES DARK AND DEEP™ Bestiary for more details on the specific undead creatures mentioned. The corpses can be up to 10' away from the caster when animated, if needed. If they are still in the grave, it will take 1d6 rounds for them to dig themselves out from the earth, on average (and if possible!).

Animate Object

Level 5 mage, level 6 cleric/savant spell (alteration)
Requires: incantation, gestures
Casting time: 54 seconds (9 segments)

This spell allows the caster to bring to a parody of life one or more inanimate objects within 30'. A maximum of one cubic foot of material per level of the caster can be so animated; a large statue might be 12 cubic feet, a large rug might be 7, a chair 5, etc. While common sense should prevail, the game master is the final arbiter of just what and how many objects can be so animated. The objects remain animated for one minute per level of the caster.

The speed of and damage caused by the objects animated by this spell depend on the nature of the objects themselves. A large table could "gallop" on its legs

at 120'/min. A rug would scoot along the floor at a relatively sedate 20'/minute. Other objects might roll (60'/minute), while even the clunkiest objects could rock or shuffle forward at a speed of 10'/minute. Actual statues can be animated, of course; one of stone might move 40'/minute, while one of wood, being more supple, could move at twice that speed.

Certain objects (curtains, rope, chains, etc.) could be used to bind, trip, or even strangle. Other objects might cause actual damage. A light but hard object could do 1-2 h.p. of damage (say, a falling flower pot), but one of medium weight (a chair) would do 2-8. Heavy and large objects could do as much as 5-20 h.p. of damage, or anything in between.

The amount of damage that animated objects can absorb before being destroyed is a function of their size and composition. The effective armor class of such objects is likewise to be determined by the game master. Finally, some objects will be more susceptible to different sorts of weapons (a dagger would be more effective slicing an animated tapestry than it would be hacking at a charging oaken table). The game master will adjudicate all such factors.

See also the entries "statue, animated" and "furniture, animated" in the ADVENTURES DARK AND DEEP™ Bestiary.
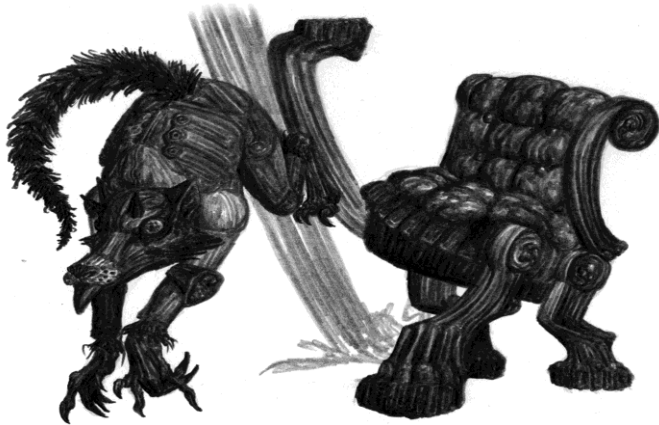
Animate Rock

Level 7 druid/mystic spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 54 seconds (9 segments)

This spell allows the caster to bring to a semblance of life a free-standing stone no greater than 2 cubic feet in size per level of the caster. The stone so animated can be up to 40' distant. It will obey the simplest of commands (up to 12 words) but has no intelligence of its own. It can be ordered to attack, break, batter, etc. It will remain animate for 1 minute per level of the caster. Depending on the size of the rock animated by the spell, it could do anything from 2-8 to 5-20 h.p. of damage when attacking.

Animate Tree

Level 5 druid spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 30 seconds (5 segments)

This spell allows the caster to cause any one tree within 10' per level of the caster to become animate and obey his commands. The tree must remain within that same range at all times or it will automatically root itself and become immobile. It will do so at the end of the duration of the spell in any case, 1 minute per level of the caster. The size of the tree, and its concomitant abilities, should be determined randomly.

TABLE 252: ANIMATE TREE

Die roll (d12)	Size	Hit Dice	Damage
1-3	12'	7d10	2d8/2d8
4-6	14'	8d10	2d8/2d8
7-8	16'	9d10	3d6/3d6
9-10	18'	10d12	3d6/3d6
11	20'	11d12	4d6/4d6
12	22' or more	12d12	4d6/4d6

Fire-based attacks against such an animated tree get a +4 bonus "to hit" and +1 bonus to damage done. They also save against fire with a penalty of -4.

Answer

Level 3 savant spell (invocation)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell allows the caster to cause a book to open to the desired answer to a question, should it be able to be found in the book in the first place. The caster states the question (up to 36 words) and waves his hand over the book (which must lie flat, and not be impeded by any sort of device such as a lock, or a weight upon its cover). The book will then open and the pages riff to the correct page wherein the answer may be found. If the answer cannot be found within the book, the book will flip all the way through its pages and the back cover will close upon it. The spell does not impart any understanding of the language in which the book is written, and if the answer is obscure, will not yield any clues to is nature, save that it is to be found on one of the two pages to which the book has opened itself.

Antipathy (Sympathy)

Level 8 mage spell (alteration)
Requires: incantation, gestures, vinegar-soaked alum (pearls and honey)
Casting time: 1 hour

This spell allows the caster to create a profound sense of unease among a specific type of intelligent creature or alignment of human/demi-human type characters; the type of creature to be affected must be explicitly stated by the caster during the casting of the spell. The spell can be cast either on an area equal to 100 cubic feet per level of the caster or on a single inanimate object, with a range of 30' from the caster. Any creatures of the appropriate type must make a saving throw vs. spells; failure indicates that they will not enter the area or approach the item in question under any circumstances. Success indicates the creature can approach or hold the object, but will lose 1 point of dexterity per minute, up to a maximum of 4 points lost. If the spell is cast on an object rather than an area, the indicated creatures make their saving throws at a penalty of -2. Lost points of dexterity are regained once the item is dropped or the area vacated, at a rate of 1 point per minute.

The reverse of the spell, *sympathy*, creates a feeling of attraction and longing in an area or on a single inanimate object. It works similarly to the *antipathy* spell, but generates an intense desire to possess the object or remain in the area affected by the spell. A saving throw indicates that the subject can let go of the item or leave the location, but another saving throw must be made 10-60 minutes later; failure indicates that the subject will return. The *sympathy* spell requires 1,000 g.p. worth of crushed pearls in addition to honey for the casting of the spell. As with *antipathy*, if *sympathy* is cast on an object rather than an area, the indicated creatures make their saving throws at a penalty of -2.

Anti-Animal Shell

Level 6 druid spell (abjuration)
Requires: incantation, gestures, holy symbol
Casting time: 1 minute

This spell creates a bubble of magical force that is proof against any living animal tissue. The shell will last for 10 minutes per level of the caster, and is in the form of a hemisphere 20' in diameter. It is useless against plants, the undead, or extra-planar creatures.

Anti-Magic Shell

Level 6 mage/savant spell (abjuration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell creates an invisible sphere, 1' in diameter per level of the caster, through which no magic can pass. It is proof against spells, magic items, breath weapons, gaze attacks, audible magic effects, etc. The shell moves with the caster, and lasts for 10 minutes per experience level. The shell will also stop any *summoned* or *conjured* creatures from entering. No spells or magic items will function within the anti-magic shell, but non-magical missiles will penetrate it effortlessly, and magical weapons will simply function as normal weapons.

Anti-Plant Shell 10' Radius

Level 5 druid spell (abjuration)
Requires: incantation, gestures, holy symbol
Casting time: 42 seconds (7 segments)

This spell creates a magical barrier in a sphere 10' from the caster which is completely impenetrable by any sort of plant or vegetable-based creature or weapon. It is proof against creatures such as tree men and vegepygmies, as well as plants that may shoot their thorns as missile weapons, etc. Non-living plant matter (such as javelins, arrows, etc.) is not affected.

Armor

Level 1 mage spell (conjuration/summoning)
Requires: incantation, gestures, *blessed* leather
Casting time: 1 minute

This spell creates a magical aura around an individual touched by the caster (or the caster himself) which gives the target an effective armor class of 8. If the target is already wearing real armor, the spell has no effect (including non-armor protective magical items, with the exception of a *ring of protection*, which will operate in conjunction with the spell). If the target has an armor class of 9 or better, the spell will improve their armor class by 1. The *armor* does not weigh anything, will not hinder movement, and spellcasters can still cast spells while the spell is in effect. The armor will remain in effect until the wearer takes damage equal to 8 h.p. plus 1 h.p. per level of the caster.

Astral Spell

Level 6 mystic, level 7 cleric/illusionist, level 9 mage/savant spell (alteration)
Requires: incantation, gestures
Casting time: 15 minutes

This spell allows the caster to separate his spirit/soul, and possibly those of others, into an "astral body" and travel the Astral Plane, which touches on a number of other planes of existence. While the astral body is traveling, the physical body will remain in an unbreakable trance, connected to the astral body by an invisible silver cord which, if broken, means the death of both the astral and physical self. No material possessions, with the exception of certain magical items whose very nature is multi-planar, travel with the astral body.

The astral plane can be used to travel to the outer planes (Heaven, Hell, etc.). Once the astral body has reached one of the other planes of existence, a new body is automatically created, which is still connected to the material body by the silver cord. If the second body is killed, the silver cord snaps back to the material body, bringing it out of its trance with a start.

Up to five other creatures, linked together in a circle with the caster, can also be taken into the astral plane by means of this spell.

Atonement

Level 5 cleric spell (abjuration)
Requires: incantation, gestures, holy symbol, incense, prayer beads
Casting time: 10 minutes

This spell allows the caster to allow a single individual to atone for actions contrary to his alignment with a touch. This spell is used only when the beneficiary was not in command of his senses (i.e., under the effects of some alignment-altering magic, possessed, etc.) and is well and truly regretful; it cannot be used to make amends for deliberate actions.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Audible Glamer

Level 1 illusionist/jester, level 2 mage spell (illusion/phantasm)
Requires: incantation, wool or wax
Casting time: 18 seconds (3 segments)

This spell allows the caster to create an audible illusion designed to give the impression of a body of people or animals. The *glamer* may be centered on a spot up to 60' from the caster, plus 10' per experience level, and will last 3 minutes per level of the caster. The noise that can be created is dependent on the level of the caster:

TABLE 253: AUDIBLE GLAMER

Level of Caster	Noise Created is Equal to...
2	4 men
3	8 men, horde of rats
4	12 men
5	16 men, lion roaring
6	20 men
7	24 men, dragon roaring
	Etc.

If someone hearing the glamer explicitly states that they do not believe it to be real, they are entitled to a saving throw vs. spells; making the save means they hear nothing.

The spell requires a bit of wool or small piece of wax, which is destroyed by the casting of the spell.

Augury

Level 1 mystic/savant, level 2 cleric spell (divination)
Requires: incantation, gestures, divination tool
Casting time: 2 minutes

The *augury* spell allows the caster to divine the immediate future, specifically as to whether a proposed action will be harmful or helpful. The base chance for success is 70% plus 1% per level of the caster (naturally, the caster will not know whether or not the augury is accurate or not). Note that the spell cannot

predict the future more than 30 minutes distant, so that if an action may have a deleterious effect days or weeks after the fact, the spell will not be able to so inform the caster. The spell requires special divinatory tools, such as rune staves, special coins, dragon bones, etc., which are not destroyed by the casting of the spell.

Avalanche

Level 6 bard spell (alteration)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

The effect of this spell is different depending on the surroundings, but the general effect is to create a sonic resonance that causes stone to crumble and tumble. Underground, it will cause the ceiling to collapse in an area 1 square foot per level of the caster, centered on a spot 10' distant per level of the caster. This will last for 1d3 rounds, doing 1d6 h.p. of damage to all creatures in the area of effect on the first round, 2d6 h.p. on the second round (if applicable), and 1d6 on the third round.

Outdoors, the spell will cause a small avalanche (in snow and ice conditions) or landslide (otherwise) as long as there are hills, cliffs, mountains, etc. in the vicinity (see the **ADVENTURES DARK AND DEEP**™ Game Masters Toolkit for full details on avalanches and landslides). Outdoors, the range is 10 yards per level of the caster, to a maximum of 100 yards.

Avoidance (Attraction)

Level 5 mage spell (abjuration)
Requires: incantation, gestures, magnetized needle
Casting time: 18 seconds (3 segments)

This spell creates an almost magnetic repulsion between a particular inanimate object and all living things. The object can be no more than 3' on a side, and must be within 10' of the caster at the time the spell is cast. The exact effect depends on the relative mass between the object upon which the spell was cast, and the mass of the creature approaching it. Thus, a gnome approaching a solid gold statue would find himself pushed back, unable to approach closer than 1'. A hill giant approaching the same statue would find it scraping across the floor away from him, again not coming within 1'. The spell can be cast on non-living items held or worn by living creatures; doing so, however, requires that the creature in question fail a saving throw vs. spells.

The reverse of this spell, *attraction*, causes the opposite effect. The object upon which the spell is cast will be dragged towards whatever living creature comes within 1', and if it touches, will require a successful *bend bars/lift gates* roll to be removed. Neither version of the spell will affect the undead or created creatures such as golems, and the spell will remain in effect until released by the caster, or until a *dispel magic* spell is cast upon it.

Awaken 1st Chakra

Level 1 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 10 minutes

By means of this intense meditation, the caster is able to activate the first of seven energy centers of the body (known as the seven chakras) located at the base of the spine. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- The recipient will radiate an intense ultraviolet light. All those with ultravision must make a saving throw vs. paralyzation or be blinded if they are within 60' of the recipient; however, all those beyond that radius, up to 360', will see him clearly lit up like a bonfire
- When falling, damage taken is reduced by -1 per die of falling damage
- A bonus of +1 to any ability checks made vs. dexterity (does not apply if the 1st and 2nd chakras are awakened)

This spell can only be in effect upon the same person once at any given time.

Awaken 2nd Chakra

Level 2 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 20 minutes (minus the casting time of any other Awaken Chakra spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the second of seven energy centers of the body (known as the seven chakras) located at the abdomen. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- The recipient will have a 50% immunity to all disease (including such illnesses as are caused by the bite of giant ticks, etc.)
- A +10% bonus to any system shock rolls
- A bonus of +1 to any ability checks made vs. constitution (does not apply if the 3rd chakra is awakened)

If the 1st chakra has been awakened prior to the 2nd, the recipient gains 1 point of dexterity for as long as both spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

Awaken 3rd Chakra

Level 3 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 30 minutes (minus the casting time of any other Awaken Chakra spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the third of seven energy centers of the body (known as the seven chakras) located at the solar plexus. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- A bonus of +1 "to hit" and +1 to any damage, when in melee combat
- A +2 bonus to any saving throws vs. *fear* (if no saving throw is normally allowed, the recipient gets a saving throw with no bonus)
- A bonus of +1 to any ability checks made vs. strength (does not apply if the 1st through 4th chakras are awakened)

If the 1st and 2nd chakras have been awakened prior to the 3rd, the recipient gains 1 point of constitution for as long as all three spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

Awaken 4th Chakra

Level 4 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 40 minutes (minus the casting time of any other Awaken Chakra spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the fourth of seven energy centers of the body (known as the seven chakras) located in the heart. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- The ability to *detect ethereal* objects (as per the spell; see p. 149 for details)
- A +2 bonus to any saving throws vs. *charm, suggestion*, etc. (if no saving throw is normally allowed, the recipient gets a saving throw with no bonus)
- A bonus of +1 to any ability checks made vs. wisdom (does not apply if the 1st through 5th chakras are awakened)

If the 1st through 3rd chakras have been awakened prior to the 4th, the recipient gains 1 point of strength for as long as all four spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

Awaken 5th Chakra

Level 5 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 50 minutes (minus the casting time of any other Awaken Chakra spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the fifth of seven energy centers of the body (known as the seven chakras) located in the throat. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- Immunity to magical fire
- The ability to *shout* once per day (as per the spell, but only does 1d8 h.p. of damage; see p. 212 for details)
- A bonus of +1 to any ability checks made vs. charisma (does not apply if the 1st through 6th chakras are awakened)

If the 1st through 4th chakras have been awakened prior to the 5th, the recipient gains 1 point of wisdom for as long as all five spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

Awaken 6th Chakra

Level 6 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 60 minutes (minus the casting time of any other Awaken Chakra spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the sixth of seven energy centers of the body (known as the seven chakras) located at the brow. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- Immunity to all *charm, suggestion*, etc., spells
- Ability to see with *ultravision* with a 120' range (see p. 108 for details), note that the effect of the *awaken 1st chakra* spell does not impair this ability
- Take half damage from non-blunt weapons
- A bonus of +1 to any ability checks made vs. intelligence (does not apply if the 1st through 7th chakras are awakened)
- +1 bonus to all saving throws

If the 1st through 5th chakras have been awakened prior to the 6th, the recipient gains 1 point of charisma for as long as all six spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

Awaken 7th Chakra

Level 7 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 70 minutes (minus the casting time of any other Awaken Chakra spells that have been cast on the same recipient)

By means of this intense meditation, the caster is able to activate the last of seven energy centers of the body (known as the seven chakras) located at the crown of the head. It requires that the subject be touched (it can be the caster himself, of course), and will last for two hours per level of the caster (exception: if other chakras are awakened after this one, the effects of all the *awaken chakra* spells will end when the highest-level one ends). Once the spell is completed, the recipient will enjoy the following effects:

- Immunity to all fire, magical and non-magical
- An additional +1 bonus "to hit" and damage when in melee combat
- Ability to see with *infravision* and *ultravision* with a 120' range (see p. 108 for details)
- Immunity to possession of any sort (demonic, *magic jar* spell, etc.)

- +1 bonus to all saving throws (cumulative with bonus from the 6th chakra being aroused, if applicable)

If the 1st through 6th chakras have been awakened prior to the 7th, the recipient gains 1 point of intelligence for as long as all six spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative; thus, all ability scores would have a bonus of +1 if this condition is met.

This spell can only be in effect upon the same person once at any given time.

Awareness

Level 5 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster, by touch, to enhance the senses of either himself or another. With such heightened awareness of his surroundings, the beneficiary of the spell is able to detect secret and concealed doors as if he were an elf (elves get a -1 bonus to their rolls when detecting such) and can never be surprised. The spell lasts for 10 minutes per level of the caster.

Awestruck

Level 4 bard spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 4 minutes

This spell allows the caster to hold his target(s) in rapt attention. All creatures within a 30' radius of a spot centered on a point 60' distant can be affected. Each must make a saving throw vs. spells. Failure means they hold the caster in rapt attention for as long as he maintains the spell by playing his instrument and singing. Subjects so *awestruck* cannot speak or move, but suffering damage will break the spell.

Backstab

Level 2 illusionist spell (enchantment/charm)
Requires: incantation, gestures, small knife
Casting time: 12 seconds (2 segments)

This spell allows the caster to grant the ability to himself or some other person touched to perform a back stab attack as if the recipient were a thief of an experience level equal to that of the spellcaster. It does not grant the ability to hide in shadows, move silently, or any other thiefly ability other than the back stab. The recipient can choose any single attack to perform within 8 hours per level of the caster in which to exercise his back stab attack. If he does not do so within that time limit, the spell fades and is wasted. The spell requires a small ceremonial knife which is not destroyed as the spell is cast. A regular dagger can be used for the component.

Balance

Level 5 druid spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 5 minutes

This spell allows the caster to "even out" the relative differences between two living, non-magical creatures. Specifically, the hit dice, hit points, strength, and natural armor class will each be totaled and divided by two, and then the new value used by both creatures, until the spell duration is over. If one or both of the creatures are unwilling, they are entitled to saving throws vs. magic. Each must be within 60' of the caster for the entire casting time of the spell. The spell will last for 10 minutes plus 1 minute per level of the spell.

Example: The spell is cast upon a 7th level fighter with 35 h.p. and a STR of 17 and an African elephant with 66 h.p. Once the spell has been completed, each would have 9 hit dice (the fighter 9d10 and the elephant 9d12), the fighter would find his AC improved by 2 and the elephant's worsened by 2 (because the elephant has a natural AC of 6, and the fighter has a natural AC of 10, averaged becomes 8). Since there is no set STR for an elephant, the game master makes a judgment that it is equivalent to a score of 23. Thus, the fighter's strength then becomes 20, and the elephant's is lowered to 20. Because of this, the game master decides that the elephant will suffer -2 to all damage inflicted by each of its attacks.

Ball Lightning

Level 4 mage spell (evocation)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the caster to create from 1 to 4 glowing white spheres, the exact number being left to his discretion. Each sphere is some 3' across, will remain for 4 rounds, and can float anywhere within the caster's line of sight, as long as they remain within 120'. If a sphere touches or comes within 1' of any creature, its electrical charge will discharge. The creature struck is entitled to a saving throw vs. spells; success indicates half damage. The amount of damage caused depends on the total number of spheres created.

TABLE 254: BALL LIGHTNING

Total number of spheres	Damage done by each
1	4d12
2	5d4
3	2d6
4	2d4

Banishment

Level 7 mage/savant spell (abjuration)
Requires: incantation, gestures, special (see spell description)
Casting time: 42 seconds (7 segments)

This spell allows the caster to instantly hurl one or more creatures from some other plane of existence back to their home plane. The creature's magic resistance, if any, applies, and the creature is also entitled to a saving throw. The caster must know the proper name of the creature(s) to be banished (if any) and/or the exact type of creature it is. Deities and other powers inimical to the creature being banished are also called upon during the casting of the spell (at the game master's discretion, they may add a -1 to -6 penalty to the creature's saving throw). The spell has a range of 20'.

The creature is entitled to a saving throw vs. spells, with a penalty of between -1 to -3 for each substance or item the caster is able to include as a material component that is particularly hateful or harmful to the creature (game master's discretion as to just how much of a penalty each item gives to any given creature). For instance, holy water or the feather of an angel's wing might be used to force a demon back to its home plane, while incense made of dung and the blood of a virgin might be used to force an arch-angel back to the upper planes.

Barkskin

Level 2 druid spell (alteration)
Requires: incantation, gestures, mistletoe, handful of oak bark
Casting time: 18 seconds (3 segments)

This spell allows the caster to turn the hide or skin of any one creature touched as hard and tough as tree bark, effectively giving the target a +1 bonus to his

armor class. The spell also gives a +1 bonus to all saving throws except those made against magic. The sprig of mistletoe and handful of oak bark are used up in the casting of the spell.

Bee

Mage/illusionist/savant cantrip (conjuration/summoning)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip summons a bee that appears and lands on a target creature within 10'. There is a 90% chance that the bee will sting whatever creature it finds itself on.

This spell cannot be cast underwater.

Belch

Mage/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 1 second

This cantrip forces the subject, who can be no more than 10' distant, to belch. The target is entitled to a saving throw vs. spells; failure indicates the burp is loud, while success indicates it is soft and muted. Note that, like all cantrips, this cannot be used to interrupt the casting of a spell.

Bind

Level 2 bard/mage spell (alteration)
Requires: incantation, gestures, rope or similar object
Casting time: 12 seconds (2 segments)

This spell enables the caster to command a length of rope (ribbon, cable, cord, string, twine, etc.) for up to 1 minute per level of the caster, as long as the rope is within 30'. The rope thus ensorcelled can perform the following actions: coil (coil into a neat roll), coil & knot, loop, loop & knot, tie & knot; and uncoil, uncoil & unknot, etc. The rope can only move a maximum of 1', so it must usually be tossed next to some item or creature in order to tie itself around it, etc. The rope is never stronger than a creature's hold upon it, and most ropes will take 2 h.p. of slashing damage before being cut. The rope cannot be used to strangle a creature, but can be used to trip or slow the passage of other creatures (similar to the druid spell *entangle*; see p. 158 for details).

Binding

Level 8 mage spell (evocation)
Requires: incantation, gestures, other (see spell description)
Casting time: varies (see spell description)

This spell allows the caster to imprison some creature from another plane of existence in one of six different fashions. The creature must already be restricted by a pentacle (see p. 110 for details).

The target of the spell is allowed a saving throw only if the level of the caster is less than double the number of hit dice (or levels) of the target. However, the caster can be aided by other spell-casters of the same class: 1/3rd the level of any caster of 9th level or higher, and 1 additional level for each caster of 4th through 8th level, to a maximum of 6 assistants. If the target has been weakened by prior application of spells such as *dolor* or *torment*, it will have a -1 or -2 penalty on its saving throw, respectively (-4 if both spells have been applied one right after the other). If the creature is successful in its saving throw, it has escaped its bonds entirely.

There are six different forms of binding from which the caster can choose:

Chaining will set up *antipathy* (as per the spell; see p. 124 for details) on the subject being, who must remain within the pentacle for a number of years equal to the level of the caster. This form of the spell requires a set of miniature chains of a type of metal specifically inimical to the type of creature to be *chained* (iron for demons, silver for devils, etc.). This form of the spell takes 10 minutes to cast. The spell can be renewed, but if more than a year has passed, the subject is entitled to a saving throw vs. spells. Success indicates it can escape.

Slumber will cause the creature to fall into a deep unbreakable sleep for a number of years equal to the caster's level. It requires special herbs costing no less than 100 g.p. The creature gets a +1 bonus to its saving throw vs. this effect. This form of the spell takes 20 minutes to cast. The spell can be renewed, but if more than a year has passed, the subject is entitled to a saving throw vs. spells. Success indicates it can escape.

Bound slumber is simply a combination of *chaining* and *slumber*. It lasts for 1 month per level of the caster, and the creature gets a +2 bonus to its saving throw. This form of the spell takes 30 minutes to cast, and requires the same chains and herbs as the first two forms of the spell described above. The spell can be renewed, but if more than a year has passed, the subject is entitled to a saving throw vs. spells. Success indicates it can escape.

Warded prison is a means to define a particular area as one which the creature cannot leave without a particular ward being broken. Often, this is in the form of some seal on a portal leading into the area. It requires the construction of the aforementioned seal, usually costing 1,000 g.p. per hit die of the creature to be bound. The target gets a +3 to its saving throw. This imprisonment will last until the seal is broken. The seal itself will faintly radiate magic. This form of the spell takes 40 minutes to cast.

Metamorphosis will change the subject creature into some other object (that faintly radiates magic), except for its head and/or face. The target will get a +4 to its saving throw, but if it fails the metamorphosis will remain in effect until some specific set of conditions (which will be known to the creature) is met. This form of the spell takes 50 minutes to cast, and requires an image of the thing into which the creature is to be transformed, on vellum.

Minimus will shrink the creature to an inch or less, contained within a gemstone worth no less than 1,000 g.p. per hit die of the creature (the caster must supply the gem as the material component of the spell). This form of the spell takes an hour to cast, and the creature will get a +5 bonus on its saving throw.

Birdsong

Level 2 bard spell (enchantment/charm)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell allows the caster to enchant all normal (non-magical and non-giant) birds within a 12' radius, causing them to flock to him in a friendly fashion, perch on and around him, etc. Once the birds have responded to the birdsong, the caster can ask one of the following services of them:

- Messenger. The birds will fly up to 1 mile per level of the caster, bearing a small message either tied to their leg or in their beak, which they will deliver to a specific person named. The general description of the desired recipient's location is required. Up to 6 separate messages can be so dispatched to different recipients. The caster must supply the notes himself.
- Guardian. The birds will perch nearby for 1 hour per level of the caster. If danger approaches visibly within 240', the birds will begin a cacophonous noise that will act as a warning. The birds, however, will regard the approach of any sort of predator, particularly one that feeds on birds, as such a threat.

- Defender. The birds will actively defend the caster against attack for 1 minute per level of the caster. Unless a larger, predatory bird is included in those answering the *birdsong* (2% chance unless otherwise noted), a flock of smaller birds will swarm around a single enemy, rendering him effectively blind, unable to cast spells, and with a -4 penalty "to hit." No dexterity bonus is allowed in such a circumstance. If the target of the flock of birds has no such bonus, he will receive a penalty of 1 on his armor class.

Black Tentacles

Level 4 mage spell (conjuration/summoning)
Requires: incantation, gestures, piece of giant octopus/squid tentacle
Casting time: 48 seconds (8 segments)

This spell brings into being a number of tough stringy black tentacles, erupting from whatever surface happens to be in the area (even water). There will be one tentacle for every experience level of the caster, and they will all appear in an area 30 square feet per level of the caster, centered on a point 30' distant. Each tentacle has a number of hit points equal to the level of the caster, is AC 4, and is 10' long. They will attack anything in range, including non-living objects such as stalagmites, stationary objects such as trees, etc., and will last a maximum of 1 minute per level of the caster. Any creature within the area of effect is subject to attack by one or more of the tentacles; determine targets randomly if appropriate. Each creature attacked by a tentacle is entitled to a saving throw vs. spells. Success indicates that the target takes 1d4 hit points of damage, and then the tentacle disappears. Failure indicates that the target takes 2d4 h.p. of damage on the first round, and 3d4 h.p. on the next and all subsequent rounds.

Blade Barrier

Level 6 cleric spell (evocation)
Requires: incantation, gestures
Casting time: 54 seconds (9 segments)

This spell brings into being a whirling wall of magical blades that continually orbit in a seemingly-chaotic dance around a particular point in space. That point can be up to 30' away from the caster, and the barrier formed by the blades can be anything from a 5'x5' square up to a 20'x20' square. Any creature passing through the whirling blades will suffer 8d8 hit points of damage. The barrier lasts for three minutes per level of the caster.

Blank Book

Savant cantrip (illusion/phantasm)
Requires: incantation, gestures
Casting time: 3 seconds (½ segment)

This spell creates the illusion that a (non-magical) book or scroll is, in fact, comprised completely of blank pages. All creatures with an intelligence of 8 or greater are automatically entitled to a saving throw vs. spells. Those who deliberately attempt to disbelieve are entitled to a separate check. The book must be within 10' of the caster, and within line of sight.

Bless (Curse)

Level 1 bard/cleric/mystic spell (conjuration)
Requires: incantation, gestures, holy/unholy water
Casting time: 1 minute

The *bless* spell allows the caster to grant his allies a +1 on their rolls "to hit" in combat and +1 on their morale rolls. The area of effect is a 50' diameter circle centered on a point up to 60' distant from the caster, and the effect of the spell lasts for 6 minutes. Those already engaged in combat do not receive the effects

of a *bless* spell. When the reverse of the spell (*curse*) is used, enemies in the area of effect receive a -1 "to hit" and -1 on their morale rolls. The reverse of the spell uses unholy water as its material component, rather than holy water. There is no saving throw.

Blindness

Level 2 illusionist spell (illusion/phantasm)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell creates the illusion in a given creature that it is blind. There is no real damage to the eyes, which are, in fact, able to see perfectly well. The brain, however, is convinced that nothing but a soft gray blur is being seen. For this reason, healing spells of all sorts, including *remove blindness*, are ineffective. Only a *dispel magic* or *dispel illusion* spell, or the mercy of the caster, can remove the malady. The target must be within 30' of the caster at the time the spell is cast, and is entitled to a saving throw vs. spells; success indicates the spell has no effect.

Blink (cantrip)

Mage/savant cantrip (enchantment/charm)
Requires: incantation, gestures
Casting time: 3 seconds (½ segment)

This spell allows the caster to force a subject within 10' to blink its eyes. A successful saving throw indicates that only one eye winks. For creatures that only have one eye, such as a cyclops or yocharach, a successful saving throw indicates the spell has no effect.

Blink (spell)

Level 3 mage/savant spell (alteration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell causes the caster to "blink" randomly out of existence once per minute, returning in an instant to a random place nearby. This "blinking" will last for one minute per experience level of the caster. To determine when in a given minute the caster will *blink*, roll 2d4 and multiply by 6; that is the second at which the blink will take place (the caster does not know when it will happen himself, and it will take place at a different point in each minute while the spell is in effect).

When coming back into existence from a *blink*, the caster will appear 2' from his starting position. Roll 1d8 to determine the direction randomly:

```
┌─────────────────────────┐
│  1        2         3    │
│  8    ← FACING      4    │
│  7        6         5    │
└─────────────────────────┘
```

If the space indicated is not empty, he will appear anywhere up to 12' distant in the direction indicated. If he still is unable to materialize, a different direction will be chosen. If the caster simply has nowhere within a 12' radius that he can appear without doing so in the middle of some other creature or object, he will be trapped on the ethereal plane.

The caster cannot be attacked in the remaining seconds in a minute after a *blink* has taken place, only in the portion of the minute prior to blinking. Area effect spells such as *fireball* will inflict damage, however. He himself has a 25% chance that any magic item use, spellcasting, or anything more complex than stabbing with a weapon will go awry; missed, done in the wrong direction, wrong effect called forth, etc.

Bluelight

Mage/illusionist/savant cantrip (conjuration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip creates a small glowing orb of blue in his hand some 3" in diameter. The light from the sphere will only light an area 5' in radius, and will not radiate beyond that area. The light from the *bluelight* has no impact on infravision or ultravision. It will remain until the caster stops concentrating.

Blur

Level 2 illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell causes the caster's outline to become blurry and indistinct, making it difficult to pinpoint exactly where he is. This has the effect that opponents' attacks are made at a -4 penalty the first time, and -2 on all subsequent attacks by the same individual, and that all saving throws vs. direct magical attacks are made at a +1 bonus. The effect lasts 3 minutes plus 1 minute per level of the caster.

Bonhomie

Level 6 bard spell (enchantment/charm)
Requires: incantation
Casting time: 72 seconds

This spell allows the caster to create a welling-up of good will and warm feelings in a crowd. All those within 120' of the caster can be affected; each is entitled to a saving throw vs. spells. Success indicates that the spell has no effect, but only another bard will recognize the fact that a spell has been cast at all. Naturally, to be effected, the listeners must be able to understand the caster. Those who fail their saving throw will be effected as follows:

- Be well-disposed towards the caster and his companions. This will be reflected in a +20% reaction adjustment, and similar bonuses to other social interaction rolls (or +4, where applicable). Such bonuses do not apply to the other effects of this spell, however.
- If called upon to join some enterprise, or contribute to some cause, they will do so. They will join for a number of hours equal to the level of the caster. Calls to join undertakings which will likely result in loss of life or liberty, exhortations for relatively large amounts of cash or other contributions, etc. will result in those listening getting a +4 bonus to their saving throws. Obviously suicidal or penurious

requests will result in automatic failure; the game master should exercise his judgment.
- Those under the kindly influence of the caster will receive a +2 bonus to all saving throws vs. fear, despair, catatonia, etc. Those already under the influence of such effects are entitled to a new saving throw, if they had one to begin with.

Boundary

Level 3 cleric spell (evocation)
Requires: incantation
Casting time: 18 seconds

This spell allows the caster to create a circular boundary 10' in diameter, centered on a point no more than 30' distant plus 5' per level of the caster. Any creature in the boundary when the spell is cast will be unable to leave it for the duration of the spell (1 round per level of the caster). No melee combat is possible unless an enemy enters the boundary. The spell does not prohibit spellcasting by the creature(s) imprisoned within the boundary. A creature trapped within may attempt to force its way out by making a saving throw vs. spells. Success indicates it has forced its way through the boundary. Creatures with magic resistance may attempt to use it to force their way through the boundary. Only one such attempt is allowed in either case. Only creatures in the boundary when it is first created are so trapped; others may pass into and out of the boundary without limitation. Non-corporeal undead or other creatures are not affected by the spell, and creatures capable of becoming *astral* or *ethereal*, *blinking, teleporting*, etc. can escape that way without needing a saving throw.

Bridge

Level 7 bard spell (evocation)
Requires: incantation
Casting time: 84 seconds

This spell calls into being a physical bridge some 5 yards in width. Its length will be 1 yard per level of the caster. Note that the bridge must have secure points on either side upon which it can rest. Any difference in height between the two ends of the bridge cannot exceed 10% of its length; thus a bridge 14 yards long could go up/down no more than a total of 4' or so, lest the bridge itself be unstable and collapse when any weight was placed upon it. The bridge will be able to hold 100 lbs. per level of the caster. The bridge will remain for as long as the caster continues the spell; once he ceases, it will begin to dissolve, losing 100 lbs. of capacity per minute (i.e., a number of minutes equal to the level of the caster). When the entire capacity is lost, the bridge will crumble into nothingness.

Bug

Mage/illusionist/savant cantrip (conjuration/summoning)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will cause an insect such as a beetle, mantis, etc. to appear up to 10' distant from the caster. It will bite, pinch, etc., whatever creature it happens to appear on (if any).

This spell cannot be cast underwater.

Burning Hands

Level 1 mage spell (alteration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell causes a sheet of flames to spring 3' from the caster's spread fingertips. This fire will cause 1 hit point of damage per level of the caster, and will ignite any flammable materials.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Cacodemon

Level 7 mage/savant spell (conjuration/summoning)
Requires: incantation, gestures, candles, brazier, parchment, blood
Casting time: 4-6 hours

This spell allows the caster to summon a demon from the lower planes and compel it to service. Only those demons which possess singular personal names can be so summoned (those which are referred to as "major demons" in the ADVENTURES DARK AND DEEP™ Bestiary), but not those which are regarded as lords or princes of their kind. The spell requires that the true personal name of the demon be known to the caster prior to the spell being attempted. The caster is advised to have cast a *protection from evil* spell prior to doing so, as this will afford some protection against the summoned demonic being.

The casting time of the spell, and its chance of success, depends on the strength of the demon. A demon with 6 hit dice or less will take 4 hours, one with 7 hit dice will take 5 hours, and one with 8 hit dice or more will take 6 hours. If there is some interruption in the spell, there is a 10% chance that the protective measures taken will be of no avail, and the demon will be able to attack its summoner. The summoned demon is entitled to a special saving throw; those with 7 hit dice or less roll 3d6, while those with 8 hit dice or more roll 2d10. If the roll is greater than or equal to the experience level of the caster, the spell fails and that particular demon's name can never be used again (either that particular demon is slain or otherwise forever unavailable, or the name itself is incorrect in some slight way that renders it unusable for magical purposes).

Once the spell is cast, the caster may seek to subdue or otherwise intimidate the creature through the casting (or threat of casting) of some other spell such as *spiritwrack* or *trap the soul*. Otherwise, the caster is able to force a period of service from the demon, in one of two ways:

- The caster can demand a single, specified service from the demon. This service must have a specified and limited period of time in which it can be accomplished, and must be possible for the demon to undertake.
- The caster can bargain for the ongoing service of the demon in return for regular (weekly) human sacrifices. Doing so is an inherently evil act, and will immediately and irrevocably change the alignment of any good or neutral characters who even attempt it.

In either case, the demon will prove a shrewd negotiator, and will only be bound to observe the close letter of the agreement. The demon will also be quite resentful of the caster, ready to use any loophole as an excuse to slay the source of its degradation and return to the lower planes with his soul. Any impossible request, or failure on the part of the caster fails to follow through on his part of a bargain, will be 50% likely to automatically free the demon, who will be loosed upon the material plane for a period of 666 days, during which time it will undoubtedly seek retribution against the caster.

The spell requires 5 black candles, a lit brazier on which is burned a variety of different herbs, salts, and other noxious substances, blood, and a parchment with the true name of the demon already inscribed upon it.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Cacophony (Harmony)

Level 7 bard spell (abjuration)
Requires: incantation
Casting time: 84 seconds

This spell creates a loud and cacophonous noise that is especially harmful to creatures of evil alignment and the denizens of the lower planes. All creatures within 120' must make a saving throw or be affected. All creatures within 60' of the caster are not entitled to a saving throw (magic resistance does apply). Those affected suffer the following effects. Note that a lack of understanding, or even a lack of hearing, does not impact this spell's effect.

- Creatures of evil alignment take 1d6 hit points of damage per minute.
- Creatures linked to the negative plane, or the undead, take 2d6 hit points of damage per minute.
- Creatures native to the lower planes, such as devils, demons, and daemons, take 3d6 hit points of damage per minute.

The reverse of the spell, *harmony*, will affect creatures of good alignment, or from the upper planes, in a manner similar to that indicated above.

Call Lightning

Level 3 druid spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 1 round

This spell allows the caster to call down a bolt of lightning from storm-clouded skies. These bolts will cause 2d8 hit points of damage plus 1d8 per experience level of the caster to any creatures within 10' of the point of impact, which can be anywhere within 360' of the caster. Creatures are allowed to make a saving throw vs. spells, which if successful means only half damage is taken. The caster is able to call down one lightning bolt per 10 minutes, and may call down a total number of bolts equal to his level. The spell cannot be cast unless there are clouds, rain, etc. (and is thus not normally cast underground), and cannot be cast underwater.

Call Woodland Beings

Level 4 druid spell (conjuration/summoning)
Requires: incantation, gestures, pine cone, holly berries
Casting time: 20 minutes

This spell enables the caster to call forth one type of enchanted woodland creature, if such exists within the range of the spell (360' plus 30' per experience level of the caster). The spell can only be cast outdoors. Only one of the following types of creature will respond to the call:

- brownies (2-8)
- centaurs (1-4)
- dryads (1-4)
- pixies (1-8)
- satyrs (1-4)
- sprites (1-6)
- tree man (1)
- unicorn (1)

The game master will have to determine whether or not such a creature is within the range of the spell. Those called must make a saving throw vs. spells with a penalty of -4; if they fail, they will be compelled to obey the call and render whatever aid or assistance is requested. If the caster or the caster's companions are of evil alignment, however, the woodland being(s) are entitled to a second saving throw with a bonus of +4 when they are within 30' of the caster; those who make their saving throw will detect the evil aura and seek immediately to escape. Either way, if combat is involved, the called creature(s) will need to check morale; their enthusiastic self-immolation is not guaranteed. The pinecone and holly berries are used up in the casting of the spell.

This spell cannot be cast underwater.

Calligraphy

Savant cantrip (alteration)
Requires: incantation, gestures, writing
Casting time: 3 seconds (½ segment)

This spell allows the caster to alter the handwriting of a particular page (1 page maximum), making it appear as if it has been written by an expert calligrapher. It will not affect magical writings of any sort. The page in question must be within 10' of the caster, and visible.

Calmness

Level 1 bard spell (abjuration)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to instantly remove any sort of magical or mundane fury, rage, or anger in all creatures within a 10' radius. Those who actively rely on such feelings, such as berserkers, are entitled to a saving throw vs. spells. Note that this may or may not have an effect on those in combat, depending on the circumstances.

Cause Shadows

Level 2 illusionist spell (invocation)
Requires: incantation, gestures, gauze
Casting time: 12 seconds

This spell allows the caster to bring forth a region of gloomy shadow that no natural light can pierce. It does not invoke total darkness, and can be seen through (at half range of normal sight, including ultravision but not infravision). The shadows will fill an area up to 40' in diameter, and must be centered on a point no more distant than 20' plus 5' per level of the caster. Thieves can use their "hide in shadows" ability within such a region with a +10% bonus to their chance to succeed. Missile weapons or spells cast into or through the shadows will suffer a -1 penalty "to hit" (if applicable). The spell will last for 5 rounds plus 1 round per level of the caster. The spell requires gauze, which is destroyed as the spell is cast.

Ceremony

Level 1 cleric/druid/mystic spell (invocation)
Requires: incantation, gestures, holy symbol
Casting time: 1 hour

This spell actually consists of a variety of different rituals, the nature of which will vary from religion to religion, but whose general pattern is universal. The cost of casting the spell for each will vary, but all involve the use of the caster's holy symbol. The effect of a *ceremony* spell is not magical, and thus cannot be dispelled with a *dispel magic* spell. There are ten specific applications of the

ceremony spell, and the caster must specify which is being learned when choosing which spells he is memorizing:

Anathema: This ceremony can only be cast by a cleric of 9th level or higher, and is never done for money. It creates a brand or other highly visible mark (on the hand, forehead, cheek, etc.) that declares the target to be utterly cast out of his former faith. If the ceremony is cast upon an unwilling recipient, he is entitled to a saving throw with a -4 penalty. The mark of *anathema* can be removed by a successfully cast *atonement* spell (see p. 125 for details). If the change in alignment was caused by some sort of magical control, the mark of *anathema* can be fully removed. If not, some vestige of the mark will always remain.

Burial: This ceremony can be performed by a 1st level cleric or mystic, and costs 5-50 g.p. When cast upon a dead body, it functions as a *protection from evil* spell (see p. 202). In addition, anyone attempting to disinter the body must make a saving throw vs. spells or flee in panic for 10 minutes.

Cast out: This ceremony may be performed by a druid of 12th level or higher (but all except the Grand Druid require permission from a superior in the druidical hierarchy of at least Archdruid rank). It is a special form of excommunication that is inflicted on those who have committed egregious harm to Nature. Unwilling targets are entitled to a saving throw vs. spells with a -4 penalty. Those who are cast out will bear an unclean aura that will be sensed by any non-magical animal (such as bears, pigs, birds, horses, etc.) and all druids and followers of the druidical faith. A vates may reverse a *casting out* ceremony at will. Druids who request permission to perform the ceremony and are refused, or who have the ceremony reversed, may themselves fall under the discipline of the hierarchy.

Coming of age: This ceremony can be performed by a 1st level cleric, druid, or mystic, and costs 5-15 s.p. It is usually cast on someone entering into adulthood, and affords him a bonus of +1 to any single saving throw.

Consecrate ground: This ceremony can be cast by a 7th level cleric, and usually will cost 100-600 g.p., depending on the size of the area to be consecrated. It is used to prepare a given area for the construction of some religious temple, shrine, or other edifice. It must be cast before any work whatsoever is done on the site, or else it is useless. If the ceremony is omitted or improperly cast, the resulting structure will immediately begin to fall into disrepair and has a 1% chance per year of collapsing. If cast upon land intended as a burial ground, the area will automatically turn undead as a 3rd level cleric (if cast by a good- or neutral-aligned caster), or undead in the area will be treated as if a 3rd level cleric were controlling them for purposes of being turned (if cast by an evil-aligned caster).

Consecrate item: This ceremony may be performed by a 3rd level cleric, and does not usually bear any cost. It is through this ceremony that items for use on altars, in shrines, etc. are prepared.

Dedication: This ceremony can be performed by a 3rd level cleric or druid, and costs 1-10 s.p. The spell brings the (always willing) target into the ranks of the sanctioned worshippers of the caster's faith (this will almost always require that the recipient's alignment be the same as that of the caster). It can be overridden only by another *dedication ceremony* performed by a caster of higher level than the previous one.

Initiation: This ceremony grants the 7th-level druid the power to *change shape* and be *immune* to the charming powers of woodland creatures (see p. 40 for details). It is usually cast by another druid of 7th level or higher, but *in extremis* can be cast by the druid on himself.

Investiture: This ceremony can be performed by a 3rd level cleric or druid, and costs 1-100 g.p. This is the ceremony by which a 1st-level cleric or druid is officially made a celebrant of his religion.

Marriage: This ceremony may be performed by a 1st level cleric, druid, or mystic, and costs 1-20 g.p. It does not otherwise afford any magical effects.

Ordination: This ceremony may be performed by a 3rd level cleric, and costs up to 200 g.p. (but some faiths will perform the ceremony at no cost). This ceremony is necessary before any cleric is able to establish a temple, have a regular congregation, and gain followers.

Rest eternal: This ceremony may be performed by a 1st level druid. It is cast upon the mortal remains of some creature, and foils spells such as *raise dead* and *resurrection*. A *wish* spell, however, would be able to overcome the effects of the ceremony.

Sacred grove. This ceremony may be performed by a druid of 9th level. It is cast upon his regular sacred grove, thus protecting the trees of the grove from disease, wind damage, flooding, etc. The effect will last for as long as the druid maintains the grove.

Special vows: This ceremony can be performed by a 5th level cleric, 6th level mystic, or 7th level druid, and is always cast upon a cavalier or paladin, costing up to 1-100 g.p. This spell will grant the recipient immunity to the spell *bestow curse* for its duration, but will also impose a -4 penalty to any saving throws vs. spells for the spell *quest* when cast by a spellcaster of the same alignment as the caster of the *ceremony* spell. The special vows will remain in place until the recipient gains enough experience points to attain the next experience level. Druids cannot perform the ceremony on paladins, although they can on cavaliers regardless of alignment.

Vow of silence: This ceremony can only be performed by a mystic upon reaching the 9th level of experience. The effects are listed under the description of the mystic character class, on p. 42.

Worship. This ceremony comprises the ordinary worship of the caster's religion, and can be performed by a 1st level cleric or druid. It can be performed either singularly or for a group. The exact nature of the worship ceremony will vary from faith to faith. Faithful attending such a ceremony earn 1 x.p. for doing so, a maximum of once per day.

Chain Lightning

Level 6 mage spell (evocation)
Requires: incantation, gestures, fur, amber/glass/crystal rod, silver pins
Casting time: 36 seconds (6 segments)

This spell creates a bolt of lightning similar to that created by the *lightning bolt* spell, but with the important difference that where *lightning bolt* creates a single stroke of electrical force in a straight line, *chain lightning* arcs from target to target. The initial target of the bolt must be within 40' plus 5' per level of the caster. He (and all those hit by the chain lightning) is entitled to a saving throw vs. spells; success indicates he only takes half damage.

The chain lightning will arc a number of times equal to the experience level of the caster, and will do a number of d6's worth of damage equal to the caster's level, less one per arc. Thus, a 15th level caster would do 15d6 h.p. damage to the first target, 14d6 to the second one hit by the arcing lightning, etc. The lightning will strike any sort of target, but trees and large pieces of conductive metal will cause the bolt to "ground" and stop the arcing effect. The bolt will arc to the nearest object, which is entitled to a special saving throw; success indicates the bolt arcs to the next likely target, which then gets another saving throw, etc. Each arc can never be longer than the range of the spell as mentioned above; if it ever gets to the point where it would be, the arc fades away and the spell's effect ends. Note that it is possible for a bolt to arc back to a target it has already struck, and even for it to strike the caster! If two likely

targets are equidistant, the bolt will first arc towards metal, then water, and then randomly.

Note that each target after the first is entitled to two separate saving throws; the first, to determine whether the arcing bolt strikes him at all, and the second, if he is struck, to determine whether or not he takes full or half damage.

If cast underwater, this spell will form a sphere 40' in diameter centered on the original target point. All those in the area of effect will suffer 1d6 h.p. of damage per level of the caster, with a successful saving throw indicating only half damage.

Change

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 1 second

This cantrip allows the caster to temporarily change the form of an object, as long as the item is either animal or vegetable, and cannot be changed beyond those boundaries under any circumstances. The change can only increase or decrease the size or volume of the object by a maximum of 50%. The duration of the change depends on how radical its nature is; a simple color change could last a day, while changing a rabbit into a bouquet of flowers would only last a minute. If the object being changed possesses anything above an animal intelligence, it is entitled to a saving throw vs. spells.

Changestaff

Level 7 druid spell (evocation)
Requires: incantation, gestures, specially prepared staff
Casting time: 18 seconds (3 segments)

This spell allows the caster to transform a specially-prepared wooden staff into a tree man of largest size, with 12 hit dice (see the Adventures Dark and Deep™ Bestiary for details). The tree man will obey and defend the caster until it is destroyed, or until the caster wills it to return to staff form. For every 8 points of damage the tree man takes, however, it will shrink in both size and hit dice. Such losses are permanent; even if the tree man returns to staff form, hit dice can never be recovered short of a *wish* spell. If reduced to 6 hit dice, it will disintegrate into sawdust. The tree man will otherwise remain for 10 minutes per level of the caster. Although the creature is treated like a tree man in all respects, true tree men will recognize it as not being one of their own.

The staff used for this spell must be very specially prepared. First, a limb from an ash, oak, or yew tree that had been struck by lightning within the previous 24 hours must be located. It must then be cured by both sun and special smoke for 28 days, then shaped, carved, smoothed, and polished for another 28

days. During this time, the caster must attend to nothing except the preparation of the staff; no adventuring or other activity is possible. A *speak with plants* spell is then cast, as well as a special incantation to imbue the staff with the necessary energies to transform to and from tree man form. The staff can be transformed as long as the tree man has hit dice remaining.

Change Self

Level 1 illusionist/mountebank spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to change his appearance. He is able to appear to be one foot taller or shorter, 50% thinner or heavier, and to seem to be any sort of human, demi-human, or humanoid type. His clothing and possessions will also change to conform to the desired form. The spell will last for 2d6 minutes plus 2 minutes per level of the caster.

Chant

Level 2 cleric spell (conjuration/summoning)
Requires: incantation, gestures
Casting time: ten minutes

This spell allows the caster to create a special zone (in a 30' radius around him), within which those persons and creatures friendly to the caster receive the following bonuses:

- +1 on their rolls "to hit", for damage, and to all saving throws
- -1 to all ability score checks
- +5% on all percentage-based class skills (verbal patter, thieving skills, etc.)

Enemies of the cleric within the radius of effect, on the contrary, receive equivalent penalties to their rolls. The effect lasts as long as the caster maintains the *chant*; any interruption will break the spell. A successful attack against the caster or magical silence will count as an interruption.

Chaos

Level 5 illusionist spell (enchantment/charm)
Requires: incantation, gestures, bronze disc, small iron rod
Casting time: 30 seconds (5 segments)

This spell is very similar to the *confusion* spell (see p. 140) in that it jangles the mind of those it affects, in some cases causing them to not know friend from foe, and in other cases causing them to simply stand around in puzzlement or wander off entirely. The exact effect is random, and should be rolled separately for each creature affected:

TABLE 255: CHAOS

Die Roll (d%)	Action
01-10	Wander off in random direction for 10 minutes, then re-roll
11-60	Stand in dumb puzzlement for 1 minute, then re-roll
61-80	Attack nearest creature for 1 minute, then re-roll
81-00	Attack caster and/or his allies for 1 minute, then re-roll

The spell will only affect creatures in a 40 by 40 foot area, centered on a point 5' per experience level away from the caster. Only illusionists and fighters (not fighter sub-classes) are entitled to a saving throw, and that is made with a -2 penalty. When a creature is said to "re-roll" on the above table, it gets another saving throw if applicable (with the -2 penalty); failure means the game master should once more roll to see its reaction to the spell. The spell lasts for 1 minute per level of the caster (if creatures are "wandering" when the spell elapses,

they will continue to wander until their 10 minutes are up, at which time they will snap back to normal without need for another saving throw).

Chariot of Flame

Level 7 druid spell (evocation)
Requires: incantation, gestures, holy symbol, wood, holly berries, fire
Casting time: 10 minutes

This spell calls into being a large chariot of living flame drawn by a pair of large steeds of fire. The chariot is large enough to carry both the caster and up to 8 companions, upon whom the caster can bestow a special immunity to damage caused by the fires of the chariot with a touch (note that this does not create any sort of immunity to other sources of magical fire; just that of the chariot itself). Any creature not so protected will take damage similar to that caused by the *wall of fire* spell (see p. 232 for details). The chariot can travel up to 1,440 feet per minute when flying, and 720 feet per minute when on the ground. It is controlled verbally, and will last for one hour plus ten minutes per level of the caster.

The chariot itself can sustain damage, but only that caused by enchanted weapons or by water, which causes 1 hit points of damage per quart. The chariot and the two fiery horses are the equivalent of armor class 2, and each can sustain 30 h.p. of damage before being destroyed. If one of the horses is destroyed in this way, the chariot can only move at half speed. The chariot requires a small piece of wood, a couple of holly berries, and fire equal in size to a torch, all of which are consumed by the casting, as well as the caster's normal holy symbol. It will appear some 10' from the caster.

This spell cannot be cast underwater.

Charm Immunity

Level 8 mage spell (abjuration)
Requires: incantation, gestures, diamond powder, diamond
Casting time: 1 minute per recipient

This spell confers a saving throw bonus to spells of the enchantment/charm type upon one or more creatures touched by the caster. The caster can confer this bonus on up to 1 creature for every 4 levels of experience of the caster. The spell will last for 10 minutes per level of the caster, but if more than one creature is to be affected, the duration of the spell will be divided between them. The exact saving throw bonus conferred depends on the spell being defended against:

TABLE 256: CHARM IMMUNITY

Spells/Magical Effects	Saving Throw Bonus
Beguiling, Charm, Forget, Hypnotism, Ray of Enfeeblement, Suggestion, all person-affecting cantrips	+9
Antipathy, Cloak of Fear, Command, Confusion, Domination, Eyebite, Fear, Hold Person/Monster, Mass Suggestion, Scare	+7
Chaos, Demand, Dolor, Feeblemind, Geis, Irresistible Dance, Lamentable Distraction, Quest, Torment	+5

For any enchantment/charm spells not listed above, the game master should use those listed as a guide to determine an appropriate saving throw bonus. The spell requires that at least 1,000 g.p. worth of diamond dust be sprinkled on the beneficiaries of the spell, as well as requiring each such person to carry a diamond of any size and value, which disappears after the spell has run its course.

Charm Monster

Level 4 mage/mountebank, level 7 bard spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the caster to convince one or more creatures that the caster is a trusted friend who should be protected and well treated. The creature(s) so charmed are not mindless automatons; they will act like friends, not slaves, and any overtly hostile act against the target will negate the spell instantly. The target(s) must be within 60' of the caster, and the number of creatures affected depends on how many hit dice/experience levels they have:

TABLE 257: CHARM PERSON NUMBER AFFECTED

Hit Dice/Level	Number Affected
1	2-8
2	1-4
3	1-2
4+	1

Creatures targeted by this spell get a saving throw vs. spells to avoid its effects. The game master should check each week (in game-time) to determine whether or not the charm effect has dissipated; the chance for the spell to be broken is also dependent on the number of hit dice or experience levels they possess:

TABLE 258: CHARM MONSTER WEARING OFF

Hit Dice	Level	% Chance of Spell Wearing Off
1-2	1	5%
3	2	10%
4	3	15%
5-6	4	25%
7	5	35%
8	6	45%
9-10	7	60%
11-12	8	75%
13+	9	90%

Charm Person

Level 1 mage/mountebank, level 2 savant spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to convince any one person (which includes sylvan creatures such as brownies, pixies, and centaurs; demihumans such as dwarves, elves, etc.; humanoids such as kobolds, orcs, etc.; as well as lizard men, troglodytes, and other creatures noted as persons for purposes of this spell in the ADVENTURES DARK AND DEEP™ Bestiary) that the caster is a friend who should be protected and whose advice is sound. It does not turn the subject into a mindless slave; a command to kill oneself would not be followed,

for example. The target must be within 80' of the caster, and gets a saving throw vs. magic; making the save means the spell has no effect. The target also gets an additional saving throw to see if the effects of the spell have worn off. The frequency of these additional saving throws is dependent on the intelligence of the being under the spell:

TABLE 259: CHARM PERSON

Intelligence	Saving Throw Every…
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or greater	1 day

Bear in mind that the spell will be broken if the caster harms the *charmed* person in any way, and also that the spell does not afford the target any special means of understanding the caster's language. A *dispel magic* spell will also cancel out a *charm*.

Charm Person or Mammal

Level 2 druid spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the caster to convince any one mammalian being (including intelligent beings such as humans, elves, etc.) that the caster is a friend who should be protected and whose advice is sound. It does not turn the subject into a mindless slave; a command to kill oneself would not be followed, for example. The target must be within 80' of the caster, and gets a saving throw vs. magic; making the save means the spell has no effect. Periodically, the target also gets an additional saving throw to see if the effects of the spell have worn off. The frequency of these additional saving throws is dependent on the intelligence of the being under the spell:

TABLE 260: CHARM PERSON OR MAMMAL

Intelligence	Saving Throw Every…
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or greater	1 day

Bear in mind that the spell will be broken if the caster harms the charmed creature in any way, and also that the spell does not afford the target any special means of understanding the caster's language. A *dispel magic* spell will also cancel out a *charm*.

Charm Plants

Level 7 mage spell (enchantment/charm)
Requires: incantation, gestures, soil, water, twig or leaf
Casting time: 42 seconds (7 segments)

This spell allows the caster to turn any vegetation or plant-based creatures into friends and allies, as well as making him able to communicate with them. Intelligent plant creatures (such as vegepygmies) are entitled to a saving throw

vs. spells. The spell will affect a 30'x10' area, up to 30' distant from the caster. The spell does not grant the plants in the area any new powers (i.e., grass does not suddenly have the power to move on its own accord to trip up intruders), but whatever abilities the plants do possess will be used to assist the caster. The effect is permanent.

Chill

Mage cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds (½ segment)

This spell allows the caster to lower the temperature of some non-living object or material to 40° F in but an instant (if the object is already colder than that, the spell will not warm it to 40°). The material will then return to its normal temperature slowly, as it absorbs heat from the surrounding air. The material must be within 10' of the caster, and can be as large as one cubic foot (all within the radius of 1' from a common point).

Chromatic Orb

Level 1 illusionist spell (evocation)
Requires: incantation, gestures, gemstone
Casting time: 6 seconds (1 segment)

This spell creates an enchanted orb whose color will depend on both the desire of the caster and his level. Once brought into existence, the orb must be hurled at some target within 30' of the caster (if the target is 0-10' distant, the caster gets a +3 bonus "to hit"; 10-20' yields a +2 bonus, and for 20-30' the bonus is +1). The orb will affect even creatures normally struck only by enchanted weapons, but magic resistance will still apply. The effect of the orb will depend on its color:

Pearl: The pearl orb will inflict 1d4 h.p. of damage if it hits, and will generate a bright light (as per the spell) for 1 minute per level of the caster. The target must make a saving throw or be blinded while the light persists. Any level caster can create a pearl orb.

Ruby: The ruby orb will inflict 1d6 h.p. of damage if it hits, and will generate heat sufficient to melt 1 cubic yard of ice or snow. Creatures struck must save vs. spell or lose 1 point each of strength and dexterity (or a -1 penalty to both "to hit" and armor class ratings). Only a caster 2nd level or above can create a ruby orb.

Flame: The flame orb will inflict 1d8 h.p. of damage if it hits, and will set flammable objects alight. Creatures struck must save vs. spells or take an additional 2 h.p. of damage (does not apply to creatures resistant to fire damage). The caster must be 3rd level or higher to create the flame orb.

Amber: The amber orb will cause 1d10 h.p. of damage if it hits. Creatures struck must save vs. spells or be struck blind for 1d4+1 minutes. The amber orb can only be created by a 4th level caster or higher.

Emerald: The emerald orb will cause 1d12 h.p. of damage if it hits. The orb releases a *stinking cloud* in a 5' radius; creatures in the area must save vs. spells or be helpless for 1d4+1 minutes (those who successfully save can move out of the area of the cloud; see p. 221 for details). The emerald orb can only be cast by a 5th level caster or above.

Turquoise: The turquoise orb will cause 2d8 h.p. of damage if it hits. In addition, it will magnetize any iron, steel, or other metal that can hold a magnetic field for 3d4 minutes, unless the target makes a successful saving throw vs. spells. Such metal will attract all other iron-based metal (including swords, etc.), which must be then pulled off. The turquoise orb can only be cast by a 6th level or higher caster.

Sapphire: The sapphire orb will cause 2d4 h.p. of damage if it hits. In addition, the target must make a saving throw vs. petrification or be paralyzed for 5d4 minutes. It can only be cast by someone 7th level or higher.

Amethyst: The amethyst orb will cause the target to be *slowed* (as per the spell; see p. 214 for details) for 2-8 minutes if it hits. In addition, the target must make a saving throw vs. petrification or be turned to stone, permanently. The amethyst orb can only be cast by someone 10th level or higher.

Ashen: The ashen orb will cause the target to be paralyzed for 1d4+1 minutes if it hits. In addition, the target must make a saving throw vs. death or be instantly slain. The ashen orb can only be cast by someone 12th level or higher.

The spell requires a small gem (50 g.p. value) of the type indicated, or else a clear one (such as diamond) which will serve for all of the orbs indicated. This gem is destroyed in the casting.

Clairaudience

Level 1 mystic, level 3 mage/savant/mountebank spell (divination)
Requires: incantation, gestures, silver horn
Casting time: 18 seconds (3 segments)

This spell allows the caster to hear everything that takes place in some distant locale with which he is familiar, or whose nature is very obvious and/or visible (behind a door, on a hill, in a tower room, etc.). He is able to hear everything in a 60' radius from some point in that locale chosen by him. There is no limit to how far the spell will reach, but the locale must be on the same plane as the caster. It lasts for 1 minute per experience level of the caster, and requires a small silver horn worth at least 100 g.p. The horn is destroyed by the casting of the spell.

Clairvoyance

Level 1 mystic, level 3 mage/savant spell (divination)
Requires: incantation, gestures, powdered pineal gland
Casting time: 18 seconds (3 segments)

This spell allows the caster to see everything that takes place in some distant locale with which he is familiar, or whose nature is very obvious and/or visible (such as behind a door, in a general's command tent, etc.). He is able to see as if he were standing at some specific point, but is limited to the light which is already present; infravision and ultravision will not function through this spell; darkness limits what can be seen to a 10' radius from the selected point. The spell cannot be used to see through metal or certain magical protections. Distance is not a factor, but the spell cannot be used to see into other planes. It lasts for 1 minute per level of the caster and requires a pinch of the powdered pineal gland of a human or other humanoid being.

Clean (Dirty)

Mage/illusionist/savant cantrip (abjuration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip removes soil, dirt, grease, etc. from walls, floors, furniture, etc. Up to 4 square yards may be affected. The reverse of this cantrip, *dirty*, will smudge, muddy, and otherwise soil the indicated area.

Clenched Fist

Level 8 mage spell (evocation)
Requires: incantation, gestures, glove, brass knuckles
Casting time: 48 seconds (8 segments)

This spell brings forth a disembodied fist that will respond to the mental commands of the caster, as long as it remains within 5' per level of the caster (the caster must concentrate in order to direct the fist). The fist will have a number of hit points equal to those of the caster; when those are used up, the fist will disappear. The fist gets one attack per minute; while there is no chance that the fist will miss, the type of blow it lands is determined randomly.

TABLE 261: CLENCHED FIST

Die Roll (d20)	Blow	Damage
1-12	Glancing	1d6 h.p.
13-16	Solid	2d6 h.p.
17-19	Hard	3d6 h.p., stunned for 1 minute
20	Crushing	4d6 h.p., stunned for 3 minutes

Creatures that are stunned are attacked at a +4 bonus, and are not able to themselves attack or cast spells. When directed against ships and fortifications, the *fist* will do 10 h.p. per round against wood, 5 h.p. per round against soft stone or brick, and 3 h.p. per round against hard stone, but stunning has no effect.

Climb

Level 1 bard spell (alteration)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to imbue one person within a 10' radius with the ability to climb walls as if he were a thief of his experience level, and/or climb cliffs and trees as if he were a barbarian of the same level. The effect will last for 10 minutes per level of the caster.

Cloak of Fear (Cloak of Bravery)

Level 4 cleric spell (illusion/phantasm)
Requires: incantation, gestures, miniature quiver, chicken feather, (alcohol, brain of newt)
Casting time: 36 seconds (6 segments)

This spell creates an aura of fear some 3' in radius around the caster. Any creature that enters this zone must save vs. spells or flee in fear for 6 minutes (the caster can specify certain creatures as immune to the effect, such as comrades). Once the spell affects one creature, the effect around the caster will disappear. It has no effect on those creatures immune to magical fear effects such as undead and the like. If not otherwise activated, the cloak of fear will last for 10 minutes per level of the caster. This spell requires a miniature quiver and a chicken feather, both of which are destroyed.

The reverse of the spell, *cloak of bravery*, creates an effect for the caster or a willing recipient; +3 to all saving throws against magical fear effects. The effect will work only for a single saving throw, and will disappear whether or not the saving throw is made. This spell requires a bit of alcohol and brain of newt.

Clone

Level 8 mage spell (necromantic)
Requires: incantation, gestures, flesh of person to be cloned
Casting time: 10 minutes

This spell creates a precise duplicate of some person. Once a piece of flesh has been taken from an individual, and the spell cast, the clone will take 2-8 months to grow into an adult. At that time, the clone will have all of the memories, skills, and experience (including levels, hit points, etc.) that the original had at the time the flesh sample was taken (thus, if a 18th level mage takes a sample of flesh for a clone, then subsequently gains three levels before the clone was made, the clone would only be 18th level).

If a clone is brought to maturity before the death of the original, however, a dangerous situation will occur. Both the clone and the original will become aware of the existence of the other, and will be compelled to kill the other. If that proves to be impossible, there is a 75% chance that the clone will go insane and destroy itself, while there is a 5% chance that both the clone and the original will do so.
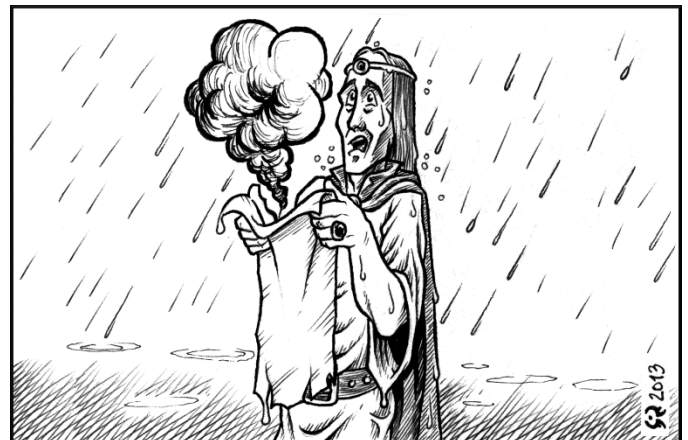
Cloudburst

Level 3 jester/cleric/druid/mage spell (alteration)
Requires: incantation, gestures, powdered silver and iodine, (holy symbol)
Casting time: 30 seconds (5 segments)

This spell will cause an area some 30' in diameter and 60' high to suddenly be struck by a downpour of rain. A full inch of rain will fall in but a single minute, after which time the spell will have run its course. Even the largest non-magical fires will be extinguished by the time the spell is done, while permanent magical fires will reignite themselves after a minute or two. Small flame-based spells such as *burning hands* will be rendered ineffectual, while larger area-based fire spells such as *flame strike* or *fireball* will cause an immense cloud of steam some 120' in diameter and 240' high that does 1-3 hit points of damage to most creatures, and twice that to cold-based or cold-using creatures. The steam will last 1d4+1 minutes under normal conditions, but only a minute in strong wind.

In dry conditions, the spell will only operate as a double-strength *precipitation* spell (see p. 199 for details). In humid climates, the spell will have twice its normal duration. At the freezing mark, the rain will become ice and sleet, while below freezing up to 10" of snow will fall. There is no electrical component to the spell, and thus it cannot be used to accommodate a *call lightning* spell. The spell requires a pinch of powdered silver and powdered iodine crystals, which are consumed as the spell is cast, and the caster's holy symbol, which is not. When cast by a mage, no holy symbol is required.

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This spell cannot be cast underwater.

Cloudkill

Level 5 mage, level 6 savant spell (evocation)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell calls into being a cloud of yellow-green mist that is instantly fatal to any creature with 4 hit dice or less. Any creatures with 5 hit dice or less will get a saving throw vs. poison with a -4 penalty, and those with 6 hit dice or less get a saving throw with no penalty. Those with greater than 6 hit dice are unaffected. The cloud is amorphous, but approximately 40' wide, 20' high, and 20' deep, and will originate some 10' from the caster. It will begin to move away from the caster at 10' per minute (subject to wind and breezes), but never back towards the caster, no matter what direction or force the wind takes. Strong wind will dissipate the cloud in 4 minutes, and dense vegetation such as thick woods will do so in 2 minutes (i.e., 20' of movement through such terrain). The cloud is heavier than air, and will thus settle in the lowest elevations, and sink down holes and wells.

Cloud of Unknowing

Level 6 mystic spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell causes the caster to become lost in the contemplation of the true nature of the universe. While in such a state, he loses all conscious faculties, and is essentially an automaton. He cannot cast spells, engage in combat, or take any other action that requires conscious thought. Telepathy and similar mind-reading enchantments will have no effect; the caster will appear to be some sort of magical construct or undead of indeterminate sort. He will, however, respond to simple commands from his friends, and is impervious to any sort of mind-affecting magic whatsoever: illusions, enchantment/charm spells, demonic possession, etc. The caster is vaguely aware of his surroundings, however, and can attempt to end the spell's effect at any time. When he does so, he must roll 1d20. If the result is less than his wisdom score, he is able to emerge from the trance. He may attempt to end the contemplative trance once every two minutes. This spell is especially useful when confronting creatures known for their ability to control the minds (or bodies) of others; by returning to full consciousness after having been dismissed as a harmless bystander, the mystic can often wreak havoc against such beings.

Color

Mage/illusionist/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip causes up to 1 cubic yard of material to become infused with a desired color. Faded colors can be thus restored, already-colored objects mixed with another color, etc. It can be used to color hair or skin. The effect will last for 30 days.

Color Spray

Level 1 jester/illusionist spell (alteration)
Requires: incantation, gestures, red/yellow/blue sand or powder
Casting time: 6 seconds (1 segment)

This spell creates an intense fan of color emanating from the caster's hands, some 5' wide at the starting point, 20' long, and 20' long at the base. Creatures with a number of hit dice greater than the caster's level, or those

with more than 6 hit dice in any case, are entitled to a saving throw vs. spells; success indicates the spell has no effect. Otherwise, the spell's effect depends on the difference between the caster's level and that of the target(s):

TABLE 262: COLOR SPRAY

Target HD Minus Caster's Level	Effect
0 or less	Unconscious for 1-4 minutes
1-2	Blind for 1-4 minutes
3 or greater	Stunned for 12-48 seconds (2d4 segments)

Colored Lights

Illusionist cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip allows the caster to create up to four glowing orbs in his choice of color. The size of the orb determines how bright it is, and how many can be created:

TABLE 263: COLORED LIGHTS

Orb Size	Max. Number	Each Illuminates
12"	1	5' radius
6"	2	2 ½' radius
4"	3	20" radius
3"	4	15" radius

The orbs thus created will last until the caster ceases concentrating, and can be made to move in any pattern desired, as long as they all remain within 10' of the caster. Any color except pale blue or pink will spoil infravision or ultravision. The lights will remain as long as the caster concentrates on maintaining them.

Combine

Level 1 cleric spell (evocation)
Requires: incantation, gestures
Casting time: 1 minute

This spell allows up to four clerics to combine their powers and imbue a fifth with greater-than-normal powers, temporarily. All of the clerics must hold hands, and each then casts the *combine* spell (note that each must have separately memorized and then cast the spell). The highest-level cleric in the circle will gain 1 level per cleric in the circle other than himself, for up to 30 minutes, as the other clerics continue to concentrate (if their concentration is broken, as when they take damage, they must leave the circle and 1 level is thus lost to the beneficiary of the spell). This does not give him any additional spells, but any spells he does cast are cast as if he were at the higher level, he can turn undead at the higher level, etc.

Comfortable Refuge

Level 3 bard spell (evocation)
Requires: incantation
Casting time: 36 seconds (6 segments)

This spell calls into existence a pavilion-style tent some 20' in diameter (so up to 15 persons including the caster can be within). It will remain in force up to 1 hour per level of the caster, and will maintain a constant temperature within of 70 degrees Fahrenheit regardless of the temperature outside. The sphere will also provide protection against winds up to 100 miles per hour. It will not defend against spells, arrows, or other forms of attack, but vermin and other animals cannot enter the tent except at the discretion of the caster. The tent will remain if the caster leaves it, but only for half the normal time.

Command

Level 1 cleric spell (enchantment/charm)
Requires: incantation
Casting time: 6 seconds (1 segment)

The *command* spell allows the caster to issue a single-word command that must be obeyed by a single creature who must be within 10' of the caster. The word used must be completely clear and not open to interpretation. Typical commands are back, halt, flee, run, stop, fall, fly, leave, etc. and all commands will be obeyed for a maximum of one minute. Using the command "die" will cause the target to faint for one minute but otherwise remain unharmed. The target must, of course, understand the language being used. If the target has an intelligence score of 13 or above, or 6 or more hit dice, it will get a saving throw vs. magic to avoid the effect of the spell.

Command Word

Level 5 savant spell (divination)
Requires: incantation, gestures, divination device
Casting time: 1 hour

By means of this spell, the caster is able to discern one command word that will activate a magical property of some object such as a wand or other item. If it is a device that the caster is unable to use himself, there is a base 20% chance that the word that will be discerned will, in fact, cause a reverse effect (most often, affecting the wielder of the item in question; the game master should use his discretion in determining exactly how this failure should be applied). This base chance is reduced by 1% for every level of experience of the caster above 10th.

Commune

Level 4 savant, level 5 cleric spell (divination)
Requires: incantation, gestures, holy symbol, holy water, incense
Casting time: 10 minutes

This spell allows the caster to make contact with his deity (or his deity's intermediaries) in order to receive answers to "yes or no" questions. As many questions may be asked as the caster has levels of experience. While the answers will be correct, they will also apply to literal readings of the questions asked, and will only come in the form of "yes or no" answers. To prevent abuse of this spell, the game master may determine that its use is limited, to prevent the gods from being pestered too often for petty mortal concerns.

Commune with the Multiverse

Level 5 mystic spell (divination)
Requires: incantation, gestures
Casting time: 10 minutes

This spell allows the caster to come into close attunement with the multiverse itself. By doing so, he is able to discern the answers to three questions, whose answers will be in the form of a single word. The answers will always be truthful, but could be ambiguous within the limits of the spell. The spell can only be cast once per week per mystic. If more than one mystic inquires about the same issue, they will receive the same answer.

Commune with Nature

Level 5 druid spell (divination)
Requires: incantation, gestures, holy symbol
Casting time: 10 minutes

By means of this spell, the caster is able to become so "in tune" with his natural surroundings that he will have specific knowledge about them. One such fact per level of the caster will be known; what sort of water lies ahead or to either side, if a given type of animal dwells here, what sort of metals are in the ground, what buildings and their inhabitants, etc. The spell will only work out of doors, and the knowledge so gained is limited to a radius of half a mile per level of the caster.

Comprehend Languages (Confuse Languages)

Level 1 mystic/mage/savant spell (alteration)
Requires: incantation, gestures, soot, salt
Casting time: 1 minute

This spell allows the caster to understand both spoken and written languages. It does not, however, allow the caster to speak or compose in those languages. It will not work on magical writings, although the caster will recognize their magical nature. The spell requires a pinch of soot and some grains of salt, which are lost when the spell is cast. It lasts for 5 minutes per level of the caster, and can only be cast upon a single creature or object bearing writing, which must be touched. The reverse of the spell, *confuse languages*, prevents any sort of comprehension, and can be used to counteract a *comprehend languages* spell.

Cone of Cold

Level 5 mage spell (evocation)
Requires: incantation, gestures, crystal/glass cone
Casting time: 30 seconds (5 segments)

This spell calls into being a beam of intense cold from the caster's hand, extending 5' per level of the caster. This beam will cause 1d4+1 hit points of damage per experience level of the caster; creatures struck by the beam are entitled to a saving throw vs. spells. Those who successfully make their saving throw take half damage. The spell requires a tiny cone-shaped piece of crystal or glass, which is destroyed as the spell is cast.

Confusion

Level 4 mage/illusionist, level 7 druid spell (enchantment/charm)
Requires: incantation, gestures, holy symbol or 3 nut shells
Casting time: 30 seconds (5 segments)

This spell casts a cloud upon the mind of those it affects, in some cases causing them to not know friend from foe, and in other cases causes them to simply stand around in puzzlement or wander off entirely. The exact effect is random, and should be rolled separately for each creature affected:

TABLE 264: CONFUSION

Die Roll (d%)	Action
01-10	Wander off in random direction for 10 minutes, then re-roll
11-60	Stand in dumb puzzlement for 1 minute, then re-roll
61-80	Attack nearest creature for 1 minute, then re-roll
81-00	Attack caster and/or his allies for 1 minute, then re-roll

The spell will only affect creatures in a 40 by 40 foot area. The number of creatures affected is 2-12. Added to that are a number of creatures equal to

the level of the caster minus the hit dice or level of the strongest creature in the area (ignore negative results). For example, if a 15th level druid casts this spell, and there is a 13th level mage in the area of effect, the spell would affect 2-8+2 creatures, as long as they were all in the 40'x40' area, centered on a point up to 80' away from the caster. Every creature gets a saving throw against spells; these saves are made with a -2 penalty. When a creature is said to "re-roll" on the above table, it gets another saving throw (with the -2 penalty); failure means the game master should once more roll to see its reaction to the spell. The spell lasts for 1 minute per level of the caster (if creatures are "wandering" when the spell elapses, they will continue to wander until their 10 minutes are up, at which time they will snap back to normal without the need for another saving throw). If the spell is cast by a druid, it requires his holy symbol. If cast by a mage or subclass of mage, it requires 3 nut shells.

Conjure Animals

Level 6 cleric/illusionist spell (conjuration/summoning)
Requires: incantation, gestures
Casting time: 42 seconds (7 segments)

This spell allows the caster to magically summon a mammal or group of mammals to attack his enemies. The conjured creatures will show up anywhere within 30' of the caster, and will remain for 2 minutes per level of the caster.

The total number of hit dice worth of animals that can be conjured depends on the level of the caster. Each d4 hit die counts as ¼ of a level, each d6 hit die counts as ½ a level, a d8 hit die counts as 1 level, a d10 hit die counts as 1¼ level, and a d12 hit die counts as 1½ a level.

Thus, a 14th level cleric could conjure a single 14d8 HD animal, two 7 d8HD animals, one 9d12 HD and one 1d6 HD animal, etc.

Conjure Earth Elemental (Dismiss Earth Elemental)

Level 7 druid spell (conjuration/summoning)
Requires: incantation, gestures, holy symbol
Casting time: 10 minutes

This spell allows the caster to open a gateway to the elemental plane of earth, through which an earth elemental (with 16 hit dice) will come to serve the caster for up to 10 minutes per experience level of the caster, and will serve the caster's wishes, including fighting his enemies (if called upon to do so). A *dispel magic* spell will send the conjured elemental back to its home plane. The reverse of the spell, *dismiss earth elemental*, will enable the caster to instantly send such an elemental creature back to the plane of earth.

If cast underwater, the elemental will not be able to leave the seabed, riverbed, lakebed, etc. It will be able to attack only those creatures close enough to the bottom to be in range.

Conjure Elemental

Level 5 mage/savant spell (conjuration/summoning)
Requires: incantation, gestures, incense/clay/sulfur & phosphorus/water & sand
Casting time: 10 minutes

This spell allows the caster to conjure one of the four major types of elementals from their respective planes: air, earth, fire, or water (see the ADVENTURES DARK AND DEEP™ Bestiary for details). Such conjured elementals will have 16 hit dice. The type of elemental to be conjured must be chosen before the spell is memorized. The type of elemental will determine the components necessary:

TABLE 265: CONJURE ELEMENTAL

Elemental Type	Requires
Air	Burning incense
Earth	Soft clay
Fire	Sulfur and phosphorus, large source of fire
Water	Water and sand, large body of water

The elemental thus summoned can be controlled by the caster 95% of the time (check at the beginning of the third, and each following minute) as long as he maintains his concentration. Control can be exercised at a range of 30'. Failure to concentrate, such as is caused by being successfully attacked, will mean that the elemental will turn on the caster. An uncontrolled elemental will seek to attack the one who summoned it as soon as it finishes any combat it is in at the moment. Note that uncontrolled elementals can be thwarted by *thaumaturgic triangles*. The elemental will remain on this plane until it is destroyed, but note that water elementals cannot survive more than 60' removed from a suitably large source of water such as a river, well, or large pool.

If cast underwater, air and fire elementals cannot be summoned at all by means of this spell. An earth elemental will not be able to leave the seabed, riverbed, lakebed, etc. It will be able to attack only those creatures close enough to the bottom to be in range. There are no restrictions on the conjuring of water elementals.

Conjure Fire Elemental (Dismiss Fire Elemental)

Level 6 druid, level 7 bard spell (conjuration/summoning)
Requires: incantation, gestures, holy symbol
Casting time: 6 minutes

This spell opens up a conduit to the elemental plane of fire, summoning forth some inhabitant of that fiery realm, which will appear up to 80' away from the caster:

TABLE 266: CONJURE FIRE ELEMENTAL

Die Roll (d%)	Elemental Conjured
01-85	Fire elemental (16 hit dice)
86-94	2-4 salamanders
95-98	Efreeti
99-00	Fire elemental (21-24 hit dice)

The conjured elemental being will remain for 10 minutes per level of the caster, and will serve the caster's wishes, including fighting his enemies (if called upon to do so). A *dispel magic* spell will send the conjured elemental back to its home plane. The reverse of the spell, *dismiss fire elemental*, will enable the caster to instantly send such an elemental creature back to the plane of fire. See the ADVENTURES DARK AND DEEP™ Bestiary for details on these creatures.

This spell cannot be cast underwater.

Contact Other Plane

Level 4 savant, level 5 mage spell (divination)
Requires: incantation
Casting time: 10 minutes

This potentially dangerous spell allows the caster to set his mind forth to other planes of existence in order to seek specific knowledge. It is possible that the caster will become insane, or even die, and there is no guarantee that the information gleaned from the spell will be accurate. The caster can ask one question per 2 points of intelligence. The caster chooses how bizarre and removed from "normal" reality a plane of existence he wishes to consult, and the game master then rolls to determine the result. The nature of the spell is

such, however, that increasing one's odds of getting a truthful answer increase proportionally with those of going insane.

TABLE 267: CONTACT OTHER PLANE

Plane	Insanity	Truthful Answer	False Answer	Answer Unknown
Elemental	20%	01-68	69-93	94-00
1 removed	5%	01-39	40-74	75-00
2 removed	10%	01-44	45-77	78-00
3 removed	15%	01-49	50-79	80-00
4 removed	20%	01-55	56-82	83-00
5 removed	25%	01-60	61-85	86-00
6 removed	30%	01-66	67-88	89-00
7 removed	35%	01-73	74-92	93-00
8 removed	40%	01-81	82-96	97-00
9 or more	50%	01-88	89-98	99-00

Unfortunately, the elemental planes can only be consulted on questions that directly pertain to them, so their utility is somewhat limited. The chance of the caster going insane is reduced by 5% for each point of intelligence above 15.

If the caster does go insane, he does so immediately, and the malady will last for 1 week per number of planes removed from "normal" reality he has sent his mind (if the elemental planes, the insanity will last but 1 week). For each week so afflicted, there is a 1% chance that the caster will die, unless a *remove curse* spell is cast upon him (the insanity will linger, but the chance of dying will be removed).

Contingency

Level 6 mage spell (evocation)
Requires: incantation, gestures, quicksilver, ivory statuette, magic-using monster eyelash
Casting time: 10 minutes

This spell allows the caster to place another spell "on hold", to be triggered when a specific named set of conditions are met. The spell must be one that affects the caster personally, will remain in place for 1 day per level of the caster, and can be of no greater level than 1/3rd the experience level of the caster. Only one such spell can be in place at a time.

The conditions for triggering the contingency spell must be clear; a *feather fall* spell could be set to trigger whenever the caster fell more than 3', for example, or a *water breathing* spell could go off when the caster's head was immersed in water for more than 30 seconds (5 segments). Of course, the spell to be triggered must be known to the caster; it is cast at the same time as the *contingency* spell. When it is triggered, however, there is no delay for casting time; it takes effect instantly once the condition is met (and bear in mind that the spell will go into effect when the condition is triggered regardless of the desire of the caster; it is not discretionary).

The spell requires 100 g.p. worth of quicksilver, a statuette of the caster made of elephant ivory, and the eyelash of some magic-using monster such as a storm giant or leprechaun.

Continual Darkness

Level 3 illusionist spell (alteration)
Requires: incantation, bat fur, coal/pitch
Casting time: 18 seconds (3 segments)

This spell creates an area of complete and total darkness in a globe some 15' in radius. The globe can be centered on any point within 60', and will last until dispelled. No sort of vision, magical or natural, will function within the globe, but a *continual light* spell will cancel out a *continual darkness* spell, and

vice versa. The spell requires a bit of the fur of a bat and a small piece of either pitch or coal.

Continual Light (Continual Darkness)

Level 2 mage, level 3 cleric/illusionist spell (alteration)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the caster to create a ball of very bright light (equal to sunlight) 90' in diameter, centered on a point up to 90' away from the caster. The spell can be cast either on a point in space, on an object, or on a living creature. If it is cast upon a living creature, the target will get a saving throw vs. spells. If it makes the saving throw, the spell will be targeted approximately a foot behind the creature. Unlike the *light* spell (q.v.), the continual light spell is bright enough to blind most creatures upon which it is cast. It will not fade on its own, but can be *dispelled*. The reverse of the spell, *continual darkness*, functions similarly, but creates a zone of pitch blackness through which no light can penetrate. Only clerics have the ability to memorize and cast the reverse of the spell; illusionists have a separate spell, *continual darkness*, with much the same effect, but there is no equivalent spell in the mage's repertoire.

Control Temperature, 10' Radius

Level 4 druid spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 36 seconds (6 segments)

This spell enables the caster to either raise or lower the ambient temperature within 10' of his body in all directions, up to 9 degrees (Fahrenheit) per experience level of the caster. It lasts 40 minutes plus 10 minutes per experience level of the caster.

Control Weather

Level 6 mage, level 7 bard/cleric/druid spell (alteration)
Requires: incantation, gestures, holy symbol, incense, prayer beads, wood, earth, and water
Casting time: 10 minutes

This spell allows the caster to effect changes in the weather. For purposes of this spell, the weather is measured along three different axes: cloud cover and precipitation, temperature, and wind:

TABLE 268: CONTROL WEATHER (AXES OF CONTROL)

Cloud Cover & Precipitation	Temperature	Wind
Very clear	Sweltering	Dead calm
Clear	Hot	Calm
Light clouds / hazy	Warm	Light breeze
Partly cloudy	Cool	Light wind
Heavy clouds	Cold	Strong wind
Fog	Bitter cold	High wind
Mist / light rain or snow / small hail		Gale
Heavy rain or snow / large hail / driving sleet		Storm
		Hurricane

By means of this spell, a caster is able to move the weather one "level" along each of the three measures. Thus, a clear day can be made hazy, a cold day cool, and a high wind turned into a gale. More dramatic effects can, of course, be engendered by simply casting the spell several times in succession. If the caster is a druid, however, he is able to move the weather up to two "levels", due to his closer ties to nature itself, as long as he has greater mistletoe to use as his holy symbol (a druid would also not need the prayer beads and incense, which are used by a cleric in casting the spell). If the spell is cast by a mage, he will need burning incense, plus bits of wood and earth in water (all of which are destroyed as the spell is cast).

Unlike most other spells, the duration and area of effect of this spell are determined randomly:

TABLE 269: CONTROL WEATHER (AREA AND DURATION)

Caster Is a…	Area of Effect	Duration of Effect
Cleric	4d4 square miles	4d12 hours
Druid	4d8 square miles	8d12 hours
Mage	4d4 square miles	4d6 hours

Note that contradictions are not possible, even by means of this spell; you can't have snow on a sweltering day, or fog with a strong wind.

This spell cannot be cast underwater.

Control Winds

Level 5 druid, level 6 bard spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 42 seconds (7 segments)

This spell allows the caster to either increase or decrease the speed of any winds or breezes within 120' per experience level (the area will move with the caster). Wind speeds may be altered by up to 3 miles per hour per level of the caster. The spell will remain in effect for 10 minutes per level of the caster. Some effects of high winds include:

TABLE 270: CONTROL WINDS

Speed	Effect
30+ mph	Small flying creatures cannot fly, missile weapons near-impossible to use, sailing difficult
45+ mph	Medium flying creatures cannot fly, some ship damage
60+ mph	Nothing can fly, small trees uprooted, roofs destroyed, could capsize or sink ships, etc.
75+ mph	Hurricane; destroys all but the strongest stone buildings, ships are sunk

Changes in wind speed are not immediate; every 3 mph change takes one minute to complete; thus changing the winds from 5 mph to 35 would take 10

minutes. The area immediately around the caster (in a 40' radius) will be calm, but if the spell is used underground, this calm "eye" will be proportionately smaller, depending on the maximum area of effect of the spell compared to the available space underground.

This spell cannot be cast underwater.

Conversion

Level 7 cleric spell (alteration)
Requires: incantation, gestures, holy symbol, holy water
Casting time: 1 minute

This spell allows the caster to temporarily change the alignment of the target creature(s). The number of creatures converted, the duration, and the degree to which their conversion will change their ethos depends on the specific creatures involved. All target creatures must be within a 30' radius, centered on a point 10' distant per level of the caster.

Each "step" from the target's natural alignment to that of the caster will act as a multiplier to its hit dice or experience level. Law-neutrality is one "step", and neutrality-chaos is another, as are good-neutrality and neutrality-evil. Thus, a 1 HD creature converting from chaotic evil to lawful good would be treated as a 5 HD creature for purposes of the spell. A total number of levels of creatures can be converted equal to the experience level of the caster. Thus, an 18th level caster could convert three chaotic evil creatures to the lawful good alignment through this spell.

The duration of the spell is normally 1 day per level of the caster. However, if the caster chooses, he can opt to only have the spell last for 1 hour per level. In such a circumstance, twice as many levels of target creatures can be affected.

The spell requires that the target creatures be sprinkled with holy water (if the alignment is being moved away from evil) or unholy water (if the alignment is being moved towards evil). Oil is used if neither good nor evil is being affected (for instance, a creature being converted from chaotic neutral to lawful neutral).

Cough

Mage/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 2 seconds

This spell causes the target, who must be within 10' of the caster, to involuntarily cough. The target is entitled to a saving throw; success indicates the cough is a single brief event. Failure indicates a longer coughing fit, lasting 1-3 seconds. As with other cantrips, this cannot be used to interrupt spellcasting.

Cram

Savant cantrip (enchantment/charm)
Requires: incantation, gestures
Casting time: 3 seconds (½ segment)

This spell allows the caster to commit a particular bit of knowledge to memory. The knowledge in question is limited to that which can be contained on a single page of paper, vellum, or papyrus, which must be held by the caster as the spell is cast. From that point on, the caster will have a perfect memory of the writing on the page for the next number of days equal to his experience level (minimum 1 day for apprentices).

Creak

Mage/illusionist cantrip (evocation)
Requires: incantation, gestures
Casting time: 1 second (1/6 segment)

This cantrip will either produce a noise similar to a squeaky door-hinge opening (lasting 2 seconds) or a sound like that of someone walking over a creaky floorboard (lasting 10 seconds and seeming to travel up to 10').

Create Food and Water

Level 3 cleric spell (alteration)
Requires: incantation, gestures
Casting time: 10 minutes

This spell allows the caster to create enough wholesome and nutritious food to sustain three humans (or one horse) for a day per level of the caster. The caster has the option to create a cubic foot of water per level, or any combination of food and water, as long as the maximum is not exceeded.

Create Water (Destroy Water)

Level 1 cleric spell, level 2 druid spell (alteration)
Requires: incantation, gestures, drop of water/pinch of dust
Casting time: 1 minute

The *create water* spell allows the caster to create a volume of pure, drinkable water equal to four gallons per level of experience, up to 10' away from the caster. Neither the spell nor its reverse can be cast upon or within any living thing. The reverse of the spell, *destroy water*, does not leave any trace (such as mist or steam). The effect is permanent.

Creeping Doom

Level 7 druid spell (conjuration/summoning)
Requires: incantation, gestures, holy symbol
Casting time: 54 seconds (9 segments)

This spell calls into being a swarm of 1d6+4x100 stinging, poisonous, biting, insects and arachnids. The swarm will be roughly 20' on a side, and will move forward 10' per minute towards some victim(s) within 80'. Each individual member of the swarm will inflict a single hit point of damage, and die in so doing, but the sheer numbers of the swarm make it most fearsome. If the swarm goes farther than 80' from the caster, it will begin to lose its cohesion and will lose 50 members for every 10' beyond 80' it travels. Thus, if the creeping doom goes 100' away from the caster as it advances on its prey, it will lose a total of 100 of its members.

This spell cannot be cast underwater.

Crushing Hand

Level 9 mage spell (evocation)
Requires: incantation, gestures, snakeskin glove, eggshell
Casting time: 54 seconds (9 segments)

This spell calls into being a great disembodied hand. The hand itself is under the mental control of the caster (maximum range 5' per experience level of the caster), and can be used to grab any single opponent, automatically. Once grabbed, the hand can be used to squeeze the captive, with damage inflicted increasing as time goes on:

TABLE 271: CRUSHING HAND

Time	Damage per Minute
1st minute	1d10 hit points
2nd - 3rd minute	2d10 hit points
4th minute +	4d10 hit points

If attacked, the hand can sustain damage equal to the number of hit points its creator possesses.

Crystal Magic I

Level 1 mystic spell (evocation)
Requires: incantation, gestures, crystal
Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Self-improvement. The caster increases one of his ability scores by 1 point for 6 hours, subject to racial maximums.
- Self-healing. The caster is able to heal 1d6 h.p. of damage on himself at some point in the next 6 hours.

The spell requires a crystal of at least 10 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and the same version of the spell cannot be active more than once (even if a different specific effect is chosen). The caster must therefore choose which of the above effects he will benefit from for the next six hours.

Crystal Magic II

Level 2 mystic spell (evocation)
Requires: incantation, gestures, crystal
Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Self-defense. The caster's armor class is improved by 1 for 6 hours.
- Reflect negativity. The caster may, at some point in the next 6 hours, touch someone. If they fail a saving throw vs. spells, they will have a -1 penalty on all saving throws and "to hit" rolls for 6 hours after being touched. The caster may have to roll a "to hit" roll himself in order to successfully touch the target.

The spell requires a crystal of at least 50 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and the same version of the spell cannot be active more than once (even if a different specific effect is chosen). The caster must therefore choose which of the above effects he will benefit from for the next six hours.

Crystal Magic III

Level 3 mystic spell (evocation)
Requires: incantation, gestures, crystal
Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Maximize effort. One spell cast by the caster in the next six hours will function at maximum effectiveness (caster chooses at the time the other spell is cast).

- Magical reservoir. The caster may store the energy of two spells of 3rd level or less in the crystal. They must be cast within the next six hours or they will be lost. Note that these spells are "bonus" spells and do not need to be previously memorized to be stored within the crystal.

The spell requires a crystal of at least 100 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and the same version of the spell cannot be active more than once (even if a different specific effect is chosen). The caster must therefore choose which of the above effects he will benefit from for the next six hours.

Crystal Magic IV

Level 4 mystic spell (evocation)
Requires: incantation, gestures, crystal
Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Scrying. The crystal will function as a *crystal ball* for 1 minute per level of the caster. The crystal cannot then be used for the next 6 hours.
- Detection. When looked through, the crystal will function as a *gem of seeing* for the next 6 hours.

The spell requires a crystal of at least 1,000 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and the same version of the spell cannot be active more than once (even if a different specific effect is chosen). The caster must therefore choose which of the above effects he will benefit from for the next six hours.

Crystalbrittle

Level 9 mage spell (alteration)
Requires: incantation, gestures
Casting time: 54 seconds (9 segments)

This spell will allow the caster to convert any sort of metal--gold, iron, steel, mithril, etc.--into a fragile crystalline form that will shatter on receiving a smashing blow. Up to 2 cubic feet of metal can be so converted per level of the caster, but the caster must touch the metal in order to effect the transformation; only a single item (such as a suit of armor, but not armor plus a sword may be converted). The effect cannot be undone by anything other than a *wish* spell. If magical items are to be transformed, they get a 5% chance per magical "plus" to resist (thus, a +3 shield gets a 15% chance to not be transformed, an iron golem--which can only be struck by +3 or better weapons-- gets 15%, etc.). Artifacts and relics have an automatic 95% chance to resist the spell's effect.

Cure Animal Wounds

Level 1 bard/druid spell (necromantic)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to cure 1d6 h.p. of damage on any single non-magical or non-giant animal within 10'. The creature cured can never receive more hit points than its normal total by means of this spell. The spell will not cure diseases or other maladies, only physical damage such as that caused by weapons, falls, etc. People (humans, elves, orcs, dwarves, goblins, etc.) and magical creatures (unicorns, medusas, manticores, etc.) are not affected.

Cure Blindness (Cause Blindness)

Level 3 cleric, level 4 mystic spell (abjuration)
Requires: incantation, gestures
Casting time: 1 minute

This spell allows the caster to cure most sorts of blindness by touch. The reverse of the spell, *cause blindness*, affords the target a saving throw vs. spells (and the caster must make a successful attack roll "to hit" as well). In both cases, the effect is permanent.

Cure Critical Wounds (Cause Critical Wounds)

Level 5 cleric, level 6 druid/mystic spell (necromantic)
Requires: incantation, gestures
Casting time: 48 seconds (8 segments)

When the caster touches the target of this spell, that target is magically healed of 6-27 (3d8+3) hit points of damage. Note that the target must be physically touched for the spell to be effective; a non-material creature, one that is ethereal, etc., will not be affected. Similarly, those creatures that can only be damaged by magical, iron, or silver weapons cannot be cured using this spell. The spell can never grant the recipient more hit points than his maximum; only wounds can be healed. The reverse of the spell, *cause critical wounds*, causes 6-27 h.p. of damage and has similar restrictions regarding touch (note that in combat, the caster will probably have to roll "to hit" in order to cast the spell against an opponent).

Cure Disease (Cause Disease)

Level 3 cleric/druid, level 4 mystic spell (abjuration)
Requires: incantation, gestures, holy symbol
Casting time: 5 minutes

This spell allows the caster to cure almost any sort of disease by the laying on of hands. Depending on the severity and nature of the disease in question, the symptoms will be totally gone in anything from ten minutes to a week. The spell can also be used to destroy certain monsters such as green slime. It should be noted that this spell is ineffective against leprosy (leprosy-like afflictions, on the other hand, such as the rot inflicted by the touch of a mummy, may or may not be cured by the spell, as indicated in the specific description). It is for this reason that leprosy is still a greatly feared disease.

The reverse of the spell, *cause disease*, also requires the target be touched (most likely requiring a roll "to hit"), but also affords it a saving throw vs. spells. If the saving throw fails, the target is afflicted with a wasting disease that will begin to afflict it in 10-60 minutes. Every ten minutes thereafter, the victim will lose 1 hit point, while every hour it will lose 1 point of strength. When it reaches 10% of its original hit point total or strength score, it will be weak and nearly completely helpless.

Cure Insanity (Cause Insanity)

Level 6 cleric spell (necromantic)
Requires: incantation, gestures, holy symbol
Casting time: 1 minute

This spell allows the caster to cure all forms of insanity. The target must be physically touched for the spell to be effective; a non-material creature, one that is ethereal, etc., will not be affected. Similarly, those creatures that can only be damaged by magical, iron, or silver weapons cannot be cured using this spell. If a creature is afflicted with multiple forms of insanity, all will be cured with a single application of the spell.

The reverse of the spell, *cause insanity*, causes the creature touched to immediately suffer from 1 form of insanity for every 5 levels of the caster above 10th (thus, a 15th level caster will inflict 2 forms of insanity, a 20th level caster will inflict 3, etc.). The target is entitled to a saving throw vs. spells, and must be touched, probably requiring a successful "to hit" roll on the part of the caster. The exact form of insanity should be determined randomly using the chart in the ADVENTURES DARK AND DEEP™ Game Masters Toolkit, which also gives details as to the effects of each type.

Cure Light Wounds (Cause Light Wounds)

Level 1 cleric, level 2 druid/mystic spell (necromantic)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

When the caster touches the target of this spell, that target is magically healed of 1d8 hit points of damage. Note that the target must be physically touched for the spell to be effective; a non-material creature, one that is ethereal, etc., will not be affected. Similarly, those creatures that can only be damaged by magical, iron, or silver weapons cannot be cured using this spell. The spell can never grant the recipient more hit points than his maximum; only wounds can be healed. The reverse of the spell, *cause light wounds*, causes 1d8 h.p. of damage and has similar restrictions regarding touch (note that in combat, the caster will probably have to roll "to hit" in order to cast the spell against an opponent).

Cure Serious Wounds (Cause Serious Wounds)

Level 4 cleric/druid, level 5 mystic spell (necromantic)
Requires: incantation, gestures
Casting time: 42 seconds (7 segments)

When the caster touches the target of this spell, that target is magically healed of 3-17 (2d8+1) hit points of damage. Note that the target must be physically touched for the spell to be effective; a non-material creature, one that is ethereal, etc., will not be affected. Similarly, those creatures that can only be damaged by magical, iron, or silver weapons cannot be cured using this spell. The spell can never grant the recipient more hit points than his maximum; only wounds can be healed. The reverse of the spell, *cause serious wounds*, causes 3-17 h.p. of damage and has similar restrictions regarding touch (note that in combat, the caster will probably have to roll "to hit" in order to cast the spell against an opponent).

Dampen

Mage/illusionist/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip causes 1 cubic yard of space to be covered with a thick layer of moisture. This foggy zone will last only a moment, but will leave everything in its wake damp to the touch, making fire-making difficult if not impossible, parchment or paper will tend to tear at a touch, etc.

This spell can be cast underwater, but has no discernable effect.

Dancing Lights

Level 1 jester/mage/illusionist/mountebank spell (alteration)
Requires: incantation, gestures, phosphorus/wytchwood/glowworm
Casting time: 6 seconds (1 segment)

This spell allows the caster to create a pattern of lights that can take one of three forms. First, a group of up to four lights resembling torches or lanterns; second, up to four luminescent spheres; or third, a glowing light roughly in the shape of a human being. These lights will remain for 2 minutes per level of the caster, and can move as the caster wishes, without his needing to concentrate on doing so. The lights will disappear if they move further away than 40' plus 10' per level of the caster. The spell requires a pinch of phosphorus, wytchwood, or a glowworm, any of which are destroyed by the casting.

Dancing Weapon

Level 7 bard spell (evocation)
Requires: incantation
Casting time: 84 seconds

This spell allows the caster to cause weapons to "dance", that is, fight as if they were being wielded by a person, when in fact they are simply moving about in mid-air. Only melee-type weapons can be so animated; missile weapons such as bows cannot be, nor can weapons such as daggers be hurled in the conventional sense. One weapon can be so animated per 4 levels of experience of the caster; if an enchanted weapon is to be animated, it counts as two weapons. The spell can be used to animate an enemy's weapon; if so, the enemy is entitled to a saving throw vs. spells. Once the casting time is complete, the weapon(s) will animate, and will remain so and under the direction of the caster until the magic is dispelled or the caster stops his casting. The weapons in question must be within a 30' radius of the caster and remain within that radius.

Darkness, 15' Radius

Level 1 jester/illusionist, level 2 mage spell (alteration)
Requires: gestures, bat fur, pitch or coal
Casting time: 12 seconds (2 segments)

This spell creates an area of complete and total darkness in a globe some 15' in radius. The globe can be centered on any point within 10' per experience level of the caster, and will last for 10 minutes plus 1 minute per level. No sort of vision, magical or natural, will function within the globe, but a *light* spell will cancel out a *darkness* spell, and vice versa, so that normal light sources will function. *Continual light* will overwhelm the *darkness* spell, and light the area without the need for conventional light sources. The spell requires a bit of the fur of a bat and a small piece of either pitch or coal.

Deafness

Level 2 illusionist spell (illusion/phantasm)
Requires: incantation, gestures, beeswax
Casting time: 12 seconds (2 segments)

This spell causes the target creature to believe that it is deaf. The spell does not cause any actual harm to the ears or auditory nerves, so healing spells of all types are ineffective. Only a *dispel magic* or *dispel illusion* spell or the will of the caster can remove the effect. The victim must be within 60' of the caster when the spell is cast, and is entitled to a saving throw vs. spells. Success indicates the spell has no effect.

Death Fog

Level 6 illusionist spell (evocation)
Requires: incantation, gestures, powdered peas, powdered hoof, acid
Casting time: 36 seconds (6 segments)

This spell summons a dense bank of mist that obscures all vision, including infravision, beyond 2'. The fog will occupy one cube 20' on a side per experience level of the caster (thus a 12th level caster would create an area of fog twelve 20' cubes in size), and will remain for 1-4 minutes plus 1 minute per level. The fog can be made to appear up to 30' away from the caster. It can only be blown away by the strongest of winds, and those entering the area will only be able to move at 1/10th of their normal movement rate, and g*ust of wind* will not affect *death fog*. The fog is also highly acidic; the fog will kill grass and flowers in but 2 minutes, bushes in 4 minutes, saplings in 8 minutes, and large trees in 16 minutes. Animals and other creatures will take increasing amounts of damage each minute they are exposed to its mists: 1 h.p. in the first minute, 2 h.p. in the second, 4 h.p. in the 3rd, and 8 h.p. per minute for every minute thereafter. This spell requires a pinch of powdered peas, powdered animal hoof, and a drop of strong acid.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Death Spell

Level 6 mage spell (necromantic)
Requires: incantation, gestures, crushed black pearl
Casting time: 36 seconds (6 segments)

This spell will kill a number of creatures in the area of effect, which is 25 square feet per level of the caster, centered on a point up to 10' away from the caster per level. The number of creatures that can be slain depends on their hit dice. The game master should roll 4d20. That indicates the number of hit dice worth of creatures that are slain; creatures with fewer hit dice are killed first, and remainders that are not large enough to cover all of the hit dice of a creature are ignored. EXAMPLE: A mage casts the death spell on a group of 41 orcs led by a 7th-level fighter. He rolls a 46 to determine how many hit dice the spell affects. All 41 orcs are killed, leaving 5 hit dice remaining. However, since the fighter has 7 hit dice, he is not affected by the spell, as it does not have sufficient killing power left to do him in.

Creatures with more than 8 hit dice are not affected, and creatures with 8 hit dice or less do not get a saving throw against the spell. It will not affect the undead, lycanthropes, or creatures from other planes of existence. The spell requires a crushed black pearl of not less than 1,000 g.p. value.

Deeppockets

Level 2 mage spell (alteration)
Requires: incantation, gestures, golden needle, twisted cloth
Casting time: 10 minutes

This spell allows the caster to alter a robe, gown, etc., to enable it to hold much more than it would otherwise, by opening up a small gateway into an extra-dimensional space. The amount the pockets can hold depends on the number sewn into the garment prior to the spell being cast:

TABLE 272: DEEPPOCKETS

Pockets	Min. Garment Cost	Max. Weight/ Pocket	Max. Size/ Pocket
1	300 g.p.	100 lbs.	5 cu. ft.
10	300 g.p.	10 lbs.	½ cu. ft.
100	1,000 g.p.	1 lb.	1/6 cu. ft.

In all cases, the hand-sized pockets will not visibly bulge, no matter how much is put into them. The spell lasts for 4 hours plus 1 hour per level of the caster. At the end of that time, all items placed in the pockets must be removed, or the wearer must make a saving throw vs. spells. Success indicates all of the items in the pockets suddenly appear around the wearer and fall to the ground (normal saving throws vs. crushing blow may apply, for instance in the case of potion or oil flasks). Failure indicates that all the items in the pockets are transported to the astral plane and are thus lost forever. Living creatures put into the pockets will die soon thereafter, as there is no air within. The spell can be re-cast onto the garment before the spell expires, and thus the tedious removal and replacement of items can be avoided.

In addition to the specially-prepared garment, the spell requires a golden needle and a piece of cloth twisted and fastened together into a Möbius strip. While the garment itself can be re-used, the needle and cloth are lost in the casting.

Delayed Blast Fireball

Level 7 mage spell (evocation)
Requires: incantation, gestures, bat guano and sulfur
Casting time: 42 seconds (7 segments)

This spell calls into being a fiery explosion covering a sphere 40' in diameter. The caster is able to specify the distance and height at which the explosion will take place, as long as it is within 100' plus 10' per experience level (if something intervenes between the caster and the intended blast site, the fireball can and will prematurely detonate upon it). The blast will cause 1d6+1 h.p. of damage for every level of the caster; everyone in the blast area is entitled to a saving throw vs. spells. Success indicates they take half damage, although the game master should remember that combustible materials such as scrolls and spell books will burst into flames, and other items vulnerable to extremely high heat must make saving throws as well (coins will melt, for example, glass will shatter or melt, etc.).

Aside from the changes noted above, this spell differs from the spell *fireball* in that the *delayed blast fireball* can be set to go off any time up to 5 minutes after the spell is cast. The precise time must be specified at the time of casting.

The fireball explosion will always be roughly the same size, no matter where it is detonated: some 33,000 cubic feet (33 10'x10'x10' blocks). Care should be therefore taken when casting the spell in an enclosed space; in a small enough space, it is quite possible that the blast will double back and encompass the caster or his allies! The spell requires a small ball of bat guano mixed with sulfur, which is destroyed by the casting.

This spell cannot be cast underwater.

Delude

Level 3 illusionist/mountebank spell (alteration)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell allows the caster to mask his own alignment with that of some other creature within 30'. The creature whose alignment is being used to mask that of the caster must have an intelligence of 2 or greater, and is entitled to a saving throw vs. spells; success indicates that its alignment aura cannot be used, and the spell fails. The effect will last for 10 minutes per level of the caster, and will perfectly fool magic such as *detect evil*, *know alignment*, etc. *Detect magic* will only indicate that the target creature radiates magic, but the caster himself will only do so if the *detect magic* is cast by the creature whose alignment is being borrowed.

Demand

Level 8 mage/savant spell (enchantment/charm)
Requires: incantation, gestures, cylinders and wire, hair/nail/etc. of target
Casting time: 10 minutes

This spell enables the caster to send a brief communication to any single creature with whom he is familiar; the target must be known by name (and appearance, as necessary), and the caster must have a bit of hair, fingernail, etc., belonging to the target. The message sent can consist of 1 word per level of the caster (articles such as "a", "an", and "the" don't count). The listener gets a saving throw vs. spells to resist the *demand*, but if it is a particularly reasonable-sounding proposition, the save is made at a penalty of -1 or even -2 (at the game master's discretion). The *demand* can never be obviously harmful, deadly, or against the interests of the hearer (see *suggestion* on p. 223 for examples). There is no range limit on the *demand*, but if the target is on another plane of existence, there is a 5% chance per plane removed that the *demand* will fail (thus, if the target is on the ethereal plane there is a 5% chance of failure, one of the elemental planes 10%, etc.). The recipient must have an intelligence of at least 1. The spell also requires a pair of small cylinders connected by a length of copper wire.

Demi-Shadow Magic

Level 6 illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell allows the caster to simulate the casting of his choice of the following spells: *cloudkill*, *cone of cold*, *fireball*, *lightning bolt*, *magic missile*, *wall of fire*, or *wall of ice*. The simulated spell will function as if it is real in all respects save one-if the target(s) make a saving throw vs. spells, they will recognize it for mere illusion and will only receive the following effects: *cloudkill* will only kill those creatures with less than 2 hit dice, the *wall* spells will cause 1d4 h.p. per level of the caster, and the others will cause 2 h.p. per level. This saving throw is in place of any saving throw that the illusionary spell would normally require.

Demi-Shadow Monsters

Level 5 illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to create quasi-real illusions of some monster or other creature. The total hit dice of the illusory creature(s) cannot exceed the level of the caster, and they will have 40% of the normal hit points of the type of creature that is created. The *demi-shadow monsters* will endure for 1 minute

per level of the caster, and must all be in a 20'x20' area centered on a point up to 30' away from the caster. Unlike other forms of illusion/phantasm, with this spell, all viewers are automatically entitled to a saving throw vs. spells. If they fail, they will believe the *demi-shadow monsters* to be real and the monsters will fight as if they had the normal armor class and damage of their type. If the saving throw is made, however, the *demi-shadow monsters* will have an effective armor class of 8 and will inflict 40% of normal damage.

Depression

Level 4 bard spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 48 seconds (8 segments)

This spell will cause all those within its area of effect who fail a saving throw vs. magic to fall into a deep and profound depression. Any course of action will seem hopeless, the odds against them too terrible to ever be overcome, etc. They will cease fighting (or not start fighting), not continue any journey, complete any task, etc. Even spellcasting will be disrupted (or, if applicable, spells requiring concentration will be abandoned in the general sense of hopelessness). The spell will continue for as long as the caster concentrates, plus 1 minute per level of the caster.

Detect Astral

Level 4 mystic spell
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the caster to see into the astral plane. A "beam" is created some 10' wide and 90' in length. Any creature or object that exists in the astral plane, but is coextant with the locale on the material plane, will be seen as a shadowy gray outline. Thus, the specific identity of an astral traveler could not be discerned, but a chest could be so identified, and the presence of the traveler would be known. Note that the spell does not allow for actual travel to the astral plane, or manipulation of the astral objects thus detected. It will last for ten minutes plus one minute per level of the caster.

Detect Balance

Level 1 druid spell (divination)
Requires: incantation, gestures, holy symbol
Casting time: 6 seconds (1 segment)

This spell allows the caster to sense whether the ethics or morality of an object or creature strays from the neutral path into law, chaos, evil, or good. The caster can sense one creature per minute, up to 60' away. A partially neutral alignment such as neutral evil will show up as a weak aura of neutrality, but the nature of the non-neutral elements will not be revealed (thus, a caster would know that the target could be either neutral good, neutral evil, lawful neutral, or chaotic neutral, but wouldn't know which of the four it is). Note that most non-magical items don't have any sort of alignment (such as a dagger or a poisoned cup of wine), but some magical items (such as intelligent swords) will. The effect will last for one minute per level of the caster.

Detect Charm (Obscure Charm)

Level 2 cleric/mountebank spell (divination)
Requires: incantation, gestures
Casting time: 1 minute

This spell allows the caster to determine if a given person or creature is under the effects of a *charm*-type spell (*charm person, charm monster,* etc.). Up to ten creatures can be thus checked, as long as they are examined within ten minutes of the spell being cast. The reverse of the spell, *obscure charm*, works as a

shield against such detection for a ten-minute span, but only works on a single individual.

Detect Curse

Level 8 savant spell (divination)
Requires: incantation, gestures, diamond
Casting time: 3 minutes

This spell allows the caster to detect the presence of a *curse* on any object or individual within 60'. The spell can only be directed at a specific suspect object or individual; it cannot be used to "scan" an area for *curses*. The spell will reveal the presence of a *curse* on an object (such as a *cursed scroll*, *cursed sword*, etc.), as well as whether or not a particular individual is beset by a curse. It will do nothing to remove the *curse*, of course; merely indicate whether or not it is present. The spell requires a diamond of not less than 1,000 g.p. value; if the curse is indeed present, the diamond will shatter. If not, the diamond may be re-used.

Detect Ethereal

Level 2 mystic spell
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell allows the caster to see into the ethereal plane. A "beam" is created some 10' wide and 90' in length. Any creature or object that exists in the ethereal plane, but is coextant with the locale on the material plane, will be seen as a shadowy gray outline. Thus, the specific identity of an ethereal traveler could not be discerned, but a chest could be so identified, and the presence of the traveler would be known. Note that the spell does not allow for actual travel to the ethereal plane, or manipulation of the ethereal objects thus detected. It will last for ten minutes plus one minute per level of the caster.

Detect Evil (Detect Good)

Level 1 cleric/mystic/savant, level 2 mage spell (divination)
Requires: incantation, gestures, holy symbol
Casting time: 30 seconds (5 segments)

This spell allows the caster to detect strong sources of evil from individuals, enchanted objects, etc. The caster creates a "beam" of detection 10' wide and 90' long, which functions in whatever direction he is facing. The spell lasts for ten minutes plus five minutes per level of the caster, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively detecting evil). Neutral items such as traps or animals cannot be detected, unless they have some actively evil magical component (such as a trap which releases a demon; the spell would enable detection of the demon, but not of the trap itself). The degree of the evil at hand can, generally, be determined via this spell: slight, average, great, enormous. If the latter category (only), there is a 10% chance per level of the caster that the type of evil (lawful, neutral, or chaotic) will also be detectable.

The reverse of the spell, *detect good*, functions in just the same manner as described above. Both spells require the prominent display of the caster's holy (or unholy, in the case of an evil cleric) symbol, which is <u>not</u> consumed when the spell has run its course. If the spell is cast by a mage, a holy symbol is, obviously, not required.

Detect Illusion

Level 1 illusionist/savant, level 3 mage spell (divination)
Requires: incantation, gestures, yellow crystal/ glass/ mica
Casting time: 12 seconds (2 segments)

This spell creates a beam of detection 10' long per level of the caster and 10' wide, within which the caster is able to discern any illusion for what it is. By touching some other creature with both hands while it is looking at the illusion, the caster can make that creature realize the illusion as well. The spell will last 5 minutes per level of the caster.

Detect Invisibility

Level 1 illusionist, level 2 mage/savant, level 4 bard spell (divination)
Requires: incantation, gestures, talc, powdered silver
Casting time: 12 seconds (2 segments)

This spell allows the caster to see any object which is invisible, hidden, astral, phased, ethereal, concealed, etc. This detection is done in a "beam" in front of the caster 10' long per level of the caster and 10' wide. The spell lasts for 5 minutes per level of the caster, and requires a pinch of talc and powdered silver, both of which are used up in the casting.

Detect Lie (Undetectable Lie)

Level 3 savant, level 4 cleric spell (divination)
Requires: incantation, gestures, gold dust (brass dust)
Casting time: 42 seconds (7 segments)

This spell allows the caster to determine the truthfulness of any spoken statement. This ability lasts for one minute per level of the caster. The spell requires a pinch of gold dust, which is blown into the air and thus lost.

The reverse of the spell, *undetectable lie*, allows the caster to spin the most outrageous whoppers with perfect confidence that they will be accepted as truthful. It can also be used to nullify the effects of the *detect lie* spell. The reverse of the spell requires brass dust, rather than gold dust.

Detect Life

Level 1 savant, level 2 cleric/mystic spell (divination)
Requires: incantation, gestures
Casting time: 1 minute

This spell will detect even the faintest signs of life in any creature, either of animal or vegetable nature. Only a single "corpse" can be targeted by the spell, and it must be within 10' per level of the caster, with an inch of wood or stone, or 2' of earth, each counting as 10' of open space, for range determination. This spell will reveal life in those affected by spells such as *feign death*, as well as more ordinary coma, paralysis, suspended animation, those who are traveling on the astral or ethereal planes, etc. The spell will last for 5 minutes.

Detect Magic

Level 1 cleric/druid/mystic/mage/savant, level 2 illusionist/mountebank
    spell (divination)
Requires: incantation, gestures, holy symbol (if cleric/druid)
Casting time: 1 minute (cleric/druid), 6 seconds (1 segment) (mage)

This spell allows the caster to detect magical emanations in a beam 10' wide and 30' long in the direction he is facing (60' long if the caster is a mage or mage sub-class). The spell lasts for ten minutes, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take

a full 6 minutes for the caster to turn around completely while actively detecting magic). The spell is blocked by one foot of solid stone, three feet of solid wood, or but a single inch of metal. The caster's holy symbol, used only if the caster is a cleric or druid, is held before the caster, but is <u>not</u> destroyed once the spell is complete.

Detect Plane

Savant cantrip (divination)
Requires: incantation, gestures
Casting time: 3 seconds (½ segment)

This spell allows the caster to determine whether a particular object originated on a plane other than the material. It will not function on living beings, nor will it give the name of the originating plane, merely the fact that it was a plane other than the material. The object in question must be held by the caster at the time the spell is cast.

Detect Poison

Level 1 druid/savant spell (divination)
Requires: incantation, gestures, holy symbol, yew leaves
Casting time: 1 minute

This spell allows the caster to detect any sort of venom or poison in an area 1 cubic yard in volume. The spell lasts for 1 minute per level of the caster, but is only effective within a 5' radius. There is a 5% chance that the type of poison can also be detected (contact poison, ingested poison, gaseous poison, etc.), but if the caster fails once in detecting the type, no further attempts may be made for the duration of the spell. The spell requires the caster's holy symbol, as well as 1 yew leaf for each minute that poison is detected (the leaves themselves turn brown as a signal that poison is present).

Detect Possession

Level 2 savant spell (divination)
Requires: incantation, gestures, mirror
Casting time: 1 minute

This spell allows the caster to determine whether an individual (or object) is possessed by some other being, such as a demon. It will also detect the operation of a spell such as *magic jar* (see p. 183 for details). The object or person to be scanned must be within 5' of the caster, who must be able to hold a mirror before the subject's eyes (or simply hold the mirror to reflect the object). If the subject is indeed possessed, the reflection will betray the possessor's presence and give a rough approximation of its nature (it will be revealed to be a lesser demon, greater demon, spell-caster using a spell, etc.). The mirror is not destroyed during the casting.

Detect Power (Veiled Power)

Level 7 savant spell (divination)
Requires: incantation, gestures, silver bars
Casting time: 1 hour

This spell allows the caster to create a field some 1 mile in diameter per level of experience, which will last for 1 day per level. During that time, he will know whenever a potent magical item has entered or left the area. The spell will not detect the movement of minor magical items such as *swords +1*, but anything bearing an enchantment of +4 or greater will be detected. Artifacts and relics will likewise trigger the spell. In no case will the type or location of the object be revealed, merely the fact that it has entered or left the zone of effect. The area of effect does not move with the caster, and if the caster moves outside of the area, the spell will immediately be terminated. Magical items other than weapons will be detected depending on their relative power; a

wand of magic missiles would not be, but a *staff of power* would. The precise cut-off is left to the discretion of the game master, but one suggestion is that magical items worth 5,000 or more experience points will be detected by means of the spell. Note that this is not cumulative; a character bringing a number of minor magics into the area would not trigger the spell's effect.

The reverse of the spell, *veiled power*, will conceal a single item from the effects of a *detect power* spell for 1 day per level of the caster. Both versions of the spell require a series of silver bars wrought into precise shapes and graven with mystic symbols. The creation of these bars will usually cost no less than 500 g.p.

Detect Snares and Pits

Level 1 druid/savant spell (divination)
Requires: incantation, gestures, holy symbol
Casting time: 18 seconds (3 segments)

This spell allows the caster to detect natural snares and concealed pits in a beam 10' wide and 40' long in the direction he is facing. Outdoors, this beam will detect all forms of traps: missiles, snares, deadfalls, etc. Indoors or underground, the spell will only detect pits. The beam will last for 4 minutes per level of the caster.

Devil's Advocate

Level 8 savant spell (conjuration/summoning)
Requires: incantation, gestures, writing materials, ruby
Casting time: 6 hours

This spell allows the caster to conjure forth a diabolic spirit to carry out a very specific task. The caster must have prepared the relevant pentacle, and the presence of other spells to protect oneself from such beings is often used as a backup. By means of the spell, the caster undertakes a very dangerous game; he pretends to offer his own soul to the conjured devil in exchange for the precise wording necessary to cast a *wish* with the least possible chance of backfiring and unintended consequences. At the last minute, once the desired wording has been provided by the devil, the caster reneges on the deal and dismisses the spirit. It is, obviously, a very dangerous conjuration.

A ruby of at least 5,000 g.p. must be crushed into powder and used to create the ink on virgin vellum with the contract for the Infernal Pact. Failure or success with the spell can come in two ways. First, the obtaining of the desired *wish* wording without the devil realizing what is going on, and second, the dismissal of the devil before the pact is finalized. The spell thus requires two separate saving throws of special nature.

The first requires that the caster roll a d20. If his roll is equal to or less than his intelligence, he has successfully tricked the devil into providing the desired wording. There is a +2 penalty if the caster is of good alignment, as the devil's suspicions will be heightened. If this spell has been successfully cast by the caster previously, the penalty is +4.

The second requires that the caster roll another d20. If his roll is equal to or less than his wisdom, he has successfully stymied the devil, canceling the pact before the contract has been formally signed. There is a +2 penalty if the character is of chaotic alignment, as it is more difficult for those whose ethos is not attuned to them, to counteract diabolic legalisms.

If successful, the caster will emerge from the contest with a wording for a single *wish* that will be free of unintended consequences. Note that it will not provide the *wish* itself; it is assumed that this spell will be used prior to the subsequent use of a *ring of wishes*, a *wish* granted by an efreeti, etc. If unsuccessful, the caster will have sold his soul to the forces of Hell, and will be unable to be *raised*, *resurrected*, etc., by any means short of divine intervention once he

dies. See "Infernal Pact" under the Devil entry in the ADVENTURES DARK AND DEEP™ Bestiary for more information.

Dictation

Savant cantrip (evocation)
Requires: incantation, gestures, quill, ink, paper/vellum/papyrus
Casting time: 3 seconds (½ segment)

This spell allows the caster to cause to be recorded all speech within a 10' radius of a quill, an ink pot, and a piece of paper, vellum, or papyrus that have all been set up on a level, stable surface for that purpose. What will result is a perfect annotation of the words spoken within the radius of effect. Once the writing surface has been filled, or the ink supply has been exhausted, the magical writing will stop and the spell will end. It will end in a maximum of 30 minutes in any case.
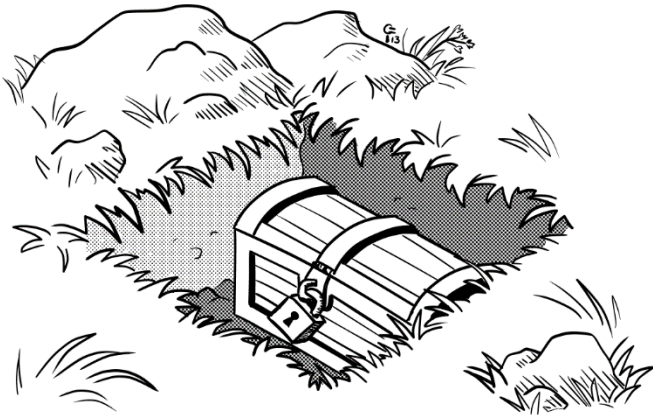
Dig

Level 4 mage, level 5 bard spell (alteration)
Requires: incantation, gestures, miniature bucket and shovel
Casting time: 24 seconds (4 segments)

This spell creates a cube-shaped hole some 5' on a side (125 cubic feet) each minute, in dirt, sand, or mud (it will not function against rock). The material from the hole is evenly spread around the rim of the hole. Anyone or anything at the edge of the pit must roll his dexterity score or less on 1d20 to avoid falling in; anyone under whom the pit was dug will automatically fall in. The caster has a choice to either dig a new hole or continue digging in an already-begun hole; if the latter, there is a chance that the walls will collapse, depending on the type of ground it is dug in:

TABLE 273: DIG

Soil Type	Chance of Collapse per Additional 5' Depth
Dirt	15%
Sand	35%
Mud	55%

When directed against earthworks and similar fortifications dug into or made from earth, the spell will also cause 100 h.p. of damage.

One such hole can be dug each minute, and the spell will last for 1 minute per experience level of the caster. It requires a miniature shovel and bucket, which must be held while the holes are dug, and which disappear after the spell is complete.

Dim

Illusionist cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip allows the caster to lessen the light put out by any source within 10'. Torches appear as candles, campfires as torches, *light* and *continual light* spells will be at half brightness, etc. Up to 6 torches, 72 candles, or a medium-sized fire will be affected. The effect lasts for 1 minute.

Dim Lights

Level 1 illusionist spell (alteration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to lessen the light put out by any source within 10' plus 5' per level of the caster. Torches appear as candles, campfires as torches, light and continual light spells will be at half brightness, etc. Up to 6 torches, 72 candles, or a medium-sized fire will be affected. The effect lasts for 1 minute plus 1 minute per level of the caster.

Dimension Door

Level 4 mage spell (alteration)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell is a specialized form of teleportation, allowing the caster to move a maximum of 30' per experience level in any desired direction (the destination need not be familiar nor even visible; it is entirely acceptable to simply say "fifty feet downwards and to the left at a thirty degree angle" or some such). If the caster ends up in mid-air, he will fall and take normal damage unless some means of escape is at hand. There is no chance of error, but if the intended destination is occupied by some other solid object (stone, a tree, another person, etc.), the caster will be stranded on the astral plane, stunned, until a *dispel magic* spell is cast upon him by some other creature wandering the astral. The caster may transfer a maximum of 500 pounds of non-living material, or half that amount of living material, along with himself. The caster will require a full 42 seconds (7 segments) to recover once the spell is cast, as it causes a certain level of disorientation.

Disintegrate

Level 6 mage spell (alteration)
Requires: incantation, gestures, lodestone, dust
Casting time: 36 seconds (6 segments)

This spell will cause matter to be utterly destroyed. Both living and inanimate matter will both be affected (including undead creatures and objects of a magical nature). Living (and undead) creatures are entitled to a saving throw vs. spells, as is matter of a magical nature. Only a single object can be *disintegrated*, and it must be within 5' per level of the caster. When directed against a ship or fortification (of any type, from wood to soil to hard stone), the spell will cause 200 h.p. of damage. The spells *forceful hand* and *anti-magic shell* are proof against the *disintegrate* spell. The spell requires a lodestone and a pinch of dust, both of which are destroyed as the spell is cast.

Disgust

Level 1 bard spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell will cause all creatures within 10' plus 1' per level of the caster to appear disgusting and revolting to outside observers. This will have the effect, in most circumstances, of making such observers actively avoid looking at those affected. Note that this will not be the case in all circumstances; guards would not let such disgusting creatures into the king's throne room, for instance; nor are those affected truly invisible. They are merely severely unpleasant to behold and will thus be unnoticed. The spell will last for as long as the caster is concentrating, plus 1 round per level of the caster.

Dismiss Creature I

Level 4 savant spell (abjuration)
Requires: incantation, gestures, candle snuffer
Casting time: 24 seconds (4 segments)

This spell will cause any creature summoned by the various summoning, conjuring, calling, etc., spells of 1st - 3rd level to be instantly sent back whence they came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on conjured elementals or other creatures summoned from other planes of existence.

Dismiss Creature II

Level 5 savant spell (abjuration)
Requires: incantation, gestures, candle snuffer
Casting time: 30 seconds (5 segments)

This spell will cause any creature summoned the various summoning, conjuring, calling, etc., spells of 1st - 4th level to be instantly sent back whence they came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on conjured elementals or other creatures summoned from other planes of existence.

Dismiss Creature III

Level 6 savant spell (abjuration)
Requires: incantation, gestures, candle snuffer
Casting time: 36 seconds (6 segments)

This spell will cause any creature summoned by the various summoning, conjuring, calling, etc., spells of 1st - 5th level to be instantly sent back whence they came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on conjured elementals or other creatures summoned from other planes of existence.

Dismiss Creature IV

Level 7 savant spell (abjuration)
Requires: incantation, gestures, candle snuffer
Casting time: 42 seconds (7 segments)

This spell will cause any creature summoned the various summoning, conjuring, calling, etc., spells of 1st - 6th level (including such spells as *invisible stalker*, etc.) to be instantly sent back whence they came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on conjured elementals or other creatures summoned from other planes of existence.

Dismiss Creature V

Level 8 savant spell (abjuration)
Requires: incantation, gestures, candle snuffer
Casting time: 48 seconds (8 segments)

This spell will cause any creature summoned by the various summoning, conjuring, calling, etc., spells of 1st - 7th level (including such spells as *invisible stalker*, etc.) to be instantly sent back whence they came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on conjured elementals or other creatures summoned from other planes of existence.

Dismissal (Beckon)

Level 5 mage/savant spell (abjuration, conjuration/summoning)
Requires: incantation, gestures, other (see spell description)
Casting time: 1 minute

This spell allows the caster to attempt to force a denizen of some other plane of existence to return to its plane of origin. The caster must know the name of the general type of creature (i.e., mediodaemon, pit fiend, etc.), and its specific proper name if applicable, and creatures native to the material plane are unaffected. The creature's magic resistance (if any) must first be overcome for the spell to have a chance of success. The target creature must then make a saving throw vs. spells, with the difference between its hit dice and the level of the caster being used as a bonus (if the caster has a higher level than the creature's hit dice, there is no bonus or penalty). If the creature wishes to be *dismissed*, then no bonus applies. There is a 20% chance that the spell will misfire and send the target creature to a plane other than its own. The spell requires some substance or object that is offensive or otherwise specifically harmful to the target creature: silver for a devil, iron for a demon, etc. The creature must be within 10' of the caster when the spell is cast.

The reverse of the spell, *beckon*, calls forth an inhabitant of some other plane, bringing it to the material plane before the caster. *Beckon* requires the same knowledge of the creature's name as *dismissal*. Magic resistance only applies if the target creature has no proper name; otherwise, only a normal saving throw vs. spells (with the same bonuses as for the *dismissal* spell) applies. Note that nothing guarantees the good nature of the beckoned creature, and casters are advised to have some sort of protective magic in place, as well as some means of coercing a possibly recalcitrant creature to obey. The spell requires some object or item that the *beckoned* creature will find appealing: a soul worm for denizens of the lower planes, etc.

This spell should be compared to the spell *abjure* (p. 120).

Dispel Evil (Dispel Good)

Level 4 mystic, level 5 cleric spell (abjuration)
Requires: incantation, gestures, holy symbol, holy water
Casting time: 48 seconds (8 segments)

This spell allows the caster to send enchanted and extra-planar beings of evil nature (daemons, demons, devils, etc.) or those who are commanded to perform evil deeds (elementals, invisible stalkers, etc.) to return to their home plane of origin by touch. Such beings are allowed a saving throw vs. magic which, if the roll is made, means they are able to resist its effect and stay on the material plane.

In addition, the spell will create a shell of protection around the caster which causes the same sorts of beings who would otherwise be affected by it to attack with a -7 penalty "to hit" against the caster. This effect lasts for one minute per level of the caster. The spell requires the caster have his holy symbol to hand, as well as a vial of holy water, which is consumed in the casting. No separate saving throw is allowed against this effect.

The reverse of the spell, *dispel good*, has the same effect as described above, except it affects those extra-planar and enchanted beings of good alignment (angels, devas, etc.) and those compelled to perform good deeds to be sent back to their plane of origin. The reverse of the spell uses unholy water instead of holy water, naturally.

Dispel Exhaustion

Level 4 illusionist/mountebank spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell creates the illusion that the targets of the spell are renewed in health and vigor. Up to four creatures may be affected, but must be touched by the caster. The spell creates the illusion in the target that 50% of his hit points are restored (but in reality they are not, and he will fall to unconsciousness or death when his <u>real</u> hit point total equals 0). Stamina and vigor will seem to be restored, and the recipients can move and attack at twice normal speed for 1 minute out of every 10. The spell will last for 30 minutes per level of the caster.

Dispel Illusion

Level 3 illusionist, level 4 mage/savant spell (abjuration)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell will eradicate any single illusion/phantasm type spell within 10' per level of the caster. When applied to the spells *phantasmal force* or *audible glamer*, it will always work if the original spell was cast by a non-illusionist. Otherwise, there is a 50% chance that *dispel illusion* will work on a given illusion spell. This chance increases by 5% for every experience level the caster is above the level of the caster whose spell is being dispelled. If the caster is of a lower level, then the chance decreases by 2% per difference in levels. It is always automatically successful when it is used to dispel magic cast by the same caster. **Example:** A 9th level illusionist is using the spell to dispel a *mirror image* spell cast by a 5th level mage. The illusionist's effort will have a 70% chance of success (base 50% + 5% per level difference). If that same illusionist was attempting to dispel the work of a 12th level mage, he would have a 44% chance of success (base 50% - 2% per level difference). Note that a mage attempting to dispel an illusion cast by an illusionist is treated as if he were 2 levels below his actual experience level.

Dispel Magic

Level 3 cleric/mage/savant, level 4 druid/illusionist spell (abjuration)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell will cancel out most sorts of magic. It affects a cube 30' on a side centered on a point up to 60' away from the caster. Permanent magical items such as wands, scrolls, enchanted weapons and armor, etc. will not be affected. Magical potions, however, will be rendered inert by its effects (they get a chance to save as if they were 12th level; see below). It will effect spells cast upon objects or people (including *charm* spells), as well as spells cast in the area of effect. There is a 50% chance that *dispel magic* will work on a given spell. This chance increases by 5% for every experience level the caster is above the level of the caster whose spell is being dispelled. If the caster is of a lower level, then the chance decreases by 2% per difference in levels. It is always automatically successful when it is used to dispel magic cast by the same caster. Illusionists are treated as if they were two levels lower than they actually are, for purposes of determining the success of this spell. **Example:** A 9th level cleric is using the spell to dispel a *charm person* spell cast by a 5th level mage. The cleric's effort will have a 70% chance of success (base 50% + 5% per level difference). If that same cleric was attempting to dispel the work of a 12th level mage, he would have a 44% chance of success (base 50% - 2% per level difference).

Disruption

Level 7 cleric spell (evocation)
Requires: incantation, gestures, powdered sunstone
Casting time: 42 seconds (7 segments)

This spell allows the caster to call upon the energies of the positive plane to create a bolt of energy that will utterly destroy creatures that are connected to the negative plane, such as undead, etc. The effect will differ depending on whether the creature is merely undead or one of those undead creatures that draws its power from the negative plane (which includes all those that are able to drain levels, plus those noted as being so connected to the negative plane in the **ADVENTURES DARK AND DEEP™** Bestiary). Any single undead creature within 10' must make a saving throw vs. spells or be instantly obliterated by the vibrant energies of the positive plane. Undead creatures that successfully save vs. this spell will take 2d8 h.p. of damage. Those undead or other creatures that are specifically tied to the negative plane such as wraiths, mummies, etc., will take 6d8 h.p. of damage, or half that if they successfully

save vs. spells. The spell requires the caster's holy symbol and at least 500 g.p. worth of powdered sunstone.

Distance Distortion

Level 4 bard, level 5 mage/savant spell (alteration)
Requires: incantation, gestures, clay
Casting time: 36 seconds (6 segments)

This spell requires that the caster previously conjure an earth elemental by some means (the elemental will not be hostile once it is informed that its presence is required only for the *distance distortion* spell). This spell allows the elemental to warp the dimensions of the area so as to make it appear as only half as long, or twice as long, as its actual distance. Thus, a corridor 200' long and 10' wide could be made to appear 5' wide and 100' long, or 20' wide and 400' long. The area will radiate magic if detected for, and *true seeing* will reveal the presence of the elemental. The spell requires a bit of soft clay, in addition to whatever is required to summon the earth elemental.

This spell cannot be cast underwater.

Distract

Mage/illusionist/savant cantrip (enchantment/charm)
Requires: incantation, gestures
Casting time: 2 seconds

This spell allows the caster to direct the attention of all those looking at him to some point within 10', simply by pointing his finger and uttering the quick charm. The distraction will last for only 6 seconds (1 segment) and any creature with more than 1 hit die, intelligence score of 8 or more, or who has an experience level of 2 or greater is entitled to a saving throw vs. spells.

Distraction

Level 3 bard spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell allows the caster to direct the attention of all those looking at him to some point within 10' per level of the caster, simply by pointing his finger and uttering the quick charm. The distraction will last for only 6 seconds (1 segment) per level of the caster, and any creature with more than 1 hit die or 1 experience level or an intelligence score of 8 or more, is entitled to a saving throw vs. spells.

Divination

Level 3 savant, level 4 cleric/mystic spell (divination)
Requires: incantation, gestures, holy symbol, sacrificial animal, incense
Casting time: 10 minutes

This spell allows the caster to determine, in general terms, the risks of entering and exploring a given area such as a small forest, an area of a dungeon level, a building, etc., whose location is known to the caster. The spell will reveal whether treasure to be found in the area is poor, moderate, or rich; whether the inhabitants are weak, moderate, or strong; and whether there is a low, medium, or high chance that powerful evil supernatural beings will be encountered.

The base chance of success is 60% +1% per level of the caster (this percentage may be adjusted by the game master based on the exact nature of the place being divined). Of course, the caster won't know whether or not the casting was successful; if not, the information gleaned from the casting will be inaccurate.

The spell requires both incense and a sacrificial animal of some sort (most often, a rooster, goat, ox, etc.) whose entrails are "read" to get the desired information, as well as the caster's holy symbol, which is not consumed by the casting. Depending on the circumstances, valuables such as jewelry, gems, or magic items can be sacrificed to increase the chances of success or to penetrate a particularly inscrutable area.

Dolor

Level 5 mage/savant spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to coerce some creature from another plane of existence, rendering it more susceptible to *charm, command*, and other non-harm-causing spells. The caster must have knowledge of the type of creature being affected; if it is one of a sort unknown to the caster, the spell cannot be cast. The spell has the following effect, based on timing:

TABLE 274: DOLOR

Time	Effect	Penalty to Saving Throw vs. Charm/etc. Spells
During casting	Unease	-1
1st minute after casting	Nervousness	-2
2nd minute after casting	Anguish	-3

The spell's effect ends 2 minutes after it is cast.

The spell is not without its perils, however. If the target creature has a higher intelligence than the caster, there is a 5% chance per point of difference that the target creature will be able to turn the tables on the caster and mentally enslave him! Treat this effect as equivalent to a *charm person* spell (see p. 136 for details). This will also happen automatically if the caster is interrupted during the casting of the spell.

Dream

Level 5 illusionist spell (alteration, illusion/phantasm)
Requires: gestures (sleeping)
Casting time: 1 day

This very special spell literally allows the caster, through "lucid dreaming" to either divine some piece of hard-to-obtain knowledge or alter reality itself. The spell requires that the caster meditate on the desired outcome for at least an hour, then rest undisturbed for a full 8 hours. The desired effect, if any, will then assume reality 1d12 hours later.

Bear in mind that dream is less powerful than a spell such as *limited wish* (see p. 182). It can appropriately be used to recover lost hit points, regenerate a lost limb, locate some object or locale (unless it is deliberately obscured by some powerful enchantment), find a safe passage through some dangerous terrain, etc. Note that creatures with 7 or more hit dice get a saving throw vs. spells to avoid being detected by scrying through this spell. As a guideline, it can generally be used to duplicate the effects of other fifth-level spells. It can only be used once per week; if it is attempted more often, the spell will fail and the caster will age 1-10 years.

Dry

Mage/illusionist/savant cantrip, level 1 bard spell (abjuration)
Requires: incantation, gestures
Casting time: 3 seconds (½ segment), 6 seconds (1 segment)

This spell will remove moisture from an area up to 1 cubic yard. It cannot be used against living things, but can be used to dry clothes, herbs, wet ground, etc. Note that the longer casting time is given for the bard spell, as opposed to the mage/illusionist/savant cantrip version of this spell.

This spell cannot be cast underwater.

Duo-Dimension

Level 7 mage spell (alteration)
Requires: incantation, gestures, ivory figurine, parchment
Casting time: 42 seconds (7 segments)

This spell will alter the caster, causing him to exist in only two dimensions (as opposed to the usual three), for 3 minutes plus 1 minute per experience level. Thus, if he turns sideways, he will be completely invisible, invulnerable to attack, and able to slip between the tightest cracks (such as between a door and a door jamb). The caster could thus turn sideways and disappear in one minute, reappear and attack or use a magic wand the next, then disappear the next minute. Since the caster is paper-thin when not turned sideways, all attacks made against him when visible will do triple damage. Bear in mind, too, that since he is lacking a "depth" dimension, the caster is unable to bend in any way; he is restricted to his full height for the duration of the spell.

The "extra" portion of the caster is magically transferred to the astral plane. There is a chance (the game master will have information on the precise probabilities involved) that some inhabitant of the astral plane will come upon the caster while in this state.

The spell requires a thin ivory figurine of the caster, costing at least 5,000 g.p., as well as a strip of parchment, which is twisted and joined into a Möbius strip, the ivory figurine passed through the resultant hoop, causing both to both disappear.

Dust (Dusty)

Mage/illusionist/savant cantrip (abjuration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will remove dust and grit from an area up to 10' in radius. The reverse, *dusty*, will bring into being a layer of dust and grit on all exposed surfaces in the area.

This spell cannot be cast underwater.

Dust Devil

Level 2 cleric spell (conjuration/summoning)
Requires: incantation, gestures
Casting time: 3 minutes

This spell will conjure a weak species of air elemental: a dust devil (see the ADVENTURES DARK AND DEEP™ Bestiary for details). The dust devil must remain within 30' of the caster at all times, but will move, attack, and otherwise act as the caster commands for 1 minute per experience level of the caster. After the spell expires, the dust devil is immediately sent back to its home plane. It can also be dismissed by any stronger creature from the Elemental Plane of Air, and contact with any creature with an innate magic resistance will likewise disrupt the dust devil and send it packing. It cannot attack any creature not native to the plane of the caster who summoned it.

This spell cannot be cast underwater.

Earthquake

Level 7 cleric/druid spell (alteration)
Requires: incantation, gestures, dirt, rock, clay
Casting time: 10 minutes

This spell allows the caster to cause a strong earth tremor lasting approximately one minute. The effects are felt in a circle 5' in diameter for every level of the caster, focused on a point up to 120' distant. The tremor is strong enough that natural caves, tunnels, and caverns will collapse; cliffs will form landslides, the water will drain from marshes, and 1 in 3 trees in the affected area will be uprooted. On flat open ground, large cracks will open; the chance of falling in and thus being automatically killed depends on the size of the creature in question:

Small	1 in 4
Medium	1 in 6
Large	1 in 8

Most regular buildings in the area of effect will be destroyed or heavily damaged by the effect of the quake, and large defensive works such as castles and fortifications will take 50-600 (5d12x10) points of damage, while earthworks or hard stone structures will take 50-300 (5d6x10) h.p. of damage.

Earthwalk

Level 5 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the mystic to become one with the very forces of the earth, allowing him to tap into that force to facilitate travel. When traveling overland, the caster will move at double normal speed (note that this does not apply to combat or other such "tactical" situations, but only when the caster is traveling distances greater than a quarter mile, during which time the increased speed is never noticed, even by observers, but simply remarked upon when the journey seems to end ahead of schedule. This mode of travel can be maintained for 1 hour per level of the caster.

In addition, the caster is able to sink into the ground, traveling at whatever his normal rate of speed would be, impeded only by the lack of solid earth and stone (such as a chasm, water, etc.). This mode can be maintained for 10 minutes per level of the caster. If this mode and the overland mode of travel are mixed, the time spent in each should be figured proportionally when deciding how much time is remaining (i.e., every hour spent in overland travel counts as 10 minutes of underground travel, and vice versa). In either case, while the spell is in effect, any damage the caster suffers at the hands of creatures native to the elemental plane of earth is reduced by 1 h.p. per die of damage.

Easy Travels

Level 3 bard spell (alteration)
Requires: incantation
Casting time: 36 seconds (6 segments)

This spell allows the caster to, as long as he continues the spell, increase the overland marching speed of himself and his fellows by 20%. All must be within 120' of the caster, and mounted travel is affected the same as walking on foot. Note that the spell does not apply to travel by sea or underground, in cities,

or in large buildings. It is not cumulative with other magical effects that increase overland travel speed, such as *horseshoes of speed*.

Elemental Transformation

Level 8 savant spell (alteration)
Requires: incantation, gestures, water/fire/earth/incense
Casting time: 2 minutes

By means of this spell, the caster is able to transform one of the basic elements into another. Up to 100 cubic feet of material per level of the caster can be affected, as long as it is all within a 60' radius centered on a point no further than 90' away from the caster. Thus, earth (including stone, dirt, sand, etc.) can be transformed to an equal volume of water, or be made to disappear in a puff of smoke. The very air could be made to turn into an inferno, burning itself out in a flash, but inflicting 1d6 h.p. of damage per hundred cubic feet so transformed. A cloud could be turned into a boulder, etc.

If cast upon a creature native to one of the elemental planes, it can be used to transform it into a creature of another such plane. A water elemental could be turned into an earth elemental, a djinni turned into an efreeti, etc. In such cases, the creature is entitled to a saving throw vs. spells. The spell requires one cubic foot of the substance into which the target is to be transformed sand/rock/soil for earth, fire for fire, water for water, and incense smoke for air. It is consumed in the casting of the spell.

Emotion

Level 3 jester, level 4 bard/illusionist/mountebank spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the caster to instill a particular emotion in all creatures within a 40'x40' area, centered on a point some 10' distant per level of the caster. Each creature in the area of effect is entitled to a saving throw; success means the spell has no effect. The caster must choose from one of the following emotive states, and the effect will remain until the caster stops concentrating:

- *Fear:* As per the spell *fear* (see p. 161), but the effect is not an illusion, and the saving throw is made with a -2 penalty.
- *Hate:* This emotive effect will give a +2 bonus to morale, saving throws, rolls "to hit", and damage.
- *Hopelessness:* This emotion has the same effect as a *symbol of hopelessness* (see p. 224).
- *Love:* This emotion will cause the target to believe the object of his affection (chosen by the caster from those within visual range of the target, or the first person the target sees) is a friend who should be protected and whose advice is sound. It does not turn the subject into a mindless slave; a command to kill oneself would not be followed, for example. Physical harm will break the effect immediately.
- *Rage:* This emotion will cause an uncontrollable berserk rage, causing the recipient to fight without any regard for his own life and limb, tossing down any shield, and gaining +1 on all rolls "to hit", +3 to damage done, and a temporary increase of 5 hit points while the spell is in effect.

One emotion spell can be used to counter another. *Fear* will counteract *rage*, *hate* will counter *hopelessness*, and vice versa. The spell lasts until the caster's concentration is broken.

Empathy

Level 6 mystic spell (divination)
Requires: incantation, gestures
Casting time: 48 seconds (8 segments)

This spell allows the caster, or some other individual he touches, to establish a mental connection to other creatures within a radius some 10' per level of the caster. This communication is not sufficient to divine actual thoughts, names, passwords, etc. It is, however, sufficient to transmit images, emotions, feelings, etc. The creatures so communicated with need not share the same language as the empath, and creatures with an intelligence of 1 or greater can be so engaged. The spell is, however, indiscriminate. Not only does the caster receive empathic images from all creatures within the radius of effect, but they receive images from him, as well. It will be effective for 1 minute per level of the caster. Note that if the caster wishes to cast this spell upon an unwilling recipient, a successful roll "to hit" must be made; failure indicates the spell is ruined and lost.

Enchant an Item

Level 6 mage, level 7 savant spell (alteration)
Requires: incantation, gestures, other (see spell description)
Casting time: special (see spell description)

This spell is vital in the construction of magic items. The exact material components required depend on the nature of the magic item being constructed; a *cloak of displacement*, for instance, would require the pelt of a phase panther. Full details on the process and necessary components can be found in the Creating Magical Items section on p. 111.

This spell requires that the caster be sequestered with the item to be enchanted for a period of 8d8+16 hours, but with the proviso that he can never work more than 8 hours per day (thus, the actual time required for this spell to be competed is 3-10 days). During this entire period, the item being enchanted can never be more than 1' away from the caster, the magical work cannot be in any way interrupted, and the caster cannot cast any other spells. At the end of the proscribed period, the caster must make a saving throw vs. spells (with a maximum bonus of +3 due to magical items or other factors that provide such bonuses, and a roll of 1 on the die indicating an automatic failure). Success means that the item is ready to receive whatever other enchantments the caster intends to imbue it with.

Certain magical items also use this spell as part of the recharging process. If that is the case, it will be noted in the item's description in the ADVENTURES DARK AND DEEP™ Game Masters Toolkit.

Enchanted Weapon (Mundane Weapon)

Level 4 mage spell (alteration)
Requires: incantation, gestures, powdered lime and carbon (sulfur)
Casting time: 10 minutes

This spell allows the caster to cause one large weapon (such as a bow, sword, spear, etc.) or two small weapons (hand-axe, dagger, etc.) to be able to successfully strike creatures otherwise only struck by weapons with an enchantment of +1 or greater. Thus, a non-magical sword could be made to be able to cause damage to a vampire. Weapons under the effect of this spell do not gain any actual bonuses to hit or to damage; the enchantment is solely to allow the weapon to do damage to magical creatures. A successful hit by the weapon will end the spell, and it will otherwise wear off in 5 minutes per experience level of the caster. The spell requires that the caster touch the weapon to be enchanted, and that it be sprinkled with powdered lime and carbon, which are lost as the spell is cast.

The reverse of this spell, *mundane weapon*, will temporarily remove any dweomer possessed by a magical weapon of +1 enchantment for 5 minutes per level of the caster. The weapon to be disenchanted need not be touched, but the caster tosses a pinch of powdered sulfur on the weapon (in a melee situation, the caster needs to successfully hit AC 8 in order to do so).

Endure Cold (Endure Heat)

Level 1 cleric spell (alteration)
Requires: incantation, gestures
Casting time: 1 minute

This spell allows the caster to touch one creature and thereby allow it to withstand cold up to -30° F. Colder temperatures, if faced without some level of mundane protection, will cause 1 hit point of damage per hour per degree of temperature below 30. The spell will last for 90 minutes per level of the caster, but is instantly dispelled if the recipient is affected by any sort of magical cold- or heat-based magic (including dragon breath, *resist cold*, etc.). The recipient of the spell will not be affected by this magical cold or heat in the first round, but once the *endure cold* spell is dispelled, he will be affected by magical cold or heat as normal. The reverse of the spell, *endure heat*, protects the recipient against temperatures in excess of 130° F, but otherwise functions similarly to *endure cold*.

Enhance Beverage

Level 2 bard spell (alteration)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell allows the caster to improve the quality and flavor of any beverage within 10'. Brackish water will be made pure, cheap wine will be made fine, etc. Even magical potions will have their effects and/or durations increased by 10% (although multiple applications of this spell will not be cumulative). The effect on ordinary drink will be permanent, but magical potions must be consumed within 1 hour per level of the caster or the effect will be lost (but the potion will be otherwise unaffected). The amount of liquid that can be affected by the spell depends on the sort of liquid.

TABLE 275: ENHANCE BEVERAGE

Liquid Type	Amount Affected
Water	1 gallon
Ale, beer, tea, etc.	1 quart
Wine	1 pint
Distilled liquor (whiskey, vodka, etc.)	1 cup
Magical potion	1 vial

The amounts indicated above are not cumulative; the spell will affect either a gallon of water or a quart of ale, etc. Note that liquids which are poisonous will still remain so, even after this spell is applied.

Enhance Food

Level 2 bard spell (alteration)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell allows the caster to improve the quality, flavor, and nutritional value of any food within 10'. A bowl of dandelions will taste as the finest greens, a bowl of mush will be fully nutritious and completely pleasing to the palate and filling, etc. Note that the appearance (and, ultimately, physical substance) of the food is not affected. One meal per casting of the spell can be so affected. Those eating a meal consisting of *enhanced food* will also be cured of 1d3 hit points of damage.

Enhance Image

Level 2 bard spell (alteration)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell allows the caster to actually change the outward appearance of himself and several companions, making them appear to be wearing clothing that is of a better sort than they actually are. The spell will also clean faces and hands, remove odor, coif hair, and so forth. A number of individuals can be affected equal to the level of the caster divided by two (rounded up), all of whom must be within 60' when the spell is being cast. The spell will last for as long as the caster maintains the incantation, plus a like amount of time after the incantation has been halted (thus, if a bard casts this spell on himself and his companions, and sings the incantation for 2 hours, the effects will remain for 2 hours beyond that point). It should be noted that this is not an illusion; the clothing and people are actually changed, so effects such as *true seeing*, *detect illusion*, etc. will not work. Those affected by the spell will dimly radiate magic, however.

Energy Drain

Level 9 mage spell (evocation)
Requires: incantation, gestures, specter essence/vampire dust
Casting time: 18 seconds (3 segments)

This spell causes any one creature touched to lose two levels or hit dice (as applicable), as the caster opens up a conduit to the negative energy plane. There is a 5% chance that the caster himself will end up losing 1 level when casting the spell. Note that the caster does not gain any levels or other energy from the drained target creature; it simply bleeds off into the negative plane. If a human, demi-human, or humanoid is brought to 0 level or below by this spell, they will become a juju zombie (see the **ADVENTURES DARK AND DEEP™** Bestiary for details).

Enlarge (Reduce)

Level 1 jester/mage spell (alteration)
Requires: incantation, gestures, powdered iron
Casting time: 6 seconds (1 segment)

This spell will cause one object or creature to increase in size. The target must be within 5' per level of the caster, and the effect will last for 10 minutes per caster's level. If the target is a living creature (which cannot exceed 10 cubic feet per level of the caster), it can be enlarged 20% per level of the caster, up to a maximum of 200%. If the target is an inanimate object, all of those sizes

and ratios are cut in half. Mass is affected by the spell, and people turned to giant-size are treated as giants in terms of damage inflicted, but magical effects are not proportionally increased. The reverse of the spell, *reduce*, will make items or creatures smaller, in the same proportions and with the same restrictions as the ordinary spell, to a maximum 90% reduction in size. If either is cast upon an unwilling recipient, they are entitled to a saving throw vs. spells; if the save is made, the spell has no effect.

Ensnarement

Level 6 mage/savant spell (conjuration/summoning)
Requires: incantation, gestures, other (see spell description below)
Casting time: 10 minutes

This spell allows the caster to attempt to trick some extra-planar being into entering a trap, where it can then be compelled to provide the caster one service in exchange for its freedom. The creature to be *ensnared* must be known to the caster by name (if applicable) or by specific type. The creature is entitled to a special saving throw, to determine whether it realizes the *gate* that opens up before it is, in fact, a trap. Roll 3d6, and add the difference between the creature's intelligence score and that of the caster (if the caster has a higher intelligence, subtract the difference from the roll). If the roll is equal to or less than its intelligence score, the creature recognizes the *gate* for the trap that it is, and the spell fails.

Once the creature has been tricked into coming to the material plane, it must be confined within a pentacle appropriate to its nature (see p. 110 for details), lest it immediately turn on the spellcaster who summoned it. Once confined, the caster can then attempt to force it into fulfilling a single service through the application of threats and bribes. The game master should assign a value, from 0 (no interest to the captive being) to 6 (quite enticing), and subtract that rating from the creature's intelligence score. Rolling higher than that modified score on 3d6 indicates that the creature agrees to the terms. Rolling that score or lower indicates the creature refuses. A new combination of threats and bribes can be attempted, or the same one repeated after 24 hours have elapsed. For every 24 hours that elapse, the captive creature loses 1 point of intelligence for purposes of determining its rejection or acceptance of the terms of service. Bear in mind that the caster can use other spells to attempt to persuade the creature to accept, and that as time goes on the possibility of the confining pentacle becoming damaged, and thus the creature escaping, will grow. Impossible terms, or those which are clearly unacceptable, will never be agreed to.

Once the creature has fulfilled its service and so informed the caster, it will be instantly returned to its plane of origin. Depending on the terms of service and the way it was treated, it may well seek revenge on the caster at a later date.

Entangle

Level 1 druid spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 12 seconds (2 segments)

This spell allows the caster to cause plants (grasses, vines, shrubs, trees, etc.) to rise up and hinder movement of creatures in a 120' diameter circle, centered on a point up to 240' distant. If the creatures either in the area of effect or entering it fail a saving throw vs. magic, they will be stuck tight, unable to move. If they make their saving throw, they will merely be slowed to half their normal movement rate. The spell will last for 10 minutes.

Enthrall

Level 2 cleric spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 1 minute

This spell allows the caster to hold an audience literally spellbound. The audience must be within 90' of the caster, be able to understand the language being spoken, and be no more than 4th level (or have 4 hit dice) or have a wisdom score of 14 or less. Listeners get a saving throw vs. spells, or else they are *enthralled*; creatures of a race generally hostile to the caster get a bonus of +4 to their saving throw.

The spell is cast by the caster speaking for one full round, at the end of which time all those in the area of effect who fail their saving throws will be *enthralled*. Those so affected will treat the caster as if he has a charisma of 21, but will not otherwise automatically do the bidding of the caster. The spell will last for as long as the caster keeps speaking, up to 1 hour. Those who make their saving throws will view the caster as having a charisma of 3, and have a 50% chance of jeering the caster as he speaks. If that happens, all those who originally made their saving throws must make a second saving throw or join in the derision. If the caster attempts to convert the listeners to another faith or alignment, the listeners get a new saving throw with a bonus of +5.

Enveloping Flame

Level 7 bard spell (evocation)
Requires: incantation
Casting time: 84 seconds

This spell will cause either an object or creature to be enveloped in a sheath of living flame. If cast upon a creature, that creature will suffer no harm, nor will any damage come to an object upon which the spell has been cast. Only a creature a maximum of 9' in height, or an object of similar size, can be affected, and it must be within 30' of the caster. Any creature touched by the enveloping flame will suffer 1d6 h.p. of fire damage, flammable objects will be set alight, etc. Cold-based creatures will suffer an additional 3 h.p. of damage per hit. The flame will last for 1 minute per level of the caster, once the casting time has been reached.

Erase

Level 1 mage, level 2 savant spell (alteration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell will erase any sort of writing, magical or otherwise, from a single scroll or two facing sheets of paper (vellum, parchment, etc.) in a book. *Explosive runes* and *symbol* spells are unaffected, but drawings, words, maps, etc. are affected. The object being erased gets a special chance to resist; there is a base 50% chance that the spell will work, plus 2% per level of the caster in the case of magical writings, and 4% per level for normal writing.

ESP

Level 1 jester/savant, level 2 mage spell (divination)
Requires: incantation, gestures, 1 copper piece
Casting time: 12 seconds (2 segments)

This spell allows the caster to read the thoughts of one creature in range (5' per level of the caster, up to a maximum of 90'). The spell lasts for 1 minute per level, and cannot act through 2' or more of stone, 2" of metal, or even the thinnest layer of lead foil. The spell can only read the surface thoughts of a creature; it cannot be used to discover deep secrets, passwords (unless they

are being actively thought of), etc. The spell cannot be used on creatures that are essentially mindless, such as puddings and jellies, and undead creatures are similarly unaffected. The target need not be seen; the spell can be used, for example, to learn if something is lurking behind a closed door.

Ethereality

Level 4 jester spell (alteration)
Requires: incantation, gestures
Casting time: 3 minutes

This spell allows the jester to transport an object or creature into the ethereal plane. If it is cast upon an inanimate object, the object gains no saving throw, and can have a maximum size of 1,000 lbs. and maximum volume of 30 cubic feet. If it is cast on living creatures, they do get a saving throw if they are unwilling to be so transported. Up to six living creatures can be so transported, as long as all are within 60' plus 10' per level of the caster and all are within 30' of one another. They will remain in that state for 1 hour.

Exaction

Level 6 savant, level 7 cleric spell (evocation)
Requires: incantation, gestures, holy symbol, extra-planar matter, parchment
Casting time: 1 minute

This spell allows the caster to exact some service from a powerful entity from some other plane of existence, such as a demon, angel, efreet, etc. Demigods, arch-devils, and the like are immune to the effect of the spell. The creature must be of the same alignment of or close to the alignment of the caster; an evil being will not serve a good caster, a chaotic one will not serve a lawful one, and true neutral beings are seen as in opposition to all of the other alignments.

The spell exacts a promise of service from the selected creature (whose name and nature must be known in advance) in return either for a cancellation of some debt owed to another creature on the material plane, or for the promise of some valuable reward. The creature will then behave as if a *quest* spell had been cast upon it (see p. 203 for details). Example: an angel previously asked a paladin to perform some service for it. Years later, a lawful good cleric can *exact* a service from the angel to balance out the debt, as long as the cleric is aware of the paladin's service years before (and assuming that the debt had not been cancelled out previously).

Once the service is complete, the being will instantly be transported to the vicinity of the caster, who must immediately provide the promised reward or formally cancel the debt previously owed by the entity. If the caster fails to do so, the entity will either exact a service of his own from the caster (if in a merciful mood) or simply attack, and will also enjoy immunity to any and all spells cast by the false-dealing caster into the bargain. The spell requires the caster's holy symbol, as well as a bit of matter from the being's home plane and a parchment upon which is written the name of the being from whom the service is to be *exacted*, as well as the nature of the bargain to be made (details of the debt to be cancelled, or the reward to be granted).

Exchange

Level 4 jester spell (alteration) (illusion/phantasm)
Requires: incantation, gestures, cake
Casting time: 12 seconds (2 segments)

This spell causes any object within 60' plus 10' per level of the caster to be destroyed and instantly replaced with an illusionary duplicate. The item must be seen (i.e., something within a chest could not be affected, but the chest and everything in it could be), and can be no more than 3 cubic feet in volume. Living creatures cannot be affected. Magical items get a saving throw vs. lightning. The target item is permanently destroyed, but the illusionary

replacement will last until it is struck, touched, or otherwise handled. The material component is a piece of cake.

Exorcise

Level 4 cleric/mystic/savant spell (abjuration)
Requires: incantation, gestures, holy water, holy symbol
Casting time: variable

This spell will dispel the possession of some person or object by a supernatural entity such as a devil or demon. It will also remove *curses*, *charms*, and supernatural control by magical items such as intelligent swords. Once the spell has begun, it cannot be interrupted; if it is, the whole thing must be begun anew.

The base chance of success can either be determined by the game master, based on the precise circumstances in the game, or it can be determined randomly, by rolling percentile dice. This base chance is then modified by 1% for every point of difference between the caster's level and the hit dice of the possessing creature (if applicable). The caster may, if he has access to them, use religious relics to get a bonus to his attempt (such bonuses will range from 1% to 50%, depending on the nature of the relic in question). Every ten minutes, the caster rolls percentile dice to determine success; if his roll is less than the modified chance of success, the spell has been effective and the possessing creature is driven out. If not, another ten minutes must go by before another check is made.

The material components of this spell are holy water (which is used up during the spell) and a holy symbol (which is not).

Explosive Runes

Level 3 mage, level 4 savant spell (alteration)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell allows the caster to protect some written item (a map, book, scroll, etc.), causing it to blow up in the face of some unauthorized reader. The spell will cause 6d4+6 h.p. of damage to the person reading the item itself, with no saving throw allowed. Anyone else within 10' is allowed a saving throw to take half damage. Mages have a 5% chance per experience level to detect *explosive runes*, and thieves (and others able to read magical items) have a flat 5% chance of recognizing the *explosive runes* in time. The caster can, of course, either ignore or remove them at will. The item upon which they are cast will be destroyed unless it has some protection against magical fire (i.e., a stone tablet might well survive, but a regular scroll would surely be consumed).

Extension I

Level 4 mage spell (alteration)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to extend the duration of any 1st, 2nd, or 3rd level spell he or another mage has previously cast by up to 50%. Where a given spell is permanent or has no duration, this spell has no effect.

Extension II

Level 5 mage spell (alteration)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell allows the caster to extend the duration of any 4th level spell that he or some other mage has already cast, by up to 50%. Where a given spell is permanent or has no duration, this spell has no effect.

Extension III

Level 6 mage spell (alteration)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell allows the caster to double the duration of any 1st-3rd level spell that he or some other mage has already cast. In addition, he may extend the duration of any 4th or 5th level spell by 50%. Where a given spell is permanent or has no duration, this spell has no effect.

Exterminate

Mage/illusionist/savant cantrip (abjuration)
Requires: incantation, gestures
Casting time: 1 second

This cantrip will kill a small animal such as a mouse, spider, etc., or a number of very tiny creatures such as mosquitoes within a ½ cubic foot area. It cannot be used against *polymorphed* creatures, but can be used against normal creatures that have been shrunk to the appropriate size.

Eyebite

Level 6 mage spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to inflict one of four different effects on some other creature, merely by meeting its gaze. The target creature must be within 20' of the caster. The exact effect can be chosen at the time the spell is cast, chosen from the following.

Charm. The target creature will act as if it were under the effect of a *charm person* or *charm monster* spell (see p. 136 for details), but will obey even if doing so places itself in danger. The target is entitled to a normal saving throw vs. spells.

Fear. The target will act as if it were under a *fear* spell (see p. 161 for details), if it fails a saving throw vs. spells.

Illness. This effect will cause a wave of severe nausea, fever, and general sickness in the target, if it fails a saving throw vs. spells (all creatures other than humans, demihumans, and humanoids save with a +4 bonus). All of the target's ability spells will be at 50% of normal, movement will be at 50% of normal (plus the ill creature will need to rest 5 minutes out of every 10), and the creature will lose 1 point of constitution permanently. If constitution reaches 0, the creature will die. This effect can be countered by a *dispel magic*, *heal*, *alter reality*, *limited wish*, or *wish* spell, but *cure disease* will have no effect.

Sleep. The target will fall into a very deep, unbreakable, sleep if it fails a saving throw vs. spells with a -2 penalty. Undead, and other creatures noted in the ADVENTURES DARK AND DEEP™ Bestiary as being unaffected by the spell sleep, are immune to this effect. Shaking, cold water in the face, etc. will waken those put to sleep by this effect.

Fabricate

Level 5 mage spell (alteration)
Requires: incantation, gestures, raw materials (see spell description)
Casting time: special

This spell allows the caster to convert a volume of raw materials into some sort of finished product. Thus, a pile of stones can be turned into a wall or bridge, a bale of cotton into clothing, a tree into a raft, etc. The amount of material that can be affected is 1 cubic foot per level of the caster if it is mineral in nature, and 1 cubic yard per level for all other types of materials. The spell takes 1 minute per cubic foot or yard affected. The source material and finished item can be up to 5' away from the caster per experience level. Nothing requiring great and exacting skill can be created with this spell; no swords, glass, cut gemstones, etc., unless the caster possesses the skill to create such things himself.

Faerie Fire

Level 1 jester/druid spell (alteration)
Requires: incantation
Casting time: 18 seconds (3 segments)

This spell will cause some creature or object to be surrounded by a brightly glowing but otherwise harmless outline of blue, green, or violet (caster's choice). The amount of outlining is dependent on the level of the caster; some 12' of *faerie fire* per level, enough to outline a human, two small creatures such as halflings, etc. All the creatures so outlined must be within a 40' radius of a point no farther than 80' away from the caster. Those who are outlined by the fire are naturally highly visible (no hiding in shadows, sneaking in general is difficult, and *invisibility* is rendered useless), as well as being easier for enemies to hit; opponents do not suffer the -2 (or -4) penalty to hit such outlined creatures when in darkness or otherwise poor lighting conditions. Note that in torchlight or brighter light, there is no bonus in melee. The fire will last for 4 minutes per level of the caster.

Faerie Summoning

Level 6 druid spell (conjuration/summoning)
Requires: incantation, gestures, holy symbol
Casting time: 36 seconds (6 segments)

This spell allows the caster to magically summon a number of creatures native to idyllic woodland settings, to wherever he happens to be. The summoned creatures will be well-disposed towards the caster, but will not obey orders that are obviously suicidal or that threaten nature or natural settings (i.e., an order to set fire to a forest would be met with skepticism and derision). The summoned creatures will remain for 2 minutes per level of the caster, at which time they will simply disappear in the same manner they appeared. The type of creature that appears in answer to the summons should be determined randomly:

TABLE 276: FAERIE SUMMONING

Die Roll (d%)	Creatures Summoned
01-08	2d4 atomies
09-15	1d3 brownies
16-23	2d3 buckawns
24-30	2d6 centaurs
31-40	1d8 cooshees
41-43	1d2 dryad
44-49	1 faerie dragon
50-54	2d6 grigs
55-60	1 leprechaun
61-65	1d2 pegasi
66-74	1d3 pixies
75-81	1d4 satyrs
82-90	1d2 sprites
91-92	1 treant
93-00	1d2 unicorns

Faithful Hound

Level 5 mage spell (conjuration/summoning)
Requires: incantation, gestures, whistle, bone, thread
Casting time: 30 seconds (5 segments)

This spell will call forth an invisible watchdog that can only be seen by the caster. The hound can then be set to guard some passage, room, doorway, etc., and will begin a loud and steady barking if any creature larger than, say, a foot high and 20 lbs. in weight approaches. The hound is able to see into the ethereal and astral realms, creatures that are invisible, out of phase, and so forth. The hound will remain for 2 minutes per experience level of the caster. If any intruder shows its back to the hound, it will attack as a 10 hit die creature, doing 3d6 hit points of damage if it successfully strikes (it can attack any creature, up to and including those that are normally only struck by weapons with an enchantment of +3 or greater). The hound cannot itself be attacked, but a *dispel magic* spell will obliterate it. The hound can never be more than 30' from the caster; if the caster moves farther away, the hound will automatically be dispelled. The spell requires a bit of bone, a small silver whistle, and a thread; the whistle is not destroyed, but the other components are, as the spell is cast.

False Trail

Level 1 bard spell (illusion/phantasm)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to not only obscure his trail and that of his companions, but also to set forth a false trail to confuse would-be pursuers and set them in the wrong direction. Up to 1 person's trail per level of the spell can be obscured by means of this spell; horses and similar mounts count as 2 people for this purpose. The caster is able to set a false trail, which begins at the point where the casting began, and which leads off in the direction and manner chosen by the caster for as long as he continues the casting. For example, if a bard begins to cast the spell, and maintains his song for 20 minutes, the false trail that is created will be as long as it would have taken him to travel for 20 minutes, after which time the trail will end. In any case, the false trail will disappear when dispelled, disbelieved, or after 1 hour per level of the caster.

Far Wandering

Level 2 bard spell (alteration)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell allows the caster to increase the time that he and his companions can travel overland without resting by 20%. This does not increase the speed with which they travel, but does allow them to travel longer. The caster must be able to continue his song while traveling, or the effect is lost. Up to 1 person per level of the caster can be so affected; mounts count as 2 persons. Note that the spell does not apply to travel by sea or travel underground, in cities, or in large buildings.

Fascinate

Level 2 illusionist/mountebank, level 6 bard spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell allows the caster to seem to be a trusted companion, lover, or other desired being, in order to gain the trust and love of the target creature. The creature to be *fascinated* must be within 30', and must have an intelligence score greater than 0. Note that the spell does not actually change the appearance of the caster. If the target fails a saving throw vs. spells, he will follow the caster around if possible, although not so far as to risk life and limb. The caster can make requests of the *fascinated* target, which must be obeyed if the caster makes a successful charisma check (i.e., rolling his charisma score or less on 3d6), but the game master may apply an adjustment of up to +6 if the requests are dangerous or even life-threatening. One such failed check is enough to end the spell, and the *fascinated* creature will be filled, in turn, with anger and rage. Otherwise the spell will last for a maximum of one day per point of charisma of the caster. Animals, on the other hand, will only remain *fascinated* for 1d4 days. Once the spell wears off, the subject will either attack (if poorly treated) or simply leave (if well treated), but if well treated there is a 2% chance per point of caster's charisma that the subject will remain of his own free will once the spell has worn off.

Fear

Level 3 bard/illusionist, level 4 mage/mountebank spell (illusion/phantasm)
Requires: incantation, gestures, hen's heart or white feather
Casting time: 24 seconds (4 segments)

This spell creates a powerful beam of panic and fear radiating out from the caster, some 60' long, 30' wide at the end, and 5' wide at the base. All creatures within the area of effect are entitled to a saving throw vs. spells; those that fail the saving throw will flee in blind panic for a number of minutes equal

to the experience level of the caster, and have a 65% chance of dropping any items carried minus 5% per level/hit dice.

The spell requires either a hen's heart or a white feather, which are destroyed as the spell is cast.

Feather Fall

Level 1 mage spell (alteration)
Requires: incantation, feather/down
Casting time: ½ second

This spell instantly slows the rate that some creatures or things fall to a gentle 2' per second. No falling damage will be incurred at that rate of descent. The spell only lasts for 6 seconds (1 segment) per level of the caster, however, and the rate of falling will resume to normal at the end of that time. The spell can be cast on any object or creature within 10' per level of the caster, as long as they are all within a 10' cubic area, and the total weight does not exceed 200 lbs plus 200 lbs per level of the caster. The spell cannot be used on anything that is propelled by force or under its own power; thus, an arrow in flight could be affected (as it is not moving under its own power), but a lance held by a charging knight could not. The spell requires a small bit of down, which will disappear when the spell is cast.

Feeblemind

Level 6 druid, level 5 mage spell (enchantment/charm)
Requires: incantation, gestures, (marbles)
Casting time: 42 seconds (7 segments)

This spell enables the caster to wipe the mind of some target spellcaster, who must be within 160', causing his mind to shatter, destroying not only his ability to cast spells, but bringing him down to the mental level of a dull child (effective combined intelligence and wisdom is 2). The spell can be reversed by means of a *heal*, *restoration*, or *wish* spell, but is otherwise permanent. The target is entitled to a saving throw vs. spells, but with the following adjustments based on class:

TABLE 277: FEEBLEMIND

Type of Spellcaster	Saving Throw Adjustment
Cleric	+1 bonus
Druid	-1 penalty
Mage	-4 penalty
Illusionist	-5 penalty
Non-human (all) or mixed type	-2 penalty

Note that the spell is completely ineffective against creatures who cannot cast spells.

This spell does not require a material component if cast by a druid, but does require a handful of marbles, which can be made of clay, glass, crystal, or stone, which are tossed away as the spell is cast.

Feign Death

Level 2 jester/druid, level 3 cleric/mystic/mage/mountebank spell (necromantic)
Requires: incantation, gestures, graveyard dirt, holy symbol
Casting time: 12 seconds (2 segments)

This spell allows the caster to create a state of catatonia that is indistinguishable from death. The person so affected is fully conscious of his surroundings, but the senses of sight and touch are dead (hearing and smell are unaffected). Any damage suffered to the "body" for the duration of the spell is reduced by half, and *paralysis* and level draining attacks, etc. will have no effect. If the "body"

is poisoned while the spell is in effect, the venom will have no effect, but will take effect once the duration of the spell is over. The caster of the spell can end its effects at will, but it will take a full minute for the target to regain the use of his body. When cast by a mage, this spell lasts for six minutes plus one minute per level of the caster, and nothing more than the spoken spell and hand-gestures are required. When cast by a cleric, the spell lasts four minutes longer and requires a pinch of dirt from a graveyard (which disappears once the spell is cast) and the cleric's holy symbol (which does not).

Fetter (Remove Fetters)

Level 4 bard spell (evocation) (abjuration)
Requires: incantation
Casting time: 48 seconds (8 segments)

This spell will bring into being a heavy-duty magical leg-iron to restrain an individual. Only a single creature can be so restrained (creatures with more than one pair of legs will find their hind legs restrained); while fettered, movement is limited to a maximum of 20' per minute while walking. The *fetters* will last for 1 hour for every minute the caster continues his incantation. They can be removed only if *dispelled* or at the will of the caster. A *knock* spell will be effective against *fetters*. The reverse of the spell, *remove fetters*, allows the caster to cause any bonds on his person to immediately loosen and free him. If cast by a bard, the use of a musical instrument is not required.

Find Familiar

Level 1 mage spell (conjuration/summoning)
Requires: incantation, gestures, incense, herbs, fat
Casting time: 24 hours

This spell calls a special sort of guardian spirit in the form of an animal or something else, known as a familiar, to serve the caster in all ways. If necessary, the familiar will even fight to the death for its master, although if the familiar is an imp, worry-hag, or quasit, it is only 10% likely to do so. The spell requires 100 g.p. worth of incense, herbs, and fat, which are burned in a brass brazier. The type of familiar that answers the summons is randomly determined, and each type grants the mage a different sort of special power:

TABLE 278: FIND FAMILIAR (ANIMAL FAMILIARS)

Die Roll (d20)	Familiar Type	Powers Granted While Within 120' of Master
1	Bat	Echolocation 100' range
2-3	Cat	Can move silently as 1st level thief
4	Crow	Can appraise gem and jewelry values
5-6	Dog	Can track as 1st level ranger using smell
7	Hare	Hearing twice as good as normal
8	Hawk	Daytime eyesight twice as good as normal
9	Lizard	Can climb walls as 1st level thief
10	Owl	Night vision as good as day
11	Rooster	-1 bonus to all CHA checks
12	Snake	-1 to enemy surprise rolls
13	Toad	Wide-angle vision; enemies don't get bonus for flank attacks
14	Weasel	-1 bonus to all DEX checks
15-19	Special (see below)	
20	No familiar responds	

Animal-form familiars not specifically described in the **ADVENTURES DARK AND DEEP**™ Bestiary will have 2-4 hit points and armor class 7; all will have human-level intelligence. As long as the familiar is within 120' of its master, the

familiar's hit points are added to his own and the master can see and hear through its eyes (and vice versa). Animal familiars are not actually animals, but rather minor spirits given animal form. They can speak whatever languages their master speaks, but will only do so when they are alone with their master. If the familiar is ever killed, the master will permanently lose twice its hit points from his own total.

If a special familiar is indicated, the result will depend on the alignment of the caster:

TABLE 279: FIND FAMILIAR (SPECIAL FAMILIARS)

Alignment	Special Familiar
Chaotic evil	Quasit
Neutral evil	Worry-hag
Lawful evil	Imp
Lawful neutral	Azer
Lawful good	Brownie
Neutral good	Pseudo-dragon
Chaotic good	Faerie dragon
Chaotic neutral	Pearl ranian
Neutral	Sprite

Special familiars are each described in the appropriate entry in the ADVENTURES DARK AND DEEP™ Bestiary.

the spell can not be cast more than once in any 12-month period, even if the familiar is killed or none responds to the initial summons. Only one familiar can be had at any given time, and they cannot be voluntarily dismissed.

This spell cannot be cast underwater.

Find the Path (Lose the Path)

Level 5 savant, level 6 cleric/mystic spell (divination)
Requires: incantation, gestures, divinatory tools
Casting time: 3 minutes

This spell allows the caster to determine, by means of his favored form of divinatory tools (dice, knucklebones, sticks, dragon-bones, etc.), the most direct route to whatever his stated goal might be. Thus, a cleric lost in a dungeon might find the quickest path to the surface, someone lost in a dense jungle might find the surest route to the coast, etc. The tools for divination are not consumed by the spell unless such is in their nature (tea leaves, for instance). The spell lasts for 10 minutes per level of the caster; thus, if the route takes longer than the duration of the spell, the caster might well find himself only halfway there when the spell ends. If that happens, any knowledge of how to proceed further is lost. The spell is also proof against the spell *maze* (*q.v.*), and can help those afflicted by it escape in but a single minute.

The reverse of the spell, *lose the path*, requires that the caster touch the recipient (and thus a successful roll "to hit" might be required). The target then is utterly incapable of finding its way to any intended destination for the duration of the spell (it can be led, however).

Find Traps

Level 2 cleric spell (divination)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to see any and all concealed or otherwise hidden traps, whether they are of a magical or mundane nature. It does not disarm or otherwise prevent such traps from functioning. The caster must be looking in the direction of the trap (in a view 10' wide and 30' long), and must have light to see by. The spell lasts for 30 minutes.

Finger of Death

Level 7 druid spell (enchantment/charm)
Requires: incantation, gestures, holy symbol
Casting time: 30 seconds (5 segments)

This spell enables the caster, by merely pointing a finger at some unfortunate victim within 60', to stop the heart of a single victim. The target does get a saving throw versus spells which, if successful, renders the spell useless.

Fireball

Level 3 jester/mage spell (evocation)
Requires: incantation, gestures, bat guano, sulfur
Casting time: 18 seconds (3 segments)

This spell calls into being a fiery explosion covering a sphere 40' in diameter. The caster is able to specify the distance and height at which the explosion will take place, as long as it is within 100' plus 10' per experience level (if something intervenes between the caster and the intended blast site, the fireball can and will prematurely detonate upon it). The blast will cause 1d6 h.p. of damage for every level of the caster; everyone in the blast area is entitled to a saving throw vs. spells. Success indicates they take half damage, although the game master should remember that combustible materials such as scrolls and spell books will burst into flames, and other items vulnerable to extremely high heat must make saving throws as well (coins will melt, for example, glass shatter or melt, etc.). Ships and fortifications do not get a saving throw, but take the same damage as creatures in the blast radius.

The fireball explosion will always be roughly the same size, no matter where it is detonated; some 33,000 cubic feet. Care should be therefore taken when casting the spell in an enclosed space; in a small enough space, it is quite possible that the blast will double back and encompass the caster or his allies! It will cause 5 h.p. of damage to wooden structures, in addition to the regular damage it causes. The spell requires a small ball of bat guano mixed with sulfur, which is destroyed by the casting.

This spell cannot be cast underwater.

Firefinger

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 2 seconds

This cantrip causes flames to stream from the caster's finger, up to 6" in length. The flame can be used to light a torch or candle, burn oil, light kindling, parchment, etc. The jet of fire will last a maximum of 6 seconds (1 segment).

Firewater

Level 1 mage spell (alteration)
Requires: incantation, gestures, sugar, raisin, water
Casting time: 6 seconds (1 segment)

This spell converts up to 1 pint of water per level of the caster into a highly flammable liquid. The slightest spark will cause the *firewater* to ignite, causing 2d6 h.p. of damage to any creature that it is thrown upon. Once the spell is cast, the *firewater* must be used within 1 minute, or it will evaporate into nothingness, even if kept in a sealed container. Other than the water itself, the spell requires a pinch of sugar and one raisin, which are destroyed as the spell is cast.

If cast underwater, the liquid will immediately float to the surface, forming a pool. It cannot be set aflame while underwater.

Fire Charm

Level 4 mage spell (enchantment/charm)
Requires: incantation, gestures, fire, silk
Casting time: 24 seconds (4 segments)

This spell turns an ordinary fire, as from a torch, fireplace, campfire, etc., into an object of deep fascination. The spell may be cast on any fire source within 10' of the caster; any creature looking into the fire must then make a saving throw vs. spells. Failure indicates that the victim will remain motionless, staring into the fire for 2 minutes per level of the caster. Creatures so affected are particularly susceptible to *suggestion* spells, making their saving throws against them at a -3 penalty. The *fire charm* spell will last until the affected creatures are attacked or are rendered unable to see the fire, or when 2 minutes per experience level of the caster have elapsed. The spell requires a thin square of multi-colored silk which is thrown into the fire and thus destroyed.

This spell cannot be cast underwater.

Fire Seeds

Level 6 druid spell (conjuration)
Requires: incantation, gestures, acorns or holly berries
Casting time: 1 minute per seed

This spell allows the caster to create either four *fire seed* missiles or eight *fire seed* bombs. Missiles are created from acorns, while bombs are created from holly berries. The missiles may be thrown up to 40', and upon hitting their target burst into flames. The creature hit by the missile will take 2d8 hit points of damage, while all others within a 10' radius will take similar damage (although they get a saving throw for half damage), and flammable materials will burst into flame. The bombs, on the other hand, will burst into flame upon a command word being uttered (which can be told by the caster to someone else, who could then trigger the bombs) within 40'. When detonated, the bombs will cause 1d8 h.p. of damage to all creatures and ignite flammable materials in a 5' radius. Both missiles and bombs will retain their enchantment for 10 minutes per experience level of the caster.

Note that scrolls found with this spell will do 1d6+4 dice worth of damage, wands capable of casting this spell will create 6d6 fireballs, and staves will create fireballs that do 6d8 h.p. of damage.

This spell cannot be cast underwater.

Fire Shield

Level 4 mage spell (evocation)
Requires: incantation, gestures, phosphorus or firefly/glowworm
Casting time: 24 seconds (4 segments)

This spell calls into existence a magical fire that engulfs the caster. The flames are feeble, however, and project only half the light of a normal torch (15' radius). The caster is affected by melee weapons normally, but any attacker will suffer twice the damage he inflicts on the caster. There are two variations on the spell, either one of which must be selected as the spell is cast.

Hot flames: The flames themselves have a blue or green color, and will afford the caster a +2 bonus to any saving throw against cold-based attacks; such attacks will inflict only half damage (if the saving throw is failed) or no damage (if a saving throw is made). Fire-based attacks will do double normal damage if the caster fails any applicable saving throw. The material component for this

variation is a bit of phosphorus. This version of the spell cannot be cast underwater.

Cold flames: The flames themselves have a violet or blue color, and will grant the caster a +2 bonus to any saving throw against fire-based attacks; failure indicates half damage is taken, while a successful saving throw means that no damage is taken. Cold-based attacks will do double normal damage if the saving throw is not successful. The material component of this variant of the spell is either a live firefly or glow worm, or the tails of four dead specimens.

Note that neither variation will grant a saving throw vs. cold or fire based attacks where none is normally granted; references to saving throws refer to those which are normally granted as part of a cold or fire based attack. If no saving throw is normally granted, consider the saving throw to have failed when determining whether damage should be halved or doubled.

Fire Storm (Fire Quench)

Level 7 druid spell (evocation)
Requires: incantation, gestures, holy symbol
Casting time: 54 seconds (9 segments)

This spell calls into existence a veritable hell of sheets of living flame, in a volume equal to a number of 20' cubes equal to the level of the caster, which can begin no further than 160' from the caster. It only lasts for a single minute, but all creatures within the area will take 2-16 hit points of damage plus a number of h.p. equal to the caster's level unless they make a successful saving throw vs. spells, in which case they will only take half damage. The fire storm can only be a maximum of 20' tall; the rest of the volume must extend laterally.

The reverse of the spell, *fire quench*, has a 5% chance per level of the caster of extinguishing magical fires within the area of effect. Normal fires will be instantly put out in an area twice that which affects magical fires (i.e., while magical fires are put out in the core, non-magical fires will also be put out in the area surrounding).

This spell cannot be cast underwater.

Fire Trap

Level 2 druid, level 4 mage spell (evocation)
Requires: incantation, gestures, sulfur or charcoal
Casting time: 5 minutes

This spell allows the caster to place an explosive protection on any one item that can be closed, such as a door, book, chest, etc. The spell will cause a fiery blast causing 1d4 hit points of damage when the object is open, plus 1 h.p. per level of the caster (the item trapped is not harmed by the spell). It cannot be used in conjunction with any sort of magical locking spell such as *wizard lock* or *hold portal*. The spell requires either sulfur or a stick of charcoal, which is used to trace around the outside of the trapped item. The nature of the fire trap is such that normal means of detecting traps are only half effective, and a failure to remove traps indicates the trap is triggered.

This spell cannot be cast underwater.

Flame Arrow

Level 3 mage spell (alteration)
Requires: incantation, gestures, oil, flint
Casting time: 18 seconds (3 segments)

This spell allows the caster to cause up to 50 small projectiles (such as arrows, darts, crossbow bolts, etc.) to burst into flame. These projectiles must all be together (as in a quarrel, box, etc.) when the spell is cast. They will remain

aflame for up to 10 minutes, or until they are used in combat. If not used, the missiles are turned to ash, melt, or are otherwise rendered unusable. Such missiles will do an additional 1d6 h.p. of fire damage, plus they will set any flammable object (including wooden buildings) aflame. The spell requires a drop of oil and a piece of flint, which are used up when the spell is cast.

This spell cannot be cast underwater.

Flame Blade

Level 2 druid spell (evocation)
Requires: incantation, gestures, holy symbol, sumac leaf
Casting time: 18 seconds (3 segments)

This spell calls into being a fiery blade from the caster's hand, appearing as a searing scimitar made of fire. The blade will last for 1 minute per level of the caster, and will do 1d6+2 hit points of damage when it hits. When used against creatures vulnerable to fire, or those which are undead, the blade does an additional 2 hit points of damage per hit, but when used against those with some natural or magical protection against fire, the damage done is reduced by 2 points per hit. The scimitar will not hit those creatures only hit by enchanted weapons, unless they are undead, in which case it can be used to hit them. The spell requires a sumac leaf in addition to the caster's holy symbol; the sumac is consumed by the casting.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Flame Strike

Level 5 cleric spell (evocation)
Requires: incantation, gestures, pinch of sulfur
Casting time: 48 seconds (8 segments)

This spell enables the caster to call down a fiery pillar from the heavens, ten feet wide and thirty high, anywhere within 60' of the caster. This supernatural gout of fire will inflict 6-48 (6d8) hit points of damage on any creature within the 10' diameter of the *strike*; such creatures are allowed a saving throw against spells for half damage. The pinch of sulfur is, of course, consumed by the casting of the spell.

This spell cannot be cast underwater.

Flame Walk

Level 3 cleric spell (alteration)
Requires: incantation, gestures, powdered ruby, holy symbol
Casting time: 30 seconds (5 segments)

This spell allows the caster to imbue one or more creatures with a complete resistance to non-magical fires up the temperature of molten lava (approximately 2,000° F), and saving throws vs. magical fires are made with a +2 bonus. The caster is able to protect one man-sized creature per level of experience above 4th (treat horses as 6, halflings/gnomes/etc. as ½, and pixies/brownies/etc. as ¼). The spell lasts for 10 minutes plus 10 minutes per level of the caster, and requires the caster's holy symbol and 500 g.p. worth of powdered ruby; the ruby is destroyed as the spell is cast.

Flaming Sphere

Level 2 mage spell (evocation)
Requires: incantation, gestures, tallow, sulfur, powdered iron
Casting time: 12 seconds (2 segments)

This spell brings into being a globe of fire some 6' in diameter. The fire itself is normal in nature, and can thus be extinguished as might any bonfire or similar flame. The globe can, at the command of the caster, roll along the ground up to 10' per minute in any direction (the caster must point in the desired direction or the sphere comes to a halt), including uphill, over barriers (4' high maximum), etc. The sphere will set alight flammable items such as paper, dry grass, etc. If commanded to move into water, the sphere will be extinguished. If the sphere strikes one or more creatures, they must make a saving throw vs. spells. Failure indicates they take 2-8 h.p. of damage. Success indicates that no damage is taken, and in addition the sphere itself is dissipated. The sphere lasts for 1 minute per level of the caster, and cannot move more than 100' away from the caster.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Flavor

Mage/illusionist/savant cantrip (enchantment/charm)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip allows the caster to change or enhance the flavor of any food or drink. It will not change the nature of the victuals, but could be used to make dry rations taste like roast beef, or water taste like wine. It can also be used to mask the presence of poison.

Floating Disc

Level 1 mage spell (evocation)
Requires: incantation, gestures, drop of mercury
Casting time: 6 seconds (1 segment)

This spell brings into being a circular, semi-concave, disc, like a round shield that floats in the air. The disc is 3' in diameter and can hold 100 lbs. per level of the caster. The disc floats above the ground some 3' from the surface, and will move along with the caster at up to 20' distance, as the caster wills (6' if no distance is specified). It can move at up to 60' per minute, and lasts for 30 minutes plus 10 minutes per level of the caster. The spell requires a drop of mercury, which is destroyed by the casting.

Flourish

Mage cantrip (alteration)
Requires: incantation, gestures
Casting time: see below

The *flourish* cantrip is one of the few cantrips than can be cast in the same round as a regular mage spell, for that is its purpose. The cantrip is cast immediately before the spell in question, requiring 6 seconds (1 segment) per level of the spell it is to affect (thus it takes 6 seconds (1 segment) to add a *flourish* to a 1st level spell, 12 seconds (2 segments) to add a *flourish* to a 2nd level spell, etc.). *Flourish* then allows the caster to change the visible effect of the spell in question in some subtle way; a *fireball* might be purple, *magic missiles* may have the appearance of golden bees, a *grasping hand* could look like a dragon's claw, etc. Under no circumstances can *flourish* be used to change the actual effect of a spell. Mages and sub-classes of mage will be able to recognize a *flourish*.

Fly

Level 3 bard/mystic/mage spell (alteration)
Requires: incantation, gestures, feather
Casting time: 18 seconds (3 segments)

This spell allows the caster to grant the power of flight to any creature by touch (including himself). The creature thus granted the power will move at up to 120' per minute, half that when gaining altitude, double it when descending in a dive. The spell will last for 10 minutes per level of the caster plus 10-60 additional minutes (the game master should roll to determine the exact duration, but the caster should not be told). The spell requires the feather from the wing of a bird, which is destroyed as the spell is cast.

If cast underwater, this spell will allow the target to swim at any depth at a maximum speed of 90' per minute, even if it would normally be too heavy to swim at all.

Fog Cloud

Level 2 illusionist, level 6 bard spell
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell creates the illusion of a greenish mass of vapor that rolls and roils along the ground, and which will often be mistaken for a *cloudkill* spell (see p. 139 for details). The *fog cloud* will take the form of a misty mass some 40' wide, 20' high, and 20' deep, moving along the ground at some 10' per minute. It will last for 4 minutes plus 1 minute per level of the caster. Anything in the cloud will have its vision obscured past 2', but no other ill effects will be forthcoming.

Fool's Gold

Level 2 mage/mountebank spell (alteration)
Requires: incantation, gestures, powdered gems
Casting time: 1 minute

This spell enables the caster to change lead, brass, or copper into gold, albeit temporarily (1 hour per level of the caster). The caster is able to affect 1 cubic foot per level, the equivalent of some 4,000 coins. Persons and monsters handling *fool's gold* get an intelligence check (roll their intelligence or lower on 1d20), adjusted by +1 for every level of the caster of the *fools gold* spell. If *fool's gold* is struck by cold iron, there is a chance that it will instantly revert to its original base metal:

TABLE 280: FOOL'S GOLD

Gem Used to Cast Spell	Chance to Revert
50 g.p. citrine	30%
100 g.p. amber	25%
500 g.p. topaz	10%
1,000 g.p. corundum	1%

The gem powder is lost when the spell is cast.

Fool's Luck

Level 1 jester spell (conjuration/summoning)
Requires: incantation, gestures, four-leaf clover
Casting time: 1 minute

Upon bestowing the blessing of *fool's luck* upon another creature (or upon himself) by touch, the jester bestows a temporary effect whereby the target gains a +1 "to hit", a +1 bonus on all saving throws, and a general 5% favorable bonus in any circumstance where luck or chance is involved (gambling, etc.). Anyone attempting to hit the lucky fool incurs a -1 penalty, and any trap has a 5% chance of misfiring (with an additional 25% chance of affecting someone nearby instead). The effect lasts for 1 round per level of the caster.

Footfall

Mage/illusionist cantrip (illusion/phantasm)
Requires: incantation, gestures
Casting time: 1 second

This cantrip will cause illusionary footsteps to be heard. The footfalls must begin within 10' of the caster, but may move away up to 20' distant. The footfalls can be made to seem to be approaching or retreating, be soft or loud, etc. They last as long as it takes for the footsteps to travel the indicated distance, a maximum of 10 seconds or so.

Forbiddance

Level 6 cleric spell (abjuration)
Requires: incantation, gestures, holy water, holy symbol, silver/dung, iron/sulfur
Casting time: 6 minutes

This spell is cast on an area that has already been *consecrated* (see p. 133), allowing the caster to keep out undesirables. It can be cast on up to 600 cubic feet per level of the caster, and the effect is permanent until *dispelled*. The effect depends on the differences between the alignment of the caster and those entering:

- Same alignment: can't enter unless a verbal password is spoken (doesn't apply to the caster himself)
- Different ethics (law/neutrality/chaos): must save vs. spells to enter; if failed, take 2d6 h.p. damage as the character is repulsed
- Different morals (good/neutrality/evil): must save vs. spells to enter; if failed, take 4d6 h.p. damage as the character is repulsed

The effects are cumulative; thus, if a lawful good character attempts to enter an area that has been forbidden by a chaotic neutral cleric, the lawful good character would need to make two separate saving throws, and could take as much as 6d6 h.p. of damage. If the saving throw is failed, that individual can never enter the affected area. If the saving throw is successful, the character will still feel uneasy and jittery while in the area. The spell requires holy water, silver dust (to keep out chaos), powdered iron (to keep out evil), dung (to keep out good), and/or sulfur (to keep out law). It also requires the caster's holy symbol, which is not destroyed by the casting.

Forcecage (Forcecube)

Level 7 mage spell (evocation)
Requires: incantation, gestures, diamond dust
Casting time: 24 seconds (4 segments)

This spell calls into being a cage some 20' on a side, made of bars of pure magical force. The cube lasts for 1 hour plus 10 minutes per level of the caster, and can be cast on a point 5' distant per level of the caster. The gaps between the bars are only 6" wide, and magic (such as spells) and other items can pass freely between them. While there is no saving throw vs. the spell, creatures with an innate magic resistance can attempt to escape through the bars of the spell one time. Creatures without such magic resistance are automatically trapped inside the cage if they are within its boundaries when the spell is cast. A *dispel magic* spell will destroy the cage.

The reverse of this spell, *forcecube*, creates a cube of magical force 10' on a side around the caster's person, lacking the bars and gaps of the *forcecage*. The caster can then choose each round which effect the *forcecube* will exhibit:

- Keep out air, wind, and gas
- Keep out all non-living materials
- Keep out all living creatures and substances
- Keep out magic
- Keep out everything

In addition, the *forcecube* prevents the following spells and other things from going in or out of the cube: boulders (as from giants or catapults), normal fire, effects of a *horn of blasting*, *fireball* (*including delayed blast fireball*), *disintegrate*, *fire storm*, *flame strike*, *lightning bolt* (including *chain lightning*), *meteor swarm*, *passwall*, *phase door*, *prismatic spray*, and *wall of fire*.

Both forms of the spell require that 1,000 g.p. worth of diamond dust be used while the spell is being memorized, but not when it is actually cast.

Forceful Hand

Level 6 mage spell (evocation)
Requires: incantation, gestures, glove
Casting time: 42 seconds (7 segments)

This spell calls into being a magical appendage that appears between the caster and one other chosen creature. The hand can be placed up to 10' distant per level of the caster, and will last for 1 minute per level. No matter how quickly or hard the chosen creature tries, it will not be able to get around the hand. The hand is able to push away creatures weighing 500 lbs. or less, will slow to 10' per minute creatures weighing between 500 and 2,000 lbs., and will reduce to half speed those creatures weighing more than 2,000 lbs. Creatures weighing more than 8,000 lbs. are unaffected by the hand. The hand will take as many hit points of damage to destroy as the caster has. The spell requires a single glove to cast, which is destroyed as the spell takes effect.

Forget

Level 2 mage/mountebank spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell wipes the immediate short-term memory from the target creature(s). Up to 1 minute of memories per 3 levels of the caster can be so erased. The target(s) must be within 30' of the caster, and must all be within a 20' x 20' area; up to 4 targets may be so affected. The targets do get a saving throw vs. spells; if there is only 1 target, he gets a -2 penalty on his save; if there are 2 targets, they get -1 penalties; 3 or 4 targets make their saving throws

normally. Note that this spell won't negate the effects of other mind-altering spells cast on the target during the time erased from memory, but it might make the target forget who cast those spells in the first place! The spell can be negated by means of a *heal*, *restoration*, or *wish* spell.

Freezing Sphere

Level 6 mage spell (evocation)
Requires: incantation, gestures, crystal/sapphire/diamond
Casting time: 36 seconds (6 segments)

This spell causes effects relating to cold, which can take one of three different forms. The first is a small globe of intense cold; when immersed in water, the globe will freeze the liquid up to 100 square feet per level of the caster 6 inches deep. The ice will last for 1 minute per experience level of the caster. This form requires a thin sheet of crystal approximately 1 inch square.

The second form is a thin beam of intense cold, which emanates from the caster's hand and extends out 10' per experience level. The beam will cause any creature struck by it to take 4 hit points of cold damage (a successful saving throw vs. spells indicates that the beam missed the target and no damage is inflicted). Note that if the beam misses its intended target, it might well hit another creature behind the first; this secondary target would also get a saving throw, and so on until the maximum length of the beam is reached. This form requires a white sapphire of at least 1,000 g.p. value.

The third form is that of a large hailstone (approximately the same size as a sling stone). If thrown or launched by a sling, the hailstone will shatter, inflicting 3-24 hit points of cold damage to all creatures within a 10' radius. All those affected are entitled to a saving throw vs. spells; success indicates that only one-half damage is inflicted. Note that if it is not somehow used as a projectile, the hailstone will automatically detonate in 1 minute per level of the caster (or less; the stone can be "timed" to go off in a particular number of minutes, as long as it is less than or equal to the level of the caster). This form requires a white diamond of at least 1,000 g.p. value. When the spell is cast, the material component used is destroyed.

If cast underwater, the first effect will instantly create a block of solid ice some 50 cubic feet per level of the caster, centered on the caster himself! This sphere will instantly shoot to the surface where it will float like an iceberg. If help is not forthcoming, the caster will suffocate.

Fresh Air

Level 3 bard spell (alteration)
Requires: incantation
Casting time: 36 seconds (6 segments)

This spell will create a zone of fresh breathable air in a 20' radius around the caster for as long as he continues the incantation, plus 1 minute per level. In this zone, no sort of poison gas will be effective.

This spell cannot be cast underwater.

Freshen (Curdle)

Mage/illusionist/savant cantrip (enchantment)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will refresh vegetables and plants, foodstuffs, milk, etc. Unfortunately the effect will only last for an hour, but during that time flowers will lose any wilting, cheese will become fresh, meat will lose a slight taint of spoilage, etc. It can only be used on a single object of modest size; a single cask, crate, bag, etc. of food. The reverse of the cantrip, *curdle*, will curdle

milk, hasten the spoilage of food and drink, wilt flowers and vegetables, etc. It will not cause food poisoning, however.

Friends

Level 1 bard/mage/mountebank spell (enchantment/charm)
Requires: incantation, gestures, chalk or flour, lampblack or soot, vermilion
Casting time: 6 seconds (1 segment)

This spell requires all creatures within 10' plus 10' per level of the caster to make a saving throw vs. spells. Those who fail their saving throw will see the caster as having 2-8 more points of charisma than he actually does, and will desire to ingratiate themselves with him and give him aid and friendship. Those who are successful in their saving throws will see the caster as having 1-4 points of charisma <u>less</u> than he actually does, and will distrust and dislike him. The effect lasts for 1 minute per level of the caster. The spell requires that the caster apply the chalk or flour, lampblack or soot, and vermilion to his face before the spell is cast.

Fumble

Level 2 bard, level 4 mage/mountebank spell (enchantment/charm)
Requires: incantation, gestures, butter
Casting time: 24 seconds (4 segments)

This spell causes one creature to become incredibly ham-fisted and ungainly, tripping, dropping weapons and other things, and generally bumbling around. The target must be within 10' per experience level of the caster, and the effect will last for 1 minute per level. The affected creature is entitled to a saving throw; a successful save indicates that the target is merely slowed (moving and attacking at half the normal rate). Recovery from the effects of the spell (i.e., picking up a dropped object or picking oneself up after falling) will require a full minute to accomplish. The spell requires a bit of butter, which is destroyed in the casting.

Gale

Level 7 bard spell (evocation)
Requires: incantation
Casting time: 84 seconds

This spell brings into being a sudden burst of very strong wind, a number of miles per hour in strength equal to the caster's level plus 30. At sea, this will wreck the sails of most ships, snapping the mast of a normal sailing ship 25% of the time. On the ground, this will have the effect of forming a cone some 120 yards long and 60' wide at the base, aimed from the caster in a direction of his choosing; creatures within that area will be blown back 2d12 feet and suffer 4d6 h.p. of damage. Creatures with less than 1d8 hit dice will be slain automatically. In the air, this will cause 5d6 h.p. of damage to all flying creatures, who will be blown back 4d12 yards and sent crashing to the ground. The gale itself will last only a minute or so.

Gate

Level 7 cleric, level 9 mage/savant spell (conjuration/summoning)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to open up a doorway to another plane, with the intention of bringing forth a powerful demon, devil, demigod, deity, etc. <u>Something</u> will most definitely come through the gate, but the reaction the caster will receive upon disturbing such a powerful being is dependent on the circumstances. The *gate* can be made to appear up to 30' away from the caster. Casting this spell will age the caster by 5 years.

Gather (Spill)

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 1 second

This cantrip allows the caster to gather up small objects into neat piles. For instance, it can be used to stack up coins of various sizes, spilled nuts, etc. Only a single type of object can be gathered, and all must be within an area of 1 square yard. The reverse of this cantrip, *spill*, will cause a container to tip over, causing whatever happens to be in it to spill out as long as there is no secured lid upon it. Nothing larger than a gallon or so container can be so spilled, and the magic will not work on any sort of magical container.

Gaze Reflection

Level 1 illusionist, level 2 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell creates a mirrored disk in front of the caster, which is capable of reflecting back any gaze-type attack, such as that of a basilisk. The mirrored disk will remain for 1 minute.

Geis

Level 6 mage spell (enchantment/charm)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell (pronounced "gesh") enables the caster to impose upon some creature (by touch) a powerful compulsion to undertake, or refrain from, some action. The target of the *geis* must be conscious and intelligent, and is not entitled to a saving throw. The exact nature of the *geis* is left to the caster, but great care must be taken in its composition; if it is vague or otherwise improperly formed, it will have no effect. A *geis* cannot be cast that compels the victim to suicide or certain death, but nothing says that the object of the *geis* cannot be dangerous (even very much so). For each week that the target of the *geis* attempts to ignore or circumvent the compulsion or twist the meaning of its words, it will lose 2 points of strength and must roll 1d4. On a roll of 1, the target will die. (Once the victim is back to fulfilling the *geis*, his strength will return at a rate of 2 points per week.) The *geis* can only be eliminated by fulfilling its conditions, or by casting a *wish* spell.

Giant Insect (Shrink Insect)

Level 4 cleric spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 1 minute/hit die (see below)

This spell allows the caster to cause normal insects (not arachnids or other insect-like creatures) to grow to giant size. The total number of hit dice that can be created depends on the level of the caster:

Level of Caster	Total Hit Dice
7-9	3
10-11	4
12-13	5
14+	6

Thus, a 13th level cleric could create a 5 HD giant fly, or two giant ants of 3 and 2 HD, etc. The casting time of the spell is 1 minute per total hit dice created. If the creature created has as many or more hit dice than its listing in the **ADVENTURES DARK AND DEEP**™ Bestiary, it will only do the damage listed therein; if it has fewer hit dice, damage will be proportional. The number of

attacks will always be the same as those listed in the Bestiary. The caster only has limited control over the giant insects; single-word commands are their limit, and they will default to aggressive attack if left uncontrolled.

The reverse of the spell, *shrink insect*, will shrink otherwise giant insects to smaller size, reducing them by 1 HD for every 4 levels of the caster, to a maximum of 6 HD (1 h.p. is the lowest such a creature can be reduced to). As with the other version of the spell, damage done is proportional to the hit die total.

Giggle

Mage/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 2 seconds

This spell causes the target to laugh involuntarily. The target must be within 10' of the caster, and is entitled to a saving throw. Success indicates the giggle is but a quick chortle. If the saving throw is failed, the subject will laugh loudly for a full 1-3 seconds. As with all other cantrips, this cannot be used to interfere with spellcasting.

Glassee

Level 6 mage spell (alteration)
Requires: incantation, gestures, small piece of glass or crystal
Casting time: 1 minute

This spell allows the caster to cause an area some 2'x3' to become transparent. The thickness depends on the material to be affected; 4" of metal, 6' of stone, and 20' of wood can be effectively turned into a window (although lead, gold, and platinum are immune to the spell's effect). The spell can be used once per minute for a number of minutes equal to the level of the caster. Each time, the caster has the following options:

- The area is fully transparent or is only transparent when seen from one direction (like a one-way window)
- The area is transparent only to the caster or to all who see it

The spell requires a small piece of glass or crystal, which is destroyed as the spell is cast.

Glassteel

Level 8 mage spell (alteration)
Requires: incantation, gestures, glass, steel
Casting time: 48 seconds (8 segments)

This spell will convert some piece of crystal or glass into a transparent object with the strength of steel. Only 10 lbs. can be so transformed per level of the caster. The spell requires small pieces of glass and steel, both of which are lost as the spell is cast.

Globe of Invulnerability

Level 6 mage spell (abjuration)
Requires: incantation, gestures,
Casting time: 1 minute

This spell brings into being an invisible sphere some 10' in diameter, centered on the caster, which is proof against any spells of 1st - 4th level. No such spells can penetrate the sphere from outside (and spells that have an area of effect have no effect within the sphere). Spells of those levels can be cast out from within the sphere without penalty, and spells of 5th or greater level ignore its effects. A *dispel magic* spell will destroy the sphere. It will otherwise last for 1 minute per level of the caster.

Glyph of Warding

Level 3 cleric spell (evocation)
Requires: incantation, gestures, incense, powdered diamond
Casting time: 6 seconds (1 segment) plus 6 seconds (1 segment) per sq. ft.

This spell allows the caster to create an inscription designed to protect a portal, passage, object, or other area. The caster creates a magical design which, when activated by the passage or entrance of someone in the area protected by the glyph, will activate. The caster can protect an area twenty-five square feet per experience level; i.e., a 6th level caster can protect an area of 150 square feet. The glyph, once cast, is invisible. The exact nature of the effect depends on the specific glyph that is used; the game master may have specific glyphs designed for his campaign setting, and different glyphs are available at different levels. Those who know the exact name of the glyph can gain safe passage over the area by speaking the name aloud.

Generally, glyphs of warding allow the caster to cause 2 h.p. of damage per his level, cause blindness or paralysis, or even drain levels; the game master should use the appropriate clerical spells to determine the exact effects and level required to cast the glyph.

Those triggering the glyph are entitled to a saving throw; if the glyph is designed to cause damage, a successful save will cause only half damage. If the effect is all-or-nothing (such as blindness or paralysis), a successful saving throw will negate the effect.

The spell requires the caster to trace the form of the glyph with incense. If the area to be warded is greater than 50 square feet, 2,000 g.p. worth of powdered diamond must be sprinkled about the area. The spell will last until the glyph is either triggered or dispelled (whether by magic such as *dispel magic* or by a thief successfully using his remove traps skill).

Gnats

Mage/illusionist/savant cantrip (conjuration/summoning)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip summons a small swarm of gnats to fly around the head of a target creature not more than 10' distant. If the target fails a saving throw vs. spells, he will be distracted by the cloud for 6-24 seconds (1d4 segments). Like all cantrips, this cannot be used to interrupt spellcasting.

This spell cannot be cast underwater.

Golem

Level 5 cleric spell (enchantment/charm)
Requires: incantation, gestures, golem figure
Casting time: 48 seconds (8 segments)

This spell enables the caster to create a lesser golem (see the **ADVENTURES DARK AND DEEP**™ Bestiary for more information on the specific golem types). The type of lesser golem that can be made depends on the level of the caster:

TABLE 281: GOLEM

Experience Level	Type of Golem
9th level	straw golem
11th level	rope golem
13th level	leather golem
15th level	wood golem

The spell requires that the golem be formed of the appropriate material (approximately man-sized and shaped, between 3' and 7' tall) and then have a *prayer* spell cast upon it (see p. 199 for details).

Goodberry (Badberry)

Level 2 druid spell (alteration)
Requires: incantation, gestures, holy symbol, fresh berries
Casting time: 1 minute

This spell allows the caster to transform 2d4 freshly-picked raspberries, blueberries, lingonberries, strawberries, etc., into *goodberries*. *Goodberries* are able to sustain an individual as if they had eaten and entire meal, and will heal 1 hit point of damage, but will not cure disease or otherwise cure or heal. The reverse of the spell, *badberry*, will make 2d4 rotten and putrid berries appear fresh and wholesome, but they will inflict 1 hit point of poison damage if eaten (no saving throw is allowed). *Goodberries* or *badberries* can be detected by the any druid of 3rd level or greater, or by a *detect magic* spell. They will retain their dweomer for 1 day plus 1 day per experience level of the caster.

Grasping Hand

Level 7 mage spell (evocation)
Requires: incantation, gestures, glove
Casting time: 42 seconds (7 segments)

This spell calls into being a magical appendage that appears between the caster and one other chosen creature. The hand can be placed up to 10' distant per level of the caster, and will last for 1 minute per level. No matter how quickly or hard the chosen creature tries, it will not be able to get around the hand. The hand is able to push away or hold motionless creatures weighing 1,000 lbs. or less, will slow to 10' per minute creatures weighing between 1,000 and 4,000 lbs., and will reduce to half speed those creatures weighing more than 4,000 lbs. Creatures weighing more than 16,000 lbs. are unaffected by the hand. The hand will take as many hit points of damage to destroy as the caster has. The spell requires a single glove to cast, which is destroyed as the spell takes effect.

Grease

Level 1 mage spell (evocation)
Requires: incantation, gestures, fat
Casting time: 6 seconds (1 segment)

This spell causes a thick slippery substance to appear on a section of floor, a ladder, covering a rope, etc. The area can be a maximum of 1 square foot per level of the caster, and must be within 10'. If someone attempts to cross an area that has been *greased*, they must make a saving throw vs. petrification or slip and fall. The spell can be cast upon something like a sword hilt, magic wand, etc. If so, the handler of the object is entitled to a saving throw vs. spells. Success indicates that the spell has no effect. The wielder is then entitled to another saving throw vs. petrification, to see if they drop the object. Success indicates the object is firmly gripped and no further saving throws are required. The spell requires a bit of fat (or some other slippery, greasy substance), which is lost as the spell is cast.

Greater Morphing

Level 3 jester spell (alteration)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

By means of this spell the jester is able to effect a minor alteration in the physical appearance of another creature within 30'; the target is entitled to a saving throw vs. spells. The caster could, for instance, cause leaves to grow on the target, change its skin color, cause it to sprout horns, or turn its ears into those of a donkey. It is not possible to change its appearance into that of another specific person (i.e., one could not use it to disguise someone as someone else), or to change their racial appearance (i.e., turn someone into a half-orc). Height and weight can be changed by up to 25% greater or lesser. It cannot be used to grant (or remove) any special powers such as flight, underwater breathing, etc. A *remove curse* or *dispel magic* spell will cancel the effect. The spell lasts for 24 hours.

Groan

Mage/illusionist cantrip (illusion/phantasm)
Requires: incantation, gestures
Casting time: 1 second

This cantrip will generate a despairing groan somewhere within 10' of the caster. Those hearing the groan are entitled to a saving throw vs. spells; success indicates that they don't hear the illusionary groan. The groan can be made to come from within a barrel, under a bed, etc.

Grounding

Level 6 mystic spell (evocation)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell allows the caster to imbue himself, or someone touched, with a grounding energy that instills calmness and clear-headedness. This has the effect of rendering the recipient immune to all *fear* effects, *enchantment* and *charm* type spells, and insanity (unless already insane; this spell is preventative, not curative, in nature). In addition, it provides a +2 bonus to all attempts to disbelieve *illusions*. It lasts for 10 rounds plus one round per level of the caster.

Guards and Wards

Level 6 mage spell (evocation, alteration, enchantment/charm)
Requires: incantation, gestures, incense, sulfur, oil, knotted string, umber hulk blood, small silver rod
Casting time: 30 minutes

This spell is most effective in helping to protect a mage's stronghold against intruders, and consists of a number of spell effects (see the entries for the particular spells in question for details). The spell lasts for 1 hour per experience level of the caster, and affects a sphere 10' in radius plus 10' per level of the caster. Within that area of effect, the following conditions prevail:

- A fine mist fills all corridors, reducing visibility to 10'
- All doors in the area are *wizard locked*
- One door per level of the caster is concealed by an illusion, making it appear as a plain wall
- All stairs in the area are filled with *webs* (as per the spell)
- At all intersections, there is a 50% chance that creatures will believe themselves to be traveling in the wrong direction
- The entire area will radiate magic if detected for
- The caster may choose from <u>one</u> of the following additional effects within the radius affected by the spell:
  - *Dancing lights* in 4 passages
  - *Magic mouth* in 2 locations
  - *Stinking cloud* in 2 locations
  - *Gust of wind* in 1 location
  - *Suggestion* in 1 location

The spell requires burning incense, a pinch of sulfur and oil, a knotted string, a drop of blood from an umber hulk, and a small rod of silver. All components will disappear as the spell is cast.

This spell cannot be cast underwater.

Gust of Wind

Level 2 bard/jester, level 3 mage spell (alteration)
Requires: incantation, gestures, legume seed
Casting time: 18 seconds (3 segments)

This spell creates a strong gust of air in the direction that the caster is facing. The gust will travel for 10' per experience level of the caster, and will put out small open flames such as candles and torches. Lanterns have a chance equal to 5% per level of the caster of also being put out. Large flames will be fanned 1-6' in the direction of the gust, and have an effect on flying creatures flying into the gust, depending on their size:

TABLE 282: GUST OF WIND

Size	Effect
Small	Forced back 10-60'
Medium	Held in place
Large	Movement speed halved

The legume seed is destroyed in the casting of the spell.

This spell cannot be cast underwater.

Hallucinatory Forest (Dispel Hallucinatory Forest)

Level 4 bard/druid spell (illusion/phantasm)
Requires: incantation, gestures, holy symbol
Casting time: 36 seconds (6 segments)

This spell allows the caster to create a perfect illusion of a wooded area, covering one square per level of the caster 120' on a side (thus, a 10th level druid casting this spell could create the illusion of a forest consisting of 10 120' squares). It can be cast on a point up to 240' away from the caster. The illusion is easily and automatically seen for what it is by other druids and sylvan creatures such as tree men, centaurs, green dragons, etc. The forest will remain forever, unless dispelled by the reverse of the spell, *dispel hallucinatory forest*, or a *dispel magic* spell.

Hallucinatory Terrain

Level 3 illusionist, level 4 mage spell (illusion/phantasm)
Requires: incantation, gestures, stone, twig, leaf/grass blade
Casting time: 5/10 minutes

This spell allows the caster to hide the actual nature of a given piece of territory, substituting whatever sort of terrain he wishes. By means of this spell, a hill could be made to appear as a lake, a forest as a field, a road as a stream, a cliff as a gentle grade, etc. The area affected depends on the experience level of the caster; one 30' x 30' square per level if the caster is a mage (thus, an 11th level mage could affect 11 such squares, as long as the area was contiguous), or 40'x40' if the caster is an illusionist, up to 60' away from the caster per his level of experience. It will take an illusionist 5 minutes to cast, and a mage 10. It will last until a *dispel magic* or *dispel illusion* spell is cast on the area, or until the area itself is entered by an intelligent creature.

Haste

Level 3 bard/mage spell (alteration)
Requires: incantation, gestures, licorice root
Casting time: 18 seconds (3 segments)

This spell will double the movement speed and attack speed of up to one creature per experience level of the caster. (Thus, creatures affected by the spell will get two attacks per round, where they would ordinarily only get one, etc.). All the affected creatures must be within a 40'x40' area. The spell lasts for three minutes plus one minute per level of the caster. Creatures affected by the spell will not be able to cast spells twice as quickly, however. It will also negate a *slow* spell. Creatures under the influence of a *haste* spell will age 1 year due to the strain it puts on the body.

Haunting Dream

Level 1 bard spell (enchantment/charm)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to plant a seed in the mind of those who hear; all those within 60' when the spell is cast, and who can understand the language of the caster, must make a saving throw vs. spells. Failure indicates they will have a *haunting dream* that night. For each listener, the subconscious will create a nightmarish vision that will haunt the victim in the hours after he awakens (1 hour per level of the caster of the *haunting dream* spell). The exact effects of the haunting dream are determined randomly for each listener:

TABLE 283: HAUNTING DREAM

Die Roll (d10)	Effect
1	-1 "to hit" in melee
2	-1 "to hit" using missile weapons
3	-1 to all saving throws vs. poison
4	-5% to all verbal patter abilities (re-roll if not applicable)
5	+1 to armor class
6	All spells do -1 h.p. of damage per die (re-roll if not applicable)
7	-5% to all reaction adjustments
8	-1 penalty to all surprise rolls
9	+1 penalty to all initiative rolls
10	-5% to all thieving abilities (re-roll if not applicable)

Haze

Illusionist cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip causes the air in a 10' radius around the caster to become thick with haze for 1 minute. During this time, any creatures attempting to hit a target within that area will have a -1 penalty "to hit", and those classes with "hide in shadows" abilities have a 5% bonus to their attempt. A strong breeze, rain, etc. will prevent the effect from functioning.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Heal (Harm)

Level 6 cleric, level 7 mystic spell (necromantic)
Requires: incantation, gestures
Casting time: 1 minute

This spell allows the caster to cure most wounds, diseases, and the effects of several malefic spells. The creature touched will have all hit points restored except 1-4. Blindness and disease are cured by the *heal* spell, and it will negate the effects of a *feeblemind* spell. The target must be physically touched for the spell to be effective; a non-material creature, one that is ethereal, etc. will not be affected. Similarly, those creatures that can only be damaged by magical, iron, or silver weapons cannot be cured using this spell, either.

The reverse of the spell, *harm*, causes the creature touched to immediately suffer from a wasting disease that strips away all hit points except for 1-4 (this damage may, of course, be healed by the normal processes of magical healing or rest).

Healing Sleep

Level 2 bard spell (necromantic)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell allows the caster to enable his companions, or anyone else within a 30' radius, to enter into a particularly helpful and healing *sleep*. It does not induce sleep itself, but once the listener falls asleep himself, he will heal wounds at twice the normal rate (as long as sleep comes within 2 hours of hearing the spell). The doubling effect does not apply to magical healing, of course, but even if someone is only able to rest 8 hours (rather than the full day's rest that is normally required), they will still regain a hit point that has been lost.

Heat Metal (Chill Metal)

Level 2 druid spell (alteration)
Requires: incantation, gestures, holy item
Casting time: 24 seconds (4 segments)

This spell enables the caster to cause iron-based metal (iron, steel, etc.) to become damagingly hot. The caster can affect 50 pounds of metal per experience level (approximately equal to the arms and armor born by a human). The effect of the spell starts slow, gradually gets more intense, then cools off:

TABLE 284: HEAT METAL

Time After Casting	Temperature	Damage	Disables
1 minute	Very warm	n/a	n/a
2 minutes	Hot	1-4 h.p.	n/a
3 minutes	Searing	2-8 h.p.	Hands, feet (2-8
4 minutes	Searing	2-8 h.p.	days), head
5 minutes	Searing	2-8 h.p.	(unconscious 10-40 min.), body 1-4 days
6 minutes	Hot	1-4 h.p.	n/a
7 minutes	Very warm	n/a	n/a

Searing temperatures will cause leather, cloth, paper, etc., to smolder and burst into flame. The spell can be negated by magic resistance to fire and heat, immersion in snow or water, an *ice storm* spell, etc.

The reverse of the spell, *chill metal*, will naturally counteract the *heat metal* spell, or can be used to inflict the following damage on armor-wearing targets:

TABLE 285: CHILL METAL

Time After Casting	Temperature	Damage	Disables
1 minute	Cold	n/a	n/a
2 minutes	Icy	1-2 h.p.	n/a
3 minutes	Freezing	1-4 h.p.	Frostbite on
4 minutes	Freezing	1-4 h.p.	fingers, toes,
5 minutes	Freezing	1-4 h.p.	noses, ears
6 minutes	Icy	1-2 h.p.	n/a
7 minutes	Cold	n/a	n/a

Chill metal can be thwarted by standing next to a large fire or other source of intense heat.

This spell cannot be cast underwater, but the reverse, *chill metal*, can be.

Heroes' Feast

Level 6 cleric spell (evocation)
Requires: incantation, gestures, holy symbol, royal bee jelly
Casting time: 10 minutes

This spell calls into existence a glorious feast, complete with table, and chairs, fine plate, linen, and of course food and drink. Enough is created for one person per level of the caster. The feast takes an entire hour to consume, and the effects will be felt one hour after that (any interruption ruins the spell's effects). Anyone partaking of the feast will enjoy the following benefits:

- all diseases cured
- immune to all poisons for 12 hours
- 1d4+4 h.p. healed
- *bless* spell (see p. 130) for 12 hours
- immune to fear, hopelessness, and panic for 12 hours

Hide

Mage/illusionist/savant cantrip (illusion/phantasm)
Requires: incantation, gestures
Casting time: 1 second

This spell will cast a temporary and limited form of invisibility upon one object, rendering it unseen by those creatures in front of the caster (but sounds, smells, touch, etc., are unaffected, and anyone behind or to the sides of the caster will still see the object that he has *hidden*). The duration depends on the size of the object:

TABLE 286: HIDE

Size (cubic yards)	Duration (minutes)
2	10
4	9
6	8
8	7
Etc.	

Any object over 22 cubic yards in volume will disappear for only a few seconds, while anything over 38 cubic yards will only flash in and out of sight in the wink of an eye.

Hide in Plain Sight

Level 3 jester spell (enchantment/charm)
Requires: incantation, gestures, flour
Casting time: 12 seconds (2 segments)

This spell causes a single object (9 cubic feet maximum) to be completely ignored by anyone looking for it. That is, it is not invisible, but rather those seeing it simply take no notice of it. It can be cast upon a living being, but if that being moves more than 10' per round, the effect is disrupted. The spell lasts for 10 minutes per level of the caster. The material component is a pinch of flour, which the caster must sprinkle on the object to be hidden.

Hideous Laughter

Level 2 mage, level 3 jester spell (evocation)
Requires: incantation, gestures, tort, feather, paddle
Casting time: 12 seconds (2 segments)

This spell causes some creature to fall into a fit of uncontrollable laughter. By the round following the round in which it is cast, the creature will be laughing so hysterically that it will be virtually helpless. The entire course of the spell is thus:

TABLE 287: HIDEOUS LAUGHTER

Round	Effect
1 (spell is cast)	Slight tingling
2	Collapse in paroxysms of laughter
3 - 4	Recovering; -2 strength or -2 "to hit" and damage
5	None

The target creature must be within 50' of the caster, and is entitled to a saving throw vs. spells; success indicates the spell has no effect. Creatures with an intelligence score less than 4 are unaffected, while those with intelligence 4-8 get a -6 penalty to their saving throw, 9-12 intelligence save at -4, 13-15 get a -2 penalty, and those with an intelligence of 16 or higher save as normal.

The spell requires a small tort, a feather, and a small wooden paddle, all of which are lost as the spell is cast.

Hold Animal

Level 3 druid spell (enchantment/charm)
Requires: incantation, gestures, holy symbol
Casting time: 30 seconds (5 segments)

This spell allows the caster to cause up to four animals to become absolutely motionless. Only animals can be affected (even giant ones, such as giant eagles); "monsters" such as centaurs and manticores are not affected. The animals must be within 80' of the caster, and will remain held for 2 minutes per level of the caster. The targets are allowed a saving throw vs. spells (with a -4 penalty to the die if only one creature is targeted, -3 if two creatures, and -2 if three creatures); if the save is made, the spell is ineffective. There is a limit on the total body weight of the creatures that can be affected: for mammals, 400 pounds per level of the caster, and for non-mammals (reptiles, insects, etc.) 100 pounds per level.

Hold Elemental

Level 4 druid/savant, 6 mage spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 30 seconds

This spell allows the caster to hold immobile one creature native to the elemental, quasi-elemental, or meta-elemental planes within 5' per level of the caster. The target must be visible to the caster, and is entitled to a saving throw vs. spells. The spell will last for 1 minute per level of the caster.

Hold Monster

Level 5 mage spell (enchantment/charm)
Requires: incantation, gestures, small metal bars
Casting time: 30 seconds (5 segments)

This spell allows the caster to hold immobile up to four creatures within 5' per level of the caster. The targets must be visible to the caster, and are entitled to a saving throw vs. spells. If only a single creature is held, it makes its saving throw at a -3 penalty, if three are held, they save at a -2 penalty, if two creatures are targeted the penalty is -1, and if four creatures are to be affected by the spell, they get a saving throw with no penalty. The spell will last for 1 minute per level of the caster. It requires one small metal bar per creature affected; these bars can be as small as an inch or two in length, but must be of some hard metal.

Hold Person

Level 2 cleric, level 3 mage spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

The *hold person* spell enables the caster to magically hold in place, completely frozen and unable to move, up to three human or humanoid creatures, for four minutes plus one minute per level of the caster. The targets must be within 60' of the caster, and each gets a saving throw vs. spells. If only two creatures are targeted, each gets a -1 penalty on their saving throw. If a single creature is the target, its saving throw is made at a penalty of -2. A successful saving throw means the spell is ineffectual for the individual concerned. The spell will effect humans, demihumans (elves, dwarves, etc.), humanoids (orcs, goblins, etc.), and other creatures noted as persons for purposes of this spell in the ADVENTURES DARK AND DEEP™ Bestiary. If the spell is somehow only partially effective (as with a *ring of spell turning*), it will function as a *slow* spell.

Hold Plant

Level 4 druid spell (enchantment charm)
Requires: incantation, gestures, holy symbol
Casting time: 36 seconds (6 segments)

This spell allows the caster to remove any sort of ambulatory ability from a plant, fungus, slime, mold, etc.; thus vegepygmies, shambling mounds, shriekers, green slime, etc., are all affected by the spell. The spell prevents all movement, sound, growth, and attacks. The effect will last one minute per level of the caster. The spell has a range of 80', and can be cast on up to 4 individual plants or plant-based creatures, or 16 square yards of small plants and mold. The plants are entitled to a saving throw; if only 3 plants (or 12 square yards) are targeted, they get a -1 penalty on their saving throw. If 2 plants (or 8 square yards) are targeted, they get a -2 penalty. If only 1 plant (or 1 square yard) is targeted, the targeted plants get a -4 penalty to their saving throw.

Hold Portal

Level 1 mage spell (alteration)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell will cause any doors, gates, shutters, etc., within the area of effect to hold fast as if they were locked and barred. The spell affects all portals within an area 80 square feet per level of the caster, as long as they are within 20' per level of the caster. The effect lasts for 1 minute per level of the caster. Such *held* portals can still be destroyed through normal means, of course, and the magic will be ineffectual against extra-planar creatures (angels, devils, etc.), other mages four or more experience levels higher than the caster (who can open the portal without resort to any sort of spell on their part), or a *knock* or *dispel magic* spell.

Holy Symbol

Level 2 cleric spell (conjuration/summoning)
Requires: incantation, gestures, religious symbol
Casting time: 10 minutes

This spell allows the caster to turn an ordinary religious symbol of his faith into a holy symbol suitable for use in spellcasting, turning undead, etc. The religious symbol must, of course, be of the appropriate shape and materials; not just any stick or stone will do. The effect is permanent.

Holy Vestment

Level 3 cleric spell (alteration)
Requires: incantation, gestures, clothing to be enchanted, holy symbol
Casting time: 1 minute

This spell allows the caster to create a holy aura upon his clothing, making it function as if it were armor, as long as the caster is on ground that has been *consecrated* to his deity or religion (see p. 133 for details), for up to 6 minutes per level of the caster. The *holy vestment* will function as chain mail armor in terms of protection, but movement rate, encumbrance, and armor type will not change. If no other magical protection is worn (*rings of protection*, etc.) the magical vestment will also provide an enchanted bonus to armor class of +1 per 4 levels of the caster, to a maximum bonus of +4. Neither the caster's vestments nor his holy symbol are destroyed by the casting of the spell.

Holy Word (Unholy Word)

Level 7 cleric/mystic spell (conjuration/summoning)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell allows the caster to channel the power of his deity into a single word of power that is heard by all creatures within 60' of the caster. The *holy word* will force evil creatures of an otherworldly nature to return instantly to their plane of origin. Regular creatures will also be affected by the *holy word* as follows:

TABLE 288: HOLY WORD

Level/hit dice	Effect
1-3	Death
4-7	Paralyzed 10-40 minutes
8-11	Stunned 2-8 minutes; move at half rate, -4 "to hit", cannot cast spells
12+	Deafened 1-4 minutes; move at three-quarters speed, -2 "to hit", spells have 50% chance of failure

The reverse of the spell, *unholy word*, functions exactly as the original, except creatures of good alignment from the other planes are driven away.

Hypnotic Pattern

Level 2 illusionist/savant/mountebank, level 4 mystic spell (illusion/phantasm)
Requires: gestures, incense/phosphorescent rod
Casting time: 12 seconds (2 segments)

This spell will create an intricate glowing pattern which will have the effect of mesmerizing up to a total of 24 hit dice worth of creatures, as long as they are all within a 30'x30' area around the caster. Each individual is entitled to a saving throw vs. spells; success indicates the *hypnotic pattern* has no effect. The effect will last as long as the caster can keep creating it in the air by carefully waving either a stick of incense or a crystal rod filled with some sort of phosphorescence (special lichens, glowworm essence, etc.).

Hypnotism

Level 1 illusionist spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to so entrance up to 6 creatures as to make them susceptible to a hypnotic suggestion. The listener, of course, must be able to understand what is being said. The listener gets a saving throw vs. spells to resist falling into the hypnotic trance. The hypnotic suggestion can never be

obviously harmful, deadly, or against the interests of the hearer, but (for instance) a suggestion that a giant agree to a truce to help an adventuring party attack a nearby orc lair, with the giant getting a share of the loot, is certainly within the bounds of the spell. A maximum of two short sentences can be used to make the suggestion. If successful, the hypnotic suggestion will remain in force for 1 hour plus 1 hour per level of the caster.

Ice Storm

Level 4 mage spell (evocation)
Requires: incantation, gestures, dust, water
Casting time: 24 seconds (4 segments)

This spell can take one of two forms. The first, *hail storm*, will cause large hail stones to shower down on an area 40' in diameter, causing 3d10 hit points of damage to all creatures in the area. The second, *ice storm*, will cause a thick storm of sleet in an area 80' in diameter, blinding any creatures in the area and slowing movement by 50%, as well as causing any creatures attempting to move to slip and fall 50% of the time. Both forms of the spell can be centered on a point up to 10' from the caster per his experience level, and will last for but a single minute. The spell requires a pinch of dust and a few water drops.

If cast underwater, only the *hail storm* will have any effect, but it will do 1d10 h.p. of damage to creatures in the area of effect.

Identify

Level 1 mage/savant spell (divination)
Requires: incantation, gestures, pearl, owl feather, miniature carp
Casting time: 10 minutes

This spell allows the caster to handle an object so that he may sense what if any magical powers it possesses. The object must be "properly" held (i.e., a cap must be worn on the head, a sword held in the hand, boots worn on the feet, etc.), and can only be in the caster's possession for a maximum of one hour per his experience level; any longer and the vibrations of the object will become too muddled with those of the caster for the spell to impart any useful information. The spell lasts for 6 seconds (1 segment) per level of the caster; every 6 seconds (1 segment) that the item is held, there is a 15% chance +5% per level of the caster that one of the magical properties of the item can become known. If this roll is successful, the <u>caster</u> must make a saving throw vs. spells. If successful, he will learn the nature of the property in question. If he fails by 1 point, he will learn a false property. Charges in wands and the like will be learned within 25% of the true number. If the object has no actual magical properties, this spell can detect that as well. Once the spell is completed, the caster loses 8 points of constitution, which are regained at a rate of 1 per hour. If the loss of constitution brings the caster below a score of 3, he falls unconscious for 24 hours. Casting the spell requires a 100 g.p. pearl and an owl feather, which are destroyed as the spell is cast, and a live miniature carp which is swallowed during the casting of the spell. If a luckstone is added (and destroyed) to the casting, the chance of success increases by 25%, and the caster gets a bonus of +4 to his saving throws associated with the spell.

Ignore

Level 2 jester spell (enchantment/charm)
Requires: incantation, gestures, bread
Casting time: 36 seconds (6 segments)

This spell allows the jester to cause a single creature to ignore a single object. The creature will act as if the object does not exist, and will completely forget about it as well, for 10 minutes per level of the caster. The object must be within 30' of the caster. It is possible, of course, for the creature affected to accidentally damage or destroy the ignored object while he or she is so

enchanted. The target creature gets a standard saving throw vs. spells; the ignored object does not get a separate save. The material component of this spell is a piece of bread.

Illuminate

Savant cantrip (evocation)
Requires: incantation, gestures, crystal
Casting time: 3 seconds (½ segment)

This spell allows the caster to cause a single piece of clear crystal (no more than 1" in diameter) to glow with a light sufficient to read by, but little else. The light will remain in effect for 10 minutes plus 1 minute per level of the caster. The crystal must be in the caster's hand at the time the spell is cast, but may be re-used.

Illusionary Script

Level 3 illusionist spell (illusion/phantasm)
Requires: incantation, gestures, lead-based ink
Casting time: special (see spell description)

This spell allows the caster to encode a given piece of writing, making it appear to be some foreign or otherwise indecipherable writing to anyone except the person or persons whom the caster specifies. The intended reader(s) can be as specific a single individual or as generalized as an entire class or race, or anything in between. Any illusionist who sees the *illusionary script* will recognize it for what it is (but may not be able to decipher it). Anyone else attempting to read the script will be struck as if by a *confusion* spell (see p. 140) for 50-200 minutes (5d4x10) minus 10 minutes for every level of experience. The spell requires a vial of special lead-based ink, which must be obtained from an alchemist, costing 100 g.p. per dose.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Illusionary Trap

Level 2 mage spell (illusion/phantasm)
Requires: incantation, gestures, iron pyrite
Casting time: 3 minutes

This spell creates the illusion that a mechanical trap is set on some small device such as a lock, hinge, loose flagstone, etc. If someone with the ability to detect traps attempts to do so (such as a thief) on the object so enchanted, he is 80% likely to detect the illusionary trap, minus 4% per experience level. If he then attempts to remove the trap, he will believe himself to have succeeded only 20% of the time, plus 4% per experience level. The spell does not create any actual effects; its purpose is only to waste time and confuse. Only one such trap may be placed within 50' of any other. The spell requires that a piece of iron pyrite (aka "fool's gold") be touched to the item to be affected. The iron pyrite does not disappear when the spell is cast.

Imbue With Spell Ability

Level 4 cleric spell (alteration)
Requires: incantation, gestures, holy symbol, symbol of target's profession
Casting time: 10 minutes

This spell allows the caster to touch and thus temporarily grant some other non-spellcaster the ability to cast a limited number of clerical spells. The recipient must have at least 1 hit die, a wisdom score of 9, and cannot have any sort of spellcasting ability already. The caster must have already memorized the spell(s) the target is to be imbued with, which are then lost to the caster, who may not re-memorize them afterwards (the spell "slots" are lost until the target

casts the spells he has been imbued with). The number and level of the spells with which the target can be imbued depends on his level:

Target Level/Hit Dice	Spells That Can be Imbued
1	1x1st level
3	2x1st level
5	2x1st level, 1x2nd level

The spell(s) are treated normally in terms of casting time, components, etc. The caster imbuing someone else with spell ability must have a symbol of their profession (a lock pick for a thief, a sword for a fighter, etc.), which is destroyed as the spell is cast.

Imprisonment (Freedom)

Level 9 mage spell (abjuration)
Requires: incantation, gestures
Casting time: 54 seconds (9 segments)

This spell allows the caster to place some enemy into a state of suspension, who is then transported to a cyst far beneath the surface of the earth, there to remain for eternity or until the reverse of the spell is used to free him. The name and background of the victim must be known to the caster, who must be touched by the caster, and the nature of the imprisoning cyst is such that no form of divination will reveal its location or the location of its occupant. The reverse of the spell, *freedom*, is used solely to undo the effects of the *imprisonment* spell; it must be cast at the exact spot that the original *imprisonment* spell was cast, and the name and background of the victim must be known. If the would-be freer is not precise in his description, there is a 10% chance that 1d100 other creatures, characters, etc., will be freed as well!

Improved Fear

Level 5 bard spell (illusion/phantasm)
Requires: incantation
Casting time: 1 minute

This spell creates a wave of panic and fear that radiates out from the caster in a bubble some 60' in radius. All creatures within the area of effect are entitled to a saving throw vs. spells; those that fail the saving throw will flee in blind panic for a number of minutes equal to the experience level of the caster, and have a 65% chance of dropping any items carried minus 5% per level/hit dice.

Improved Invisibility

Level 4 illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell functions in many ways like the regular spell *invisibility* (see p. 178), but the creature that is made invisible is able to attack and cast spells without giving up his invisibility. The spell will last for 4 minutes plus 1 round per level of the caster, and will affect a single creature touched by the caster. While invisible, the creature can be attacked, but at a -4 on all enemies' rolls "to hit", and with a bonus of +4 to all saving throws.

Improved Phantasmal Force

Level 2 illusionist spell (illusion/phantasm)
Requires: incantation, gestures, fleece
Casting time: 12 seconds (2 segments)

As the name implies, this spell is a more robust version of the phantasmal force spell (see p. 195). This spell creates a visible illusion that is so convincing that creatures believing it to be real will suffer actual damage from it, if appropriate. Any image desired by the caster can be created, and the image can move and react and make some sounds, but nothing equivalent to actual speech. The caster has two choices when casting the spell:

- He may concentrate minimally (so movement and some speech is possible, but not spellcasting) and maintain the illusion as long as he can do so
- He may concentrate intently for one minute (no distractions, including movement or speech) and the illusion will sustain itself for two additional minutes, and then fade away

Taking damage will disrupt either minimal or intense concentration. The image can cover an area of 160 square feet plus 10 square feet per level of the caster, centered on a point up to 60' away plus 10' per level of the caster.

Creatures who actively attempt to disbelieve the image gain a saving throw vs. spells, and if they are successful, they will see the illusion for what it is and will be immune to any further damage from it. Companions of those who disbelieve, and who can be told of the true nature of the illusion, get a saving throw with a +4 bonus. The illusion lasts as long as noted above, or until the illusion fails to react realistically (i.e., an illusion of an orc which does not react when it is hit by an axe). The spell requires a small bit of fleece, which is destroyed as the spell is cast.

Improved Ventriloquism

Level 3 illusionist spell (illusion/phantasm)
Requires: incantation, small parchment/paper/vellum cone
Casting time: 6 seconds (1 segment)

This spell allows the caster to make it appear as if his or someone else's voice is coming from some point up to 10' distant per experience level (maximum 90'). The caster may also use the spell to make the voice sound like some other simple sound that the caster could otherwise make. The spell lasts for 4 minutes plus 1 minute per level of the caster, and requires that the caster speak into a small rolled-up piece of parchment, paper, or vellum, which is not destroyed in the casting.

Inanimate Object

Level 8 savant spell (abjuration)
Requires: incantation, gestures, miniature broom
Casting time: 1 minute

This spell allows the caster to remove the animating magic from all manner of enchanted constructs, such as golems, scarecrows, objects under the influence of an *animate object* spell, etc. Even mindless undead such as skeletons and zombies will be affected by this spell. If the objects are measured in hit dice, 1 hit die can be affected for every level of experience of the caster. If they are measured in hit points instead, 8 h.p. per level of the caster could be de-animated. Those constructs with more than 4 hit dice, or 40 h.p., are entitled to a saving throw vs. spells. Homunculi are also affected by this spell, but are entitled to a saving throw vs. spells with a +3 bonus. The spell requires a miniature broom, which is broken at the end of the incantation. The object in question must be touched by the caster in order for the spell to take effect. It is permanent on most objects, with the following exceptions:

- Iron golems are affected for 4 minutes
- Stone golems are affected for 10 minutes
- Clay golems are affected for 20 minutes
- Caryatid columns, flesh golems, and scarecrows are affected for 30 minutes

Incendiary Cloud

Level 8 mage spell (evocation)
Requires: incantation, gestures, fire, dung, dust
Casting time: 12 seconds (2 segments)

This spell allows the caster to create thick, blinding smoke which reduces visibility to 2' initially and causes flame damage as it continues to roil. The spell itself is cast on some fire source not farther than 30' from the caster; the cloud thus created will be 10'x20'. After 2 minutes, the cloud will inflict ½ hit point per level of the caster. During the next minute, the damage is increased to 1 point per level. Then back to ½ hit point per level, and then for the remaining 1d6 minutes, the cloud will simply block visibility. During each minute that fiery damage is caused by the cloud, those within are entitled to a saving throw vs. spells; success indicates only half damage is taken on that and all subsequent minutes. Failure indicates full damage, but another saving throw can be made the next minute, if damage is still being inflicted.

This spell cannot be cast underwater.

Infravision

Level 3 mage/savant/mountebank, level 4 mystic spell (alteration)
Requires: incantation, gestures, dried carrot or agate gem
Casting time: 1 minute

This spell allows the caster or some other creature touched to be able to see into the infrared spectrum, thus seeing heat. The effect has a range of some 60', and will last for 2 hours plus 1 hour per experience level of the caster. See p. 108 for details on the benefits and limitations of *infravision*. Creatures that are *invisible* are usually not visible by *infravision*.

Insect Plague

Level 5 cleric/druid spell (conjuration/summoning)
Requires: incantation, gestures, sugar, grain, fat
Casting time: 1 minute

This spell invokes an enormous swarm of crawling and flying insects in a vast cloud some 360' in diameter and 60' high, centered on a point up to 360'

away from the caster. The cloud will endure for a full ten minutes per level of the caster. Any creature within the cloud will suffer 1 h.p. of damage per minute from the biting and stinging of the tiny creatures. Those within the area will be beset by these insects, making spellcasting or other similar concentration quite impossible, combat nearly so (-8 penalties "to hit"), and vision is obscured past 30', whether looking into the cloud or from within looking out. Any creature with less than five hit dice (or under five levels) must automatically check morale or flee from the swarm. Any creature with less than two hit dice will automatically flee to at least 240' away from the swarm. Heavy smoke or fire (such as a *wall of fire* spell) will drive the swarming insects away or hold them at bay, but the flames must be prodigious; simply waving a torch will not be sufficient. Large damage-inducing spells such as *fireball* or *lightning bolt* (q.q.v.) will clear the area of the blast for ten minutes, after which time the insects will swarm over it once more. If cast by a cleric, the spell requires a pinch of sugar, a few grains of wheat or corn, and a small bit of fat (all of which are consumed by the casting of the spell). If cast by a druid, only his holy symbol is required.

This spell cannot be cast underwater.

Inspiration

Level 5 bard spell (divination)
Requires: incantation
Casting time: 1 minute

This spell allows the caster to inspire himself or someone else (who must be within 10') to make a breakthrough in the solving of some puzzle, conundrum, etc. This has the practical effect of increasing the intelligence score by 2, for those times when INT is a necessary factor. In other circumstances, the game master must play this spell very carefully by ear. The answer to a given puzzle should not be just blurted out (unless it is something mind-numbingly obvious that has simply been overlooked), but rather another clue might be given, or a previous clue emphasized, to nudge the player into figuring out the answer on his own. It also has the side effect of giving a +1 bonus to all rolls to figure out how to open secret doors that have otherwise already been detected (it does not give a bonus to detect the doors in the first place). The spell will last for as long as the caster maintains the incantation.

Instant Summons

Level 7 mage spell (conjuration/summoning)
Requires: incantation, gestures, gem
Casting time: 6 seconds (1 segment)

This spell allows the caster to set up special magical resonance, such that a particular item prepared in advance can be instantly brought to his hand with but a single word. The object in question, as well as a gem of not less than 5,000 g.p. value, must be handled by the caster as part of the preparations (which take a minute to complete, prior to the actual casting of the spell), and must be under 10 lbs. and no larger than 5' in length. When the spell itself is cast, the caster must crush the gem, speak the word of summoning, and the object will appear before him in but an instant. It is important to note that the object in question cannot be in the possession of anyone else at the time the spell is cast; if it has been seized by some other person or creature, the caster will know the rough location of the new possessor of the item.

If the object is held on another plane of existence, the caster can retrieve it if he is of high enough experience level. For every experience level above 14th, the spell can span one plane of existence. Thus, for an object on the material plane, a 15th level caster could be on the ethereal plane, a 16th level caster on one of the elemental planes, a 17th level caster on the astral, 18th on the "top" level of one of the lower planes, etc.

Interposing Hand

Level 5 mage spell (evocation)
Requires: incantation, gestures, glove
Casting time: 30 seconds (5 segments)

This spell calls into being a magical appendage that appears between the caster and one chosen other creature. The hand can be placed up to 10' distant per level of the caster, and will last for 1 minute per level. No matter how quickly or hard the chosen creature tries, it will not be able to get around the hand; only creatures weighing 200 lbs. or more will be able to move it; those weighing less can do so, but only at half their normal rate of speed. The hand will take as many hit points of damage to destroy as the caster has. The spell requires a single glove to cast, which is destroyed as the spell takes effect.

Interrupt Concentration

Level 4 bard spell (alteration)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell has the effect of interrupting the concentration of any other spell-casters within a 60' radius. Any spells or other magical effects (including magical items) that require concentration, meditation, or any level of conscious maintenance will be interrupted and thereby ruined.

Intuition

Level 6 mystic spell (divination)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell allows the caster to get a "hunch" about some question that is posed. The answer should be something that can be answered in a single word: yes/no, up/down, live/die, etc. The game master should determine the chance of success of the *intuition*, and determine the success secretly. The chance of success is adjusted by +1% per level of experience of the caster. A roll of 00 always results in failure, regardless of the actual chance of success.

TABLE 289: INTUITION

Importance	Immediate	Time-frame Within 24 Hours	Within 30 Days
Trivial	50%	75%	90%
Minor	25%	50%	75%
Major	10%	25%	50%
Critical	5%	10%	25%

If the *intuition* is not successful, there is a chance that a false result will be obtained. Divide the chance of success by 5. That is the percent chance that a false result will be the result, rather than simply nothing.

Invisible Librarian

Mage/illusionist/savant cantrip (evocation)
Requires, gestures
Casting time: 1 second

This cantrip will cause any one book in the caster's hand to return to its proper place on a bookshelf, as long as it is within 20'. The book moves gently and slowly; the force is not strong enough to defy an attempt to hold onto the book and prevent its return.

Invisible Stalker

Level 6 mage, level 7 savant spell (conjuration/summoning)
Requires: incantation, gestures, incense, crescent-shaped horn
Casting time: 1 minute

This spell will conjure an invisible stalker from the elemental plane of air, compelling it to serve against its will. Details of the stalker can be found in the ADVENTURES DARK AND DEEP™ Bestiary. The creature will serve for as long as the conjuror can manage, but after a week the stalker will begin to resent its service and will seek to pervert its instructions by following them to the letter, thus seeking to bring about the doom of its master so that it can return to its home plane. Similarly, if the tasks with which it is set are of any sort of a complex nature, it will become surly and again attempt to foil its master's wishes by the most literal interpretation of its instructions that are in its favor and against the interests of its master. While under the thrall of this spell, the invisible stalker can be given new commands regardless of distance. Note that the stalker will never break off an attack once it has been ordered, even if its master subsequently rescinds the order.

Invisibility

Level 2 jester/mage/illusionist/savant, level 3 mystic, level 5 bard spell (illusion/phantasm)
Requires: incantation, gestures, (eyelash in gum arabic)
Casting time: 12 seconds (2 segments)

This spell allows the caster to cause any single creature touched (and his possessions, worn or carried) to become completely invisible, both to ordinary sight and infravision. The invisibility will continue until it is either magically dispelled, or the creature attacks another, in which case the *invisibility* is instantly cancelled. The invisible creature could perform most other normal functions without spoiling the spell: walking, opening doors, talking, etc.

When cast by an illusionist, this spell does not require any material components.

Invisibility, 10' Radius

Level 3 mage/illusionist spell (illusion/phantasm)
Requires: incantation, gestures, (eyelash in gum arabic)
Casting time: 18 seconds (3 segments)

This spell functions in exactly the same was as the spell *invisibility*, with the difference that the effect covers all creatures within 10' of a creature touched (or the caster himself). If something under its influence breaks the invisibility by attacking, only that creature loses the benefit of the spell; any others under its effect will remain so. The effect moves with the creature touched. If cast by an illusionist, the spell does not require any sort of material component. See p. 108 for more general comments on magical invisibility.

Invisibility to Animals

Level 1 druid/savant spell (alteration)
Requires: gestures, holly
Casting time: 24 seconds (4 segments)

This spell allows the caster to imbue any single creature with an aura of undetectability with regards to non-magical animals (including sight, smell, hearing, etc.). Any animal with an intelligence of less than 6 (see the ADVENTURES DARK AND DEEP™ Bestiary for details) and with no magical abilities will be so affected; giant varieties are also included, but only those with no magical abilities. The spell requires that the recipient be rubbed all over with holly, which then disappears. The effect ends when the invisible creature attacks, casts an offensive spell, etc.

Invisibility to Undead

Level 1 cleric/savant spell (illusion/phantasm)
Requires: incantation, gestures, holy symbol
Casting time: 24 seconds (4 segments)

This spell allows the caster to touch one creature, who will then be immune from attack by any type of undead creature that fails to make a saving throw vs. spells (if the beneficiary of the spell is lawful neutral, neutral, or chaotic neutral alignment, the saving throw is made with a -2 penalty). Each type of undead rolls a separate saving throw (vampires, skeletons, ghouls, etc.), rather than each individual creature. Failure indicates that all undead of that type will simply overlook and ignore the beneficiary of the *invisibility to undead* spell. Attacks that affect an area (such as a *fireball* spell) will still have full effect, however. The creature or person who is benefitting from the spell can take no offensive action (including using weapons, casting offensive spells, etc.). Neutral or beneficial spells (such as *augury* or *cure light wounds*) can be cast without voiding the spell. The spell lasts for 6 minutes.

Irresistible Dance

Level 5 bard, level 8 mage spell (enchantment/charm)
Requires: incantation
Casting time: 30 seconds (5 segments)

This spell compels the creature touched to begin to dance uncontrollably, making defense in melee difficult (+4 to armor class, with no bonus for shield, if any) and rendering any sort of saving throws (vs. spells, breath weapon, etc.), attacks, or spellcasting impossible. The effect will last for 1d4+1 minutes.

Irritation

Level 2 mage spell (alteration)
Requires: incantation, gestures, powdered poison ivy/oak/sumac
Casting time: 12 seconds (2 segments)

This spell allows the caster to cause a severe irritation of the skin of some target creature within 10' per level of the caster. The spell can be cast in one of two forms:

Itching: Causes the subject to feel an intense itching sensation somewhere on its body. 1d4+4 segments (30-48 seconds) must be immediately spent scratching, or else the itch will spread across the body, causing it to receive an armor class penalty of +4 and a "to hit" penalty of -2 for the next 3 minutes. Any spells being cast during the initial bout of scratching are lost, but spellcasting is still possible during the following three rounds.

Rash: Causes the subject to develop a red welt-covered rash over its entire body, which will only be noticed after the first 1d4 minutes. While the rash persists, the target will lose 1 point of charisma per day (maximum 4 points lost), and after 1 week 1 point of dexterity will be lost as well. The rash can only be cured by a *cure disease* or *dispel magic* spell, at which time the target's ability scores will be immediately restored.

In both cases, creatures with a naturally tough hide (rhinoceros, dragon) or those with scales are generally immune to the spell's effect. Too, all affected creatures are entitled to a saving throw vs. spells; success means the spell has no effect.

Item

Level 3 mage spell (alteration)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell allows the caster to shrink one thing to one-twelfth of its normal size. The object can be no larger than 2 cubic feet per level of the caster. In addition, the object in question can be transformed into a cloth-like substance at the discretion of the caster. The spell can be cast on both living and non-living objects; living objects are entitled to a saving throw vs. spells with a +4 bonus to the roll. In both cases, the object to be shrunk/transformed must be touched (and thus a successful roll "to hit" may need to be made, over and above the saving throw). The effect lasts for 1 hour per level of the caster if cast upon a living creature, and 4 hours per level if cast on a non-living object. If an object or creature is transformed into cloth by the spell, it will still make saving throws as if it were not so transformed (i.e., a vase so transformed would make a saving throw vs. crushing blows as if it were glass, not cloth). A fire, such as a campfire, can be affected by the spell. Objects so transformed can be restored to their proper size and composition by the verbal command of the caster, or by tossing them onto any solid surface.

Jump

Level 1 bard/mage spell (alteration)
Requires: incantation, gestures, grasshopper leg
Casting time: 6 seconds (1 segment)

This spell allows the caster to jump forward 30', or in any other direction (including straight up) 10'. Such leaps cause the caster to jump in an arc 2' above the ground for every 10' traveled. Higher-level casters can make additional jumps, as long as they are all made within 10 minutes of the spell being cast, depending on their experience level:

TABLE 290: JUMP

Level	Number of Jumps
1	1
4	2
7	3
10	4
Etc.	

This spell requires one grasshopper leg per jump, which is broken during the jump (and thus rendered useless as a component).

Just Out of Time

Level 3 jester spell (enchantment/charm)
Requires: incantation, gestures, bell
Casting time: 18 seconds (3 segments)

This spell causes hesitation in a combatant. When in melee or other combat situations, if the target loses initiative, it will keep hesitating, thereby not attacking, until the round is over and new initiative must be rolled. If the target wins initiative for the round, it attacks normally. The target must be within line of sight of the caster, and must be within 60'. It is entitled to a saving throw vs. spells; success means the spell has no effect. The spell lasts for one minute per level of the caster. The material component is a small around bell, which is struck as the spell is cast. The bell is not lost when the spell is cast.

Knock

Level 2 mage spell (alteration)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell will open all locks, closed doors and boxes, etc. within an area 10 square feet per level of the caster, centered on a point up to 60' away from him. It will unlock locks, open secret and concealed doors, raise bars holding closed doors, cause chests to spring open, etc. It will open a door held by the

hold portal spell. If a door is being held by a *wizard lock* spell, this spell will hold it open for 10 minutes.

Knot

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip creates a knot that is very difficult to untie. If but two ends of a rope, string, etc. are knotted, it will take 2-8 minutes to untie. If a number of fine strands are tangled (hair, grass, etc.), on the other hand, it will take 3-12 minutes to de-tangle, unless it is somehow cut or otherwise torn open. *Knot* can be used on an object that has already been tied using mundane means, but enchanted items (*ropes of climbing*, etc.) are immune.

Know Alignment (Obscure Alignment)

Level 2 cleric/mystic/mage/savant, level 3 druid spell (divination)
Requires: incantation, gestures
Casting time: 1 minute

This spell allows the caster to discern the philosophical aura of up to ten creatures (as long as all ten are examined within 10 minutes of the spell being cast, with 1 creature being able to be scanned per minute, maximum). This will allow the caster to determine the ethics of the target; lawful, neutral, or chaotic. If an additional minute is spent on the same creature, its full alignment will be revealed: good, neutral, or evil. The reverse of the spell, *obscure alignment*, prevents such detection on a single creature for ten minutes (if cast on two creatures, the effect lasts for 5 minutes, etc.), and also foils other alignment detection magic such as *detect balance* (see p. 148). Druids are unable to cast the reverse of the spell.

Know Name

Level 7 savant spell (divination)
Requires: incantation, gestures, herbs, writing implement
Casting time: special

This spell allows the caster to learn the true name of some individual or creature. This information is normally most closely guarded, and can in many instances be used to achieve some sort of power or influence over the creature in question. It is, for instance, often used in connection with the spell *truename* (see p. 229 for details), as well as when attempting to coerce creatures from other planes of existence.

The spell requires at least a week of meditation and divination, during which special herbs worth at least 1,000 g.p. must be burned. At the end of that time, the target is entitled to a saving throw vs. death magic. If successful, the true name of the subject has not been gleaned by the caster, who must himself make a saving throw vs. spells or have his own true name suddenly known by the subject. Naturally, this will alert the subject to what the caster has been doing, and he might well decide to take advantage of the newfound information to wreak his own revenge. If both saving throws are successful, the caster may elect to continue, with another 1,000 g.p. worth of herbs, and another saving throw for the subject (and possibly for the caster as well).

Know Self

Level 7 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 42 seconds (7 segments)

This spell allows the caster, by touch, to reverse one magical effect that has resulted in a fundamental change to the person touched. Examples include magically-induced changes in gender, unwilling alignment changes (although in some cases, such as paladins and clerics, *atonement* might still be required), transformation from one race to another (although *reincarnate* does not apply), etc. It will not reverse magical aging, however, as that is merely an acceleration of a natural process.

Lamentable Distraction

Level 4 savant, level 5 mage spell (enchantment/charm)
Requires: incantation
Casting time: 30 seconds (5 segments)

This spell allows the caster to ensorcel a number of creatures within a 10' radius. All of these creatures must be able to understand the language spoken by the caster, and are entitled to an initial saving throw vs. spells. Failure indicates that the creature(s) are completely engrossed in a conversation with the caster on some subject of interest to them, and such creatures will ignore everything else as they engage in a spirited discussion with the caster on the subject at hand.

After three minutes, all those still under the thrall of the spell must make another saving throw vs. spells. Those who fail the save will wander off as if under a *confusion* spell for 3d4 minutes (see p. 140 for details), while those who successfully save will still be fascinated by their discussion with the caster. Such a saving throw to avoid confusion must be made on the 4th, 5th, and 6th minutes of the spell. Anyone remaining after 6 minutes must make one final saving throw vs. spells. Failure indicates they fall into a rage for 1d4+1 minutes, attacking themselves (if they are the only one left in the conversation at the end of the spell) or someone else under the spell's effect. Success on this final saving throw indicates the subject realizes that they have been duped, and sits, stunned, for 1d4 minutes, wondering how they could have been so fooled.

All saving throws against the effect of this spell are made with a bonus or penalty based on the subject's intelligence; an intelligence of 3-7 means a -1 penalty, intelligence 8-10 no bonus, 11-14 a +1 bonus, 15 or more +2. Creatures with an intelligence less than 3 cannot be affected by the spell.

If the caster is attacked or leaves the conversation before the full 6 minutes have elapsed, those affected will continue the conversation another minute, before the spell is broken and those affected are free to act normally.

Language of Birds

Level 2 mystic/savant spell (divination)
Requires: incantation, gestures
Casting time: 2 minutes

This spell allows the caster to divine the future through the songs and flight of birds. It must be cast outdoors, or, rarely, in an indoor or underground environment where birds are naturally found. It will not work with bird-like creatures such as harpies, stirges, etc. Once cast, the spell will allow the caster to determine whether or not an intended course of action will be favorable, unfavorable, or neutral over the next 24 hours; more detail is not available through this spell. Thus, a decision to investigate a particular section of a dungeon, to embark on a journey to a nearby shrine, attend a royal ball, etc., could be investigated. If circumstances change, of course, the outcome of the reading of the language of birds is no longer valid. For example: if the choice to invade a dragon's lair is read to be unfavorable, the party might decide to increase its numbers, in which case the unfavorable reading would no longer apply. A second application of the spell might be used to determine the new outcome.

Legend Lore

Level 6 mage/savant spell (divination)
Requires: incantation, gestures, incense, ivory strips, sacrificial item (see spell description)
Casting time: special (see spell description)

This spell allows the caster to learn information regarding some famous or otherwise noteworthy person, place, or thing. The casting time of the spell depends on how well the object of the spell is known to the caster; if it is present, and able to be handled by the caster, the spell will only take 1d4x10 minutes to complete. If it is well known to the caster, the spell will take 1d10 days. If it is known only by legends or rumors, the spell will take a full 2d6 weeks. During the casting of the spell, no other activity can take place; no other spellcasting, no adventuring, and no interruptions short of sleeping and eating.

Once cast, the spell will reveal a single fact about the subject of the spell, such as its location, age, creator, a significant bit of its history, etc. The information will be conveyed in the form of a riddle, rhyme, puzzle, symbolic presentation, etc. The spell will only reveal information about a subject that is at least somewhat known, if only by myth.

The spell requires burning incense and strips of ivory (worth a minimum of 100 g.p.), as well as the destruction of some item of value such as a magic potion, scroll, minor magic item, living creature, etc. The material components are lost as the spell is cast.

Levitate

Level 2 bard/mystic/mage/savant spell (alteration)
Requires: incantation, gestures, small piece of leather or gold wire
Casting time: 12 seconds (2 segments)

This spell allows the caster or another creature within 20' to levitate in the air. If cast on himself, the spell allows travel at 20' per minute; if cast on someone else, the speed is limited to 10' per minute. The spell is limited to 100 lbs. per experience level of the caster (remember to factor in the weight of any possessions, armor, etc.). It does not allow horizontal movement, but a *levitating* individual could still use his hands to push himself along a wall, be pulled by a rope, etc. The caster can cancel the effect at will. If cast on an unwilling subject, the target gets a saving throw vs. spells. The material component is destroyed in the casting of the spell.

Light (Darkness)

Level 1 cleric/mystic/mage/illusionist/savant spell (alteration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell causes a moderate illumination (equal to the light of a torch) to appear in a 30' diameter sphere up to 90' away from the caster. This light lasts for up to one hour plus ten minutes per level of the caster, and can be cast on almost anything for portability: a stone, coin, etc. The caster can, if desired, cancel the spell with a command word, extinguishing the *light*, but once extinguished, it cannot be reactivated. If the spell is cast on a living creature, that creature gets a saving throw vs. spell (and any magic resistance, if applicable); success means the spell effect occurs immediately behind the intended target. The light from a *light* spell, if specifically and successfully cast upon the face or eyes of a creature, will inflict a -4 penalty "to hit", to saving throws, and to armor class for the spell's duration. The reverse of the spell, *darkness*, causes a sphere of blackness to appear, but only lasts half as long as its bright counterpart.

Light of Truth

Level 9 savant spell (alteration) (evocation)
Requires: incantation, gestures, light source
Casting time: 10 minutes

This spell allows the caster to transform some light source (a torch, lantern, staff with *continual light* cast upon it, etc.) into a powerful tool of detection. Any lie, obfuscation, or deception which is uttered aloud while the light falls upon the speaker will be instantly known to all who heard it for what it is. All illusions touched by the *light of truth* will become translucent, revealing their nature. The spell must be cast on an object within 60' of the caster, and its effects will last for 10 minutes per level of the caster. The light source is not used up by the casting, but may naturally expire while the spell is in effect. If that happens, the spell is ended.

Lightning Bolt

Level 2 jester/3 mage spell (evocation)
Requires: incantation, gestures, fur, rod of glass/crystal/amber
Casting time: 18 seconds (3 segments)

This spell creates a jolt of electrical energy beginning at a point up to some 40' from the caster plus 10' per experience level (it does not begin at the caster himself). The *lightning bolt* will cause 1d6 h.p. of damage per level of the caster, and will melt soft metals, cause flammable objects to burst into flame, burst wooden doors open, destroy stone up to 1' thick, and require most other objects in its area of effect to make saving throws vs. lightning. When directed against a ship or wooden fortification, it will do normal damage, but will only do half damage if the wood is wet or covered with wet hides. Ships and fortifications do not get a saving throw, but anyone else affected by the spell is entitled to one, which indicates half damage.

The lightning bolt can be made to appear in two forms. The first is a many-forked bolt 10' wide and 40' long. The second is a single bolt 5' wide and 80' long. The bolt appears at a point specified by the caster and travels forth. Note that if there is not enough room for the bolt to travel, it will bounce back and travel its remaining distance right back at the caster. Example: an 80' bolt is set to originate 20' from a caster in a 50' room. It does so, travels 30' before bouncing off the wall of the room, and then travels 50' back to zap the caster.

The spell requires a small piece of fur and a rod of amber, crystal, or glass. The components are not destroyed by the casting.

If cast underwater, this spell will affect a sphere some 20' in radius, centered on the point it would otherwise have been. All creatures in that area of effect

will take 1d6 h.p. per level of the caster (a successful saving throw indicates half damage).

Limited Wish

Level 7 mystic/mage/savant spell (conjuration/summoning)
Requires: incantation
Casting time: special (see spell description)

This spell allows the caster to change reality in accordance with his desires, but usually in either a limited area or for a limited period of time. The casting time is equal to the actual time it takes to verbalize the wish. The *wish* will be rather literally fulfilled, and avaricious or otherwise ignoble wishes have a reputation for being particularly problematic for the wisher. The spell can be used, of course, to replicate the function of any spell of 7th level or below, but not to raise the dead, increase experience levels, create tens of thousands of gold pieces (except, perhaps, temporarily!), etc. Examples of viable wishes are increases in the "to hit" bonuses for oneself and one's allies, healing wounds, maximizing damage from some other spell, etc. Casting this spell will age the caster by 1 year.

Liveoak

Level 6 druid spell (enchantment/charm)
Requires: incantation, gestures, holy symbol
Casting time: 10 minutes

This spell enables the caster to turn an oak tree into a protector for some sacred place for example, his dwelling, etc. The oak must begin within 100' of the place to be protected, and is given an instruction that may be up to 1 word per level of the caster, which will trigger its transformation into a tree man (see the **ADVENTURES DARK AND DEEP™** Bestiary for details, but the oak-protector will only have a movement rate of 30'/minute).

This spell cannot be cast underwater.

Locate Animals

Level 1 druid/savant spell (divination)
Requires: incantation, gestures, holy symbol
Casting time: 1 minute

This spell allows the caster to know the direction and distance of any one sort of animal by concentration. The power is concentrated in a beam 20' long per level of the caster and 20' wide, in front of the caster. The spell will last 1 minute per level of the caster, and the caster can concentrate in one direction per minute.

Locate Object (Obscure Object)

Level 2 mage/savant, level 3 cleric/mystic spell (divination)
Requires: incantation, gestures, lodestone
Casting time: 10 minutes

This spell allows the caster to locate some non-living object which is familiar to him. After casting the spell, the caster slowly turns in a circle holding a small piece of lodestone in front of him. When facing the desired object, he will feel a "tug" on the lodestone, indicating the direction in which it is located. The spell has a range of 60' plus 10' per level of the caster. It can be used to locate commonplace items such as weapons, cloaks, jewelry, doors, stairs, etc. Once cast, the spell lasts one minute per level of the caster.

The reverse of the spell, *obscure object*, renders a non-living object undetectable by magical means such as a *crystal ball*, spells, etc.

Locate Plants

Level 2 druid/savant spell (divination)
Requires: incantation, gestures, holy symbol
Casting time: 1 minute

This spell allows the caster to locate a single stated type of plant within a 10' radius of his body. The spell lasts for 10 minutes per level of the caster. As the caster moves, the effect moves with him.

Lower Water (Raise Water)

Level 4 cleric, level 6 mage spell (alteration)
Requires: incantation, gestures, holy symbol, pinch of dust
Casting time: 10 minutes

This spell allows the caster to cause water (or some similar liquid such as wine, acid, etc.) to be absorbed back into the earth. The amount of water that retreats is equal to 5% of its total volume per level of the caster; thus, an 8th level caster would cause 40% of the water present to disappear. This effect lasts for 10 minutes per level of the caster, and can affect an area equal to 10'x10' per level of the caster. It requires the caster's holy symbol and a pinch of dust.

The reverse of this spell, *raise water*, allows the caster to raise the level of water (or similar liquid) in the area of effect, up to 1' per level of the caster, if cast by a cleric, or 6" per level, if cast by a mage.

This spell cannot be cast underwater.

Luck (Ill-Luck)

Leve 7 mystic spell (divination)
Requires: incantation, gestures, divinatory tools
Casting time: 5 minutes

This spell allows the caster to know when someone is going to have a "lucky streak." Such lucky streaks are times when the forces of the multiverse favor the subject, and during such times they will enjoy the following benefits:

- +1 bonus to all saving throws
- +1 bonus on all "to hit" rolls, both in melee and missile combat
- +5% on all reaction adjustments
- +5% on all verbal patter, thieving, and performing checks
- +1 to all surprise rolls
- +10% chance to win in any game of chance
- Other, similarly puissant bonuses, as the game master may deem appropriate in the circumstances

The lucky streak will begin in 1d6+6 hours, and will last for 1d8 days. Only one lucky streak can benefit a given person at a time; if two such lucky streaks are predicted for the same person in an overlapping time period, the result will, in fact, be an unlucky streak during the period of overlap (see below). The target of the spell must be within 20' of the caster when the spell is cast.

The spell requires the use of the caster's divinatory tools, which are not consumed during the casting. The reverse of the spell, *ill-luck*, is a prediction of an unlucky streak, whose effects are the reverse of those listed above. The unlucky streak will last for 1d4+1 days.

Lucky Draw

Level 2 bard spell (alteration)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell allows the caster to alter some chance-based outcome, such as the roll of the dice, a hand of cards, the flip of a coin, etc. (Note that this does <u>not</u> mean that rolls of dice by the players or game master of the game can be altered; this is exclusively referring to in-game activities undertaken by characters or NPCs.) The tools of chance to be altered must be within 30' of the caster, and must be able to be seen. One such outcome can be "fixed" per level of the caster, as long as he maintains the incantation.

Mage Sword

Level 7 mage spell (evocation)
Requires: incantation, gestures, miniature sword
Casting time: 42 seconds (7 segments)

This spell calls into being a glimmering force field in the shape of a sword. The caster is able, by concentrating on the sword, to wield it as if it were held by a fighter of a level half that of the caster. The sword can be sent forth as far as 30' from the caster, and will last for 1 minute per level of the caster. A *dispel magic* spell will break the spell. The sword is able to hit any creature, even those normally only hit by enchanted weapons and those who are ethereal, out of phase, etc., but it does not itself possess any bonuses "to hit" or to damage. It automatically hits on a natural roll of 19 or 20, doing 5d4 hit points of damage to creatures man-sized or smaller, and 5d6 on large size creatures. The spell requires a miniature sword made of precious metals no less than 500 g.p. in value, which disappears after the spell is complete.

Magery

Level 7 illusionist spell (type varies; see spell description)
Requires: varies (see spell description)
Casting time: varies (see spell description)

This spell allows the caster to memorize four first-level mage spells in place of one seventh-level spell. The spells chosen must be from the following list:

- *Affect normal fires* (p. 121)
- *Burning hands* (p. 132)
- *Charm person* (p. 136)
- *Comprehend languages* (p. 140)
- *Enlarge* (p. 157)
- *Erase* (p. 158)
- *Feather fall* (p. 162)
- *Floating disc* (p.165)
- *Friends* (p. 167)
- *Hold portal* (p. 174)
- *Magic aura* (p. 182)
- *Magic missile* (p. 184)
- *Mending* (p. 187)
- *Message* (p. 187)
- *Protection from evil* (p. 202)
- *Read magic* (p. 204)
- *Shield* (p. 212)
- *Shocking grasp* (p. 212)
- *Sleep* (p. 213)
- *Unseen servant* (p. 230)

The illusionist is able to choose 4 of those spells at 14th level, and gains an additional one for every level gained thereafter. Determine which spells are gained randomly. The caster must choose which spells are to be memorized when this spell is selected, and may, at his discretion, choose the reverse of the spells indicated (if applicable).

Magic Aura

Level 1 mage/mountebank spell (illusion/phantasm)
Requires: incantation, gestures, square of silk
Casting time: 1 minute

This spell allows the caster to create a false magical aura on some object. The object so enchanted can be up to 5 lbs. per level of the caster, and the aura will endure for one day per his experience level. The false aura will be picked up as genuine by anyone casting a *detect magic* spell (or the equivalent, such as some innate power), but if the person so doing is physically holding the object (and not just casting the spell from afar), he will be entitled to a saving throw vs. magic. A successful save indicates the caster of the *detect magic* spell realizes the aura being detected is false. The spell requires that a small square of silk be passed over the object; the silk is not destroyed by the casting.

Magic Font

Level 5 cleric spell (divination)
Requires: incantation, gestures, holy symbol, holy/unholy water font
Casting time: 50 minutes

This spell enables the caster to use a holy (or unholy) water font as the equivalent of a *crystal ball* in most respects (see the ADVENTURES DARK AND DEEP™ Game Masters Toolkit for details; normal rules for such scrying being detected will still apply). The duration of the spell depends on the type of font that is used:

- Copper, 6 minutes
- Silver, 10 minutes
- Electrum, 18 minutes
- Gold, 32 minutes
- Platinum, 50 minutes

This spell can be cast underwater, but requires a clear globe filled with pure water to function. If the globe is made of glass, it will function as a silver font, above. If made of crystal, it will function as a gold font.

Magic Jar

Level 5 mage spell (alteration)
Requires: incantation, gestures, large gem or crystal
Casting time: 1 minute

This is a very dangerous and exceptional spell. It allows the caster to send his mind into the body of some other creature, taking over the victim's body and trapping its mind in a large gem or hunk of crystal (the so-called "magic jar").

The spell has two phases. First, the mind of the caster enters the *magic jar*, whence it can sense the approach of other creatures (but not the identity or even type of creature) and attempt to possess their bodies. Second, once the victim is within range of the magic jar, the caster can attempt to possess his body. In both cases, the body must be within 10' per experience level of the caster in order for its mind to be able to be transferred into or out of the *magic jar*. The victim is entitled to a saving throw, with a bonus or penalty determined by the combined intelligence and wisdom scores of the caster subtracted from those of the victim:

TABLE 291: MAGIC JAR

Caster's Score Minus Victim's Score	Victim's Saving Throw Adjustment	Check for Control Every…
-9 or less	+4	Minute
-8 to -6	+3	Minute
-5 to -3	+2	Minute
±0 to -2	+1	Minute
1 to 4	±0	Minute
5 to 8	-1	10 minutes
9 to 12	-2	Day
13 or greater	-3	Week

If the victim succeeds in his saving throw, the attempt at possession is unsuccessful, but the caster can try again one minute later. If the attempt is successful (i.e., the victim fails his saving throw), the mind of the caster is transferred from the *magic jar* into the body of the victim, and the mind of the victim is then trapped helplessly in its own body. The victim is entitled to a saving throw to re-check for control of his body, the frequency of which depends on the relative intelligence and wisdom scores of the caster and the victim, as noted on the table above.

If the gem or crystal being used as the receptacle of the caster's mind-force is destroyed before he can possess another body, so too is the mind-force within it (although if his original body is still within range, he will doubtless return there rather than letting the gem be destroyed with his consciousness inside it. If the victim regains control of his body while out of range of the caster's body, the caster's mind is trapped within the body, helpless, but will be able to attempt to regain control according to the schedule above. The caster's mind-force may return to the original *magic jar*, if it is still in range, but if his original body is no longer in range of the gem, he will be trapped within the gem, forced to wait until another creature comes within range.

The caster will have access to any natural abilities of the possessed creature (flying, claw attacks, etc.), but no special knowledge or innate magical powers. The caster may use any spells the possessed victim had memorized, however. The caster may not cast any spells he may have himself memorized prior to possessing the victim, as the magical energies are imprinted in the original brain.

Magic Mirror

Level 4 mage/savant, level 5 illusionist spell (divination)
Requires: incantation, gestures, bird eye, silver mirror, nitric acid, copper, zinc
Casting time: 1 hour

This spell allows the caster to turn a mundane mirror into a scrying device that functions similarly to a *crystal ball* (see the ADVENTURES DARK AND DEEP™ Game Masters Toolkit for details; normal rules for such scrying being detected apply). A *magic mirror* can be used to cast the following spells: *comprehend languages*, *read magic*, *tongues*, *infravision*, and *ultravision*. It can also cast the following spells with a 5% chance of success per level of the caster: *detect magic*, *detect good/evil*, *message*, and *detect illusion*. Note that an illusionist can use a *vision* spell (see p. 231) in place of the mundane mirror, but the *vision* spell itself will not function.

Magic Missile

Level 1 mage spell (evocation)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to create an enchanted missile that will strike any designated target without fail, with each missile doing 1d4+1 h.p. of damage to the target (no saving throw is allowed). The range of the *missile(s)* is 60' plus 10' per experience level of the caster. The caster may create one *missile*

for every 2 levels of experience beyond the first (thus, 2 missiles at 3rd level, 3 missiles at 5th level, etc.); multiple *missiles* may be aimed at different targets, as long as they are all within a 10 square foot area.

Magic Mouth

Level 2 illusionist, level 2 mage spell (alteration)
Requires: incantation, gestures, piece of honeycomb
Casting time: 12 seconds (2 segments)

This spell allows the caster to cause a magical mouth to appear on any one object, under whatever conditions the caster specifies. It cannot be cast upon an intelligent creature, however. The mouth will move as it speaks a message set for it by the caster, up to 25 words in length. The trigger can be as simple or as complex as the caster wishes, but the triggering action or being cannot be further from the mouth than 5' per level of the caster. The mouth cannot detect invisible creatures, cannot know alignment, level, hit dice, class, ability scores, etc. It can only be triggered by external, material, features ("speak when someone approaches with more than 100 g.p. in his belt pouch" is okay; "speak when a lawful evil dwarf of at least 6th level comes by" is not). The honeycomb is destroyed in the casting of the spell.

Magic Stone

Level 1 cleric spell (alteration)
Requires: incantation, gestures, stones
Casting time: 1 minute

This spell allows the caster to enchant one or more small non-magical rocks or pebbles, such that they will be treated as having a +1 enchantment "to hit." If the stone goes more than 40' from the caster, if more than 6 minutes elapse after the spell is cast, or if it is thrown and misses its target, the enchantment will wear off. A hit will cause 1 hit point of damage, as well as disrupting any spells that might be in preparation by the target. Spells such as *shield*, *protection from normal missiles*, *minor globe of invulnerability*, etc. will foil the *magic stone*. The caster can enchant 1 stone for every 5 levels of experience (i.e., 1 stone at levels 1-5, 2 stones at levels 6-10, 3 stones at levels 11-15, etc.). The magic stone does count as a missile weapon, so certain religions or classes (such as paladins) might forbid its use.

Magical Disjunction

Level 9 mage spell (alteration)
Requires: incantation
Casting time: 54 seconds (9 segments)

This spell causes all magical enchantments within 30' of the caster to disjoin from whatever material objects they are attached to. This includes magic rings,

scrolls, swords, miscellaneous items, and the like, as well as spells cast upon individuals or creatures (even with *permanency*). If a given magic spell is cast upon a person, that person is entitled to a saving throw vs. spells. Magic items are entitled to a saving throw as well. There is a 50% chance that *magical disjunction* will work on a given item. This chance increases by 5% for every experience level the caster is above the level of whoever created the item being affected. If the caster is of a lower level, then the chance decreases by 2% per difference in levels. If the level of the creator of a given item is unknown, assume the minimum + 1d4 (see "creating magic items" on p. 111 for details). Even artifacts and relics can be affected by this spell, with a base 1% chance per level that the caster will have an effect. If this does take place, however, it is almost certain (95% chance) to attract the attention of some deity, demigod, hero, or quasi-deity, and in addition the caster must make a saving throw vs. spells with a -4 penalty or forever lose the ability to cast spells.

Magnificent Mansion

Level 7 mage spell (evocation)
Requires: incantation, gestures, tiny ivory door, piece of marble, silver spoon
Casting time: 7 minutes

This spell enables the caster to create a bubble in reality in the form of a richly appointed dwelling, accessible only by a single invisible door on the material plane (or whatever other plane the caster might have been on when the spell was cast). This doorway will appear as the faintly glimmering outline of a doorway, some 4' x 8', until the caster (and his guests) enter and close the door behind him, at which case it is completely unseen. The *mansion* will endure for 1 hour per level of the caster, and will consist of a number of well-furnished rooms totaling 300 square feet per level of the caster.

The *mansion* will come equipped with near-transparent servants, enough food for a sumptuous banquet for as many people as the caster has experience levels, and the place will be warm and furnished and set up as per the specific desires of the caster.

The *mansion* is, however, only a shadow of reality, and nothing from within its precincts can be brought into the real world. This includes food and drink consumed within; once they emerge, any guests of the *mansion* will be as hungry as if they had not eaten at all within the *mansion*, and will need to eat real food to make up for their illusionary fare. Each illusionary meal can be made up for by 1 hour of eating genuine provender. This food deficit must be made up within 6 hours of emerging from the mansion or those who did so will lose one point of strength per meal eaten within the *mansion*, permanently.

If cast underwater, the caster has the option of allowing it to be filled with water, or to be enclosed by a magical barrier which keeps out the water, keeping the interior dry and air-filled.

Major Creation

Level 5 illusionist spell (alteration)
Requires: incantation, gestures, representative material
Casting time: 10 minutes

This spell allows the caster to actually create solid matter from sheer nothingness. The item can be no larger than 1 cubic foot per experience level of the caster. If the item is made of metal or stone, it will last for 1 hour per level of the caster. If of wood, it will last for 2 hours per level. The caster must have a tiny piece of material of the same sort as the item that is to be created, such as a pebble for a stone wall, etc.

Martial Airs

Level 3 bard spell (alteration)
Requires: incantation

Casting time: 36 seconds (6 segments)

This spell allows the caster to improve the fighting quality of those around him. All those friendly to the caster in a 20' radius will strike in melee as if they were fighters, rather than their normal class. Those who are already fighters or cavaliers will get a bonus of +1 on their "to hit" rolls. This applies to missile combat as well, but does not improve hit points, armor class, or saving throws. The spell lasts for as long as the caster maintains the incantation, but there is a maximum duration of 1 minute per level of the caster. This cannot be combined with any other spell effect that gives bonuses in combat (*bless*, etc.).

Mask

Illusionist cantrip (illusion/phantasm)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip allows the caster to change his face, or that of some other creature, as he desires. Hair, ears, the shape of the skull, facial hair, etc., can all be affected, and the cantrip will last for 1d4+2 minutes. The *mask* will be detected if the person is carefully examined, or by magic that can otherwise penetrate illusions, such as *true seeing*.

Mass Charm

Level 8 mage spell (enchantment/charm)
Requires: incantation
Casting time: 48 seconds (8 segments)

This spell functions like both *charm monster* and *charm person*, allowing the caster to convince one or more creatures that the caster is a trusted friend who should be protected and who should be well treated. A number of creatures can be affected whose combined levels and/or hit dice do not exceed twice the caster's own level. All those affected must be within a 30'x30' area. All creatures are allowed a saving throw vs. spells, and subsequent saving throws based on either their hit dice (if a monster) or intelligence (if a human or demi-human), but all such saving throws are made with a -2 penalty. See page 135 for details on the various *charm* spells.

Mass Invisibility

Level 6 bard, level 7 mage spell (illusion/phantasm)
Requires: incantation, gestures, eyelash in gum arabic
Casting time: 42 seconds (7 segments)

This spell operates similarly to the spell *invisibility* (see p. 178 for details), with the exception that up to 400 man-sized creatures, 40 giants, 8 large dragons, etc. can be affected, as long as they are all within a 90'x90' area, 10' away from the caster per experience level.

Mass Suggestion

Level 6 illusionist spell (enchantment/charm)
Requires: incantation, honeycomb or sweet oil
Casting time: 36 seconds (6 segments)

This spell allows the caster to make a proposal in such a way that the listeners will be disposed to agree to it. The listeners, of course, must be able to understand what is being said. Up to one creature per level of the caster can be influenced, and listeners get a saving throw vs. spells to resist the *suggestion*, but if it is a particularly reasonable-sounding proposition, the save is made at a penalty of -1 or even -2 (at the game master's discretion). If only a single creature is the target, he gets an additional penalty of -2 to his saving throw. The spell has a range of 30'. The *suggestion* can never be obviously harmful, deadly, or against the interests of the hearer, but (for instance) a

suggestion that a giant agree to a truce to help an adventuring party attack a nearby orc lair, with the giant getting a share of the loot, is certainly within the bounds of the spell. A maximum of two short sentences can be used to make the *suggestion*, and only a single *suggestion* can be made regardless of the number of creatures affected. If successful, the *suggestion* will remain in force for 40 minutes plus 40 minutes per level of the caster.

Massmorph

Level 4 mage/illusionist spell (illusion/phantasm)
Requires: incantation, gestures, chips of bark
Casting time: 5 minutes

This spell will cause up to 10 creatures per experience level of the caster to appear as trees. The creatures must all be willing, and all within a 30' x 30' area per level of the caster, and all man-sized or smaller. The illusion will withstand close scrutiny and even physical handling, but if the "trees" are struck, they will take damage and bleed. The spell will last until the caster wills it, or a *dispel magic* spell is cast upon the affected area. The spell requires a handful of chips of tree bark, which are lost as the spell is cast.

Material

Level 3 mystic/mage spell (evocation)
Requires: incantation, gestures
Casting time: 1 minute

This spell allows the caster to create commonplace items such as stone, wood, dirt, sand, dung, water, air, etc. Plants can also be created, with a percentage chance of success equal to the level of the caster. Animals, complex or finished items, precious metals or stones, etc., cannot be created using this spell. Up to 1 cubic foot of material can be created by means of this spell, and the material created will remain indefinitely.

Maze

Level 5 bard/illusionist, level 8 mage spell (conjuration/summoning)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell creates an extra-planar pocket dimension consisting of nothing more than ever-shifting walls of pure force, forming an impenetrable labyrinth. The spell can be cast upon a single creature within 5' per level of the caster; that creature is then swept up into the pocket dimension for a length of time determined by his intelligence:

TABLE 292: MAZE

Intelligence	Spell Duration
2 or less	2d4x10 minutes
3-5	1d4x10 minutes
6-8	5d4 minutes
9-11	4d4 minutes
12-14	3d4 minutes
15-17	2d4 minutes
18 or more	1d4 minutes

Minotaurs are immune to this spell.

Measure

Level 7 savant spell
Requires: incantation, gestures, balance
Casting time: 7 minutes

This spell allows the caster to glean the exact number of charges a particular magical item possesses. The caster places the object on a specially constructed set of balance scales costing 1,000 g.p., and begins to stack weights on the other tray. When the number of weights equals the number of charges in the item, the scales will be brought into balance. The scale and weights can be re-used.

Meld into Stone

Level 3 cleric/mystic spell (alteration)
Requires: incantation, gestures, stone
Casting time: 42 seconds (7 segments)

This spell allows the caster to blend his body and possessions into stone or rock for a variable amount of time. The caster can be wearing/carrying no more than 100 lbs. of armor and equipment; if he has more, the spell will fail (artifacts and relics cannot be transported into stone by this spell). The caster must stand next to the stone into which he will meld himself, and the stone must be large enough to accommodate him; if it is not, the spell will also fail. The spell will last for 1d8+8 minutes, but the caster will not know the exact duration. If he fails to emerge voluntarily from the spell before it expires, he will take 4d8 hit points of damage as he is forcibly expelled by the stone. While in the stone, the caster cannot see or hear what is going around him, but will be aware of the passage of time. While melded with the stone, the caster will be harmed by the following spells as indicated:

TABLE 293: MELD INTO STONE

Spell	Effect
Stone shape (p. 222)	4d4 h.p. damage
Stone to flesh (p. 222)	4d8 h.p. damage, expelled from stone
Transmute rock to mud (p. 228)	Expelled from stone, save vs. spells or be killed

The spell requires a small piece of the type of stone into which the caster will meld himself, which is destroyed as the spell is cast.

Melt

Level 1 mage spell (alteration)
Requires: incantation, gestures, rock salt, soot
Casting time: 6 seconds (1 segment)

This spell causes the temperature in a limited area to rise, allowing ice or snow to melt and causing damage to some creatures. The spell can affect one cubic yard of ice or two cubic yards of snow per level of the caster; it will cause a complete conversion to liquid water within 1 minute of being cast, and will remain liquid for 1 minute per level of the caster, before the natural temperature takes hold once more and the melted area is turned back to ice. If cast upon creatures who are either cold-based or thrive in ultra-cold climates (ice meta-elementals, frost giants, remorhaz, woolly rhinos, etc.), the spell will cause 2 h.p. of damage if a saving throw vs. spells is failed; half that if the saving throw is successful. The spell requires a pinch of soot and rock salt, which are destroyed by the casting.

Mending

Level 1 mage/mountebank spell (alteration)
Requires: incantation, gestures, magnets/burrs
Casting time: 6 seconds (1 segment)

This spell enables the caster to repair small breaks and tears in physical objects such as rings, chains, rope, poles, etc. If the object is metal, it can only have a single break to be mended. Single holes (such as a hole in a belt pouch) can be repaired by means of this spell, and objects of ceramic or wood can be mended even if they are smashed into many pieces. The spell requires two tiny magnets or two burrs, which are destroyed by the casting of the spell.

Message

Level 1 bard/mage/savant/mountebank, level 3 mystic spell (alteration)
Requires: incantation, gestures, copper wire
Casting time: 6 seconds (1 segment)

This spell enables the caster to whisper a message that will be heard by a single recipient within 60' plus 10' per experience level of the caster, and that recipient can then whisper a reply that will be heard by none save the caster. The message and the reply can be no longer in length combined than 30 seconds (5 segments) plus 6 seconds (1 segment) per level of the caster. The spell does not confer the ability to understand languages that are otherwise unknown to either the caster or the recipient. The caster and the recipient must be in line of sight, without obstruction, for the spell to work. The spell requires a small bit of copper wire, which is destroyed in the casting.

Messenger

Level 2 cleric spell (enchantment/charm)
Requires: incantation, gestures, food
Casting time: 1 minute

This spell enables the caster to use a single small animal, such as a bird, mouse, dog, etc., to convey some message. The creature in question cannot be of any sort of magical or giant variety, nor can it have an intelligence greater than 4 or less than 1. The caster uses the food to lure the animal close, then attempts to make it his *messenger*. If the animal fails its saving throw, it will approach the caster, who can then attach some sort of message to it and give it the simplest of instructions ("go to the top of the hill and wait," or "run into that building and find the human with black hair", etc.). The animal will then follow the directions and wait until the spell expires; the spell will last for 1 hour per level of the caster. (Note that the intended recipient may not even notice the *messenger* for what it is.)

Meteor Swarm

Level 9 mage spell (evocation)
Requires: incantation, gestures
Casting time: 54 seconds (9 segments)

This spell causes a swarm of fiery spheres to emanate from the caster's hand, traveling in a straight line to some predetermined detonation point no farther than 40' distant plus 10' per level of the caster (any creature unfortunate enough to be in the direct path of the missiles will suffer their full effect without benefit of a saving throw). The caster may choose to either send four 2' diameter spheres or eight 1' diameter spheres.

The 2' diameter globes will each burst for 10-40 hit points of damage in a 30' radius, in a diamond pattern with the center of each globe 20' from the next. Note that this means that there will be areas of overlap between the explosive effects of the globes, with all 4 affecting the center. Any creature in any zone of effect must make a separate saving throw vs. spells for each globe; success indicates half damage.

The 1' diameter globes will each burst for 5-20 hit points of damage in a 15' radius, in a diamond/box pattern with each globe alternately 10' or 20' from the next. Note that this means there will be many areas of overlap, with 4 such overlaps in the center of the pattern of explosions. Any creature in any zone of effect must make a separate saving throw vs. spells for each globe; success indicates half damage.

This spell cannot be cast underwater.

Mind Blank

Level 8 mage/savant spell (abjuration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell provides complete immunity to all sort of mind-influencing and scrying magic. Thus, the recipient (who can be within 30' of the caster) will be totally unaffected by such spells as *charm*, *command*, *divination*, *ESP*, *feeblemind*, *telepathy*, *clairvoyance*, *contact other plane*, and all forms of illusions. Even a *wish* is foiled by this spell. It will also provide a completely effective defense against magic items such as *crystal balls* and *potions of human control*. Only the most powerful of deities can overcome this spell.

Minor Creation

Level 4 illusionist, level 5 savant spell (alteration)
Requires: incantation, gestures, representative matter
Casting time: 10 minutes

This spell allows the caster to actually create solid matter from sheer nothingness, but with the caveat that it will only last for 1 hour per level of the caster. The item must be of non-living and plant-based nature such as rope, wood, etc., and can be no larger than 1 cubic foot per experience level of the caster. The caster must have a tiny piece of matter of the same sort as the item that is to be created; a splinter for a wooden object, etc.

Minor Globe of Invulnerability

Level 4 mage spell (abjuration)
Requires: incantation, gestures, glass or crystal bead
Casting time: 24 seconds (4 segments)

This spell brings into being an invisible sphere some 10' in diameter, centered on the caster, which is proof against any spells of 1st, 2nd, or 3rd level. No such spells can penetrate the sphere from outside (and area of effect spells have no effect within the sphere). Spells of those levels can be cast out from within the sphere without penalty, and spells of 4th or greater level ignore its effects. A *dispel magic* spell will destroy the sphere. It will otherwise last for 1 minute per level of the caster.

Minute Meteors

Level 3 mage spell (evocation)
Requires: incantation, gestures, niter/sulfur/tar ball, small gold tube
Casting time: 30 seconds (5 segments)

This spell allows the caster to create a number of tiny fireballs equal to his experience level, that can then be targeted at some enemy. The caster has a choice when it comes to the speed of firing the missiles: either 1 every 12 seconds (2 segments) or 1 per round. Once chosen, the rate of fire cannot be changed, although the caster can stop the spell at any time. If the slower rate of fire is chosen, the caster can, if he wishes, cast other spells before the *minute*

meteors have all been shot, as long as they don't require intense concentration beyond their initial casting time. Each missile does 1d4 h.p. of damage and will set fire to flammable objects. A *dispel magic* spell cast upon the caster will automatically cancel any remaining meteors.

The spell requires a small pill of niter and sulfur mixed with tar, which is lost as the spell is cast, as well as a miniature golden tube which costs no less than 1,000 g.p. The tube itself is reusable.

This spell cannot be cast underwater.

Minor Morphing

Level 1 jester spell (alteration)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

By means of this spell the caster is able to effect a minor alteration in the physical appearance of another creature. He could, for instance, cause leaves to grow on the target, change its skin color, cause it to sprout horns, or turn its ears into those of a donkey. The target of the spell must be within 30' of the caster, and the effect lasts for a maximum of 24 hours. It is not possible to change its appearance into that of another specific person (i.e., one could not use it to disguise someone as someone else), or to change their racial appearance (i.e., turn someone into a half-orc). Height and weight are not affected by this spell. It cannot be used to grant (or remove) any special powers such as flight, underwater breathing, etc. A *remove curse* or *dispel magic* spell will cancel the effect.

Mirage

Illusionst cantrip (illusion/phantasm)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip allows the caster to cover an area with some scene of his choosing. The area to be covered can be up to 20'x20', and the *mirage* will last as long as the caster can concentrate. Each minute there is a 5% (cumulative) chance that the mirage will reveal its true nature with a shimmering ripple through the scene, and it will disappear in any case once touched.

Mirage Arcane

Level 6 illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell allows the caster to create the illusion that a given location is completely different than it is in reality. Thus, a laboratory could be made to appear to be a bedroom, a stable made to appear to be a marketplace, a tomb appear to be a lake, etc. The illusion will last for as long as the caster maintains faint concentration (conversation is permitted, but combat, spellcasting, taking damage, etc. will break the concentration required). Once concentration ends, the spell will last for 1 hour plus 10 minutes per level of the caster. Note that objects already in the area will still be there, and can be felt, stumbled over, etc. Such objects will be thought to be simply invisible, as there is no saving throw allowed for this spell (*dispel illusion* will operate normally, however).

Mirror Image

Level 2 jester/mage/illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell creates from one to four exact duplicates of the caster, all of whom move and act in concert with the genuine. The images move and shift around, so it is impossible to pick out the real one, even if he has been struck and wounded in a previous round. If an image is struck by a weapon, it will disappear. Don't forget that there is a chance that the actual caster will be struck if in combat! The number of mirror images is determined by rolling percentile dice and adding the caster's experience level to the number:

TABLE 294: MIRROR IMAGE

| | Number of Images | |
Die Roll (d%) Plus Level	Mage	Illusionist
01-25	1	2
26-50	2	3
51-75	3	4
76+	4	5

All of the images will instantly disappear when the spell expires after 2 minutes per level of the caster if cast by a mage, 3 minutes per level if cast by an illusionist.

Misdirection

Level 2 illusionist/mountebank spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell is designed to foil divination spells aimed at a particular thing or creature. The spell effect lasts for 1 minute per level of the caster, and the object of the casting must be within 30'. If the subject of the spell is subsequently the object of some sort of divinatory spell such as detect charm, detect lie, detect magic, etc., the caster of the divination spell must make a saving throw vs. spells. Failure indicates that the divination spell will go awry, giving a false reading, indicating something is not magic when it is, failing to detect some invisible object, etc.

Mislead

Level 6 illusionist spell (illusion/phantasm)
Requires: gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to simultaneously make himself invisible (as per the *improved invisibility* spell; see p. 176 for details) and create an illusionary duplicate of himself. The illusionary duplicate can speak, walk, gesture, etc., and can be touched or smelled as well. The effect lasts for 1 minute per experience level of the caster. The illusionary double can be detected as such by magic such as the spell *detect illusion*, a *gem of true seeing*, etc. The invisible caster can be detected by means such as the spell *detect invisibility*, a *robe of eyes*, etc.

Mnemonic Enhancer

Level 4 mage/savant spell (alteration)
Requires: incantation, gestures, string, ivory plaque, ink
Casting time: 10 minutes

This spell allows the caster to memorize a total of three extra levels' worth of spells: 3x1st level spells, 1x1st and 1x2nd level, or 1x3rd level. The effect lasts for an entire day, and can only affect the caster himself. The spell can be used

to either memorize additional spells once it is cast, or, alternatively, can allow the caster to keep the requisite number of spell levels after they have been cast. (So, for example, a mage could cast *mnemonic enhancer* in the morning, and not opt to use it to memorize any additional spells; later that day, if he were to cast a *magic missile* and a *pyrotechnics* spell, he could simply say that they were being retained, and they would be able to be cast a second time, only leaving his memory after the second casting).

Moan

Mage/illusionist cantrip (illusion)
Requires: incantation, gestures
Casting time: 1 second

This cantrip will create either a low-pitched pitiful moan or a high-pitched eerie moan, somewhere within 10' of the caster. A successful saving throw by listeners indicates the illusionary sound is not heard. The moan can be made to appear from within a closed box, a barrel, etc.

Monster Summoning I

Level 3 mage spell (conjuration/summoning)
Requires: incantation, gestures, bag, candle
Casting time: 18 seconds (3 segments)

This spell will cause 2-8 monsters to appear at a spot selected by the mage, within 30' of his location when the spell is cast. They will appear suddenly, as if from thin air, and will attack his enemies (without explanation needed) or perform other services (which must be explained to them, thus requiring some means of communication which the spell itself does not supply). They will remain until slain, the combat ceases, or after 2 minutes plus 1 minute per level of the caster (whichever comes first). The type of creature that responds to the summoning is determined randomly, and may vary depending on the alignment of the caster and whether or not the spell is cast when on or in water:

TABLE 295: MONSTER SUMMONING I (DRY LAND)

Die Roll (d%)	Creature Summoned (Good/Neutral Caster)	Creature Summoned (Evil Caster)
01-10	Bat, giant	Bat, giant
11-20	Living boulder	Living boulder
21-30	Bogwump	Hybsil
31-40	Demon, manes	Demon, manes
41-50	Demon, nupperibo	Demon, nupperibo
51-60	Goblin	Dwarf
61-70	Hobgoblin	Elf
71-80	Kobold	Gnome
81-90	Orc	Halfling
91-95	Rat, giant	Rat, giant
96-00	Zvert	Half-elf

TABLE 296: MONSTER SUMMONING I: FRESH WATER

Die Roll (d%)	Creature Summoned
01-67	Koalinth
68-00	Nixie

TABLE 297: MONSTER SUMMONING I (SALT WATER)

Die Roll (d%)	Creature Summoned
01-50	Koalinth
51-00	Merman

The spell requires a small bag and candle, which need not be lit, both of which are consumed by the spell.

Monster Summoning II

Level 4 mage spell (conjuration/summoning)
Requires: incantation, gestures, bag, candle
Casting time: 24 seconds (4 segments)

This spell functions exactly the same as *monster summoning I*, except that 1-6 monsters will respond to the summons, and there is a 1-4 minute delay between the casting of the spell and the arrival of the monsters summoned. Determine the type of creatures summoned randomly:
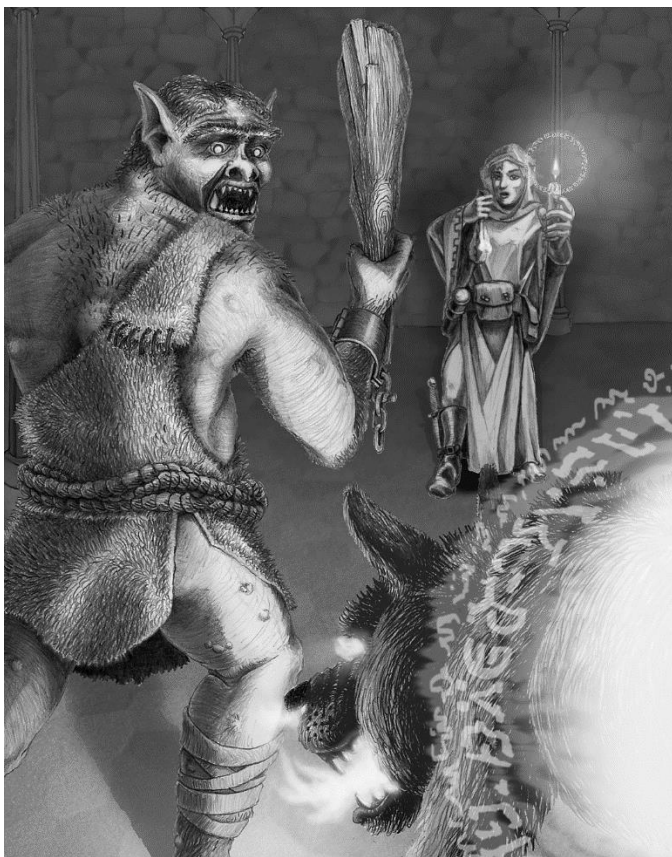
TABLE 298: MONSTER SUMMONING II (DRY LAND)

Die Roll (d%)	Creature Summoned
01-15	Centipede, giant
16-25	Devil, lemure
26-35	Duergar
36-45	Gnoll
45-55	Grimlock
56-70	Mongrelman
71-80	Stirge
81-90	Toad, giant
91-00	Troglodyte

TABLE 299: MONSTER SUMMONING II (FRESH WATER)

Die Roll (d%)	Creature Summoned
01-35	Frog, giant
36-00	Lizard man

TABLE 300: MONSTER SUMMONING II (SALT WATER)

Die Roll (d%)	Creature Summoned
01-25	Locathah
26-60	Lycanthrope, werewolf, marine
61-75	Sea urchin, giant green
76-00	Vampire ray

Monster Summoning III

Level 5 mage spell (conjuration/summoning)
Requires: incantation, gestures, bag, candle
Casting time: 30 seconds (5 segments)

This spell functions exactly the same as *monster summoning I*, except that 1-4 monsters will respond to the summons, and there is a 1-4 minute delay between the casting of the spell and the arrival of the monsters summoned. Determine the type of creatures summoned randomly:

TABLE 301: MONSTER SUMMONING III (DRY LAND)

Die Roll (d%)	Creature Summoned
01-07	Beetle, boring
08-17	Bugbear
18-25	Gelatinous cube
26-32	Ghoul
33-40	Kestrel man
41-47	Lizard, giant
48-53	Lycanthrope, wererat
54-63	Mephit, fire
64-69	Mephit, smoke
70-74	Ochre jelly
75-84	Ogre
85	Ophidian
86-90	Spider, huge
91-96	Spider, large
97-98	Tick, giant
99-00	Weasel, giant

TABLE 302: MONSTER SUMMONING III (FRESH WATER)

Die Roll (d%)	Creature Summoned
01-10	Bunyip
11-75	Crab, giant
76-00	Lacedon (ghoul)

TABLE 303: MONSTER SUMMONING III (SALT WATER)

Die Roll (d%)	Creature Summoned
01-25	Giant sea urchin, black
26-50	Giant sea urchin, red
51-75	Lacedon (ghoul)
76-00	Sahuagin

Monster Summoning IV

Level 6 mage spell (conjuration/summoning)
Requires: incantation, gestures, bag, candle
Casting time: 36 seconds (6 segments)

This spell functions exactly the same as *monster summoning I*, except that 1-3 monsters will respond to the summons, and there is a 1-3 minute delay between the casting of the spell and the arrival of the monsters summoned. Determine the type of creatures summoned randomly:

TABLE 304: MONSTER SUMMONING IV (DRY LAND)

Die Roll (d%)	Creature Summoned (Good/Neutral Caster)	Creature Summoned (Evil Caster)
01-06	Ape, Carnivorous	Ape, Carnivorous
07-13	Gargoyle	Blink Dog
14-22	Camel spider, giant	Camel spider, giant
23-30	Ghast	Ghast
31-39	Gray ooze	Gray ooze
40-47	Hell hound	Hell hound
48-55	Hydra (5 heads)	Hydra (5 heads)
56-64	Lycanthrope, werewolf	Lycanthrope, werewolf
65-72	Meenlock	Meenlock
73-83	Owlbear	Owlbear
84-90	Pech	Pech
91-94	Shadow	Shadow
95-96	Snake, giant constrictor	Snake, giant constrictor
97-98	Toad, arctic	Toad, arctic
99-00	Toad, poisonous	Toad, poisonous

TABLE 305: MONSTER SUMMONING IV (FRESH WATER)

Die Roll (d%)	Creature Summoned
01-33	Beetle, water, giant
34-50	Crayfish, giant
51-67	Crystal ooze
68-79	Kopaocinth (gargoyle)
80-00	Spider, water, giant

TABLE 306: MONSTER SUMMONING IV (SALT WATER)

Die Roll (d%)	Creature Summoned
01-35	Crystal ooze
36-65	Giant sea urchin, yellow
66-80	Kopaocinth (gargoyle)
81-96	Lobster, giant
97-99	Triton
00	Lycanthrope, wereseal

Monster Summoning V

Level 7 mage spell (conjuration/summoning)
Requires: incantation, gestures, bag, candle
Casting time: 42 seconds (7 segments)

This spell functions exactly the same as *monster summoning I*, except that 1-2 monsters will respond to the summons, and there is a 1-3 minute delay between the casting of the spell and the arrival of the monsters summoned. Determine the type of creatures summoned randomly:

TABLE 307: MONSTER SUMMONING V (DRY LAND)

Die Roll (d%)	Creature Summoned
01-07	Cockatrice
08-15	Doppelganger
16-19	Giant, verbeeg
20-27	Gallu, earth
28-31	Hydra (7 heads)
32-38	Leucrotta
39-45	Lizard, cave
46-50	Lycanthrope, wereboar
51-55	Margoyle
56-65	Minotaur
66-70	Phase panther
71-75	Phycomid
76-80	Snake, giant, amphisbaena
81-85	Snake, giant, poisonous
86-90	Snake, giant, spitting
91-92	Sorber
93-00	Spider, giant

TABLE 308: MONSTER SUMMONING V (FRESH WATER)

Die Roll (d%)	Creature Summoned
01-10	Algoid
11-80	Crocodile, giant

81-00	Water verm

TABLE 309: MONSTER SUMMONING V (SALT WATER)

Die Roll (d%)	Creature Summoned
01-40	Crocodile, giant
41-60	Giant sea urchin, silver
61-80	Sea hag
81-90	Sea lion
91-00	Water verm

Monster Summoning VI

Level 8 mage spell (conjuration/summoning)
Requires: incantation, gestures, bag, candle
Casting time: 48 seconds (8 segments)

This spell functions exactly the same as *monster summoning I*, except that 1-2 monsters will respond to the summons, and the fact that there is a 1-3 minute delay between the casting of the spell and the arrival of the monsters summoned. Determine the type of creatures summoned randomly:

TABLE 310: MONSTER SUMMONING VI (DRY LAND)

Die Roll (d%)	Creature Summoned (Good/Neutral Caster)	Creature Summoned (Evil Caster)
01-02	Beakbrain	Beakbrain
03-06	Carrion crawler	Carrion crawler
07-08	Devil, abishai	Devil, abishai
09-12	Devil, erinyes	Devil, erinyes
13-19	Hydra (8 heads)	Hydra (8 heads)
20-24	Jackalwere	Lammasu
25-26	Korred	Korred
27-31	Lycanthrope, weretiger	Lycanthrope, wereboar
32-38	Manticore	Manticore
39-43	Ogre magi	Ogre magi
44-51	Otyugh	Otyugh
52-53	Rakshasa	Rakshasa
54-56	Ranian, Ruby	Ranian, Ruby
57-62	Salamander	Salamander
62-64	Serpent man	Serpent man
65-68	Spider, phase	Spider, phase
69-78	Troll	Troll
79-84	Wight	Wight
85-88	Wind walker	Wind walker
89-92	Wraith	Wraith
93-00	Wyvern	Wyvern

TABLE 311: MONSTER SUMMONING VI (FRESH/SALT WATER)

Die Roll (d%)	Creature Summoned
01-33	Deep goliath
34-45	Lycanthrope, werewolf, marine
46-56	Octopus, giant
57-78	Snake, sea, giant
79-00	Spider, giant marine

Monster Summoning VII

Level 9 mage spell (conjuration/summoning)
Requires: incantation, gestures, bag, candle
Casting time: 54 seconds (9 segments)

This spell functions exactly the same as *monster summoning I*, except that 1-2 monsters will respond to the summons, and there is a 1-2 minute delay between the casting of the spell and the arrival of the monsters summoned. Determine the type of creatures summoned randomly:

TABLE 312: MONSTER SUMMONING VII (DRY LAND)

Die Roll (d%)	Creature Summoned (Good/Neutral Caster)	Creature Summoned (Evil Caster)
01	Basilisk, greater	Basilisk, greater
02-03	Chimera	Couatl
04	Cthonoid	Cthonoid
05-06	Demon, succubus	Demon, succubus
07-09	Demon, vrock	Demon, vrock
10-12	Demon, hezrou	Demon, hezrou
13-15	Demon, glabrezu	Demon, glabrezu
16-18	Devil, barbed	Devil, barbed
19-21	Devil, bone	Devil, bone
22-23	Devil, horned	Devil, horned
24	Drosera, giant	Drosera, giant
25-26	Ettin	Ettin
27-29	Giant, fire	Giant, fire
30-32	Giant, frost	Giant, frost
33-35	Giant, hill	Giant, hill
36-38	Giant, stone	Giant, stone
39-41	Gorgon	Gorgon
42-43	Groaning spirit	Groaning spirit
44-46	Hydra (10 heads)	Hydra (10 heads)
47-49	Hydra, pyro- (8 heads)	Hydra, pyro- (8 heads)
50-52	Intellect devourer	Intellect devourer
53-55	Invisible stalker	Invisible stalker
56-58	Lamia	Lamia
59-61	Lizard, fire	Lizard, fire
62-63	Lycanthrope, vixen	Lycanthrope, vixen
64	Mediodaemon	Mediodaemon
65-67	Mummy	Mummy
68-70	Naga, spirit	Naga, spirit
71-73	Neo-otyugh	Neo-otyugh
74-75	Night hag	Night hag
76	Qarin	Qarin
77-79	Roper	Shedu
80-82	Shambling mound	Shambling mound
83-85	Slug, giant	Slug, giant
86-88	Spectre	Spectre
89-91	Sphinx, hieraco-	Spinx, andro-
92-94	Wenge Goliath	Wenge goliath
95-97	Will-o-wisp	Will-o-wisp
98-00	Xorn	Xorn

TABLE 313: MONSTER SUMMONING VII (FRESH WATER)

Die Roll (d%)	Fresh Water
01-05	Behemoth
06-25	Morkoth
26-00	Naga, water

TABLE 314: MONSTER SUMMONING VII (SALT WATER)

Die Roll (d%)	Salt Water
01-15	Morkoth
16-70	Lycanthrope, nanaue
71-91	Ray, manta
92-95	Squid, giant
96-00	Verme

Moonbeam

Level 5 druid spell (evocation)
Requires: incantation, gestures, moonstone, moonseed plant seeds
Casting time: 42 seconds (7 segments)

This spell creates a bright spotlight, equal to the light of a full moon, some 10' in diameter (with a further 10' very dimly illuminated by the reflected light).

The moonbeam can be centered on any point that the caster can see and point to, up to 10' distant per experience level. Colors are not discernable under the cold, pale light, but infravision and ultravision are not adversely affected. The spell requires a small piece of moonstone, and a few seeds of the moonseed plant.

Mount

Level 1 mage spell (conjuration/summoning)
Requires: incantation, gestures, hair/dung from animal type desired
Casting time: 1 minute

This spell summons an animal, which will freely serve as a mount for the caster. The mount will remain for 2 hours plus 30 minutes per level of the caster, after which time it will wink out of existence. The exact type of creature, and whether or not it comes with appropriate tack and harness, depends on the level of the caster:

TABLE 315: MOUNT

Caster's Level	Creature Alone	With Tack and Harness
1-3	Mule or light horse	n/a
4-7	Draft horse, warhorse	Mule or light horse
8-12	Camel	Draft horse, warhorse
13-17	Elephant	Camel
18+	n/a	Elephant (inc. howdah)

The spell requires either a bit of hair or dung from the desired type of mount, which disappears as the spell is cast.

This spell cannot be cast underwater.

Mouse

Mage/illusionist/savant cantrip (conjuration/summoning)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip summons an ordinary field mouse, causing it to appear up to 10' away. Once it appears, the mouse will behave normally (for a mouse). This spell cannot be cast underwater.

Move Earth

Level 6 mage spell (alteration)
Requires: incantation, gestures, soil, bag, iron blade
Casting time: 10 minutes per 40'x40' area

This spell allows the caster to move earth (whether of clay, sand, soil, etc.). The area affected can be up to 10' distant from the caster per experience level. This spell would allow earthen banks or cliffs to be collapsed, but if features are to be actually moved (say, moving a hillock from one place to another), the caster would need to *summon* an earth elemental immediately after the *move earth* spell was cast. The spell will not work on stone, although small rocks naturally found in the earth to be moved will be carried along with it. When cast upon earthen fortifications, it will do 200 h.p. of damage.

Mute

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 1 second

This cantrip allows the caster to change the outward form of some mineral object (stone, metal, glass, etc.) for up to 1 minute. Thus, a box could be turned to a ball, iron to platinum, but the size and volume of the item would not be changed. Magic items are unaffected, and if the item is touched, the person doing so is entitled to a saving throw vs. spells. Success indicates the item reverts instantly to its normal form.

Negative Plane Protection

Level 3 cleric/mystic/savant spell (abjuration)
Requires: incantation, gestures, holy symbol
Casting time: 1 minute

This spell opens up a conduit to the Positive Material Plane, allowing a single creature to be protected from the effect of level-draining undead (vampires, wights, etc.). Once the creature to be protected has been touched by the caster, the effect lasts for 10 minutes per level of the caster. If the protected creature is successfully attacked by any negative-energy undead creature, he is entitled to a saving throw vs. death magic. Success indicates that he takes normal (physical) damage, but no level-draining or similar effects take place. Failure indicates double hit point damage in addition to the level-draining effects of the attack. The spell dissipates once it is activated, whether or not the saving throw is successful. A flash of light and clap of thunder accompany the spell's effect. This spell cannot be cast while on the Negative Material Plane.

Neutralize Poison (Poison)

Level 3 bard/druid, level 4 cleric spell (alteration)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to completely detoxify any sort of venom in a single creature touched or ½ cubic foot per level; thus someone who has been stung by a giant scorpion could be completely healed of the effects of its poisonous sting (but not any other damage, say, from its pincers); touching the victim is required. If cast on a poisonous creature, a "to hit" roll is required, but animals with venomous bites or stings will eventually regenerate their poisons (this process will take days, however).

The reverse of the spell, *poison*, allows the caster to inflict a poisonous attack on a victim by touch (again, a "to hit" roll may be required). If the victim fails a saving throw vs. poison, he or it will die. Naturally, creatures immune to poison will not be affected.

Nod

Mage/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 1 second

This spell causes the target to involuntarily nod his head up and down, as if agreeing or greeting someone. The target is entitled to a saving throw vs. spells.

Noise

Illusionist cantrip (illusion/phantasm)
Requires: incantation, gestures
Casting time: 1 second

This cantrip allows the caster to create a somewhat indistinct, muted noise such as murmuring voices, rushing water, the sound of many footsteps a distance away, etc. Nothing as distinct as a single voice, bird call, etc., can be produced. It can only be heard within 10' of the caster, and all creatures hearing the *noise* are entitled to a saving throw vs. spell.

Non-Detection

Level 3 mystic/illusionist/savant/mountebank spell (abjuration)
Requires: incantation, gestures, diamond dust
Casting time: 18 seconds (3 segments)

This spell renders the illusionist completely unreadable by any sort of detection spells: *clairaudience*, *clairvoyance*, *detect invisibility*, etc. It will also foil magic items such as *crystal balls*, wands, and the like, as long as they have effects related to detection. The spell will last for 10 minutes per level of the caster, and will affect an area in a 5' radius around the caster.

Obscurement

Level 2 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell brings into being an obscuring mist centered on the caster, reducing visibility to 2-8 (2d4) feet, including infravision. The area of the mist depends on the level of the caster: a cube 10' per level of the caster on a side (thus, a 6th level druid casting this spell would produce a cube of mist 60' on a side). If cast underground, the mist will have a height of 10' maximum, but will otherwise be the same size as if cast above ground. The mist will remain for 4 minutes per experience level of the caster, but in a strong wind will only last for 1 minute per level.

Palm

Mage/illusionist/savant cantrip (illusion)
Requires: incantation, gestures
Casting time: 1 second

This cantrip allows the caster to conceal a small object in the palm of his hand while an illusionary duplicate of the object remains in plain sight. This duplicate will only last for 6 seconds (1 segment), however, and thus must be concealed before the "trick" is exposed.

Palm of My Hand

Level 1 jester spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to increase the effectiveness of his verbal patter abilities on a particular audience (or portion of the audience). He will have them "eating out of the palm of his hand"; hence the name of the spell. The enchantment will affect up to one creature per level of experience of the jester, as long as all are within a 40' x 40' area, centered on a point within the range of the spell, which can be up to 60' away from the caster. All creatures within the area of effect get a single shared saving throw (the save of the toughest individual); if one saves, they all do. If this spell is used on a subset of a larger audience, the game master should roll singly for the enchanted and non-enchanted members of the audience, but apply the bonus only to the former; it is possible for the one to be affected by the jester's patter, and the other not to be. The jester gains a 25% bonus when attempting verbal patter on those "eating out of the palm of his hand". The effect lasts for 1 round per level of the caster.

Paralyzation

Level 3 illusionist/savant spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell causes the victims to believe that they have been struck by some sort of magical paralysis. In fact, the effect is completely illusory, and thus no sort of healing magic will affect it. Only a *dispel magic* or *dispel illusion* spell will prove effective; the spell is otherwise permanent (until the caster chooses to end the effect). The spell will affect a number of creatures whose hit dice do not exceed double the experience level of the caster, as long as all are within a 20'x20' area.

Part Water

Level 6 cleric, level 6 mage spell (alteration)
Requires: incantation, gestures, holy symbol or crystal/glass
Casting time: 10 minutes

This spell allows the caster to cause water (or some liquid that is similar in consistency) to part in two, forming a water-free valley through which the caster can then move. The size of this valley depends on the level of the caster: 3' deep x 1' wide x 20' long per level of the caster (thus, a 20th level cleric casting this spell would create a dry valley up to 60' deep, 20' wide, and 400' long). The spell will last for 5 minutes per level of the caster. If cast by a cleric, the caster's holy symbol is needed to cast this spell, but if cast by a mage, two small sheets of crystal or glass are required (and will be destroyed as the spell is cast).
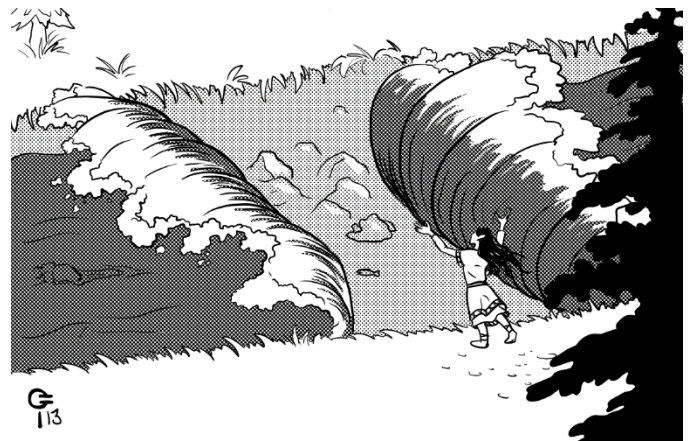
Passwall

Level 4 jester, level 5 mage spell (alteration)
Requires: incantation, gestures, sesame seeds
Casting time: 30 seconds (5 segments)

This spell will cause a hole to appear in a nearby wall, some 5' wide, 8' high, and 10' deep. The target wall can be of stone, brick, wood, and/or plaster, but must be within 30' of the caster. Metal walls (and gates, portcullises, etc.) are not affected. Multiple spells can be cast to create deep passages through thick walls. The passage will remain for 1 hour plus 10 minutes per level of the caster. The spell requires a pinch of sesame seeds, which are destroyed as the spell is cast.

Pass Plant

Level 5 druid spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 42 seconds (7 segments)

This spell allows the caster to enter a tree of a particular type and exit from another tree of the same type. He may, at his discretion, remain inside the tree rather than exiting, but if the tree in which he is hiding is destroyed, it means instant death for the caster. The range of the transportation possible by means of the spell depends on the type of tree that is used:

Oak	1,800'	Linden	1,080'
Ash	1,620'	Other Deciduous	900'
Yew	1,440'	Other Coniferous	720'
Elm	1,260'		

This spell cannot be cast underwater.

Pass Without Trace

Level 1 druid, level 3 illusionist, level 4 bard spell (enchantment/charm)
Requires: incantation gestures, mistletoe, evergreen sprig
Casting time: 1 minute

This spell allows the caster to move over any sort of terrain, including snow and sand, without any print, scent, or spoor being left behind. This will completely foil tracking, whether the sort practiced by rangers or by hunting animals such as bloodhounds. The spell is activated by burning the mistletoe, grinding it into a powder, and sprinkling it over the recipient with the sprig of evergreen. Creatures with such protection will, however, leave a magical trail behind them, which can be tracked with a *detect magic* spell (*q.v.*).

Pastel Rainbow

Illusionist cantrip (alteration)
Requires: incantation, gestures
Casting time: 2 seconds

This cantrip allows the caster to create a shimmering ribbon of light in rainbow hues. The *rainbow* will last for 1 minute, and can be up to 30' long. The *rainbow* can be made to remain stationary or can move at the caster's direction (if the *rainbow* is in motion, the caster must remain within 10' of it, otherwise he can leave its vicinity). Any creature seeing the *rainbow* must make a saving throw vs. spells; failure indicates that they will gaze at it in fascination for 1d4 segments (1d4+1 if the *rainbow* is in motion).

Penetrate Disguise

Level 1 cleric, level 2 mystic/savant spell (divination)
Requires: incantation, gestures
Casting time: 2 minutes

This spell allows the caster to see through any non-magical disguise on a single creature within 120' of the caster. It will not reveal the true nature of the disguised figure, but it will indicate that it is disguised. The disguised figure is entitled to a saving throw vs. spells; if it is successful, the caster will become convinced that the disguise is, in fact, the real nature of the creature in question. The spell cannot detect hidden alignments, *polymorphed* creatures, illusions, etc. It will, however, reveal the presence of a *friends* spell (see p. 167 for details).

Perception

Level 1 bard spell (divination)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to sharpen his senses, allowing him to detect things that might otherwise go overlooked. While the spell is in effect, the caster will be able to detect secret and concealed doors as if he were an elf, and gets a +1 bonus to all surprise rolls. The spell lasts for as long as the caster maintains the incantation.

Permanency

Level 8 mage/savant spell (alteration)
Requires: incantation, gestures
Casting time: 2 minutes

This spell will alter the duration of certain other spells the caster has already cast so as to make them permanent. It also has a role in the creation of certain magic items (see Creating Other Magic Items on p. 112 for details). *Permanency* can be used only on the following spells that the caster casts upon himself (not other creatures): *comprehend languages*, *detect evil*, *detect illusion*, *detect invisibility*, *detect magic*, *infravision*, *protection from evil*, *protection from normal missiles*, *read magic*, *run*, *tongues*, *ultravision,* and *unseen servant*. These permanent effects can only be dispelled by a spell-caster of greater level than the caster was at the time the *permanency* spell was cast.

In addition, the caster can use the spell to make the following spells he has cast on some other creature, place, or object permanent: *alarm, deepockets, dispel magic, enlarge, fear, forcecage, gust of wind, invisibility, magic mouth, preserve, prismatic sphere, stinking cloud, wall of fire, wall of force, web,* and *wind wall.* These effects can be dispelled normally using a *dispel magic* spell.

Casting this spell on himself or some other creature will reduce the caster's constitution score by 1 point. Casting this spell on some other inanimate object will only cost a point of constitution 5% of the time (exception: if *permanency* is placed within a *ring of spell storing* (or similar device), the constitution loss is automatic).

Permanent Illusion

Level 6 illusionist spell (illusion/phantasm)
Requires: incantation, gestures, fleece
Casting time: 42 seconds (7 segments)

This spell is an even more potent version of the *improved phantasmal force* spell (see p. 176). This spell creates an illusion that contains visual, audible, olfactory, and thermal elements; it is thus so convincing that creatures believing it to be real will suffer actual damage from it, if appropriate. Any image desired by the caster can be created, and the image can move and react and make sounds including actual speech. The caster does not need to concentrate to sustain the illusion. The image can cover an area of 160 square feet plus 10 square feet per level of the caster, centered on a point up to 10' per level of the caster distant.

Creatures who actively attempt to disbelieve the image gain a saving throw vs. spells, and if they are successful, they will see the illusion for what it is and will be immune to any further damage from it. Companions of those who disbelieve, and who can be told of the true nature of the illusion, get a saving throw with a +4 bonus. The illusion lasts as long as the caster continues to concentrate, or until the illusion fails to react realistically (i.e., an illusion of an orc which does not react when it is hit by an axe). The spell requires a small bit of fleece, which is destroyed as the spell is cast.

Phantasmagoria

Level 6 illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell allows the caster to create a complete illusion, programmed to be triggered under specific circumstances, including touch, sound, sight, and scent. The spell can affect an area up to 40 square feet plus 10 square feet per level of the caster, centered on an area 6" distant. Those entering the area and triggering the spell are entitled to a saving throw vs. spells; those who fail the saving throw will experience the illusion for 1 minute per level of the caster. The effect must be related to movement (falling, walking, sliding, flying, etc.), so that the spell can deceive its victims into believing that a drop in a 10' pit was actually 200', that as they walk through a room the far wall continues to recede from them, that when they walk through a door they are whisked high above into the sky, etc.

Phantasmal Force

Level 1 illusionist, level 2 jester, level 3 mage spell (illusion/phantasm)
Requires: incantation, gestures, fleece
Casting time: 12 seconds (2 segments)

This spell creates a visible illusion that is so convincing that creatures believing it to be real will suffer actual damage from it, if appropriate. Any image desired by the caster can be created, and the image can move and react (as long as the caster concentrates on making it behave thus) but no accompanying sounds are created, which might be a tip-off to an observer. The image can cover an area of 120 square feet plus 10 square feet per level of the caster, centered on a point up to 80' plus 10' per level of the caster distant.

Creatures who actively attempt to disbelieve the image gain a saving throw vs. spells, and if they are successful, they will see the illusion for what it is and will be immune to any further damage from it. Companions of those who disbelieve, and who can be told of the true nature of the illusion, get a saving throw with a +4 bonus. The illusion lasts as long as the caster continues to concentrate, or until the illusion fails to react realistically (i.e., an illusion of an orc which does not react when it is hit by an axe). The spell requires a small bit of fleece, which is destroyed as the spell is cast.

Phantasmal Killer

Level 4 illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell reaches into the subconscious of the target to produce the illusion of the absolutely most terrifying creature that could possibly exist for him. A single successful attack by the *phantasmal killer*, which strikes as a 4 hit die monster, indicates that the victim has died of fright. The killer cannot itself be attacked or evaded, but if the caster is slain while the spell is in effect, the killer will disappear. The killer is visible only to the victim and the caster, and the spell has a range of 5' per level of the caster. The killer will remain for 1 minute per level.

It is possible to attempt to disbelieve in the reality of a *phantasmal killer*, but in order to do so, 3d6 are rolled. If the total is less than or equal to the victim's intelligence, the phantasmal killer is seem as illusory, and can do no harm. This special sort of disbelieving roll has the following modifiers (as well as the standard wisdom adjustment and magic resistance, if any):

TABLE 316: PHANTASMAL KILLER

Cause	Modifier
Surprise	+1 penalty
Previously attacked by a *phantasmal killer*	-1 bonus per previous attack
Illusionist	-2
Wearing a *helm of telepathy*	-3

Note that if the victim is wearing a helm of telepathy and is successful in his saving throw, he can actually take control of the *phantasmal killer* and turn it on the caster (who then gets his own saving throw)!

Phantom Armor

Level 1 illusionist spell (alteration, illusion/phantasm)
Requires: incantation, gestures, mithril
Casting time: 1 minute

This spell creates a partially-illusionary suit of armor around one person (who must be touched by the caster) or himself. The *phantom armor* looks and behaves like plate mail (AC 3), except it will not inhibit movement, and will absorb a number of hit points equal to the level of the caster. Once that number of hit points has been absorbed, the armor will vanish, and any further hit points of damage will affect the former wearer normally. In circumstances where magic armor would otherwise afford a bonus to a saving throw, the phantom armor yields a +1 saving throw bonus. The spell will not function in combination with any other armor or magical protection, and is subject to disbelief if an opponent actively attempts to do so. Rust monsters will be attracted to, but cannot harm, the *phantom armor*. The spell requires a small bit of mithril (no more than 10 g.p. in value), which is destroyed as the spell is cast.

Phantom Stalker

Level 7 mage, savant spell (conjuration/summoning)
Requires: incantation, gestures, incense, crescent-shaped horn
Casting time: 1 minute

This spell will conjure a phantom stalker from the elemental plane of fire, compelling it to serve against its will. Details of the stalker can be found in the ADVENTURES DARK AND DEEP™ Bestiary. The creature will protect the summoner for as long as the conjuror can manage, but the stalker will immediately seek to pervert its instructions by following them to the letter, thus seeking to bring about the doom of its master so that it can return to its home plane. The stalker will avenge the death of its master, which is usually a cold comfort, but can be an effective deterrent. Note that any given spell-caster can only have one stalker of any type (phantom, invisible, etc.) under his control at any given time.

Phantom Steed

Level 3 illusionist spell (conjuration/summoning, illusion/phantasm)
Requires: incantation, gestures
Casting time: 10 minutes

This spell brings into being a semi-real steed that can be ridden either by the caster himself or some other person for whom the caster specifically casts the spell. The steed itself appears black with a gray mane and tail, white eyes, and hooves that are semi-translucent and soundless. The phantom steed is uncanny, so normal animals will grow skittish and not approach it. It has 12 hit points, and can move 40'/minute per level of the caster. It has tack and harness, but cannot carry saddlebags or any other sort of cargo; just the rider and what the rider himself has on his person.

If the *phantom steed* is created by a caster of 8th level or higher, the steed can pass over rough, slippery, swampy, etc., terrain as if it were normal ground.

If cast by a 10th level caster, the steed can run over water as if it were normal ground. If cast by a 12th level caster, the steed can run across chasms and similar features as if there were a bridge (but cannot actually fly). At 14th level, the caster can create a steed that flies like a pegasus.

If cast underwater, the steed will take the form of a silver-black hippocampus. It cannot fly, but in other respects acts as noted above.

Phantom Wind

Level 3 illusionist spell (alteration, illusion/phantasm)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell allows the caster to create a gust of wind that behaves in all ways like an ordinary zephyr (it will blow papers, cause candles to sputter, move *cloudkills* and *fog clouds*, cause clothing and drapes to flutter, etc.), but cannot be felt by any creature. The wind will move in the direction chosen by the caster, at a rate of 10' per minute, in a 10' wide zone, for 1 minute per level of the caster. It can be used to move becalmed ships with sails, but only for the limited time indicated.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Phase Door

Level 7 mage spell (alteration)
Requires: incantation
Casting time: 42 seconds (7 segments)

This spell allows the caster to create an invisible passageway through some solid matter, visible and usable only by him (the place where the passage originates must be touched by the caster when the spell is cast). The passage so created will be 5' wide, 8' high, and 10' deep, and can penetrate stone, wood, brick, and plaster. Metal is proof against this spell. It can be cast serially to create a passage more than 10' in length. The passage will last indefinitely, but can only be used once for every 2 experience levels of the caster before it is gone forever (thus, a 22nd level mage casting this spell could use the phase door 11 times before the spell would expire). It can be dispelled by a *dispel magic* spell cast either by a caster with a higher level, or by a number of lower-level casters acting together to eliminate the *phase door*.

Planar Stability

Level 3 savant spell (alteration)
Requires: incantation, gestures, meteoric iron
Casting time: 18 seconds (3 segments)

This spell allows the caster to "stabilize" any one magical item for planar travel. The item in question must be touched by the caster, and only one item may be treated per spell (more than one spell may be cast on more than one item, of course). Any enchanted weapon or armor treated by the spell will retain one "plus" that it would otherwise have lost moving from one plane to another. Example: A *long sword +3*, if taken to the astral plane, would normally only have a bonus of +2 on that plane. If treated by this spell, it would retain its +3 enchantment. If that same blade were taken to the Nine Hells (for example), it would have a +2 enchantment, rather than +1, as it otherwise would have. The effect will last for 1 week plus 1 week per level of the caster, in subjective time.

Plane Shift

Level 4 savant, level 5 cleric spell (alteration)
Requires: incantation, gestures, forked metal rod
Casting time: 48 seconds (8 segments)

This spell allows the caster to be transported to another plane of existence such as the ethereal, one of the outer or elemental planes, etc. (Note that the game master will have information on the nature and configuration of the planes.) If the astral plane is selected, each participant will have his astral body transported to the plane, connected to his physical body by an invisible silver cord; the physical body will remain on the material plane, in a state of suspension. Up to seven people can be so transported if they hold hands in a circle, but if it is cast on an unwilling recipient, a successful roll "to hit" must be made. The material component is a small forked metal rod like a tuning fork; each plane is accessed by a different fork tuned to a particular "note" by size and composition. Note that if plane shift is used to access one of the outer planes, the targeting within the selected layer is not necessarily exact, and should be determined randomly.

TABLE 317: PLANE SHIFT

Die Roll (d%)	Distance from Spot Visualized
01-20	0-100 yards
21-60	1-10 miles
61-90	1-100 miles
91-00	100-1000 miles (1d10x100)

Planetrack

Level 7 mystic spell (divination)
Requires: incantation, gestures, divinatory tools
Casting time: 42 seconds (7 segments)

This spell allows the caster to determine where in the multiverse some creature has gone. Whether by gate, astral or ethereal travel, summoning or conjuration, teleport, or any other means, the caster is able to sense the trail of the target creature and have a general idea of which plane of existence it has traveled to. More detailed information can be obtained, as indicated below.

TABLE 318: PLANETRACK

Information Revealed	Minimum INT+WIS	Base Chance of Success
Destination plane	30	70%
Layer of destination plane (if applicable)	31	60%
Within 100 miles of destination	32	50%
Within 1 mile of destination	33	40%
Within 20 yards of destination	34	30%

In all cases the intelligence plus wisdom of the caster should be added to the chance of success as a modifier. If the caster has access to a *crystal ball*, it will automatically add 25% to the chance of success. The game master should roll a single set of percentile dice to determine success. The roll will indicate just how much information the spell reveals.

EXAMPLE: Larson the Pious, the famed mystic, is in battle with a fearsome marilith demon. Sorely pressed, she flees back to her palace in the Abyss. Larson, who has a combined intelligence and wisdom of 33, casts *planetrack* and rolls a 61. He easily divines the destination plane (103% chance), the layer of the plane (93% chance), knows to within 100 miles on the layer where the quarry is (83% chance), and even to within a mile on the Abyssal plane (73% chance). Due to the limitations of his intelligence and wisdom, that is as much information as he could hope to gain from the spell. Had he but a single point of wisdom or intelligence more, he would have been able to track the

demon to within 20 yards of her lair (63% chance), but unfortunately he must make do with what he can get.

If the creature in question has an innate magic resistance, it should be applied to see if its trail is masked from the efforts of the caster to track it. The spell is particularly useful in protracted battles with powerful extra-planar beings, who often use their powers of planar travel to elude enemies, only to have them show up a minute later in a place they had thought a safe haven. The spell must be cast within 5 minutes of the target creature's departure, and may only be cast once per target creature per caster per day.

Place of Holding

Level 4 jester spell (alteration)
Requires: incantation, gestures, object (see below)
Casting time: 1 minute

By means of this spell, the caster creates a miniature extra-dimensional space inside another (ordinary) space. The extra-dimensional pocket will be a 10' cube, plus 1' per level of the caster (i.e., a 10th-level caster will create a cube 20' on each side), and will have sufficient light, heat, and air to sustain life for the duration of the spell. It must be within 30' of the caster. The object upon which the spell is cast must have a volume of its own, plus a door, opening, etc. The extra-dimensional space can be entered and exited through that opening; the spell is often used to create the illusion that a great number of creatures are entering or exiting from a place that would be far too small to accommodate them all. If anyone or anything is in the extra-dimensional space when the spell duration ends, they will be ejected unceremoniously from the opening. If the opening is destroyed or otherwise uncompromisingly blocked to the point where movement is impossible, those within the extra-dimensional space are lost forever on the astral plane. It lasts for 10 minutes per level of the caster.

Plant Door

Level 4 druid spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 36 seconds (6 segments)

This spell allows the caster to create a magical pathway through otherwise dense and impenetrable plant growth; the path is 4' wide, 8' high and 12' long per level of the caster. It will last for 10 minutes per level of the caster, but can only be used by the druid who cast the spell, druids of higher level, and dryads. Alternately, the caster can use the spell to enter a tree and remain within for the duration of the spell (although if the tree is destroyed, the caster will be forced to leave or be killed himself). If the caster is hiding in an ash tree, the duration is 30 minutes per level. If an oak, it is 90 minutes per level.

Plant Friend

Level 2 druid spell (abjuration)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell allows the caster to cause all implements made of plant material to resist inflicting any harm upon either himself or some other individual whom he touches as the spell is cast. The protection will last for 1d4+5 minutes. This protection extends to weapons that are made entirely of wood, such as quarterstaffs, clubs, etc., but not to those that merely have wood as a component of their construction, such as spears or arrows. Such weapons will do the minimum possible amount of damage on the person thus protected. Spells such as *entangle* will have no effect, and purely plant-based creatures such as vegepygmies will automatically have a favorable reaction to the beneficiary of this spell (such reaction will instantly be turned to one of hostility if the object of their friendship attacks).

Plant Growth

Level 2 jester, level 3 druid, level 4 mage/mountebank spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 1 minute

This spell allows the caster to transform an area containing "normal" vegetation such as bushes and trees into an impenetrable thicket that slows movement to 10'/minute (20'/minute for large creatures). When cast by a druid, the spell will affect a 20' x 20' area per level of the caster, centered on a point up to 160' away from him. When cast by a mage, the spell does not require a holy symbol, but only works on half the area (one 10'x10' square per level), centered on a point up to 10' distant per level of the caster.

Polish

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will bring a shine to any single object that would naturally take a polish: wood, leather, metal, etc. The object in question must be both clean and relatively small: a single table, a floor not more than 1,000 sq. feet in size, a wall mirror, etc.

Polymorph Any Object

Level 8 mage spell (alteration)
Requires: incantation, gestures, mercury, gum arabic, smoke
Casting time: 1 minute

This spell can be used as a more powerful form of the spells *polymorph other* or *stone to flesh* (in which case, refer to those spell descriptions on pp. 198 and 222, respectively, but the target gets a -4 penalty on any saving throws). Otherwise, the spell can be used to transform any thing (living or inanimate) into any other type of thing, and unlike other forms of *polymorph*, the intelligence of the creature will change to match that of the new form. The duration of the change depends on just how radical the change is. First, determine how many of the following factors apply to the change:

TABLE 319: POLYMORPH ANY OBJECT

Change Is...	Add to Duration Factor
Within same kingdom (animal, vegetable, mineral)	+5
Within same class (mammals, fungi, metal, etc.)	+2
Roughly same size (elf to human)	+2
Related (leaf to tree, tusk to elephant)	+2
To same or lower intelligence	+2
Roughly the same shape (horse to zebra, human to elf)	+1

Then consult the following table to determine the duration of the change:

Total Duration Factor	Duration
0-1	20 minutes
2-3	1 hour
4	3 hours
5	12 hours
6	2 days
7	1 week
9+	permanent

Thus, a marionette that was *polymorphed* into a living boy would have a duration of 1 hour (same shape, same size; duration factor 3), an androsphinx turned into a manticore would be permanent (same kingdom, same class, same size, lower intelligence, same shape; duration factor 12).

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Polymorph Other

Level 4 mage, level 5 bard spell (alteration)
Requires: incantation, gestures, caterpillar cocoon
Casting time: 24 seconds (4 segments)

This spell will cause any one creature, within 5' per level of the caster, to turn into some other type of creature. Thus, a goblin could be turned into a manticore, a dragon into a centipede, a horse into a dragon, etc. Size is no object. The victim is entitled to a saving throw vs. magic. The change effected by the *polymorph other* spell will necessitate a system shock survival roll (see constitution on p. 6 for details), as will the change back to the original form (if any!). The spell is permanent unless cancelled by a *dispel magic* spell.

Once the transformation is complete, the creature actually <u>is</u> the creature it has turned into; a goblin-turned manticore would be able to fly, a horse-turned-dragon would have a breath weapon, etc. There is a chance that, in addition to the physical change, the mentality of the creature will also change, rendering the transformation total. Once that happens, not even a *dispel magic* spell can undo the *polymorph other* spell's effect (a *wish* or similar spell would be able to do so, however). There is a base chance of 100% that the mentality will change to the new creature type; this is reduced by 5% for each point of intelligence the creature has. The chance is further reduced if the new creature type has more hit dice than the old, 5% per level or hit dice difference. If the new creature type has fewer hit dice than the old, the chance to change mentality is increased, 5% per level difference. This check is made daily until the mental transformation takes place.

Polymorph Self

Level 4 mage spell (alteration)
Requires: incantation
Casting time: 18 seconds (3 segments)

This spell allows the caster to assume the outward physical form of some other creature, from the size of a small bird to a large animal such as a rhinoceros. This transformation allows for the caster to move as does the creature type in question (so, a crow could fly, a horse gallop, a spider climb walls), but neither transforms the mentality or grants the other powers (attacks, senses, special powers, etc.). The spell lasts for 20 minutes per experience level of the caster,

and during that time a variety of different forms can be assumed (the transformation takes 30 seconds (5 segments) per change). No system shock survival roll is required. If the caster takes damage while in altered form, up to 1d12 hit points of such damage will be healed when the caster returns to his normal form.

Portent

Level 1 cleric/mystic spell (divination)
Requires: incantation, gestures, divinatory device
Casting time: 10 minutes

This spell allows the caster to get an insight into the luck of someone at some point in the future, in the form of an adjustment to a "to hit" roll or saving throw at some point in the future, the exact timing of which is known only to the game master. The game master rolls 1d6 to determine the effect, telling the player in question only the portent type:

TABLE 320: PORTENT

Roll	Effect	Portent Type
1	-3 on roll	Poor
2	-2	Poor
3	-1	Fair
4	+1	Fair
5	+2	Good
6	+3	Good

The game master must then roll 1d12. This indicates the number of "to hit" rolls or saving throws the character in question must go through before the portent takes effect; the player does not know when, exactly, it will do so. Only rolls genuinely made in life-or-death situations are counted; the player can't simply start swinging an axe at sheep in a pen to get rid of a "poor" portent. The character whose portent is being read must be touched by the caster, who needs some sort of divinatory device: tea leaves, runes, dragon-sticks, etc.

Power Word, Blind

Level 8 mage spell (conjuration/summoning)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell will cause a number of creatures in the area of effect (a circle 30' in diameter, 5' distant per level of the caster) to become sightless. The spell will affect a maximum of 100 hit points' worth of creatures, but if fewer creatures are affected, the spell will last longer:

TABLE 321: POWER WORD, BLIND

Total Hit Points Affected	Duration
1-50	1d4+1x10 minutes
51-100	1d4+1 minutes

Creatures with more than 100 h.p. are not affected. The spell can be counteracted by either a *cure blindness* or *dispel magic* spell.

Power Word, Kill

Level 9 mage spell (conjuration/summoning)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell will slay, without benefit of any saving throw, one or more creatures within the spell's area of effect. The spell will impact a 20' diameter circle centered 2 ½' distant per level of the caster. It will kill either a single creature with up to 60 hit points remaining, or several creatures, up to 120 hit points total, as long as all have 10 or fewer hit points each remaining. The caster

must decide prior to the spell being cast whether he will attempt to kill a single powerful creature or many weaker creatures within the area of effect.

Power Word, Stun

Level 7 mage spell (conjuration/summoning)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell allows the caster to completely stun one target creature within 5' per level of the caster. Creatures that are stunned are unable to move, attack, cast spells, think or plan coherently, etc. The length of the stun effect depends on how many hit points the target creature has at the time the spell is cast:

TABLE 322: POWER WORD, STUN

Hit Points	Stunned For
1-30	4d6 minutes
31-60	2d8 minutes
61-90	1d4 minutes
90+	Not affected

Prayer

Level 3 cleric/mystic spell (conjuration/summoning)
Requires: incantation, gestures, holy symbol
Casting time: 36 seconds (6 segments)

Much like the *chant* spell (q.v.), this spell allows the caster to give friends the following bonuses:

- +1 "to hit" in combat and saving throws
- -1 to all ability checks
- +5% to all percentage-based class abilities (verbal patter, thieving skills, etc.)

Enemies get equivalent penalties on these rolls. The spell will affect any creatures within 60' of the caster, and lasts for one minute per level of the caster. However, unlike *chant*, once this spell is cast, the cleric is free to do other things, such as casting other spells, engaging in combat, etc. The spell requires the cleric's holy symbol in silver, which is not consumed by the casting. If the caster moves, the center of the spell radius does *not* move with him.

Precipitation

Level 1 cleric, level 1 druid, level 1 mage spell (alteration)
Requires: incantation, gestures, silver dust
Casting time: 18 seconds (3 segments)

This spell will condense all of the water vapor in the air in a given area into a fine rain for a very brief period. The spell will affect an area some 30' in diameter and 120' high, centered on a point some 10' distant per level of the caster. The rain will last for 6 seconds (1 segment) per level of the caster. This will be enough to thoroughly soak thin, light material such as paper and cloth in but 12 seconds (2 segments), and twigs and canvas in 18; stone and wood will become covered in a thin sheet of water, etc. Small flames such as candles will be extinguished, slightly larger fires will become smoky for a minute after the *precipitation* has ended, and large fires will be unaffected. Magical fire such as *flame strike* cast into the area of the *precipitation* spell will cause a blanket of fog twice the area of the spell, in addition to the other spell's normal effect. If the temperature is above 90° F, the duration of the spell will be doubled in all but the most arid locales. If the temperature is at or below freezing, the *precipitation* will take the form of sleet or snow, as appropriate. The spell requires a pinch of silver dust, which is lost as the spell is cast; if cast by a druid, his holy symbol is also required.

This spell cannot be cast underwater.

Predict Weather

Level 1 druid/savant, level 2 bard spell (divination)
Requires: incantation, gestures, holy symbol
Casting time: 1 minute

This spell grants the caster perfect knowledge of the future weather in a three-mile diameter area. This will yield information on temperature, precipitation, and wind. For every experience level of the caster, he will be able to know the weather two hours out; thus, a 6th level druid would know the weather in the given area for the next 12 hours.

This spell cannot be cast underwater.

Prediction

Level 2 savant spell (divination)
Requires: incantation
Casting time: 2 minutes

By means of this spell, the caster can tell the outcome of a future event taking place within 24 hours. The caster can specify what event he wants a *prediction* about, but the answer will be both specific and shrouded in ambiguities, possibly couched in some sort of rhyme or bit of doggerel. For example, if predicting the outcome of a future battle, the answer might be "a kingdom bright and true shall fall, once the ring of steel's been heard by all." Only one *prediction* can be made about any given subject by a particular caster.

Present

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 1 second

This cantrip allows the caster to cause some small object (as large as a cup, say, or 12 coins) to appear in his hand, as long as they are within 2'. If the object is in someone else's possession, he is entitled to a saving throw vs. spells. Failure indicates the caster has successfully placed the object in his hand. It will not work on magic items.

Preserve

Level 2 mage/mountebank spell (abjuration)
Requires: incantation, gestures, dust, resin/amber, brandy
Casting time: 2 minutes

This spell allows the caster to keep some item(s) fresh until needed for some other purpose (such as being used as the component of a spell, or for consumption without fear of spoilage). The spell can affect ½ cubic foot of material per level of the spell, and its effects are permanent. The type of material that can be affected depends on the level of the caster:

Level of Caster	Material Affected
2-4	Hard, dry
5-7	Soft, moist
8+	Wet, liquid

Those plants used as material components for druid spells (mistletoe, holly berries, oak leaves, etc.) cannot be *preserved*, nor can the spell be used to keep a corpse *preserved* until it can be *resurrected* or *raised*. It will otherwise work on all other materials, as noted above. The spell requires a pinch of dust, a small bit or resin or amber, and a drop of brandy, all of which are lost as the spell is cast.

Prismatic Sphere

Level 9 mage spell (abjuration)
Requires: incantation
Casting time: 42 seconds (7 segments)

This spell creates a sphere, some 20' in diameter, of various shimmering colors, each of which has a specific effect and which can be cancelled out by a specific magic spell. The sphere does not move with the caster; if cast on solid ground, it will take the form of a hemisphere (the bottom half of the sphere being beneath the ground). It will last for 10 minutes per level of the caster. The sphere will blind any creature with 7 or fewer hit dice for 20-80 minutes.

The various colors, and their attributes, are described below. Note that the spheres are concentric, so that the sphere will at first appear red, then orange once the red sphere has been negated, then yellow, etc. Of course, the effects of interior spheres will still be operative even though other spheres are still in operation; thus, if the full sphere is operating, it will prevent both magical and non-magical missiles, gas, breath weapons, etc. The spheres must be destroyed in order, however, and the spells used to do so will not have any other effect; for instance, a *magic missile* used to negate the blue sphere will spend all of its energy in doing so, and no actual *magic missile* attack will penetrate to the interior of the sphere. Any creature attempting to penetrate the sphere will be affected by each and every still-functioning color sphere in turn.

The caster is immune to the harmful effects of the sphere, and can cast spells within it as long as they are not stopped by a particular sphere (for example, the indigo layer stops magic spells going in or out). A rod of cancellation will completely destroy a sphere, but *dispel magic* will only affect the indigo layer.

Sphere #	Color	Effect	Negated by
1	Red	Stops non-magical missiles, inflicts 10 h.p. damage	*Cone of cold*
2	Orange	Stops magical missiles, inflicts 20 h.p. damage	*Gust of wind*
3	Yellow	Stops poison, gas, and petrification, inflicts 40 h.p. damage	*Disintegrate*
4	Green	Stops breath weapons, touch causes death unless save vs. poison	*Passwall*
5	Blue	Prevents all location and detection, touch turns to stone unless save vs. petrification	*Magic missile*
6	Indigo	Stops all magic spells, touch causes insanity unless save vs. wands	*Continual light*
7	Violet	Wall of force, touch will cause banishment to another plane unless save vs. magic	*Dispel magic*

Prismatic Spray

Level 4 jester, level 7 illusionist spell (conjuration/summoning)
Requires: incantation, gestures
Casting time: 42 seconds (7 segments)

This spell causes the seven enchanted colors of the *prismatic sphere* to issue forth from his extended hand towards some target. The ray takes the form of a beam some 70' long, 15' wide at the end, and 5' wide at the base (the hand whence it issues), and any creature in the area of effect will be struck by one or more of the colored beams:

D6 Roll	Beam Hits	Effect
1	Red	10 h.p. damage
2	Orange	20 h.p. damage
3	Yellow	40 h.p. damage
4	Green	Save vs. poison or die
5	Blue	Save vs. petrification or be turned to stone
6	Indigo	Save vs. wands or go insane
7	Violet	Save vs. magic or be hurled to some other plane
8		Roll twice, ignoring subsequent rolls of 8

Prismatic Wall

Level 7 illusionist spell (conjuration/summoning)
Requires: incantation, gestures
Casting time: 42 seconds (7 segments)

This spell creates a shimmering curtain of layered colors, each of which has a different magical effect. The wall functions exactly like a *prismatic sphere* spell (see p. 199 for details), but takes the form of a solid wall some 4' wide and 2' high per experience level of the caster (and which can be invoked up to 10' distant), and which will last 10 minutes per level of the caster.

Layer	Color	Effect	Negated by
1	Red	Stops non-magical missiles, inflicts 10 h.p. damage	*Cone of cold*
2	Orange	Stops magical missiles, inflicts 20 h.p. damage	*Gust of wind*
3	Yellow	Stops poison, gas, and petrification, inflicts 40 h.p. damage	*Disintegrate*
4	Green	Stops breath weapons, touch causes death unless save vs. poison	*Passwall*
5	Blue	Prevents all location and detection, touch turns to stone unless save vs. petrification	*Magic missile*
6	Indigo	Stops all magic spells, touch causes insanity unless save vs. wands	*Continual light*
7	Violet	Wall of force, touch will cause banishment to another plane unless save vs. magic	*Dispel magic*

Produce Flame

Level 2 druid spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 24 seconds (4 segments)

This spell allows the caster to produce a torch-sized flame in the palm of his hand. The flame will last up to 2 minutes per level of the caster. The flame is harmless to the caster, but will otherwise act as any ordinary torch (causing flammable objects to catch fire). The caster can toss the flame up to 40', where it will ignite any flammable objects within 3' of its point of impact.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Produce Fire (Quench Fire)

Level 4 druid spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 24 seconds (4 segments)

This spell allows the caster to call into being a fire up to 12' in diameter, centered on a point up to 40' away. The fire will last one minute, but will ignite any flammable material in the area of the fire (wood, paper, etc.). Any creatures in the area will take 1-4 hit points of damage. The reverse of the spell, *quench fire*, will instantly put out any non-magical fire in the area.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Programmed Illusion

Level 6 illusionist spell (illusion/phantasm)
Requires: incantation, gestures, fleece
Casting time: 36 seconds (6 segments)

This spell creates an illusion that contains visual, audible, olfactory, and thermal elements; it is thus so convincing that creatures believing it to be real will suffer actual damage from it, if appropriate. The illusion can be programmed to activate at a specific time or when a specific condition has been fulfilled. Any image desired by the caster can be created, and the image can move and react and make sounds including actual speech. The image can cover an area of 160 square feet plus 10 square feet per level of the caster, centered on a point up to 60' plus 10' per level of the caster distant. The illusion can last a maximum of 1 minute per level of the caster.

Creatures who actively attempt to disbelieve the image gain a saving throw vs. spells, and if they are successful, they will see the illusion for what it is and will be immune to any further damage from it. Companions of those who disbelieve, and who can be told of the true nature of the illusion, get a saving throw with a +4 bonus. The illusion lasts as long as the caster continues to concentrate, or until the illusion fails to react realistically (i.e., an illusion of an orc which does not react when it is hit by an axe). The spell requires a small bit of fleece, which is destroyed as the spell is cast.

Project Image

Level 3 jester, 5 illusionist, level 6 mage spell (alteration, illusion/phantasm)
Requires: incantation, gestures, figurine
Casting time: 30 seconds (5 segments)

This spell allows the caster to create an illusionary image of himself which will move as he moves, speak as he speaks, etc. Most significantly, the image allows the caster to cast spells through it, but it is otherwise completely incorporeal and attacks of any sort will not affect it. The image can be projected to any point within 10' per level of the caster, but must always be in line of sight. If the caster's sight is somehow blocked, even momentarily, the spell will be broken. The spell can be broken by a *dispel magic* spell, or at the discretion of the caster. It will otherwise last for 1 minute per experience level of the caster. The spell requires a small figurine in the image of the caster, which is not destroyed by the casting of the spell.

Prophecy

Level 4 savant, level 5 mystic spell (divination)
Requires: incantation, gestures, mugwort, vervain, lavender
Casting time: 4 minutes

By means of this spell, the caster is able to forecast a single future event based on the current state of the world(s). It will always be granted in the form of a rhyme, couplet, quatrain, etc., and will be couched in symbolism and allegory. The caster may attempt to confine his *prophecy* to a specific future event such as a war, election, the next harvest, or a specific person such as a king, guild master, bride, etc. If so, he has a 2% chance per experience level, plus 1% per point of wisdom and intelligence, of doing so. The caster will know if the *prophecy* deals with the intended subject or not. If he fails, or if he does not specify what sort of event or individual will be the object of his prophecy, the game master may determine such randomly (although the exact event that is described by the prophecy will remain unknown):

TABLE 323: PROPHECY

Die Roll (d%)	Object of Prophecy
01-10	The prophet's home nation
11-25	The nation in which the prophet is currently dwelling
26-30	The prophet's home town or district
31-49	The town or district in which the prophet is currently dwelling
50-65	Someone close to the prophet
66-75	A casual acquaintance
76-80	A complete stranger, unknown to the prophet
81-95	A famous personage
96-00	The prophet himself

Note that the object of the *prophecy* will be obliquely referenced in the *prophecy* itself, so that by either clever deduction or use of other divination magic and tools, the object can be found.

Such *prophecies* are not iron-clad, and it is possible to avoid one's fate by radically changing one's plans, lifestyle, etc. The spell can only be cast once per week, and if the same object is *prophesied* upon by two different prophets (or by the same prophet more than once) there is a 99% chance that the exact same answer will be obtained. The spell requires that the caster boil a mixture of mugwort, vervain, and lavender worth 100 g.p. in an iron cauldron.

Protection from Cantrips

Level 2 mage spell (abjuration)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell provides complete immunity from the effects of cantrips, whether cast by mages and their sub-classes, apprentices, or other creatures that cast so-called 0-level spells. The spell protects either the caster, or some other creature or object that he touches, and lasts for 1 day per level of the caster. If cast on an unwilling subject, a successful "to hit" roll must be made, and the recipient is entitled to a saving throw vs. spells. Cantrips cast on someone or something protected by this spell will fail with an audible "pop." Often, mages will cast this spell when dealing with unruly apprentices, or to ensure that tasks get done through work and not magic. Note that the *flourish* cantrip is not affected by this spell, as it affects the spell that it is cast upon, and not some individual (see p. 166 for details).

Protection from Disease

Level 5 mystic spell (abjuration)
Requires: incantation, gestures, bear fat
Casting time: 30 seconds (5 segments)

This spell affords the caster, or someone he touches, complete immunity from diseases. This includes natural diseases such as might be gotten from a miasmic bog, as well as those transmitted by the bite or touch of certain creatures such as mummies, giant rats, otyughs, etc. The spell lasts for 12 hours per level of the caster. Note that it will not cure diseases that are already affecting someone.

Protection from Evil (Protection from Good)

Level 1 cleric/mystic/mage/savant spell (abjuration)
Requires: incantation, gestures, other (see below)
Casting time: 12 seconds (2 segments)

This spell creates a magical shell of force around the recipient that extends 1' from his body (however, it will not move with the caster). This shell protects against physical contact by creatures of an extra-planar nature of evil or neutral alignment (such as devils, demons, elementals, etc.), as well as "normal" animals *summoned* by magical means (such as the various *animal summoning* spells, *q.v.*). It lasts for 3 minutes per level of the caster. In addition to being proof against physical attack, the spell also affords the person bearing its protection a +2 on any saving throws caused by attacks by such creatures, and enchanted and summoned creatures attempting any attacks that do not involve direct physical contact (such as missiles, etc.) incur a -2 on their rolls "to hit." The reverse of the spell, *protection from good*, functions against extra-planar creatures of evil or neutral alignment (angels, archons, ranians, etc.). The spell requires that the caster create a 3' diameter circle; if cast by a cleric, holy water on the ground or incense in the air for *protection from evil*, and blood on the ground or smoldering dung for *protection from good*. If cast by a mage, the spell requires powdered iron for *protection from evil*, and powdered silver for *protection from good*. The components are destroyed in the casting.

Protection from Evil, 10' Radius (Protection from Good, 10' Radius)

Level 3 mystic/mage/savant, level 4 cleric spell (abjuration)
Requires: incantation, gestures, holy water, incense (blood, dung)
Casting time: 30 seconds (5 segments)

This spell is identical to the spell *protection from evil* (see above), but the magical shell of force extends 10' in all directions from the caster (however, if he moves, the center of the spell will not move with him), and lasts for 10 minutes per level of the caster. The spell requires that the caster create a 20' diameter circle on the ground; if cast by a cleric, either of holy water or incense for *protection from evil 10' radius*, or blood or smoldering dung for *protection from good 10' radius*. If cast by a mage, the spell requires powdered iron for *protection from evil*, and powdered silver for *protection from good*. The components are destroyed in the casting.

Protection from Fire

Level 3 druid spell (abjuration)
Requires: incantation, gestures, holy symbol
Casting time: 30 seconds (5 segments)

This spell allows the caster to touch one creature, thereby bestowing upon it complete immunity to non-magical fire, a +4 bonus to all saving throws vs. fire-based attacks, and half damage from magical fire-based attacks. The spell lasts for 10 minutes per level of the caster.

Protection from Lightning

Level 4 druid/mystic spell (abjuration)
Requires: incantation, gestures, holy symbol
Casting time: 36 seconds (6 segments)

This spell allows the caster to bestow immunity to electrical and lightning-type attacks on one creature by touch. Natural electrical attacks (such as by an electric eel or natural lightning) are completely foiled, while saving throws against magical electricity or lightning (for instance, that from a blue dragon) are made with a +4 bonus, and such attacks only inflict half damage in any case.

Protection from Normal Missiles

Level 2 mystic, level 3 mage spell (abjuration)
Requires: incantation, gestures, piece of tortoise/turtle shell
Casting time: 18 seconds (3 segments)

This spell provides complete invulnerability to non-enchanted missile weapons such as arrows, sling bullets, crossbow bolts, spears, etc. With regard to larger, siege-type weapons such as catapult stones and ballista bolts, it reduces the damage done by 1 hit point per die of damage. The same goes for enchanted missiles such as magical arrows, a *+2 spear*, etc. It provides no defense against purely magical assaults such as the *magic missile*, *fireball*, or *lightning bolt* spells.

Purify Food and Drink (Putrefy Food and Drink)

Level 1 cleric spell (alteration)
Requires: incantation, gestures
Casting time: 1 minute

This spell allows the caster to turn spoiled, rotten, or otherwise inedible food and drink (including that which has been poisoned) into fresh and edible fare. The caster can affect up to one cubic foot of food and drink per level, as long as it is all within a 10' square area no more than 30' from the caster. The reverse of the spell, *putrefy food and drink*, naturally spoils and ruins otherwise edible food. Just as *purify food and drink* will ruin unholy water, so too will *putrefy food and drink* do the same to holy water.

Purify Water (Contaminate Water)

Level 1 druid spell (alteration)
Requires: incantation, gestures
Casting time: 1 minute

This spell turns brackish, contaminated water completely fresh and pure. It will purify one cubic foot of water per level of the caster, up to 40' distant. Note that unholy water will be rendered inert and useless by this spell. The reverse of the spell, *contaminate water*, will take pure and drinkable water and render it undrinkable. Even holy water will be ruined by the spell.

Push

Level 1 mage/mountebank spell (evocation)
Requires: incantation, gestures, powdered brass
Casting time: 6 seconds (1 segment)

This spell calls into being an invisible force to push whatever thing or being is within its range (10' plus 2.5' per level of the caster), as long as it is within line of sight of the caster. The spell can be used to generate 1 foot-pound of pressure per level of the caster, and can be used to knock an object back 1', knock over an object that is not secured, etc. If the spell is cast against a creature (for instance, a monster in the midst of some attack, and thus possibly

off-balance), the target gets a saving throw vs. spells. Failure indicates that it is indeed knocked over, and would lose its attack that combat round. If the spell is cast against a held weapon, wand, etc., the holder also gets a saving throw vs. spells. Failure indicates that the holder gets -1 "to hit", or his intended target gets +1 to his saving throw, per level of the caster of the *push* spell. The powdered brass is blown towards the object, and is thus lost as the spell is cast.

Pyrotechnics

Level 3 druid, level 2 mage spell (alteration)
Requires: incantation, gestures, fire
Casting time: 30 seconds (5 segments)

This spell can take two forms. "Fireworks" causes a brilliant multi-colored display to burst forth from an already-extant source of flame; this display blinds any creatures within 120' during its duration. The fireworks' volume will be 10 times that of the original fire, and will last for 6 seconds (1 segment) per level of the caster. The second form, "smoke", produces thick, blinding smoke equal to 100 times the size of the original fire whence it came; the smoke will reduce visibility to 2'. Both effects will cause the original fire source to go out.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Quantify

Savant cantrip (divination)
Requires: incantation, gestures, measuring stick
Casting time: 3 seconds (½ segment)

This spell allows the caster to measure the weight, length, height, or width of some object or space. The object to be measured must be within 10' of the caster, and can itself be no more than 20' on a side. The spell will return the exact weight or distance. The spell requires a small (1") measuring stick, which can be re-used.

Quest

Level 5 cleric spell (enchantment/charm)
Requires: incantation, gestures, holy symbol
Casting time: 48 seconds (8 segments)

This spell allows the caster to compel a creature to fulfill a particular task, and bring back proof that the quest has been fulfilled. The exact nature of the task is quite flexible; it could be to secure a particular object, rescue the princess, kill someone, etc. If the target does not diligently pursue the object of the *quest*, he will suffer a -1 penalty to all saving throws for every day the *quest* is ignored. The spell can be cast upon anyone within 60' of the caster, but the target is entitled to a saving throw vs. spells. If the saving throw is made, the spell has no effect. The caster must have his holy symbol to cast the spell.

Rainbow

Level 5 cleric spell (evocation)
Requires: incantation, gestures, rainbow/diamond
Casting time: 42 seconds (7 segments)

This spell requires that a rainbow be visible to the caster, or that he have previously prepared a diamond of not less than 1,000 g.p. value in sight of such a rainbow, by casting the spells *bless* (see p. 130) and *prayer* (see p. 199) upon the gem. The spell effects will last a maximum of 1 minute per experience level of the caster, and can appear up to 120' from the caster, if applicable. One of four separate effects can be called forth by the caster (which effect can be chosen as the spell is cast).

Bow: This application of the spell creates a rainbow-hued longbow and 7 enchanted arrows of different colors. The bow itself functions as a +3 weapon (both "to hit" and damage) and can be used by anyone not restricted by class from using a bow, firing up to 2 arrows per round. The bearer of the bow can either request a particular color arrow (if it has not already been shot) or the next arrow along in color order will appear ready to fire:

- Red: double damage against fire creatures (red dragons, fire elementals, fire giants, etc.)
- Orange: double damage against earth elementals (including xorn, pech, etc.)
- Yellow: double damage against plant creatures, fungi, etc.
- Green: double damage against water creatures (merfolk, fish, water elementals, etc.)
- Blue: double damage against air creatures and creatures with electrical attacks (blue dragons, air elementals, etc.)
- Indigo: double damage against creatures with acid or poison attacks (black dragons, giant scorpions, etc.)
- Violet: double damage against metallic creatures or those that regenerate damage (trolls, iron golems, etc.)

Bridge: This application of the spell calls forth a rainbow-hued bridge between two solid points. The bridge will be 1' wide for every level of experience of the caster, and can be between 20' and 120' long. It can hold 100 lbs. per level of the caster; if more is placed upon it, it will vanish into thin air.

Elevator: This application allows the caster to be carried aloft on a shimmering rainbow along with anyone in a 10' radius. Those so carried will move 120' per minute on an arc as high up as the caster desires, trailed by a shimmering rainbow sheet some 120' long.

Flagon: This application creates a rainbow-colored cup with seven draughts within. Each draught has a separate magical effect, and can only be used once per casting of the spell (the appropriate color will disappear from the cup once it is drunk):

- Red: *cure light wounds* (see p. 145)
- Orange: *resist fire* (see p. 207)
- Yellow: *cure blindness* (see p. 145)
- Green: *slow poison* (see p. 214)
- Blue: *cure disease* (see p. 145)
- Indigo: *resist cold* (see p. 207)
- Violet: *remove paralysis* (see p. 207)

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Rainbow Pattern

Level 4 illusionist spell
Requires: gestures, crystal prism, pinch of phosphor
Casting time: 24 seconds (4 segments)

This spell will create an intricate glowing pattern which will have the effect of mesmerizing up to a total of 24 hit dice worth of creatures, as long as they are all within a 30'x30' area. Each individual is entitled to a saving throw vs. spells; success indicates the *rainbow pattern* has no effect. Once cast, the *rainbow pattern* can be set to move in a chosen direction, at 30' per minute, and those mesmerized by it will follow. The caster need not maintain concentration in order for the *rainbow pattern* to remain in effect. It will last for 1-3 minutes. If it leads those affected into danger, (for example, into quicksand or off a roof) each is entitled to a second saving throw. If the *rainbow pattern* is obscured somehow, the effect is broken.

Raise Dead (Slay Living)

Level 5 cleric spell (necromantic)
Requires: incantation, gestures
Casting time: 1 minute

This spell allows the caster to bring back certain types of creatures from the dead; this is limited to dwarves, gnomes, half-elves, halflings, and humans. Elves and creatures such as orcs, goblins, etc., cannot be restored to life by means of this spell, as they possess a spirit, rather than a true soul. The person to be raised can have been dead only a number of days equal to the level of the caster. If the body is not whole, missing parts will not be regenerated (i.e., if a hand is cut off the corpse, the body will still be missing a hand when it is brought back to life). The spell can be cast upon most corporeal undead (zombies, vampires, ghouls, but not skeletons) as long as their death is within the specified time limit. It can be cast on any corpse within 30' of the caster.

Those raised from the dead must rest for a number of days equal to the number of days they were dead; no combat, spellcasting, etc., is permitted. They come back with 1 hit point and will have regained all of their hit points at the end of the required rest period.

Any character is limited in the number of times he can be raised from the dead (by any means) equal to his constitution score, and must in addition make a successful resurrection survival roll (see p. 6). If an undead creature is the subject of this spell, and yet fails his resurrection survival roll, the undead creature will merely turn into an ordinary corpse.

The reverse of this spell, *slay living*, allows the caster to instantly kill some person within 30', although he is allowed a saving throw vs. spells and only those races listed above are susceptible. If the saving throw is successful, the target takes 3-17 (2d8+1) hit points of damage. The use of the reverse of this spell is somewhat problematic for good-aligned clerics; the circumstances of its use must be very carefully scrutinized, the victim thoroughly evil, and his death of great specific import to the forces of good. To do otherwise risks a prima facie change of alignment.

Raise Dead Fully

Level 6 cleric spell (necromantic)
Requires: incantation, gestures
Casting time: 10 minutes

This spell allows the caster to bring back certain types of creatures from the dead; this is limited to dwarves, gnomes, half-elves, halflings, and humans. Elves and creatures such as orcs, goblins, etc., cannot be restored to life by means of this spell, as they possess a spirit, rather than a true soul. The person to be raised can have been dead only a number of days equal to the level of the caster. If the body is not whole, missing parts will not be regenerated (i.e., if a hand is cut off the corpse, the body will still be missing a hand when it is brought back to life). The spell can be cast upon most corporeal undead (zombies, vampires, ghouls, but not skeletons) as long as their death is within the specified time limit. It can be cast on any corpse within 30' of the caster.

No system shock roll applies when casting this spell, nor are its recipients subject to the constitution limit on being raised from the dead.

Those raised from the dead do not need rest and immediately have all of their hit points restored.

Rattle

Mage/illusionist cantrip (illusion)
Requires: incantation, gestures
Casting time: 1 second

This cantrip creates an illusionary sound of chains rattling within 10' of the caster, lasting for some two seconds. Anyone within hearing distance (10') of the sound get a saving throw vs. spells. Success means they do not hear the rattling chains.

Ray of Enfeeblement

Level 2 mage spell (alteration)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell allows the caster to decrease the strength of one creature by 25%, plus 2% per level of the caster beyond 3rd. The target must be within 10' plus 2.5' per experience level of the caster, and the spell will last for 1 minute per level. When cast upon a character with an actual strength score, the effect is obvious; when cast upon a monster, the amount of damage it does on any given attack will be reduced by the percentage of strength loss. The target creature is entitled to a saving throw vs. spells. If the save is successful, the spell is ineffectual.

Read Illusionist Magic (Unreadable Illusionist Magic)

Level 1 illusionist, level 3 savant spell (divination)
Requires: incantation, gestures, crystal prism, (pinch of dirt, drop of water)
Casting time: 1 minute

This spell allows the caster to understand magical writings, scrolls, and inscriptions that are written in magical scripts used by illusionists. The spell lasts for 2 minutes per level of the caster, and requires the use of a crystal prism (which is not destroyed by the casting). When used on scrolls, spell books, etc., the spell enables the caster to determine what is contained within (although doing so usually triggers *cursed* scrolls and the like). An illusionist will never need this spell to read his own spell book, of course, and once the spell is used on a given piece of magical writing, it need not be used again (so, an illusionist could use it to determine the contents of a magic scroll as long as the scroll contained an illusionist spell, and then later, when he wishes to actually use the scroll, would not need to cast *read illusionist magic* again). The spell is never needed to read a spell that the illusionist himself has inscribed. If cast by a savant on an illusionist's spell book, it will allow him to comprehend what is written therein, but will not allow him to memorize spells from the book, even if they are spells which also exist on the savant's spell lists. It is used mostly by savants to read illusionist scrolls.

The reverse of the spell, *unreadable illusionist magic*, will enable the caster to render magical writings indecipherable, even by means of a *read illusionist magic* spell, until it wears off or is *dispelled*.

Read Magic (Unreadable Magic)

Level 1 mage, level 2 savant spell (divination)
Requires: incantation, gestures, crystal prism, (pinch of dirt, drop of water)
Casting time: 1 minute

This spell allows the caster to understand magical writings, scrolls, and inscriptions. The spell lasts for 2 minutes per level of the caster, and requires the use of a crystal prism (which is not destroyed by the casting). When used on scrolls, spell books, etc., the spell enables the caster to determine what is contained within (although doing so usually triggers *cursed* scrolls and the like). A mage will never need this spell to read his own spell book, of course, and

once the spell is used on a given piece of magical writing, it need not be used again (so, a mage could use it to determine the contents of a magic scroll, and then later, when he wishes to actually use the scroll, would not need to cast *read magic* again). The spell is never needed to read a spell that the mage himself has inscribed. If cast by a savant on an mage's spell book, it will allow him to comprehend what is written therein, but will not allow him to memorize spells from the book, even if they are spells which also exist on the savant's spell lists. It is used mostly by savants to read mage scrolls.

The reverse of the spell, *unreadable magic*, will enable the caster to render magical writings indecipherable, even by means of a *read magic* spell, until it wears off or is *dispelled*.

Read Savant Magic (Unreadable Savant Magic)

Level 1 savant spell (divination)
Requires: incantation, gestures, crystal prism, (pinch of dirt, drop of water)
Casting time: 1 minute

This spell allows the caster to understand magical writings, scrolls, and inscriptions that are written in magical scripts used by savants. The spell lasts for 2 minutes per level of the caster, and requires the use of a crystal prism (which is not destroyed by the casting). When used on scrolls, spell books, etc., the spell enables the caster to determine what is contained within (although doing so usually triggers *cursed* scrolls and the like). A savant will never need this spell to read his own spell book, of course, and once the spell is used on a given piece of magical writing, it need not be used again (so, a savant could use it to determine the contents of a magic scroll as long as the scroll contained a savant spell, and then later, when he wishes to actually use the scroll, would not need to cast *read savant magic* again). The spell is never needed to read a spell that the savant himself has inscribed.

The reverse of the spell, *unreadable savant magic*, will enable the caster to render magical writings indecipherable, even by means of a *read savant magic* spell, until it wears off or is *dispelled*.

Ready Spell

Level 1 bard spell (alteration)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to "hold" some other spell in readiness until such time as it is required. It is thus especially useful when applied to spells with very long casting times. The caster can only have one such spell ready at any given time, of course; it requires that the caster maintain the incantation until such time as he wishes to activate the other spell. When that happens, treat it as if it had a casting time of but 6 seconds (1 segment), regardless of its actual casting time. If the caster's concentration should be interrupted by some agency (taking damage, magical *silence*, etc.), both the ready spell and the spell that was on hold are lost.

Recall

Level 6 mage spell (alteration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to rememorize any spell that he has cast within the last 24 hours, of level 1-5, bringing it back into memory, able to be cast once more. No time is required to do so beyond the casting time of this spell. Note that this does not restore material components that might have been consumed during the first casting of the spell.

Reflecting Pool

Level 2 druid, level 3 savant spell (divination)
Requires: incantation, gestures, holy symbol, pool of water, nut oil
Casting time: 2 hours

This spell allows the caster to turn an ordinary pool of water (maximum 2' diameter per level of the caster) into a powerful divinatory device. The magic will remain for 1 minute per level of the caster, and the pool itself must be within 10'. Once the spell is cast, the pool will function as a *crystal ball* (see the ADVENTURES DARK AND DEEP™ Game Masters Toolkit for more information) whose range is limited to the material plane and those other planes which directly touch it. Infravision and the like will function through the pool, and the following spells can be cast directly through it, with a 5% chance of success per experience level of the caster: *detect magic*, *detect snares and pits*, *detect poison*, *moonbeam*, and *starshine*. The spell requires that the oil from hickory nuts, walnuts, etc., be poured into the pool in three equal measures.

This spell can be cast underwater, turning any section of water into a scrying device, subject to the limitations above.

Refresh

Level 2 bard spell (abjuration)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell reinvigorates one target creature within a 20' radius. The target will feel instantly refreshed, all natural fatigue or drowsiness gone, the effects of magical *sleep* removed, and even the effects of *paralysis* (as that of ghouls and other creatures) ended. It will not remove the effects of a *hold person* spell, however.

Regenerate (Wither)

Level 7 cleric/druid spell (necromantic)
Requires: incantation, gestures, prayer beads, holy water
Casting time: 3 minutes

This spell allows the caster to either re-attach (if a severed limb is pressed against the point whence it was removed) or re-grow any missing limb, tail, digit, horn, etc. Even the severed head of an ettin could, in theory, be regenerated by means of this spell (it cannot restore life, however). If the missing piece is being re-attached, it will graft itself back onto the body in but a single minute. If it is actually necessary to re-grow the missing body part, the process will take 20-80 minutes. It requires prayer beads and holy water, the latter being sprinkled on the location of the missing body part. Druids substitute

their own holy symbol, the leaves being rubbed on the spot that is to "sprout" a new limb.

The reverse of the spell, *wither*, will destroy any limb or other organ touched (thus requiring a roll "to hit" in most cases). Within a minute the affected body part will be numb and useless, turning to corruption and finally withering away into nothingness within 20-80 minutes. It uses unholy water in place of the holy water. Druids may not cast the reverse of the spell.

Reincarnate

Level 7 druid, level 6 mage spell (necromantic)
Requires: incantation, gestures, holy symbol
Casting time: 10 minutes

This spell allows the caster to return the spirit or soul of one recently slain into a new body. The subject can only have been killed within the past week, and the body (or at least what's left of it) must be available. After the spell is cast, the new body, containing the essence of the dead character, will appear in 10-60 minutes. Once reincarnated, the subject will retain his memories of his previous life as well as his personality, but may well not have any of the skills or powers associated with his previous character class. The exact body into which the subject is reincarnated is determined randomly:

Caster is a Druid		Caster is a Mage	
Roll	Reincarnated as…	Roll	Reincarnated as…
01-03	Badger	01-05	Bugbear
04-08	Black bear	06-11	Dwarf
09-12	Brown bear	12-18	Elf
13-16	Wild Boar	19-23	Gnoll
17-19	Centaur	24-28	Gnome
20-23	Dryad	29-33	Goblin
24-28	Eagle	34-40	Half-elf
29-31	Elf	41-47	Halfling
32-34	Faun	48-54	Half-orc
35-36	Fox	55-59	Hobgoblin
37-40	Gnome	60-73	Human
41-44	Hawk	74-79	Kobold
45-58	Human	80-85	Orc
59-61	Lynx	86-90	Ogre
62-64	Owl	91-95	Ogre mage
65-68	Pixie	96-99	Troll
69-70	Raccoon	00	Intelligent magic item
71-75	Stag		
76-80	Wolf		
81-85	Wolverine		
86-00	Roll on mage table		

If a human or demi-human is indicated, the character should be rolled up just as if a new character were being created. Otherwise, the game master should improvise, consulting the ADVENTURES DARK AND DEEP™ Bestiary for details. Intelligent magic items are detailed in the ADVENTURES DARK AND DEEP™ Game Masters Toolkit; if a player character is reincarnated as such a thing, it should be up to the player's discretion if he wishes to keep on playing that character.

Remove Curse (Bestow Curse)

Level 3 cleric, level 4 mage spell (abjuration)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to remove a *curse* that has been placed upon some person, thing, or place. *Cursed* magic items, such as *cursed swords* and the like, will not have their malefic effects permanently removed, but rather the possessor of such an item will be able to rid himself of it.

The reverse of the spell, *bestow curse*, allows the caster to call down a *curse* on someone by touch (a roll "to hit" may apply, and a successful saving throw vs. spells will negate the spell's effect). The effects of the *curse* can either be specified by the caster, or can be determined randomly:

TABLE 324: BESTOW CURSE

Die Roll (d%)	Effect
01-06	Random ability score is reduced to 3
07-13	All "to hit" rolls and saving throws are made with a -4 penalty
14-19	Every 10 minutes, victim has a 50% chance of dropping whatever he is carrying in his hand
20-26	All gold and silver carried by the victim turns to dead leaves
27-32	Invisible stalker begins hunting the victim
33-39	Once every day, 1 randomly determined spell memorized by the victim will go off, aimed at some random friend (if applicable). If the victim is not a spellcaster, roll again
40-45	One of the victim's magic weapons or wondrous items will animate and attack him
46-52	Double the normal chance to encounter wandering monsters until the *curse* is lifted
53-58	-25% to all NPC reaction and morale rolls
59-65	Victim loses 1 pound per day (stopping at 20% of original body weight), losing 1d6 STR, CON, and CHA as the weight disappears
66-71	Victim is stricken with insomnia; lose 1 point of INT and WIS per day to a minimum of 3, then lose 1 point of DEX per day, to a minimum of 3
72-78	Insanity (see ADVENTURES DARK AND DEEP™ Game Masters Toolkit)
79-84	Stammering; victim loses 2d4 points of CON and must make a saving throw vs. spells to cast any spell requiring an incantation
85-91	Deaf (curing or healing magic will not remove this effect)
92-00	Blind (curing or healing magic will not remove this effect)

If the caster is creating their own *curse*, the above table should be used as a guideline to determine the power level of the *curse's* effect. A *bestowed curse* will last for 10 minutes per level of the caster.

Remove Fear (Cause Fear)

Level 1 cleric, level 2 bard spell (abjuration)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the caster to cause any creature or person touched to be filled with magical courage. Anyone thus affected will receive a +4 to any saving throws made vs. fear (including morale rolls, rolls due to magical effect, etc.). If the spell is cast on someone already struck by some sort of fear, it affords them a second saving throw with a +1 bonus. Naturally, if the recipient is unwilling, a roll "to hit" must be made by the caster. The reverse of the spell, *cause fear*, instills a magically-induced panic that causes the target to flee at maximum speed away from the caster for one minute per level of the caster (if in a dungeon environment, the game master should roll randomly to determine direction when given a choice such as at a side passage, but the player should not be informed of these directions; the panic induced is such that the character is too terrified to remember such things clearly). Both the spell and its reverse can be used to counteract the other.

Remove Paralysis (Cause Paralysis)

Level 3 bard/cleric spell (abjuration)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell allows the caster to grant creatures in the target area another saving throw vs. any sort of paralysis-inducing effect, such as a *hold person* spell or the attack of a corpse crawler. Up to 4 creatures can be so affected, as long as they are all within a 20'x20' area centered on a point 10' distant per experience level of the caster. If a single creature is to be affected, it gains a bonus of +3 to the new saving throw; 2 creatures get a +2 bonus, and 3 or more creatures get a bonus of +1.

The reverse of the spell, *cause paralysis*, requires a successful "to hit" roll (using the cleric's holy symbol as the weapon), and requires a saving throw vs. spells. Failure indicates the target is completely paralyzed for 1d6 minutes plus 1 minute per level of the caster.

Repel Insects

Level 4 druid spell (abjuration)
Requires: incantation, gestures, holy symbol, marigold/leek/nettles/ camphor
Casting time: 1 minute

This spell creates a barrier 10' around the caster that keeps out all insects (but not arachnids, etc.). Giant insects with 2 or more hit dice are entitled to a saving throw vs. spells; if they make their save, they will be able to penetrate the barrier, but will take 1d6 hit points of damage in doing so. The spellcaster must have marigold flowers, a crushed leek, stinging nettle leaves, or a small piece of camphor, which will be consumed by the casting of the spell.

Repulsion

Level 6 mage/savant spell (abjuration)
Requires: incantation, gestures, statuettes
Casting time: 36 seconds (6 segments)

This spell creates a beam, some 10' long per level of the caster and 10' wide, within which all creatures will move away from the caster at their normal movement rate (or 30' per minute, whichever is greater). *Repulsed* creatures will continue to move for an entire minute, even if it takes them beyond the normal range of the spell. The spell will last for 30 seconds (5 segments) per experience level of the caster. It requires a pair of special statuettes, one of ebony and the other of ivory, in the image of dogs, attached to which are two pieces of lodestone. The statuettes will be destroyed as the spell is cast.

Resilient Sphere

Level 4 mage spell (evocation)
Requires: incantation, gestures, diamond, gum arabic
Casting time: 24 seconds (4 segments)

This spell creates a sphere 1' in diameter per level of the caster, centered on a point up to 20' distant. This sphere is used to entrap a target creature, which is in turn entitled to a saving throw vs. spells. The sphere will last for 1 minute per level of the caster, or until a *rod of cancellation*, *wand of negation*, *disintegrate* spell, or *dispel magic* spell is used. Any creature trapped therein can breathe normally, but will be quite unable to do anything except rock the sphere itself; nothing can pass through its boundary. The sphere can be moved, and must be large enough to encompass the target creature. The spell requires a hemispherical piece of diamond or clear, hard gem-like substance, as well as a bit of gum arabic.

Resist Charm

Level 3 bard, level 6 druid spell (abjuration)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the caster to create a sphere some 10' plus 1' per level of the caster in radius, within which spells such as *charm person*, *hypnotism*, *friends*, etc. are weakened. All those within the area of effect get a bonus of +4 on their saving throws against such spells, and spells (or magical effects) which do not normally allow such (in the latter case, no bonus is allowed, just a straight saving throw). This applies to verbal patter effects as well. The spell lasts for as long as the caster remains concentrating, plus 1 round per level of the caster.

Resist Cold

Level 1 bard/cleric/mystic spell (alteration)
Requires: incantation, gestures, sulfur
Casting time: 1 minute

This spell allows the caster to imbue any creature or person touched with a magical resistance to cold. Any temperatures down to 0° F feel just like a balmy spring day. Against anything cold-based that causes temperatures colder than that (such as the breath of a white dragon, magical spells such as *ice storm*, etc.), the spell allows a saving throw to be made with a bonus of +2. Failing the saving throw means that the affected person only takes half damage; making the saving throw means only one-quarter damage is taken (note that this is in addition to any other saving throws that might be allowed, such as a save vs. breath weapon). The effect lasts for ten minutes per level of the caster, and requires a pinch of sulfur to cast (which is consumed by the spell).

Resist Fire

Level 2 bard/cleric/druid/mystic spell (alteration)
Requires: incantation, gestures, mercury
Casting time: 30 seconds (5 segments)

This spell allows the caster to confer a magical resistance to heat and flame upon a creature or person touched. Anything up to 212° F (the boiling point of water) will feel comfortable and room-temperature. Hotter temperatures (such as that produced by boiling oil, *fireball* spells, lava, and even the breath of a red dragon) will affect the target, but with a bonus of +3 on all saving throws associated with the fire and flame. Failing the saving throw means that half damage is taken; making the saving throw means that only one-quarter damage is taken. The effect lasts for ten minutes per level of the caster, and requires a drop of mercury (which is consumed as the spell is cast).

Resist Water

Level 3 druid/mystic spell (abjuration)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell affords the caster a resistance to any sort of water-based attack or other harm to either himself or some other, by touch. The effect will last for 1d6+4 minutes. This resistance will result in a -2 h.p. per die when under attack by water-based creatures such as water elementals. Damage from floods, being swept along a raging river, crashing on rocks in a small boat, etc., is similarly reduced by 2 h.p. per die. The spell will not enable the target to actually breathe water, but for the duration of the spell no harmful effects of drowning will be felt (the subject must be able to breathe normally when the spell expires, however, or else the lack of oxygen will suddenly catch up to him and death will almost certainly ensue).

Restoration (Energy Drain)

Level 7 cleric/mystic spell (necromantic)
Requires: incantation, gestures
Casting time: 3 minutes

This spell allows the caster to restore lost experience levels to himself or another. Such level loss includes chiefly (but not exclusively) the levels lost by attacks from undead creatures such as vampires. The spell will completely restore the lost level, including all abilities, hit points, etc., but must be cast within 1 day of the original loss per level of the caster. The spell will never, under any circumstances, raise a recipient to a level he never before possessed. The spell will also completely reverse the effects of a *feeblemind* spell (see p. 162).

The reverse of the spell, *energy drain*, will permanently lower the experience level (or hit dice, if applicable) of a target creature by one. The creature to be drained must be touched, and thus a "to hit" roll is required, but no saving throw is allowed. This spell, and its reverse, will age the caster by 2 years.

Resurrection (Destruction)

Level 7 cleric spell (necromantic)
Requires: incantation, gestures, holy symbol, holy water
Casting time: 10 minutes

This spell allows the caster to bring back certain types of creatures from the dead; this is limited to dwarves, gnomes, half-elves, halflings, and humans. Elves and creatures such as orcs, goblins, etc., cannot be restored to life by means of this spell, as they possess a spirit, rather than a true soul. The person to be *resurrected* may have been dead for a number of decades equal to the level of the caster. The employment of this spell is such a drain on the caster that he will need one day of total bed-rest (including no spellcasting) for each experience level of the person *resurrected*. The body of the deceased need not be present or whole.

The reverse of this spell, *destruction*, will blast one person touched into dust, with no saving throw (although a successful roll "to hit" is required). The reverse of the spell requires unholy water, naturally, and inflicts a similar need for rest as the original version of the spell. Both versions of the spell will age the caster by 3 years.

Reverse Gravity

Level 7 mage spell (alteration)
Requires: incantation, gestures, lodestone, iron filings
Casting time: 42 seconds (7 segments)

This spell will briefly (1 second) cause gravity to invert in an area some 30' square. This area can be no more than 5' distant from the caster per experience level. Creatures or objects in the area of effect will "fall up" 16', then come crashing to the ground (normal falling damage thus applies). If there is some obstruction above the target area such as a ceiling, creatures "falling up" will strike it accordingly. The spell has no effective "top"; thus creatures flying above the area of effect will be similarly disoriented.

Reverse Transmutation

Level 9 savant spell (alteration)
Requires: incantation, gestures, moly
Casting time: 54 seconds (9 segments)

This spell allows the caster to reverse the workings of spells such as *polymorph self*, *polymorph any object*, and the like. It will not affect any illusionary effect, but will force any object or creature whose actual form has been transformed

to revert back to its original form. It will function as a *stone to flesh* spell, if cast upon a creature turned to stone by a medusa, basilisk, etc. If cast upon a druid who is using his *shape changing* ability, the druid will be forced back to his original form and be rendered unable to change again for a number of minutes equal to the difference in levels between the caster and the druid (if the druid is of higher level, he will be able to change shape in but a single minute). Note that this will even restore those who have been the subject of a *polymorph other* spell who have lost their saving throw to retain their mind. No system shock roll is required when using this spell. The spell requires a sprig of moly, which is destroyed as the spell is cast.

Rope Trick

Level 2 mystic/mage/mountebank, level 3 illusionist spell (alteration)
Requires: incantation, gestures, corn powder, parchment loop
Casting time: 12 seconds (2 segments)

This spell allows the caster to enchant a length of rope up to 30' in length, causing it to become fixed to an extra-dimensional space up to 30' in the air. This rope can be then used in two ways. First, it can be climbed so that the person climbing gets off before the top is reached. Second, the person climbing can go all the way to the top, in which case he enters the extra-dimensional space and is completely safe for the duration of the spell (20 minutes per level of the caster). Up to six persons can stay in the space at any given time; if they are still there when the spell expires, they will drop to the ground (perhaps suffering falling damage in the process). The rope can be pulled up after them if there are only 5 persons in the space; otherwise it must remaining hanging below. The corn powder and twisted parchment loop disappear when the spell is cast. The rope in question must be touched by the caster.

Run

Level 1 mage, level 6 mystic spell (enchantment/charm)
Requires: incantation, gestures, prune juice, castor oil
Casting time: 1 minute

This spell allows the caster to enable some creature to run at twice its normal speed for 1d4+4 hours without fatigue. The creature must then rest for the same duration, as well as eat and drink copiously. The spell affects up to 1 creature per 2 levels of the caster; 1 creature at 1st through 3rd levels, 2 creatures at 4th level, 3 creatures at 6th level, etc. The creatures affected must be touched by the caster.

Sacred Place

Level 5 mystic spell (evocation)
Requires: incantation, gestures
Casting time: 5 hours

This spell allows the caster, by means of communing with the particular spirits of a place or object, to store magical energy within it that can then be tapped into at a later time. Each caster may only have one *sacred place* operative at any given time, and no more than two *sacred places* can be extant within 1 mile of one another (if someone attempts to create such a place within 1 mile of an already-existing *sacred place*, the new one will simply not "take"). Two different casters cannot "charge" the same *sacred place*.

Each week the caster performs this spell at the same place, he will add one spell level's worth of energy, up to his current level (thus, a 19th level mystic could store up to 19 levels' worth of magical energy in the *sacred place*). The spell must be cast within 20 yards of the specific point that is designated as the *sacred place:* a spring, boulder, tree, cave, etc. If the same caster fails to keep up the chain of spellcasting for four continuous weeks, the entire storehouse will be drained and the caster must start over.

While within 20 yards of the *sacred place*, the caster may cast any spell (subject to the limits of the highest level spell he could normally cast) using the energy stored in the *sacred place,* without using up the spells he had memorized through the normal process. Each spell so cast will drain the sacred place of that many spell levels, until the *sacred place* is drained. It may, of course, be built up by more repeated castings of the *sacred place* spell.

Salt

Mage/illusionist/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 1 second

This cantrip will cause fine salt to fall upon a desired item or area; it is mostly used when seasoning food, but can conceivably salt ground to prevent plants from growing there, or to cause damage (1-4 h.p. maximum) to those creatures who are harmed by salt, such as giant slugs. No more than 4 square yards or 30 gallons of liquid can be salted; any more, and the salt will be very diluted to the point of ineffectiveness.

If cast underwater in fresh water, this spell will create a pocket of salt water approximately 1 pint in volume. It will quickly dissipate into the surrounding water, to little or no effect.

Sanctuary

Level 1 cleric spell (abjuration)
Requires: incantation, gestures, holy symbol, small silver mirror
Casting time: 24 seconds (4 segments)

This spell allows the caster to touch one creature, who will then be immune from attack by any opponent who fails to make a saving throw vs. spells. Failure indicates that the opponent will simply overlook and ignore the beneficiary of the *sanctuary* spell. Attacks that affect an area (such as a *fireball* spell) will still have full effect, however. The creature or person who is benefitting from the spell can take no offensive action (including using weapons, casting offensive spells, etc.). Neutral (such as *augury*) or healing spells, however, can be cast without voiding the spell. The spell lasts for 2 minutes plus one minute per level of the caster. The holy symbol and small silver mirror are not consumed by the casting of the spell.

Sand Stalker

Level 7 mage, savant spell (conjuration/summoning)
Requires: incantation, gestures, incense, small brass gong
Casting time: 1 minute

This spell will conjure a sand stalker from the elemental plane of earth, compelling it to serve against its will. Details of the stalker can be found in the ADVENTURES DARK AND DEEP™ Bestiary. The creature will obey the summoner for as long as the conjuror can manage, but the stalker will immediately seek to pervert its instructions by following them to the letter, thus seeking to bring about the doom of its master so that it can return to its home plane. Note that any given spell-caster can only have one stalker of any type (phantom, invisible, etc.) under his control at any given time.

Scare

Level 2 mage spell (enchantment/charm)
Requires: incantation, gestures, undead bone
Casting time: 12 seconds (2 segments)

This spell creates a fit of abject terror in a target creature, causing it to tremble and shake (although it will not normally drop anything it's carrying). The target creature must be within 10' of the caster, must have 5 or fewer levels or hit dice, and must fail a saving throw vs. spells. Once affected, the creature will be at -1 on all its "to hit" rolls and damage, as well as on all saving throws, until the spell expires after 3-12 minutes. It will not affect elves, half-elves, undead creatures, extra-planar creatures, or clerics. The material component is a piece of bone from an animated skeleton, zombie, ghoul, ghast, or mummy, which is destroyed as the spell is cast.

Scratch

Mage/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 1 second

This cantrip creates an itch on the skin of the target creature, which must be within 10' and which is entitled to a saving throw. If it fails, it will involuntarily scratch the itch for a moment, causing it to cease.

Secret Chest

Level 5 mage spell (alteration)
Requires: incantation, gestures, chest, miniature chest
Casting time: 10 minutes

This spell has a twofold effect. First, it creates a magical link between two chests; one of normal (2'x2'x3') size, and the other a miniature replica of the first. Second, it transports the larger chest to the ethereal plane, where it serves as a relatively safe repository for whatever goods the caster chooses to place within it. The smaller replica chest serves as a key to retrieve the larger. The cost of the pair of chests is no less than 5,000 g.p., and they must be of the finest workmanship.

The spell itself will send the larger chest into the ethereal plane, while the smaller chest is kept by the caster. The chest can contain inanimate materials (gems, magic items, scrolls, etc.) with no penalty, but if a living creature is in the chest, there is a 75% chance that the spell will fail. At will, the caster may, as long as he is holding the smaller chest, summon the larger chest back from the ethereal plane, and retrieve whatever object(s) may have been placed inside. The large chest may be kept on the ethereal plane for a minimum of 60 days; after that, there is a 5% cumulative chance per day that the chest will be forever lost.

While the chest is in the ethereal plane, there is a 1% cumulative chance per week that the chest will be found by some wandering ethereal creature. If that happens, the reaction of the creature who finds the chest is determined randomly.

TABLE 325: SECRET CHEST

Roll	Action
01-10	Chest will be ignored
11-20	Contents will be added to
21-50	Contents will be exchanged for something else
51-80	Something will be taken
81-00	All contents will be stolen

When the chest is retrieved from the ethereal plane, there is a 5% chance that some ethereal creature will follow. For every hour thereafter, there is a 1% less chance of some creature following; 4% the next hour, 3% the hour after that, etc., until 5 hours pass and the ethereal hole closes.

Secret Page

Level 3 mage spell (alteration)
Requires: incantation, gestures, powdered herring scales
Casting time: 10 minutes

This spell allows the caster to disguise the true nature of some piece of paper, vellum, papyrus, etc., up to 2'x2' in size. A page in a spell book could, thus, be disguised as a woodcut, a treasure map could be made to look like a children's game board, or a page in an accountant's ledger could appear as an essay on the mating habits of butterflies. Spells such as *confuse languages* or *explosive runes* can be cast upon the *secret page*. The caster can, by the issuance of a command word, reveal the true nature of the *secret page*, and then restore the decoy contents, or can permanently remove the *secret page*'s enchantment. *Dispel magic* will remove the dweomer if it is successful; failure will result in the obliteration of the page entirely. The essence of a will-o-wisp (or boggart) will also reveal the true nature of a *secret page*. The page itself will radiate magic faintly if detected for.

Secure Shelter

Level 4 mage spell (evocation)
Requires: incantation, gestures, stone, lime, sand, water, wood (string, silver wire, small bell)
Casting time: 40 minutes

This spell brings into being a small but sturdy building that provides protection for the caster and his companions. The building itself will appear to be of whatever sort of material is common to the area: stone, wood, sod, etc., but will in all respects be as strong as stone (it is impervious to fire, etc.). The shelter will have a floor area of some 30 square feet per experience level of the caster, and will include a door, at least two windows (with shutters), a fireplace, and plain furnishings as desired, including up to 8 small beds.

The shelter cannot be harmed by non-magical missiles, although those launched by a siege engine, boulders hurled by giants, etc., will have their normal effect. The door and windows are protected as if the spell *wizard lock* had been cast upon them (see p. 236 for details). The caster may, at his discretion, include the effects of both an *alarm* and *unseen servant* spell (see pages 121 and 230, respectively) at the time the shelter is created; doing so requires that the appropriate material components be at hand when the spell is cast, but the mage need not have those additional spells memorized in order to include their effects on the shelter. The spell otherwise requires a small piece of stone, powdered lime, a pinch of sand, a drop of water, and a very small bit of wood.

Selflessness

Level 4 mystic spell (alteration)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the caster to "lose himself" in the moment of whatever he happens to be doing, be it walking down a tree-lined path, playing chess, casting another spell, engaging in melee, or whatever else may be envisioned. For ordinary activities, the spell will grant a temporary bonus of +25% (or +5, as applicable) to the chance of success for whatever is being done. If cast before some other spell, which requires concentration to maintain, the *selflessness* spell allows the caster to maintain his concentration even if he suffers damage. In fact, nothing short of physical death (-10 hit points) will be able to break the concentration thus achieved. In combat, it allows the caster to function at up to -7 hit points without flinching, but only with the proviso that he never rests; he must constantly be attacking, charging, parrying, or otherwise engaged in activity. Even a single minute of standing still (including taking time to be cured, drink a potion, or otherwise engage in non-combat activities) will break the spell. The spell will last for as long as the caster can maintain his activity; when walking or running, this will allow the caster to keep moving for 8 or 4 hours, respectively.

Sending

Level 5 mage/savant spell (evocation)
Requires: incantation, gestures, cylinders and wire
Casting time: 10 minutes

This spell enables the caster to send a brief communication to any single creature with whom he is familiar; the target must be known by name (and appearance, as necessary). The message sent can consist of 1 word per level of the caster (articles such as *a*, *an*, and *the* don't count). There is no range limit on the *sending*, but if the target is on another plane of existence, there is a 5% chance per plane removed that the *sending* will fail (thus, if the target is on the ethereal plane there is a 5% chance of failure, one of the elemental planes 10%, etc.). The recipient must have an intelligence of at least 1. The spell requires a pair of small cylinders connected by a length of copper wire.

Sepia Snake Sigil

Level 3 mage spell (conjuration/summoning)
Requires: incantation, gestures, powdered amber, mushroom spores, snake scale
Casting time: 18 seconds (3 segments)

This spell invokes a dark brown force in the form of a serpent. This serpent force will attack the nearest living creature (the caster being excepted, of course), as if it were a d8 monster with a number of hit dice equal to the level of the caster. If the serpent hits, the target will become enveloped in a glowing amber force field, in which it will be held in perfect stasis, unaware of its surroundings or the passage of time, and completely incapable of being moved. Only a *dispel magic* spell will cancel the effect. If it misses, the snake will disappear with a loud pop and a puff of smoke. The spell can either be cast directly at a target (range 5') or as a written sigil that protects an object, written page, etc. If the spell is used in the latter fashion, the magic will be activated by either handling or gazing upon the sigil. The spell requires 100 g.p. worth of powdered amber, a snake scale, and a small sample of mushroom spores.

Sequester

Level 6 savant, level 7 mage spell (abjuration)
Requires: incantation, gestures, basilisk eyelash, gum arabic, whitewash
Casting time: 1 minute

This spell allows the caster to render some object or creature completely undetectable by magical means (including spells such as *find traps*, *potion of treasure finding*, etc.), as well as being invisible to normal sight, including infravision and ultravision. The object(s) being *sequestered* must all fit within a cubical space 2' on a side per level of the caster, and will remain thus concealed for 1 week plus 1 day per level of the caster. Normal touching will reveal the *sequestered* objects, and those magical items explicitly designed to foil *invisibility* will work normally. If the spell is cast on an unwilling living creature, that creature will be entitled to a saving throw vs. spells. Any intelligent creature (including undead) upon whom the spell is cast will remain in a comatose state, unaging, for the duration of the spell. The spell requires the eyelash of a basilisk, gum arabic, and a drop of whitewash.

Shades

Level 6 illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell allows the caster to create quasi-real illusions of some monster or other creature. The total hit dice of the illusory creature(s) cannot exceed the level of the caster, and they will have but 60% of the normal hit points of the type of creature that is created. The *shades* will endure for 1 minute per level of the caster, and must be in a 20'x20' area no more than 30' from the caster. Unlike other forms of illusion/phantasm, all viewers are automatically entitled to a saving throw vs. spells. If they fail, viewers will believe the *shades* to be real and the *shades* will fight as if they had the normal armor class and damage of their type. If the saving throw is made, however, the *shades* will have an effective armor class of 6 and will inflict only 60% of normal damage.

Shadow Door

Level 5 illusionist, level 6 savant spell (illusion/phantasm)
Requires: gestures
Casting time: 12 seconds (2 segments)

This spell allows the caster to create the illusion of a door, into which he then appears to flee. In reality, the caster is made invisible by the spell, and remains so for up to 1 minute per experience level. If the door is opened by pursuers (or anyone else), all they will see is an illusion of an empty 10'x10' room. Magic that works as *true seeing* will of course see through the deception.

Shadow Magic

Level 5 illusionist/savant spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to create an almost-real version of his choice of the spells *magic missile*, *fireball*, *lightning bolt*, or *cone of cold*. The *shadow magic* spell will function as the chosen spell except for one thing: if the target makes a successful saving throw vs. magic, he will only take 1 hit point of damage. That saving throw is instead of any that would normally be allowed for the spell in question.

Shadow Monsters

Level 4 mage spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the caster to create quasi-real illusions of some monster or other creature. The total hit dice of the illusory creature(s) cannot exceed the level of the caster, and they will have but 20% of the normal hit points of the type of creature that is created. The *shadow monsters* will endure for 1 minute per level of the caster, and must be in a 20'x20' area no more than 30' from the caster. Unlike other forms of illusion/phantasm, all viewers are automatically entitled to a saving throw vs. spells. If they fail, viewers will believe the *shadow monsters* to be real and the *shadow monsters* will fight as if they had the normal armor class and damage of their type. If the saving throw is made, however, the *shadow monsters* will have an effective armor class of 10 and will inflict only 20% of normal damage.

Shadow Walk

Level 7 illusionist, level 9 savant spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to move to the plane of shadow, where he can then travel at a rate of 2 miles per minute, and then return to the corresponding point in the material plane. The caster can remain on the plane of shadow for a total of 1 hour per level of experience by means of this spell, thus being able to move some 120 miles per hour per level. The caster may, at his discretion, bring other beings with him by touching them as the spell is cast; if unwilling, both a "to hit" roll on the part of the caster, and a saving throw vs. spells on the part of the unwilling traveler, apply. Those accompanying the caster need not return to the material plane (if they are deliberately abandoned, or wander off on their own, they will either remain in the plane of shadow or return in some random spot in the material plane, with a 50% chance of either result). Naturally, it is possible to end the trip in some plane other than the material, if it also borders the plane of shadow.

Shape Change

Level 9 mage spell (alteration)
Requires: incantation, gestures, jade circlet
Casting time: 54 seconds

This spell allows the caster to become almost anything he wishes, except for singular creatures such as deities, demon lords, etc. The form need not be limited to living creatures, and the caster can change shape as many times as he wishes for 10 minutes per his experience level. The actual change takes but 6 seconds (1 segment) to take place. Once changed, the caster actually is the creature or thing in all but mind; he can use breath weapons if a dragon, breathe water if a fish, etc. The spell requires a jade circlet worth no less than 5,000 g.p. After the first transformation, the circlet is left behind; if it is destroyed before the spell expires, the spell will be broken. It will otherwise shatter of its own accord when the spell runs out. This spell does not require a system shock roll.

Sharp Note

Level 1 bard spell (evocation)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell creates a sharp sonic barb that will strike one target creature within 60' of the caster. The target must be within line of sight, and no other creatures can be between the caster and the target. The sharp note will do 1d6 h.p. of

damage. For every two levels of experience beyond the first, the caster can affect another target with the sharp note (i.e., 2 at 3rd level, 3 at 5th level, etc.).

Shatter

Level 2 mage spell (alteration)
Requires: incantation, gestures, piece of mica
Casting time: 12 seconds (2 segments)

This spell causes one small object to be shattered into pieces, as if it had sustained a heavy blow. The object in question must be within 60' of the caster and weigh under 10 lbs. Readily breakable objects such as mugs, vials, plates, windows, etc., will automatically shatter. Other objects must make a saving throw vs. crushing blow or be smashed. The spell requires a small piece of mica, which is lost as the spell is cast.

Shave (Hairy)

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 1 second

This cantrip will remove up to 1" of hair from any specified object or portion thereof. If no hair is left thereafter, growth will not take place for another 2-12 days. The reverse of this cantrip, *hairy*, will cause hair, fur, and the like to grow 2-12 inches. It will affect one object; if cast on a living object without permission, a saving throw vs. spells is allowed.

Shield

Level 1 mage spell (evocation)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell enables the caster to bring into being an invisible barrier in front of him which is impervious to attacks by the *magic missile* spell. Against hand-hurled missiles (darts, throwing axes, etc.), it grants the equivalent of armor class 2; against other missiles (arrows, bolts, etc.), it grants armor class 3; all other attacks against the caster are made against armor class 4. Note that it only protects against attacks from the front; attacks coming from the rear or flanks are made normally. The caster also gains a +1 bonus to all saving throws coming from the front quarter. The spell lasts for 5 minutes per level.

Shillelagh

Level 1 druid, level 3 bard spell (alteration)
Requires: incantation, gestures, oaken club, mistletoe, shamrock leaf
Casting time: 6 seconds (1 segment)

This spell allows the caster to transform an ordinary oaken club into a potent magical weapon. Once the spell is cast, the club will have a magical +1 bonus "to hit" and will do 2-8 h.p. of damage to small and medium-sized creatures, and 2-5 h.p. to large creatures. The enchantment will last 1 minute per level of the caster. The spell requires mistletoe and a shamrock leaf, which will disappear as the spell is cast, and of course an oaken club, which will return to normal after the spell has run its course.

Shine (Tarnish)

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will bring forth a mirror-like sheen to a desired single object, removing corrosion, rust, tarnish, etc. If cast upon a piece of jewelry that had previously had its value decreased by random die-roll (see the **ADVENTURES DARK AND DEEP**™ Game Masters Toolkit for details), this cantrip allows a re-roll on the base value. This can only be done once per piece of jewelry, and can only increase the value by one category. The reverse of the cantrip, *tarnish*, will create a layer of rust and tarnish on any object (around 1 cubic yard in size) normally subject to becoming tarnished. It cannot be used to lower the value of jewelry.

Shocking Grasp

Level 1 mage spell (alteration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to deliver an electrical jolt to a single creature touched. The jolt does 1d8 h.p. of electrical damage plus 1 h.p. per level of the caster. The spell does require that the caster successfully hit the target (or upon some electrical conductor that is touching the target's body, like a sword).

Shooting Stars

Level 5 mage spell (evocation)
Requires: incantation, gestures, small pebble
Casting time: 30 seconds (6 segments)

This spell allows the caster to call forth 1 *shooting star* for every 5 experience levels he possesses (i.e., 2 at 10th level, 3 at 15th level, etc.). Each has a range of 30' plus 10' for every level of the caster, but there can be no intervening object or creature between the caster and the target; the *shooting stars* move in a straight line and will detonate on the first thing they encounter (it is possible for each *shooting star* to be aimed at a separate target, however). Creatures in the path of the *shooting star* are entitled to a saving throw vs. spells, with the following penalties.

TABLE 326: SHOOTING STARS

Shooting Star has Traveled	Saving Throw Penalty
0' - 20'	-3
21' - 40'	-2
40' - 60'	-1
60' or longer	none

On impact, they will each do 12 h.p. of damage from the impact itself, plus a further 24 h.p. of damage from the fiery explosion that results. Any creature struck by the *shooting star* will automatically take the explosion damage as well as the impact damage, but those within a 10' sphere of the point of impact are entitled to a saving throw vs. magic to only take half damage.

Shout

Level 3 bard, level 4 mage spell (evocation)
Requires: incantation, bull/ram horn, honey, citric acid
Casting time: 6 seconds (1 segment)

This spell allows the caster to issue forth an incredibly loud noise beginning at his mouth and forming a cone some 30' long and 10' wide at its end. Any creature within the area of effect must make a saving throw vs. spells; failure indicates it is deafened for 2d6 minutes and must take 2d6 h.p. of damage.

Anything within the area that might normally be disrupted or destroyed by loud noise (crystals, glass, *wall of ice*, etc.) will be shattered. The spell can only be used once per day; more than that will deafen the caster permanently.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Silence 15' Radius

Level 2 cleric spell (alteration)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to create a zone of complete and utter silence in a sphere with a radius of 15', on a point up to 120' away from the caster. The spell can be cast upon a creature or person; if so, he is entitled to a saving throw vs. spells; failure indicates the spell is targeted on a point in space 1' behind the intended target. Success indicates the effect of the spell moves with the target. The spell lasts for 2 minutes per level of the caster. Such silence will not only interrupt normal speech, but prevent the casting of spells with spoken components, the operation of magical devices that require command words, etc.

Simulacrum

Level 7 mage spell (illusion/phantasm)
Requires: incantation, gestures, snow/ice sculpture, powdered ruby, sympathetic piece of creature to be duplicated
Casting time: 42 seconds (7 segments)

This spell enables the caster to create a near-duplicate of some other creature, in conjunction with the spells *reincarnate* and *limited wish*. All three spells are required to finish the creation; the *simulacrum* spell creates the form, the *reincarnate* spell gives it life, and the *limited wish* spell gives it a portion of the knowledge and personality of the target creature.

The creature thus created will appear as the target creature, but will only have 51-60% (1d10+50) of the hit points of the original, 40-65% (5d6+35) of the knowledge of the original, and 20-50% (1d4+1x10) of the experience levels of the original. The creature will remain under the command of the one who created it at all times (but no *telepathy* or other special means of communication is granted by the spells used to create the thing). True seeing or detect magic will reveal the true nature of a simulacrum.

The spell requires that some part of the original (hair, nail trimmings, etc.) be placed within a rough humanoid-shaped form of ice or snow, over which powdered ruby of not less than 1,000 g.p. value is sprinkled. The creature will remain alive until it is slain.

Sink

Level 8 mage spell (alteration)
Requires: incantation, gestures
Casting time: 48 seconds (8 segments)

This spell allows the caster to cause the target to sink into the earth, becoming entombed in the stone and soil in a state of suspended animation. The spell can affect one creature or one object 1 cubic foot per level of the caster in size, which must be no more than 10' distant per level of the caster.

After 24 seconds (4 segments) of casting the spell, the target must make a saving throw (vs. spells for living creatures, vs. disintegration for magical items, no save for non-magical items) or become rooted to the spot where it stands. If the caster stops chanting the spell at this point, the subject will remain where it is, rooted in place, for 40 minutes, after which time it will go back to normal. If he continues, however, the target will begin to sink into the earth, one-quarter of its height for every 6 seconds (1 segment) that the spell continues. Once the full casting time has elapsed, the subject will continue to sink into the ground until it is as far beneath the surface as it was in height (i.e., a 6' tall human would sink so its head was 6' beneath the surface of the ground, etc.). The target will have the same density as the ground around it, and will remain in perfect suspended animation until the earth around it is removed. Spells such as dig or transmute rock to mud will not harm the target. The patch of ground into which the target sank will dimly radiate magic.

If cast underwater, the target will sink into the seabed (or riverbed, lakebed, etc.). The water above that point will radiate magic, just as the ground itself does.

Skyhook

Level 2 jester spell (alteration)
Requires: incantation, gestures, small hook
Casting time: 12 seconds (2 segments)

This spell creates an invisible "hook" in mid-air, from which the caster can then hang things that would normally be able to be hung from a hook. The invisible hook must be within 10' of the caster. It will hold 100 lbs. of weight plus 10 lbs. per level of the caster, and will last for ten minutes. The material component of this spell is a small brass hook, which disappears as the spell is cast.

Sleep

Level 1 bard/mage spell (enchantment/charm)
Requires: incantation, gestures, fine sand/rose petals/cricket
Casting time: 6 seconds (1 segment)

This spell allows the caster to induce a deep, comatose sleep in a number of creatures. The creatures must all be within a 15' radius circle, the center of which can be up to 30' away from the caster, plus 10' per level. 1d4x4 hit dice worth of creatures will be affected (regardless of hit die type). Note that creatures with 5 hit dice or greater (again, regardless of type) will be immune to the *sleep* spell, as will undead and other creatures detailed in the **ADVENTURES DARK AND DEEP™** Bestiary.

The caster may specify a specific creature as the target. If that is the case, that creature will be affected first (if it is susceptible to the spell, of course). Otherwise, creatures within the area of effect will be affected in order, from lowest number of hit dice to highest. When determining whether the spell still has enough strength to put a given creature to sleep, round down.

Creatures affected by the *sleep* spell may be slain at a rate of one per minute (more, if there is more than one person doing the slaying). Noise will not

awaken creatures affected by the spell, but shaking, slapping, or wounding will. Waking up takes a full minute and creatures will naturally wake up on their own after 5 minutes per level of the caster. The spell requires either fine sand, rose petals, or a live cricket, all of which are destroyed during the casting of the spell.

Slow

Level 2 jester, level 3 mage spell (alteration)
Requires: incantation, gestures, drop of molasses
Casting time: 18 seconds (3 segments)

This spell causes the affected creatures to move and attack at half their normal rate. A maximum number of creatures equal to the experience level of the caster may be affected, as long as they are all within a 40'x40' area, centered on a point 90' plus 10' per level distant from the caster. It will negate a *haste* spell, and can be used cumulatively (i.e., two *slow* spells will cause a target to move at ¼ speed, etc.). The effect lasts for 3 rounds plus 1 round per level of the caster. The drop of molasses is destroyed in the casting.

Slow Poison

Level 2 cleric/druid/mystic spell (necromantic)
Requires: incantation, gestures, holy symbol, garlic
Casting time: 6 seconds (1 segment)

This spell allows the caster to greatly slow the effects of any sort of poison or venom on a single creature touched, for up to one hour per level of the caster. The spell will not completely neutralize the poison, but will slow its progress to the point where only a single hit point of damage will be taken for every ten minutes (up to the total amount of damage the poison would otherwise have inflicted). While under the influence of this spell, the target's total hit points will never dip below 1. This spell can also be cast on someone who has already been slain by poison, as long as it is cast within ten minutes of death per level of the caster (thus, a 6th level cleric could cast it on someone who had died of poison up to an hour previously), allowing that person a reprieve, during which time they would need to be *healed*, *cured*, or otherwise tended by magical means. If no such help is forthcoming, the victim will once again die.

If a druid casts the spell, there is a 5% chance per experience level that the druid will know an herbal remedy to counteract the poison. This only applies if the poison in question is plant-based; if it has been established to be animal or mineral in nature, the druid cannot concoct the herbal remedy. If the game master does not know the origin of the poison, the druid may cast the spell *detect poison* (see p. 150 for details) to detect the type of poison. If successful, it may be assumed that it is plant-based in nature, and thus he can attempt to apply the remedy. The components of the herbal remedy must be obtained by the druid himself in the woods, or from an herbalist or apothecary.

Smokepuff

Mage/illusionist/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 2 seconds

This cantrip brings into being a small puff of smoke, of white, gray, black, brown, yellow, or green color, as the caster desires. The smoke will dissipate normally once it appears.

Snake Charm

Level 1 mystic, level 2 cleric spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to chant and move his hands in such a way as to hypnotize one or more snakes, causing them to do no more than gently sway in a half-erect posture. The spell can affect a number of snakes whose hit point total is equal to or less than that of the caster, and can affect those within 30' of the caster. The duration of the spell depends on the disposition of the snakes in question. If they are languid, it will last 30-60 minutes. If they are active, but not attacking or aggressive, it will last 10 to 30 minutes. If they are attacking, it will last but from 5-8 minutes. The spell will be effective against creatures such as nagas and serpent men, but only within the limitations described above.

Snare

Level 3 druid spell (enchantment/charm)
Requires: incantation, gestures, holy symbol, snake skin, sinew
Casting time: 3 minutes

This spell enables the caster to create an enchanted snare that will remain undetected 90% of the time, although magic such as *detect traps* will act normally. The spell requires some sort of rope-like object (vine, rawhide, etc.), which will be formed into a loop that blends into the ground. The loop will be 24 inches in diameter plus 2 inches per level of the caster. When entered, the loop will instantly constrict; if there was a sapling or other appropriate tree, the spell will cause it to bend down and then snap upwards, carrying the trapped creature upwards and inflicting 1d6 hit points of damage into the bargain. If no such tree is available, the snare will simply entangle the limbs of the creature, making movement quite impossible. The strength required to break free of the *snare* depends on how much time has passed since it was activated: a strength of 23 is needed the first hour, 22 the next, 21 the next, and so forth. After 12 hours, the *snare* will lose its power completely, and anything trapped will be able to free itself. The snake skin and sinew are woven into the substance of the *snare*, and are thus lost once the spell is cast.

Sneeze

Mage/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will force the target to sneeze unless it makes a successful saving throw vs. spells. The target must be within 10'. Like all cantrips, this cannot be used to interrupt spellcasting.

Sobriety

Level 2 mountebank spell (abjuration)
Requires: incantation, gestures, pinch of saleratus
Casting time: 12 seconds (2 segments)

This spell is a special form of the *neutralize poison* spell that allows the caster to completely and instantly remove the effects of alcohol or other drugs that have the function of impairing judgment and coordination, causing drowsiness, etc. It will not function on more potent toxins, and will in no case heal damage caused by breathing, drinking, or eating poison.

Social Grace

Level 2 bard spell (alteration)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell allows the caster to give himself and certain of his companions an enhancement not of their innate charisma, but of their knowledge of social graces, ability to "put on airs" and present themselves flawlessly as members of a higher social strata than they ordinarily occupy. This will not only assist when dealing with others of higher social class, but can also be used to give a 20% bonus to attempts to disguise oneself as a member of the higher social orders. Those who are used to taking commands and who are naturally impressed by social class (bureaucrats, soldiers, courtiers, etc.) will be especially impressed by this spell's effects. It will last for 1 hour per level of the caster, divided by the number of persons affected. Example: A 6th level bard casts the spell. He could affect 1 person for 6 hours, 2 people for 3 hours each, or 3 people for 2 hours each. Such divisions can only be made in whole hours, and must be rounded down.

Solid Fog

Level 4 illusionist spell (evocation)
Requires: incantation, gestures, powdered peas, powdered hoof
Casting time: 24 seconds (4 segments)

This spell summons a dense bank of mist that obscures all vision, including infravision, beyond 2'. The *fog* will occupy one cube 20' on a side per experience level of the caster, and will remain for 2-8 minutes plus 1 minute per level. The *fog* can be made to appear up to 30' away from the caster. This spell differs from *wall of fog* (see p. 232) in that it can only be blown away by the strongest of winds, and those entering the area will only be able to move at 1/10th of their normal movement rate. *Gust of wind* will not affect *solid fog*.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Song of Battle

Level 4 bard spell (enchantment/charm)
Requires: incantation
Casting time: 48 seconds (8 segments)

This spell will allow the caster to raise the morale of all friendly combatants within 240' by +5%, as well as increasing all "to hit" rolls made by those on his side by 1 within the same radius. The effect lasts for as long as the caster maintains the incantation.

Song of Combat

Level 3 bard spell (enchantment/charm)
Requires: incantation
Casting time: 36 seconds (6 segments)

This spell raises the experience level of any single fighter or cavalier (or sub-class), who must be named by the caster and within 60' at the time the incantation is said, by 1 for the duration of the spell. Hit points are temporarily increased during this time, and any damage taken while the spell is in effect will be taken from those additional and temporary hit points. The effect will last for as long as the caster maintains the incantation, plus a like amount of time once the incantation is completed. In addition, any fighters or cavaliers (or sub-classes) within 120' get a +5% bonus to their morale while the incantation is being sung, but not afterwards.

Song of War

Level 5 bard spell (enchantment/charm)
Requires: incantation
Casting time: 1 minute

This spell gives one person, who must be named by the caster and within 60' at the time the incantation is said, to receive a level of the *generalship* skill (or an additional level, if he already has the skill), as well as an increase of 2 to his charisma score (subject to racial maximums). The effect will last for as long as the caster maintains the incantation, plus a like amount of time once the incantation is completed. In addition, any fighters or cavaliers (or sub-classes) within 360' get a +10% bonus to their morale while the incantation is being sung, but not afterwards.

Sonic Blast

Level 6 bard spell (evocation)
Requires: incantation
Casting time: 72 seconds

This spell allows the caster to aim a blast of pure sound in a cone some 60' long and 20' wide at the base. All creatures within the area of effect will take 6d6 hit points of damage from the sonic blast. A *silence* spell, or other magical silence, will nullify the effect.

Spark Shower

Level 2 mage spell (evocation)
Requires: incantation, gestures, flint and steel
Casting time: 12 seconds (2 segments)

This spell allows the caster to create a shower of fiery sparks some 20' deep and 10' wide in front of the caster. Any creature within that area will take 2d4 h.p. of fire damage. Creatures wearing metal armor or carrying metal weapons, however, will take 4d4 h.p. No saving throw is allowed.

Speak with Animals

Level 1 druid spell, level 2 cleric spell (alteration)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to understand, and be understood by, any one animal that is not completely mindless (such as an earthworm) which happens to be within 30' of the caster (40' if the caster is a druid). Only non-fantastic animals such as snakes, bears, lizards, birds, etc., can be communicated with by means of this spell; in order to communicate with creatures such as manticores, harpies, etc., the spell *speak with monsters* (*q.v.*) must be utilized. While the spell lasts, the animal in question (and any of its fellows, if present) will not be hostile towards the caster and his companions, although they may well be wary. The caster may ask questions, and will receive answers and generally be on friendly terms with the animal in question. If the animal has an alignment that is close to that of the caster (evil and evil, neutral and neutral, good and good), it is possible that a favor or service will be granted (the game master will determine the chances of success based on the circumstances). The spell will last for two minutes per level of the caster.

Speak with Monsters

Level 6 cleric spell (alteration)
Requires: incantation, gestures
Casting time: 54 seconds (9 segments)

This spell allows the caster to converse with any single type of creature within 30' of the caster, although it must have some ability to speak and understand speech (i.e., completely mindless creatures such as slimes could never be conversed with, but this spell could be used to speak with a manticore, for instance). A friendly reaction is not guaranteed, however, and the game master should roll to determine the reaction of the creature being spoken to. Other creatures of the same type as the object of the spell will be able to understand what the caster says, as long as they are within the range of the spell. The spell lasts for one minute per level of the caster.

Speak with Plants

Level 4 cleric, level 4 druid spell
Requires: incantation, gestures, drop of water, pinch of dung, fire
Casting time: 10 minutes

This spell allows the caster to converse with all plants and vegetation within 30' (80' if cast by a druid), for a period of one minute per level of the caster (twice that if the caster is a druid). The conversation must of necessity be simple, consisting of answering uncomplicated questions ("have any horses passed through here recently?"). Plants which have some rudimentary ability to move can be requested to trip up passersby and so forth, but the spell does not give the caster any power to grant mobility or animation to plants that do not already possess it. A druid will need his holy symbol in addition to the components listed above.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Speak with the Dead

Level 3 cleric spell (necromantic)
Requires: incantation, gestures, holy symbol, incense
Casting time: 10 minutes

This spell allows the caster to converse with some being who has passed beyond the mortal plane, as long as some portion of their remains are at hand to act as a focal point. The higher the level of the caster, the more effective the spell, both in terms of how long ago the subject can have died, as well as the length of the questioning allowed:

TABLE 327: SPEAK WITH THE DEAD

Experience Level	How Long Ago Deceased	Duration	Max. Number of Questions
5-6	1 week	1 minute	2
7-8	1 month	3 minutes	3
9-12	1 year	10 minutes	4
13-15	10 years	20 minutes	5
16-20	100 years	30 minutes	6
21+	1,000 years	1 hour	7

Of course, the caster must be able to understand the language of the dead creature, and it will not possess any information in death that it did not possess in life. The caster requires his holy symbol and incense; the latter is consumed in the casting of the spell.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Spectral Force

Level 3 bard/illusionist spell (illusion/phantasm)
Requires: incantation, gestures, fleece
Casting time: 18 seconds (3 segments)

This spell is an even more potent version of the *improved phantasmal force* spell (see p. 176). This spell creates an illusion that contains visual, audible, olfactory, and thermal elements; it is thus so convincing that creatures believing it to be real will suffer actual damage from it, if appropriate. Any image desired by the caster can be created, and the image can move and react and make sounds including actual speech. The caster needs concentrate only minimally to sustain the illusion (so movement is possible, but not spellcasting), and with one minute of intense concentration can make the illusion endure for an entire 3 minutes with no further concentration on his part whatsoever. The image can cover an area of 160 square feet plus 10 square feet per level of the caster, centered on a point up to 60' plus 10' per level of the caster distant.

Creatures who actively attempt to disbelieve the image gain a saving throw vs. spells, and if they are successful, they will see the illusion for what it is and will be immune to any further damage from it. Companions of those who disbelieve, and who can be told of the true nature of the illusion, get a saving throw with a +4 bonus. The illusion lasts as long as the caster continues to concentrate, or until the illusion fails to react realistically (i.e., an illusion of an orc which does not react when it is hit by an axe). The spell requires a small bit of fleece, which is destroyed as the spell is cast.

Spell Immunity

Level 4 cleric, level 5 savant spell (abjuration)
Requires: incantation, gestures, component of spell
Casting time: 1 minute

This spell allows the caster to impart total immunity against one specific spell by touch, as long as it is a spell that the caster himself has directly experienced. It cannot be combined with any other sort of immunity or protection (including multiple castings of the *spell immunity* spell itself), and does not extend protection to those items and possessions carried by the beneficiary. The protection afforded does not protect against spell effects caused by magic items or the like, nor does it impart any sort of partial immunity against other spells with similar effects (i.e., immunity against *fireball* does not provide any sort of protection against *burning hands*). The spell requires the same material component as the spell which is being protected against. The spell lasts 10 minutes per level of the caster.

Spell Turning

Level 7 mage spell (abjuration)
Requires: incantation, gestures, silver mirror
Casting time: 6 seconds (1 segment)

This spell allows the caster to reflect 1d4+7 levels' worth of spells back upon the caster. The caster won't know the exact number of spell levels that will be turned by the spell. It will not affect area-effect spells, nor spells that require the caster touch to the target. If there are not a sufficient number of spell levels remaining to *turn* a given spell, the effect will be *turned* proportionally; for example, if a mage has 2 spell levels left, and is hit by a *fireball* spell (a 3rd level spell), he will be affected by 1/3 of the force of the *fireball*, while the remaining 2/3rds will be reflected back to the caster. For non damage-causing spells, there is a percentage chance that the spell will affect either the caster or the target; for instance, if that same mage were struck by a *hold person* spell rather than *fireball*, there would be a 1/3 chance that it would affect him, and a 2/3 chance that it would affect the spell-caster who cast the *hold person* spell. If two spell-casters are both protected by a *spell turning* spell or magical effect and one casts a spell at the other, a harmonic resonance is set up and the result must be determined on the following table:

TABLE 328: SPELL TURNING

Die roll (d%)	Effect
01–70	Spell has no effect on either spellcaster
71–80	Spell affects both spellcasters at full effect
81–97	*Spell turning* effect is disabled for 1d4 minutes for both spellcasters
98–100	Both spellcasters are blasted into a random plane of existence

The spell requires a silver mirror, which is not destroyed by the casting of the spell.

Spice

Mage/illusionist/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will actually bring a particular spice, herb, etc., into being and add it to a particular food. Enough of the spice will be created to provide for approximately a dozen people.

Spider

Mage/illusionist/savant cantrip (conjuration/summoning)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip summons an ordinary spider, which will appear up to 10' away from the caster. Ordinarily, this spider will be no more than 2 inches in diameter and relatively harmless, and its bite will only serve to distract the victim for a few seconds. There is, however, a 5% chance that the spider so summoned will in fact possess a poisonous bite. In such a case, the victim must make a saving throw vs. poison. Success means the victim takes 1 h.p. of damage. Failure means the victim takes 2 hit points and is sickened (basically incapacitated) for 1d4 days. A *neutralize poison* spell (see p. 192) will cure the victim, and a slow poison will only serve to delay the illness for a day.

This spell cannot be cast underwater.

Spider Climb

Level 1 mage/savant spell (alteration)
Requires: incantation, gestures, bitumen, live spider
Casting time: 6 seconds (1 segment)

This spell allows the caster to climb on walls and ceilings just like a spider, at a rate of 30' per minute. The effect lasts for 1 minute plus 1 minute per experience level of the caster. The caster must have bare hands and feet, and cannot handle anything weighing less than 5 lbs., while the spell is in effect; anything smaller than that will stick to the hands of the caster (note that this will make casting most other spells with material components while this spell is in effect, impossible). The spell requires a small bit of bitumen and a live spider, which must be swallowed.

Spike Growth

Level 2 bard, level 3 druid, level 5 cleric spell (alteration)
Requires: incantation, gestures, holy symbol, thorns or twigs
Casting time: 42 seconds (7 segments)

This spell allows the caster to create a patch of sharp spiky growth amongst any sort of ground-covering plant life; even on seemingly barren ground roots, seeds, etc. in the earth will create a similar effect. The spell will affect 100 square feet per level of the caster, centered on a point up to 60' distant. It will last 1d6x10 minutes plus 10 minutes per level of the caster. Anyone entering the area will suffer 2 attacks per 10' crossed (but will be unaware of the hazard until they take damage). Those charging or running through the area suffer twice as many hits. Each attack is made as if the caster were attacking, and will cause 1-4 hit points of damage. The spell can be detected by such means as *detect traps*, *detect snares and pits*, *true seeing*, etc., but not otherwise. The spell requires 7 thorns or sharp sticks, which are destroyed by the casting of the spell, as well as the caster's holy symbol, which is not.

Spike Stones

Level 4 cleric, level 5 druid spell (alteration)
Requires: incantation, gestures, stalactites
Casting time: 36 seconds (6 segments)

This spell will turn any sort of rock into a sharp-edged shape, but one that is very difficult to discern by even careful observation; such stones are detectable only 25% of the time by untrained observers (although *find traps*, *true seeing*, etc., will alert one to the hazard). The spell will last 3d4x10 minutes plus 10 minutes per level. Up to 100 square feet per level of the caster can be affected. Those entering the area will suffer 2 attacks per 10' (although they will not become aware of the spell's effect until an attack successfully causes damage),

as if the caster were attacking, with each successful attack causing 1d4 h.p. of damage. If those entering the area of effect are running or charging, the number of attacks is doubled. If the spell is cast on the bottom of a pit or other place where it will be fallen upon from some height, 6 attacks will be inflicted, with a +2 bonus "to hit" and damage per 10' fallen, in addition to normal falling damage. The spell requires 4 small stalactites, which are destroyed as the spell is cast.

Spirit Gift I

Level 1 mystic spell (evocation)
Requires: incantation, gestures, dragon scale
Casting time: 6 seconds (1 segment)

This spell allows the caster to invoke one of the Spirits of the Dragons, either in himself or in someone who is touched. The caster has no control over which exact spirit will come forth, which is determined randomly:

TABLE 329: SPIRIT GIFT I

Die Roll (d6)	Dragon Spirit	Effect
1-2	Silver	Duration of all spells cast is doubled
3-4	Electrum	Initiative bonus of -2
5-6	Gold	+2 to all saving throws vs. spells

The effect of the spell will last for 1 hour, and only one *spirit gift* can be invoked on the same person at the same time. If more than one *spirit gift* spell (of any level) is attempted on the same person more than once, the second spell will have no effect and will be lost. The spell requires the scale of a dragon (of any type), which is destroyed during the casting.

Spirit Gift II

Level 3 mystic spell (evocation)
Requires: incantation, gestures, monster feather
Casting time: 18 seconds (3 segments)

This spell allows the caster to invoke one of the Spirits of the Winds, either in himself or on someone who is touched. The caster has no control over which exact spirit will come forth, which is determined randomly:

TABLE 330: SPIRIT GIFT II

Die Roll (d4)	Wind Spirit	Effect
1	East	The recipient can bring into effect a single sudden 75 mph hurricane-force wind. The wind will knock down people, light structures, etc. Individuals caught in the wind will be blown back some 5d6 yards and suffer 5d6 h.p. of damage.
2	South	The recipient can bring into effect a sudden 50 mph gale with a temperature of 100°. All those in the area of effect must save vs. spells or have their strength and constitution scores reduced by 1 for 5d6 minutes. For creatures without such scores, reduce all rolls "to hit" by 2 and -1 on all damage rolls for the duration of the effect.
3	West	The recipient can bring into effect a sudden 35 mph high wind. All those in the area of effect must make a saving throw vs. spells or flee in *fear* (as per the spell; see p. 161 for details) in the same direction as the wind blows.
4	North	The recipient can bring into effect a sudden 25 mph strong wind with a temperature of -10°. All those within the area of effect must save vs. spells or have their movement slowed to ½ speed and their melee attacks reduced to ½ normal frequency.

All winds can be invoked in whatever direction the caster chooses, and will form a cone emanating from his pointing finger some 200 yards long and 160' wide at the base. The effect of the spell can be called upon once, no more than 1 hour after the spell is cast, and only one *spirit gift* can be invoked on the same person at the same time. If more than one *spirit gift* spell (of any level) is attempted on the same person more than once, the second spell will have no effect and will be lost. The spell requires the feather of a non-natural creature (of any type, such as hippogriff, sphinx, pegasus, etc.), which is destroyed during the casting.

Spirit Gift III

Level 5 mystic spell (evocation)
Requires: incantation, gestures, flower
Casting time: 30 seconds (5 segments)

This spell allows the caster to invoke one of the Spirits of the Flowers, either in himself or on someone who is touched. The caster has no control over which exact spirit will come forth, which is determined randomly:

TABLE 331: SPIRIT GIFT III

Die Roll (d4)	Flower Spirit	Effect
1	Rose	Immune to all magical aging, *withering*, or *slowing*, plus all attacks against the recipient do -1 h.p. of damage per die, regardless of type (min 1 per die).
2	Lily	Immune to all water-based damage, including attacks by creatures from the elemental plane of water, and halving damage done by steam, ice, etc. Able to breathe water during the duration of the effect.
3	Thistle	Immune to all fire-based damage, both mundane and magical in nature, including red dragon's breath and attacks by creatures from the elemental plane of fire.
4	Pansy	Immune to all forms of cold- or ice-based damage, whether magical or mundane, including white dragon's breath and attacks by creatures from the meta-elemental plane of ice.

The effect of the spell will last for 1 hour, and only one *spirit gift* can be invoked on the same person at the same time. If more than one *spirit gift* spell (of any level) is attempted on the same person more than once, the second spell will have no effect and will be lost. The spell requires a whole fresh flower (of any type), which is destroyed during the casting.

Spirit Gift IV

Level 7 mystic spell (evocation)
Requires: incantation, gestures, silver circle
Casting time: 42 seconds (7 segments)

This spell allows the caster to invoke one of the Spirits of the Seasons, either in himself or on someone who is touched. The caster has no control over which exact spirit will come forth, which is determined randomly:

TABLE 332: SPIRIT GIFT IV

Die Roll (d4)	Season Spirit	Effect
1	Spring	-2 bonus to all initiative rolls (minimum of 1). Immunity to all weather-related injury, including that caused by magical means, extending to thunder and lightning. Also immune to all electrical based attacks. All attacks against the recipient do -2 h.p. per die of damage (min 1 per die).
2	Summer	-2 bonus to all spellcasting times (minimum of 1). Immune to all fire or heat based attacks. All attacks against the recipient do -4 h.p. per die of damage (min 1 per die).
3	Autumn	+1 bonus to intelligence and wisdom for the duration of the spell's effect. Immunity to all sorts of magical *fear, confusion, sleep,* and insanity, including poisons and monster-generated effects. All attacks against the recipient do -4 h.p. per die of damage (min 1 per die).
4	Winter	-2 bonus to all weapon speeds (minimum of 1). Immune to magical *disintegration, slowing,* magical aging, or *withering.* Immune to all poisons. All attacks against the recipient do -4 h.p. per die of damage (min 1 per die).

The effect of the spell will last for 2 hours, and only one *spirit gift* can be invoked on the same person at the same time. If more than one *spirit gift* spell (of any level) is attempted on the same person more than once, the second spell will have no effect and will be lost. The spell requires a circle of silver worth at least 50 g.p., which is destroyed during the casting.

Spirit Possession

Level 5 mystic spell (evocation)
Requires: incantation, gestures
Casting time: 30 minutes

By means of this spell, the caster invites a spirit from one of the other planes of existence to enter his body, affording the spirit a vehicle by which it can speak, move, and otherwise interact with those on the material plane. This is a very different thing from such a being entering the material plane directly, as it is easier for the being to do so and generally involves less risk for the being in question. The caster of the spell has no control over what sort of spirit will enter his body during the ritual. Note that the casting time above refers only to the amount of time it takes to bring the spirit into the body; once there, it will remain for a variable amount of time, as noted below.

The type of being who answers the summons will depend on the alignment of the caster:

TABLE 333: LAWFUL GOOD SPIRIT POSSESSION

Die Roll (d%)	Type of Spirit	Min. Duration
01-33	Dead	40 min.
34-83	Angel	30 min.
84-87	Hollyphant	20 min.
88-89	Ki-rin	10 min.
90-94	Lammasu	20 min.
95-98	Shedu	20 min.
99-00	Devil	See below

TABLE 334: ANGEL SUB-TABLE

Die Roll (d%)	Angel Type
01-50	Angel
51-74	Archangel
75-85	Principality
84-89	Power
90-93	Virtue
94-95	Dominion
96-97	Throne
98-99	Cherub
00	Seraph

TABLE 335: NEUTRAL GOOD SPIRIT POSSESSION

Die Roll (d%)	Type of Spirit	Min. Duration
01-33	Dead	40 min.
34-41	Agathion	20 min.
42-91	Archon	30 min.
92-98	Baku	20 min.
99-00	Daemon	See below

TABLE 336: ARCHON SUB-TABLE

Die Roll (d%)	Archon Type
01-50	Hound
51-89	Warden
90-98	Sword
99-00	Tome

TABLE 337: CHAOTIC GOOD SPIRIT POSSESSION

Die Roll (d%)	Type of Spirit	Min. Duration
01-33	Dead	40 min.
34-83	Deva	30 min.
84-89	Foo creature (dog)	20 min.
90-95	Foo creature (lion)	10 min.
96-97	Planetar	20 min.
98	Solar	10 min.
99-00	Demon	See below

TABLE 338: DEVA SUB-TABLE

Die Roll (d%)	Deva Type
01-55	Movanic
56-80	Monadic
81-00	Astral

For all spirits except devils, daemons, and demons, a reaction roll should be made, with a +25% adjustment, but no charisma adjustment. The result will determine the sort of assistance (if any) the spirit provides. A hostile reaction will, of course, result in nothing but belittling, sniffing about how poorly the caster has lived up to the ideals of his alignment, etc. A neutral reaction may (45% chance) result in some very minor bit of information that will help the caster, but almost certainly couched in rhyme, metaphor, and obscurity. A positive reaction will, at the very least, result in substantive information useful to the caster, and may, depending on how positive the reaction was, result in the spirit remaining in the body of the caster long enough to work directly through him. If the caster is in immediate physical danger, there is a +35% adjustment to the reaction roll, and if it is positive, the spirit will act out through the caster, battling whatever sort of danger presents itself. Once that is completed, the spirit will depart.
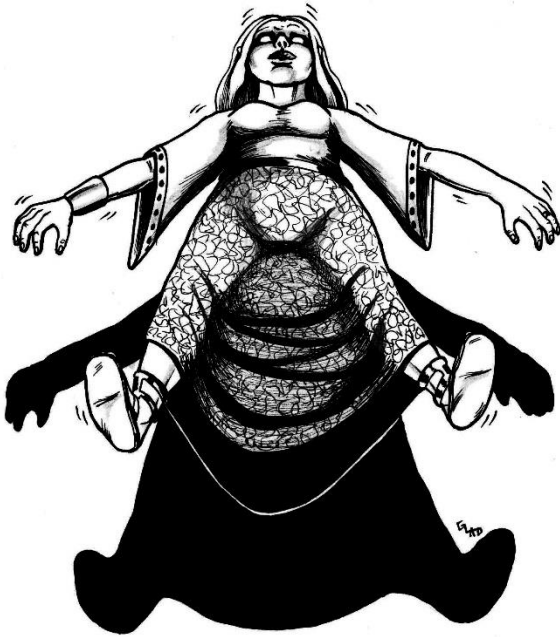
A spirit in possession of a body can employ whatever physical or magical powers the body itself possesses (including knowledge of any relevant command words for magic items, etc.). In addition, it can employ whatever magical abilities it would otherwise be able to use, but none of the physical; thus an astral deva "horsing" a mortal body (as the practice is sometimes called) would be able to *dispel invisibility* or *polymorph self*, but would not have its fearsome mace.

Spirits of the dead will not be able to employ any special powers, but will have all the knowledge that they did in life. The dead spirit will be a loved one or close associate of the caster 80% of the time. It will do whatever they can to extend its time back in a mortal body, particularly enjoying simple physical pleasures such as eating, drinking, and love-making. The game master should use the spell *speak with the dead* as a guideline (see p. 216 for details), but the spirit will be much more inclined to indulge in trivial conversation, only giving substantive answers when seriously pressed.

Most spirits will remain in a body for 1d20 minutes plus the minimum duration listed above. If the reaction adjustment was particularly positive, and the need is particularly great, the game master may use his discretion to say that the spirit will remain until a particular criterion is fulfilled. Such exceptions should be exceedingly rare, however, and will probably be accompanied by other requirements, such as the sacrifice of 50% of all treasure recovered to the deity whom the spirit serves, at the very least. If the caster wishes, he may attempt to force out the spirit before it wishes to go; in such cases, there is a base 50% chance of success. For every point of intelligence difference between the spirit and the caster, there is a 5% modifier (negative if the spirit's intelligence is higher, and positive if the reverse is true). The attempt can only be made once; if it fails, the spirit will remain until it is good and ready to depart.

Spirits of the lower planes will occasionally roam the ethereal plane, keeping an eye out for those who are inviting spirits to possess them, swiftly occupying the body before some more benevolent spirit is able to. Once firmly ensconced, they will attempt to impersonate some other type of spirit, with the ultimate aim of retaining control, faking the departure of the "good spirit" and faking the restoration of the host to control of his body. An *exorcism* spell, or similar magical coercion, will be required to dislodge the evil spirit, but there is a -20% modifier to the chance of success, owing to the fact that the spirit was invited to possess the body in the first place.

Spiritual Hammer

Level 2 cleric spell (invocation)
Requires: incantation, gestures, war hammer
Casting time: 30 seconds (5 segments)

This spell brings into existence an invisible hammer of pure spiritual force that can attack any enemy within 30' of the caster. This hammer acts in all respects as a normal war hammer, except that it is able to hit creatures normally only hit by enchanted weapons, such as demons and gargoyles. For purposes of determining what creatures can be hit only, it acts as if it had a "plus" for every three levels of the caster (i.e., a 7th level caster could hit creatures normally only hit by +3 or better weapons). The hammer has no actual bonuses in combat, either "to hit" or to damage done.

The spell requires a war hammer, which disappears as the spell is cast. It lasts for one minute per level of the caster, as long as the caster is able to concentrate. If that concentration is broken (such as by a successful attack against the caster), the spell will be immediately broken and the hammer will disappear.

Spiritwrack

Level 6 mage/savant spell (evocation, abjuration)
Requires: incantation, vellum scroll
Casting time: special (see spell description)

This spell enables the caster to inflict considerable agony and ultimately banishment upon a specific denizen of the lower planes (including demons, daemons, devils, night hags, etc.). The spell requires both the true name of the being to be affected (a piece of information most such creatures are loathe to make public) and a specially prepared scroll, the creation of which must be done by the caster himself, costing no less than 5,000 g.p. and taking 2d6+6 hours (the name of the creature must be known prior to the creation of the scroll, as it must be included in the writing itself).

The spell can only be initiated when the being named in the scroll is within 10' plus 1' per level of the caster. Once the caster begins to read the scroll, the target creature will be instantly rooted to the spot, unable to move, unless it succeeds in its initial magic resistance roll. If the roll is made, the entity will most likely (90% chance) flee immediately rather than risk trying to slay the caster or destroy or steal the scroll. During the first minute of reading, the named creature will be afflicted with growing discomfort. During the second minute, the pain will increase until it is nearly unbearable, with the being losing 1 hit point per hit die. During the third minute, the creature will lose 50% of its remaining hit points. If the end of the third minute should be reached, the named being will be cast out to its home plane, writhing in agony for a number of years equal to the level of the caster.

Naturally, this is a spell not well loved by the denizens of the lower planes. Usually, the spell is used as a threat by the caster, intended to force the named being to perform some service or be inflicted with the full wrath of the spell. There is a 25% cumulative chance per minute that such a being, undergoing the exquisite agonies of the *spiritwrack*, will accede to the demands of the caster, rather than suffer the final effect of the spell.

Spook

Level 1 illusionist/mountebank spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to create an illusionary horror from the subconscious mind of the target (who must be within 10' of the caster). The illusionist appears

to threaten the target, who, if he fails his saving throw vs. spells, will flee in terror (but will not drop items carried). The caster will not know the exact nature of the horror that is then "pursuing" the target. The target is entitled to another saving throw each minute for 6 minutes, with a cumulative +1 bonus. After 6 minutes, the spell will wear off even if the subject hasn't yet made a successful saving throw. The spell will not work on creatures with an intelligence of 0.

Sprout

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will accelerate the growth or aging of plants. A seed or bulb can be made to sprout, immature fruit can be made to ripen, or ripe fruit can be moved to spoilage. It will affect a maximum of 1 cubic yard.

Starshine

Level 3 druid spell (evocation, illusion)
Requires: incantation, gestures, amaryllis stalks, holly berries
Casting time: 30 seconds (5 segments)

This spell allows the caster to create a zone which appears to be lit by nothing but a starry sky. This zone can be an area 100 square feet per level of the caster, centered on a point up to 10' distant per experience level of the caster. It lasts for 10 minutes per level. Within the zone, normal vision is possible up to 30', blurry up to 60', and beyond that only dim and indistinct shapes can be made out. Infravision functions normally under *starshine*, and ultravision operates without impediment. If the illusionary component of the spell is successfully disbelieved, the disbeliever will simply know the illusionary nature of the "stars" in the sky; they, and the *starshine* effect, will still be in place.

Statue

Level 7 mage spell (alteration)
Requires: incantation, gestures, lime, sand, water, small iron bar
Casting time: 42 seconds (7 segments)

This spell will transform any single creature into a statue of solid stone. The creature so transformed must be touched, and the initial transformation will take 1 minute, and will naturally include any clothing or other possessions on his person. After the initial change, the "statue" can change back and forth from his normal form to statue form in only 1 second, for as many times as he likes, for 1 hour per level of the caster. The person in statue form is fully conscious and is able to see and hear as normal. His sense of touch is very limited, however, to only those things that would actually harm a granite statue (damage suffered while in statue mode will be reflected as wounds once the subject returns to normal mode). The initial change requires that the subject successfully roll 82 or less on percentile dice, subtracting his constitution score from the roll. Failure indicates that the change was too drastic for his system, and results in instant death. The spell requires lime, sand, and a small amount of water stirred with a very small iron bar (a nail or spike will do fine for this purpose).

Steadfast Mount

Level 4 bard spell (alteration)
Requires: incantation
Casting time: 1 minute

This spell allows the caster to cause some beast of burden, whether it be a horse, mule, hippogriff, or even an elephant, to increase one or more of its abilities.

- Double its capacity to carry burdens
- Double its speed
- Double the amount of time it can travel without tiring

The caster can alter one of those factors in one animal per experience level. The creature must remain within 120' for as long as the incantation is recited, but the effect of the spell will last for as long again as the incantation was maintained. Example: a 12th level bard doubles the carrying capacity and speed of 6 horses. He sings the incantation for 4 hours, during which time the beasts are able to carry twice as much as normal, twice as fast. After 4 hours have elapsed, he ceases the incantation, meaning the horses can continue their doubly heavy burden at double speed for 4 more hours, for a total of 8 hours.

Sticks to Snakes (Snakes to Sticks)

Level 4 cleric/mystic, level 5 druid spell (alteration)
Requires: incantation, gestures, bark, snake scales
Casting Time: 42 seconds (7 segments)

This spell allows the caster to turn a piece of wood (roughly in the shape of a stick or staff) into an ordinary snake. A number of sticks can be so transformed up to the level of the caster, as long as they are all in a 10' cube centered no farther than 30' from the caster. The snakes thus created will attack the enemies of the caster as directed. For every level of the caster, there is a 5% chance that any given snake created will be poisonous; thus a 10th level cleric casting the spell can create 10 snakes from sticks, and each has a 50% chance of being poisonous. Any non-magical wood in roughly the proper shape can be used (spears, torches, quarterstaffs, arrows, etc., will suffice, but a table would not). The snakes will remain for 2 minutes per level of the caster, after which time they will transform back into their original form. The spell requires a bit of tree bark and a few snake scales, both of which are consumed as the spell is cast.

The reverse of the spell, *snakes to sticks*, will allow the caster to transform a number of ordinary (i.e., non-giant) snakes into boughs of wood for 2 minutes per level.

Stinking Cloud

Level 1 jester, level 2 mage spell (evocation)
Requires: incantation, gestures, rotten egg or skunk cabbage leaves
Casting time: 12 seconds (2 segments)

This spell brings into being a 20' cloud of noxious vapor, somewhere within 30' of the caster. Anyone within the cloud must make a saving throw vs. poison or be overcome with nausea for 2-5 minutes, in effect helpless and unable to move, fight, cast spells, etc. If the saving throw is successful, the creature in the cloud is able to move out of the cloud and will only be under its effect for a minute afterwards, as his eyes, nose, and throat are cleared of the vapors. The spell requires a rotten egg or a few skunk cabbage leaves, which are used up as the spell is cast.

Stitch (Ravel)

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip allows the caster to sew together two pieces of cloth, leather, etc., whether a new seam or a repair of an old one (the seam is no stronger or weaker than one that would have been created by ordinary sewing). Up to 20 yards of cloth can be sewn together (for example, a sail) or a maximum of 2 yards of leather. The reverse of the cantrip, *ravel*, can only be used where there is already a loose thread, but will cause such a thread to come undone, thus destroying the seam. Enchanted items are immune to this effect.

Stone Door

Level 3 druid spell
Requires: incantation
Casting time: 18 seconds (3 segments)

This spell allows the caster to seem to walk into any stone surface and emerge from any other surface no more than 30' distant. The surfaces must be of actual raw stone (brick will not work, nor hewn stone, stone which has been plastered over, mud, soil, etc.) and the destination surface must be visible from the point of origin. The effect is instantaneous.

Stone Shape

Level 3 druid, 5 mage spell (alteration)
Requires: incantation, gestures, clay (holy symbol)
Casting time: 1 minute

This spell allows the caster to alter the form of any piece of stone, up to one cubic foot per his experience level. Fine detail is not possible by means of the spell (so creating realistic sculptures is not within its powers), but it can easily be used to create tunnels, doors, pits, walls, chests, bowls, etc. It can also be used to create a secret door in a stone wall. The clay is used to create an image of the desired shape of the stone and then touched to it; the clay is then lost. A holy symbol is only needed if a druid casts the spell.

Stone Tell

Level 5 savant, level 6 cleric spell (divination)
Requires: incantation, gestures, mercury, clay
Casting time: 10 minutes

This spell causes stones to temporarily rise to a rudimentary level of intelligence, through which they will truthfully and completely (albeit without much insight) answer questions posed by the caster regarding what creatures might have touched the stones, what may lay beyond or under them, etc. The spell is especially effective when used on stone walls, such as those typically found in dungeons. The spell can affect one cubic yard of stone, and will last for ten minutes. It requires a drop of mercury and a pinch of clay, which are destroyed as the spell is cast.

Stone to Flesh (Flesh to Stone)

Level 6 mage spell (alteration)
Requires: incantation, gestures, earth/blood (lime, water, and earth)
Casting time: 36 seconds (6 segments)

This spell will enable the caster to change any creature turned to stone (by the gaze of a medusa or basilisk, for example) back to flesh-and-blood, including the restoration of any possessions on his person. If cast upon an area of ordinary stone, 9 cubic feet per level of experience of the caster will be affected. The reverse of the spell, *flesh to stone*, will turn any flesh-and-blood creature to stone, including any possessions, but the target is entitled to a saving throw vs. spells. The range of both spells is 10' per level of the caster.

Stoneskin

Level 4 mage spell (alteration)
Requires: incantation, gestures, granite dust, diamond dust
Casting time: 6 seconds (1 segment)

This spell allows the caster to grant some target creature (possibly himself) near invulnerability to all physical weapons, even those of a magical nature, by touch. *Vorpal* weapons are foiled by *stoneskin*, as are normal melee weapons,

boulders hurled by giants, etc. Purely magical effects, however, such as *fireball*, *magic missile*, *shocking grasp*, etc., will work normally. Bare-handed attacks (such as pummeling, attacks by a troll's claws, etc.) will inflict 1-2 h.p. of damage on the attacker. The spell remains in effect until the recipient is attacked; a claw-claw-bite attack routine from an enemy, for example, will use up the magic. However, if two or more enemies are attacking the recipient in the same round of combat, the enchantment will only be effective against the first one that strikes. The spell requires powdered granite and powdered diamond, which is sprinkled over the recipient of the spell.

Stream (Alteration)

Level 2 jester spell (evocation)
Requires: incantation, gestures, other (see below)
Casting time: 12 seconds (2 segments)

This spell causes a stream of objects (or material) to spray from the hand of the caster. There are several possible effects, depending on the material component used:

TABLE 339: STREAM

Component Used	Effect
Butterfly wing	Stream of 600 butterflies blinds everyone within 25' for 2 rounds
2 oz. water	Seltzer shoots forth in 6' X 2" stream for 1 round, soaking anything in range (puts out non-magical fires), any creature hit gets -3 initiative penalty
1 g.p. gem	10-40 gems, base value 1 g.p. each, shoot forth 30' from the caster's hand. Each does 1 h.p. of damage to creatures in its path. They turn to ordinary stones after 1 hour.
2" X 2" paper	Confetti bursts from the caster's hand in a 1" cloud; all creatures within the cloud are stunned for 1 round
6" string	A stream of colorful, but sticky, string shoots forth from the jester's hand, 15' long by 1' wide. A single creature can be caught in the string, as if caught in a *web* spell (see p. 234).

Note that the material component used in the spell is consumed during the casting.

Strength

Level 2 mage spell (alteration)
Requires: incantation, gestures, animal hair or dung
Casting time: 10 minutes

This spell increases the strength score of a single person touched (or the caster), for up to 1 hour per level of the caster. The number of strength points gained depends on the class of the recipient:

TABLE 340: STRENGTH

Class (inc. sub-classes)	Strength Increase
Bard	1-6
Cleric	1-6
Fighter/Cavalier	1-8
Mage	1-4
Thief	1-6

Strength can never be increased beyond the normal maximums for race, class, and gender. If a fighter or cavalier already has, or has his strength increased to 18, any additional point increases will add 10% to his exceptional strength. For instance, if a fighter with a strength score of 16 finds his ability increased

by 5 as a result of this spell, he would end up with 18/30 strength for its duration.

The spell requires a few hairs, or a bit of dung from, an animal known for its strength; ox, warhorse, bear, etc. The component is destroyed as the spell is cast.

Succor (Summons)

Level 7 cleric, level 9 mage spell (alteration)
Requires: incantation, gestures, prepared object
Casting time: 1 day

This spell enables the caster to create a special object (a small wand, wooden tablet, necklace, etc.) that will transport the individual who breaks it and speaks the proper command word to the personal sanctuary of the caster, along with his possessions and whatever else he happens to be carrying. The object must be given to some other individual, who can then make use of the object whenever he chooses. The object is broken when the magic is activated, and thus can only be used once. It requires 5,000 g.p. of powdered gems, and the object can only be properly enchanted once per month, on a properly auspicious night.

The reverse of the spell acts similarly, but the special object will *summon* the caster to the vicinity of the person who activates the magic. The caster has the option, at the moment the magic is activated, to ignore the *summons*. If he does so, however, the opportunity is forever lost.

Suggestion

Level 3 mage/illusionist/mountebank spell (enchantment/charm)
Requires: incantation, snake's tongue, honeycomb or sweet oil
Casting time: 18 seconds (3 segments)

This spell allows the caster to make a proposal in such a way that the listener will be disposed to agree to it. The listener, of course, must be able to understand what is being said. The listener gets a saving throw vs. spells to resist the *suggestion*, but if it is a particularly reasonable-sounding proposition, the save is made at a penalty of -1 or even -2 (at the game master's discretion). The *suggestion* can never be obviously harmful, deadly, or against the interests of the hearer, but (for instance) a *suggestion* that a giant agree to a truce to help an adventuring party attack a nearby orc lair, with the giant getting a share of the loot, is certainly within the bounds of the spell. A maximum of two short sentences can be used to make the *suggestion*. If successful, the *suggestion* will remain in force for 1 hour plus 1 hour per level of the caster.

Summon Insects

Level 3 druid spell (conjuration/summoning)
Requires: incantation, gestures, holy symbol, flower petal, mud/clay
Casting time: 1 minute

This spell allows the druid to call forth a swarm of biting, pinching, and stinging insects to beset an enemy. 70% of the time, these will be flying insects (flies, bees, wasps, etc.), while 30% of the time it will be crawling insects (beetles, ants, etc.). The creature targeted by the caster will suffer 2 h.p. of damage per round, and will be incapable of any action other than attempting to drive off or escape the insects. The swarm will last for 1 minute per level of the caster. The target can be switched from one creature to another, but the insects will take 1 minute to switch their attention. The flower petal and mud or clay required for the spell are used up in the casting.

This spell cannot be cast underwater.

Summon Shadow

Level 5 illusionist spell (conjuration/summoning)
Requires: incantation, gestures, smoky quartz
Casting time: 30 seconds (5 segments)

This spell allows the caster to summon one shadow (see the **ADVENTURES DARK AND DEEP™** Bestiary for more details) for every three levels of experience he has. The creatures will appear in a 10'x10' area no more than 10' away from the caster, and will be completely under his control as long as they are present. They will remain for up to 1 minute plus 1 minute per experience level, but can be turned by a cleric, slain, etc., as if they were normal shadows.

Sunburst

Level 5 cleric, level 4 druid spell (evocation)
Requires: incantation, gestures, holy symbol
Casting time: 30 seconds (5 segments)

This spell allows the caster to bring into being a brilliant burst of light equivalent to sunlight. It lasts but an instant (1/10th of a second), and can be centered on a point some 120' away from the caster. It creates a globe some 40' in diameter; any undead creature within the area of effect will take 6d6 h.p. of damage (no saving throw is allowed). Any creature within the area of effect, undead or not, must make a saving throw vs. wands or be blinded for 2d12 rounds. Any creature within 60' of the center of the effect and who is also facing the *sunburst* when it goes off, must make a saving throw with a bonus of +2 or also be blinded, but only for 1d6 rounds.

Sunray

Level 7 druid spell (evocation)
Requires: incantation, gestures, sunstone, aster seed
Casting time: 18 seconds (3 segments)

This spell allows the caster to cause a sphere of purest sunlight, some 10' in diameter, to come into being some 10' distant per level of the caster. This sphere of light has all of the effects of ordinary sunlight, but its bright nature is such that the following will also apply to those caught within its area of effect:

- All creatures must save vs. spells or be blinded for 1-3 minutes
- Creatures using ultravision must save vs. spells or be blinded for 2-8 minutes
- Creatures harmed by sunlight must save vs. spells or be blinded permanently; successful save means they are blinded for 2-12 minutes
- Infravision is cancelled for 2-5 minutes (includes all creatures within 20' of the edge of the spell)

- Undead and fungi take 8-48 h.p. of damage (undead may save vs. spells for half damage)
- Undead and fungi within 20' of the edge of the effect take 3-18 h.p. of damage (undead save vs. spells for half)

The spell requires a bit of sunstone and the seed of an aster plant.

Sunrise

Level 2 mystic spell (evocation)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

By means of this spell, the caster can infuse either himself or some other whom he touches with the spirit of the very sunrise. This has the effect of causing the recipient of the sunrise energy to glow with the power of the dawning sun. He will radiate light that has all the effects of actual sunlight (thus affecting vampires, impairing those races who suffer in full sunlight, degrading drow armor and cloaks, etc.). One minute after the spell is cast, the glow will radiate 10' in all directions; after two minutes, 20', and so on, until 6 minutes have passed and the light radiates a full 60' in all directions. The light will last for a total of 22 minutes, with the radius decreasing by 10' every minute for the final six minutes (beginning at minute 16).

Sweeten (Sour)

Mage/illusionist/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will bring into being some sort of sweetening agent (sugar, honey, molasses, etc.) and add it to a food or drink. Enough food can be thus sweetened for approximately twelve people. The reverse of the cantrip, *sour*, causes up to a pint of vinegar to appear over the indicated object.

Symbol

Level 7 cleric, level 8 mage spell (conjuration/summoning)
Requires: incantation, gestures, mercury, phosphorus, opal dust, diamond dust
Casting time: 18 seconds (3 segments)

This spell allows the caster to inscribe a glowing magical symbol either on some object or in mid-air, which will last for ten minutes per level of the caster. The symbol will be activated by looking at it, attempting to identify it, touching it, or passing over or through it. Once activated, the symbol will disappear. The exact effects of the spell are determined by the type of symbol which is drawn:

The *symbol of death* will kill any one creature whose hit points are 80 or fewer. This symbol requires mercury and phosphorus plus 5,000 g.p. worth each of opal dust and diamond dust.

The *symbol of discord* will cause all those creatures who pass through or over it to fall into bickering and arguing; those of different alignment will turn to outright violence 50% of the time. This effect will last for some 5d4 minutes (fighting will only last for 2d4 minutes). This symbol requires mercury and phosphorus plus 5,000 g.p. worth each of opal dust and diamond dust.

The *symbol of fear* will cause all those activating it to flee in blind panic if they fail a saving throw vs. spells. This symbol requires mercury and phosphorus plus 5,000 g.p. worth each of opal dust and diamond dust.

The *symbol of hopelessness* will cause those activating it to either surrender or slink away mired in a cloud of despair and they will even obey commands to surrender or retreat unless they make a successful saving throw vs. magic. They

will be in this state for 30 - 120 (3d4x10) minutes. Those affected by the *symbol* will either stand immobile (75% chance) or retreat sullenly (25% chance). This symbol requires mercury and phosphorus plus 5,000 g.p. worth each of opal dust and diamond dust.

The *symbol of insanity* will drive up to 120 hit points worth of creatures affected by it insane; they will behave as if they had been struck by a *confusion* spell (see p. 140 for details). Only a *heal*, *restoration*, or *wish* spell will cure them. This symbol requires mercury and phosphorus plus 5,000 g.p. worth each of opal dust and diamond dust.

The *symbol of pain* will cause excruciating pain in those beholding it, of such a debilitating nature as to cause a -4 penalty on all "to hit" rolls and a temporary -2 to their dexterity. The pain lasts for 20-200 (2d10x10) minutes unless a saving throw vs. magic is successful. This symbol requires mercury and phosphorus plus 1,000 g.p. worth each of opal dust and diamond dust.

The *symbol of persuasion* will cause those who witness it to undergo a temporary change in their alignment to that of the cleric who created the symbol, and will be very friendly and well-disposed towards him. This will last for 10-200 (1d20x10) minutes unless a saving throw vs. magic is successful. This symbol requires mercury and phosphorus plus 5,000 g.p. worth each of opal dust and diamond dust.

The *symbol of sleep* will cause all creatures with less than 9 hit dice (or levels) to fall into a deep catatonia for 1d12+4x10 minutes. They will not be able to be awakened during that time. This symbol requires mercury and phosphorus plus 1,000 g.p. worth each of opal dust and diamond dust.

The *symbol of stunning* will stun up to 160 hit points worth of creatures for 3d4 minutes, causing them to stagger and drop anything they happen to be carrying. This symbol requires mercury and phosphorus plus 5,000 g.p. worth each of opal dust and diamond dust.

Sympathy

Level 5 bard spell (enchantment/charm)
Requires: incantation
Casting time: 1 minute

This spell allows the caster to convince all within earshot who can understand him that a particular individual has been unjustly victimized, and engender in them a heartfelt and overwhelming desire to see those wrongs righted. All those within 60' of the caster can be affected; only those with an intelligence of 14 or higher are entitled to a saving throw vs. spells to resist the spell. Those affected by the spell will not endanger their own life and liberty, or put themselves in poverty, but will do their utmost short of laying down their lives to help the poor oppressed focus of their sympathy.

Tap

Mage/illusionist cantrip (evocation)
Requires: incantation, gestures
Casting time: 1 second'

This cantrip calls forth an unseen force that knocks up to three times against some object: door, window, chest, etc., within 10' of the caster. It will be heard by any creatures within 10'.

Taunt

Level 1 mage/mountebank spell (enchantment/charm)
Requires: incantation, gestures, elderberries
Casting time: 1 minute

This spell allows the caster to so enrage a targeted group of creatures that they will rush headlong towards him and attempt to engage in melee (as opposed to firing missile weapons or using spells, for instance). The target creatures need not be able to understand the language spoken by the caster in order for the spell to be effective. The spell will affect 2 hit dice worth of creatures per level of the caster (all of whom must be of the same type; all orcs, all goblins, etc.), all of whom must be within a 30' distance from the caster. The nearest appropriate creatures will always be affected first (i.e., if there are two groups of kobolds, one 10' away and the other 25' away, the first group would be affected by the spell first). The target creatures are entitled to a saving throw vs. spells; success indicates the spell has no effect. The presence of a strong leader can give his subordinate creatures a bonus of +1 to +4 (the exact bonus is left to the game master). The presence of some impenetrable barrier between the targets and the caster (a wide chasm, for instance, or a *wall of ice*) will negate the spell. The spell requires a small number of elderberries, which are lost as the spell is cast.

Telekinesis

Level 5 mage spell (alteration)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to move objects simply by concentrating on doing so. Objects can be moved at a speed of 20'/minute the first minute, 40'/minute the next, etc., with the speed doubling each minute until a speed of 1,024'/minute is achieved after 10 minutes. The spell can affect 25 lbs. per experience level of the caster, up to 10' away per level. It will last for 2 minutes plus 1 minute per level of the caster. It will work on living creatures, as long as they are under the weight limit of the spell.

Telekinetic Sphere

Level 8 mage spell (evocation)
Requires: incantation, gestures, gem, gum arabic, pair of bar magnets
Casting time: 24 seconds (4 segments)

This spell creates a sphere 1' in diameter per level of the caster, centered on a point up to 20' distant. This sphere is used to entrap a target creature, which is in turn entitled to a saving throw vs. spells. The sphere will last for 1 minute per level of the caster, or until a *rod of cancellation*, *wand of negation*, *disintegrate* spell, or *dispel magic* spell is used. Any creature trapped therein can breathe normally, but will be quite unable to do anything except rock the sphere itself; nothing can pass through its boundary. The sphere can be moved, and must be large enough to encompass the target creature; the interior of the sphere is nearly completely weightless (1/16th normal weight). Up to 5,000 lbs. can be encompassed by the sphere. The spell requires a hemispherical piece of diamond or clear, hard gem-like substance, as well as a bit of gum arabic and a pair of bar magnets.

Telepathy

Level 4 mystic spell (divination, alteration)
Requires: incantation, gestures, cylinders & wire
Casting time: 24 seconds (4 segments)

This spell allows the caster to engage in silent, direct mind-to-mind communication with another creature. The general location of the creature in question must be known to the caster (for example, "in the village" or "in the

castle", and must be within ¼ mile per level of the caster. Communication is allowed just as if the two were speaking right next to one another, but nothing will be shared by either party that they do not wish to share. The spell's effect will last for 2 minutes per level of the caster. Note that this spell does not impart the ability to understand the language spoken by the other creature, nor does it impart emotions or images. The material component for this spell is a pair of tiny metal cylinders connected by a short piece of wire. The component is destroyed by the casting of the spell.

Teleport

Level 5 bard/mage spell (alteration)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster and his belongings to appear in some other location, instantly. Line of sight is not required, and distance is of no matter, but the destination must be on the same plane of existence as the caster's point of origin. The chance of success depends on the familiarity of the caster with the destination; if it is a place that the caster knows intimately, he will have a greater chance of arriving safely than if it is a place he has only visited once, or not at all:

TABLE 341: TELEPORT

Destination Is…	Arrive High	Arrive on Target	Mishap
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Arrive high means that the caster arrives 10' above the ground for every number that was rolled. EXAMPLE: A mage attempts to teleport into the courtyard of an inn that he has visited casually in the past. He rolls a 06, and arrives some 60' above the ground, immediately falling (and taking falling damage if applicable; see Falling Damage on p. 102 for details). If he would appear within a solid object, the caster is instantly killed.

Mishap means that the caster has arrived beneath his intended destination. Unless there is some certainty of hitting an open space (such as an open plain), the caster will be killed instantly, as he has rematerialized inside solid earth or some other object.

The spell will teleport the caster and his equipment and other possessions on his person, up to a maximum of 250 lbs. plus 150 lbs. per experience level of the caster. He can bring other people with him, as long as they are touched when the spell takes effect, and as long as the weight limit is heeded. The caster can do nothing else in the round in which he arrives following the *teleport* effect.

Teleport Other

Level 7 bard spell (alteration)
Requires: incantation
Casting time: 84 seconds

This spell allows the caster to choose a single individual within a 30' radius (and within line of sight) and teleport him (without chance of error) to some destination with which the caster is at least somewhat familiar. The target is entitled to a saving throw vs. spells, and magic resistance applies. The spell cannot be used to cross from one plane of existence to another.

Teleport without Error

Level 7 mage spell (alteration)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell allows the caster and his belongings to appear in some other location, instantly. Line of sight is not required, and distance is of no matter. Unlike the spell *teleport* (see above) there is no chance of arriving high or having a mishap when traveling within one's home plane.

This spell can also be used to teleport to other planes of existence, with the following chances of error:

TABLE 342: TELEPORT WITHOUT ERROR

Destination is…	Arrive High	Arrive On Target	Mishap
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

For details of the arrive high and mishap results, see the description for *teleport*, above. Note that another plane cannot be said to have been "studied carefully" without having actually traveled there at some time in the past and deliberately studied a particular area for use as a landing point for such transportation.

The spell will teleport the caster and his equipment and other possessions on his person, up to a maximum of 250 lbs. plus 150 lbs. per experience level of the caster. He can bring other people with him, as long as they are touched when the spell takes effect, and as long as the weight limit is heeded. The caster can do nothing else in the round in which he arrives following the *teleport* effect.

Temporal Stasis

Level 9 mage spell (alteration)
Requires: incantation, gestures, powdered gemstones
Casting time: 54 seconds (9 segments)

This spell will place a single creature in a state of suspended animation until either a specific set of conditions is met (a door is opened, a chest is touched, etc.) or a *dispel magic* spell is used. The target must be within 10' of the caster. While suspended, the target creature will not age, breathe, move, or change in any way. The spell requires powdered diamond, emerald, ruby, and sapphire, worth a total of some 12,000 g.p.

Tempus Fugit (Tempus Repit)

Level 5 illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell creates the illusion that time is passing at six times the normal rate; 10 minutes of "objective" time seem like a full hour for those under the influence of the spell. Everything they do is similarly accelerated: eating, sleeping, spellcasting, etc. The effect will last for 50 minutes per level of the caster (which will seem like 5 hours per level to those under the spell's influence). The spell will affect all those within a 10' radius of the caster, including the caster himself.

The reverse of the spell, *tempus repit*, slows down the subjective passage of time for those in the spell's radius by a similar ratio. Thus, an hour of "objective" time will seem as 10 minutes to those within the area of effect of the spell.

Terrible Transformation

Level 6 mage spell (alteration)
Requires: incantation, gestures, *potion of heroism*
Casting time: 36 seconds (6 segments)

This spell will transform the caster into a berserk warrior for 1 minute per experience level. For the spell's duration, the caster's hit points will temporarily double (and any damage sustained is first taken from these additional hit points, but damage sustained after that counts double), his armor class is magically improved by 4, melee and other attacks are made as if the caster were a fighter (i.e., on the fighter's combat table), he gets a +2 bonus on any melee damage inflicted, and is able to make 2 melee attacks per round.

The spell cannot be halted prior to its natural expiration time; the caster will continue to fight any foes within sight for as long as the spell remains in effect (note that this could very well end up causing him fatal damage in combat!). A *dispel magic* spell will, however, end the spell and reverse the transformation. The spell requires a *potion of heroism*, which is drunk by the caster as the spell is cast.

Thump

Mage/illusionist cantrip (illusion)
Requires: incantation, gestures
Casting time: 1 second

This cantrip creates the illusion of some object falling with an audible thump, somewhere within 10' of the caster. Any creatures within hearing distance are entitled to a saving throw vs. spells; success indicates they do not hear the thump.

Tie (Untie)

Mage/illusionist/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip causes one end of some rope-like object (thread, twine, chain, etc.) to tie itself to some other object, including possibly the other end, creating a loop. Any sort of ordinary knot can be thus created. The reverse of this cantrip, *untie*, can be used either to undo an ordinary knot, or nullify a cantrip-induced magical *knot*, but not both. It cannot be used to nullify a magically-induced *tangle* (see the *knot* cantrip for details).

Time Stop

Level 7 mystic, level 9 mage spell (alteration)
Requires: incantation
Casting time: 54 seconds (9 segments)

This spell will cause time to literally halt within a sphere some 15' in radius around the caster. The effect will last only 3 seconds per level of the caster, plus 1d8x6 seconds. During that period, all other creatures in the area of the spell will be more than immobile; they are literally caught between moments in time. If the caster leaves the area of effect, the spell will instantly cease its effect. From the outside, it will simply appear as if all the persons within the sphere have stopped moving, except for the caster. Anyone else entering the sphere from outside will be caught up in the time-stopping effect, as will incoming missiles and spells.

Tiny Hut

Level 2 bard, level 3 mage spell (alteration)
Requires: incantation, gestures, crystal bead
Casting time: 18 seconds (3 segments)

This spell calls into existence a sphere of force around the caster, some 10' in diameter (so up to 7 persons including the caster can be within). The sphere will extend through the ground, so that on the ground it will appear as an opaque hemisphere; it is transparent from the inside looking out, however. The sphere does not move once created. It will remain in place up to 1 hour per level of the caster, and will maintain a constant temperature within of 70 degrees Fahrenheit. If the outside temperature is below 0 or above 105°, the temperature within will lower or raise by 1° per degree of cold or heat beyond the threshold, as appropriate (thus, if it is -20° outside, the temperature within the sphere will be 50°). The sphere will also provide protection against winds up to 50 miles per hour. It will not defend against spells, arrows, or other forms of attack. Vermin and other animals can likewise penetrate the sphere. The sphere will dissipate if the caster leaves it. The crystal bead needed to cast this spell will shatter upon the spell's completion.

Tongues (Babble)

Level 3 mage/savant/mountebank, level 4 cleric spell (alteration)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to speak and understand the spoken languages of any creatures within a 60' diameter circle. Non-verbal communication, such as sign language, is not translated by the spell.

The reverse of the spell, *babble*, can either be used to cancel out the *tongues* spell, or to make verbal communication within the area of effect impossible, as all creatures within it are incapable of understanding one another.

Torment

Level 7 mage/savant spell (alteration)
Requires: incantation, gestures, prepared scroll (see spell description)
Casting time: 1 minute

This spell allows the caster to cause physical pain and discomfort to some imprisoned being from another plane of existence. The true proper name of the creature must be known (if applicable), and/or the exact type of creature to be affected. It also requires that the caster properly identify himself to the target, in order to create a bond between them that allows the wracking pain to be inflicted on the target.

The captive creature is allowed a saving throw each minute the spell is in effect (i.e., the special scroll is being read aloud), with a penalty to the saving throw that increases as the inflicted pain grows ever worse. Should it somehow escape during the course of the spell, it will suffer an initiative and melee penalty as is shown below:

TABLE 343: TORMENT

Minute of Scroll Reading	Saving Throw Penalty	Initiative Penalty	"To Hit" and Damage Penalty
1	-1	-1	0
2	-2	-1	0
3	-3	-1	-1
4	-4	-2	-2
5	-6	-2	-3
6	-8	-3	-4
7	-8	-3	-3
8	-8	-4	-2
9	0	0	-1

If the target being lasts through to the 9th minute, the spell will have run its course and the creature will not acquiesce. If it fails its saving throw in any of minutes 1-8, it will give in to the demands of the caster. In both cases, the creature will harbor an enormous store of resentment and hatred for the caster, and will take vengeance however possible.

There is a risk to this spell; for every point of intelligence that the target creature is above the intelligence of the caster, there is a 1% chance that it will be able to turn the tables on its tormentor, drawing him into the prison and thence back to its plane of origin. If the caster is interrupted during the casting of the spell, there is a flat 5% chance per point of intelligence of the otherworldly being that such a fate will be inflicted on the caster.

The spell requires the preparation of a special scroll, aimed at the particular being to be tormented. The special nature of the inks and other substances used to create the scroll requires 1,000 g.p. per hit die (or level) of the creature for whom the scroll is intended.

Tracking Mark

Level 2 mage spell (evocation)
Requires: incantation, gestures, glue-backed parchment
Casting time: 12 seconds

This spell allows the caster to implant a marker on a subject, living or not, which allows him to automatically know distance and direction between himself and the subject. The subject can be up to 10 miles distant per level of the caster, and the effect will last for 1 day per level. The marker itself will become undetectable once it is set; only a *dispel magic* spell cast upon the subject will break its effects.

Transmute Metal to Wood

Level 7 druid spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 54 seconds (9 segments)

This spell allows the caster to transform a quantity of metal (8 lbs. per level of the caster) into wood. The metal to be transformed must be within 80' of the caster. Enchanted items, such as magical swords and armor, are only affected by this spell 10% of the time. Note that a *dispel magic* spell will <u>not</u> reverse this spell's effects.
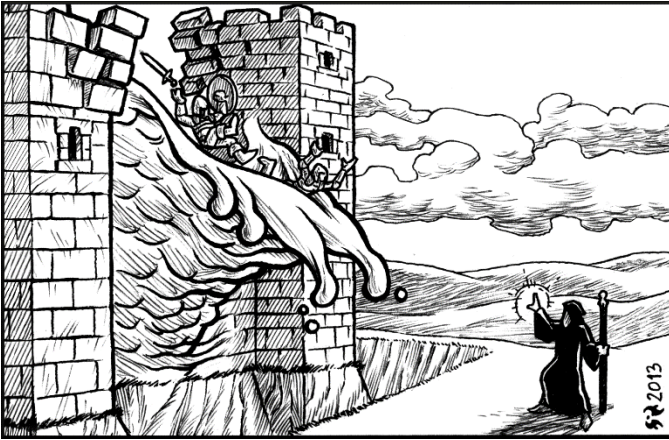
Transmute Rock to Mud (Transmute Mud to Rock)

Level 5 druid/mage spell (alteration)
Requires: incantation, gestures, holy symbol or clay/water (lime/water)
Casting time: 42 seconds (7 segments)

This spell enables the caster to turn a quantity of stone (one cube 20' on a side per level of the caster) into formless mud. Anything caught in the mud will sink and ultimately drown, unless able to somehow fly, *levitate*, or otherwise escape. The depth of the mud will never be greater than half its length or width. The effect is permanent (unless the reverse of the spell is cast, or a *dispel magic* spell is used), but the mud will dry into regular dirt normally (taking 1-6 days per 10' cube, depending on the temperature, wind, etc.). The reverse of the spell, *transmute mud to rock*, will turn ordinary mud into a soft type of stone such as sandstone, again permanently.

If the spell is cast by a druid, only his holy symbol is required. If cast by a mage, the spell requires a bit of clay and water, which are destroyed as the spell is cast. The reverse of the spell, *transmute mud to rock*, requires lime and water.

Transmute Water to Dust (Transmute Dust to Water)

Level 6 druid, mage spell (alteration)
Requires: incantation, gestures, diamond dust, seashell, (holy symbol)
Casting time: 48 seconds (8 segments)

This spell will transform 100 cubic feet of water (a cube 10' on a side) per level of the caster into a dry, light dust. If cast upon muddy water, the volume affected will be double, while if cast on mud, the volume is quadrupled. The area can be no more than 60' distant from the caster. If the spell is cast on an area where water is still adjacent to the dust, it will rush in as it normally would, transforming it into a fine muddy mess. The spell will ruin potions, but will have no effect on living creatures other than those which come from the elemental plane of water, who are entitled to a saving throw vs. spells for the spell to take effect (only one such elemental can be affected by the spell, regardless of size). The reverse of the spell, *transmute dust to water*, will create a volume of water similar to that destroyed by the regular spell, but does not require more than a pinch of dust to operate. Both spells require 500 g.p. worth of diamond dust, plus a bit of seashell, to operate. If cast by a mage, the spell does not require a holy symbol.

If cast underwater, this spell will obliterate a section of water in size as noted above. The surrounding water will then flood in, causing 1d4 h.p. of damage per level of the caster to any creatures caught in the resulting rush.

Transport via Plants

Level 6 druid spell (alteration)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell allows the caster to transport himself over large distances by entering some large plant of any type and emerging from another plant of similar type somewhere else in the world. If the specific destination plant is not known to the caster, he will be transported by means of this spell to the nearest available plant along the desired direction and at the desired distance (if any). The spell can go awry, however; there is a base 20% chance, minus 1% for each experience level of the caster, that the destination plant will, in fact, be 1-100 miles away from the desired destination, in a random direction. Both the entry and destination plants must be alive; if the destination plant is somehow no longer alive, the caster can stay in the entry plant for up to 24 hours, but if the plant is killed during this time, the druid is also slain.

Trap the Soul

Level 8 mage spell (conjuration/summoning)
Requires: incantation, gestures, gem
Casting time: special (see spell description for details)

This spell allows the caster to imprison some other being in a prepared gemstone (his physical body and mind, including any possessions, clothes, etc., on his person when the spell is triggered). The true name of the victim must be known to the caster, and the gemstone to be used as the prison must be worth no less than 10,000 g.p. per level or hit die of the intended victim. The gem is prepared by first casting *enchant an item* upon it, and then the spell *maze*.

Once the prison/gem is prepared, there are two ways that the victim can be trapped therein. The first is for the caster to simply finish the incantation in the presence of the victim; in this case, the victim gets a saving throw vs. magic to resist (and magic resistance, if any), and must be within 10' of the caster. The prepared gem will shatter if the victim is successful in his saving throw or magic resistance. Completing the incantation takes but 6 seconds (1 segment). If this method is to be used, the name of the victim need not be known during the preparation of the gem, but is required when the final portion of the spell is cast.

The second way of triggering the spell is much more subtle. The caster inscribes the final portion of the spell on some object, which the intended victim must then touch. Once that happens, the spell is activated, and the victim becomes entrapped within the gem. No saving throw is made in this case. This application of the spell does require that the name of the victim be known during the preparation of the gem.

The only way to free the victim is by smashing the prison/gem. Once this happens, the victim will suddenly appear. If the gem is smashed on a plane other than the home plane of the now-freed victim, that person will be compelled to perform a service to his rescuers. Otherwise, the freed prisoner is under no obligation to his rescuers.

Tree

Level 3 druid spell (alteration)
Requires: incantation, gestures, holy symbol, twig
Casting time: 30 seconds (5 segments)

This spell enables the druid to literally turn himself into a live tree or shrub or dead tree trunk for up to one hour plus ten minutes per experience level. The caster will see and hear everything that goes on around him during that time, but will be, in all other respects, an actual tree. The spell can be ended at will,

returning the caster and his effects to normal. The twig required is used up during the casting of the spell.

Trip

Level 2 druid spell (enchantment/charm)
Requires: incantation, gestures, holy symbol
Casting time: 24 seconds (4 segments)

This spell allows the caster to enchant an object (around 10' in length, such as a rope, stick, etc.) such that it will trip up any creatures passing over it who fail their saving throw vs. spells. The object has to be directly passed over to *trip* anyone. If someone or something is running when it is tripped, they will take 1d6 hit points of damage and be stunned (1d4+1 minutes if on hard ground, 12-30 seconds (1d4+1 segments) if on soft ground such as grass). The largest sorts of creatures (elephants, large dragons, etc.) will not be affected. The object will even *trip* the caster himself, should he pass over it. Anyone who is aware of the object gets a +4 on their saving throw. It will otherwise be 80% undetectable to non-magical methods of finding traps or snares.

Triumph of the Will

Level 6 mystic spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 36 seconds

This spell allows the caster to resist mind-affecting spells and other magical effects. Saving throws vs. all illusion/phantasm type spells are made with a +4 bonus. All attempts to *dominate, possess, magic jar*, etc., the recipient are automatically unsuccessful. The recipient is immune to *fear, charm, hold, sleep*, and other mind-affecting spells. The caster must touch the recipient of the spell (or he can cast it upon himself); the effect lasts for 5 minutes plus 1 minute per level of the caster.

Truename

Level 7 mage/savant spell (alteration)
Requires: incantation, gestures
Casting time: special (see spell description)

This spell requires that the caster know the true name of a given creature (which is never its commonly-known name, and often the creature itself is unaware of its own true name). This can only be found by diligent research by sages, interrogation of spirits, and in extremis the use of the spell *know name*, which comes with its own unique perils (see p. 180 for details). Once this name is known to the caster, he can exercise great power over the creature whose name is known. The target must be within 30' of the caster while the spell is cast.

The spell is begun with an 18 second (3 segment) rhyme that includes the true name of the subject and a brief history thereof. At that point the caster may choose from one of four effects of the spell, with the understanding that the rest of the spell must be recited in rhyme. Each verse will take 6 seconds (1 segment), and the number of verses required for each effect (and thus the total casting time of the spell) is given below. Regardless of the effect, the target is entitled to a saving throw vs. spells.

- *Multiple suggestion*. The caster may make up to 4 *suggestions* (as per the spell; see p. 223) in each verse of rhyme.
- *Weakness and surrender*. Each verse recited causes the target to lose 1 point of strength. After each verse, the target must make a saving throw vs. paralyzation or completely and abjectly surrender to the caster. After the recitation ends, the target regains its strength and will in 2d4 minutes.

- *Transport*. This functions as a teleport without error spell (see p. 226 for details). The number of verses required depends on how far the target is being transported:

TABLE 344: TRUENAME - TRANSPORT

Distance	Verses (segments)
0-100 miles	4
101-500 miles	5
501-2,000 miles	6
2,000+ miles	7
Different plane	8

- *Polymorph*. This functions as if a *polymorph any object* spell had been cast on the target (see p. 197 for details), but no system shock roll is required. The effect will last for 1 hour plus 10 minutes per level of the caster, minus 10 minutes per verse required to activate the effect. The number of verses (segments) required depends on the nature of the *polymorph*:

TABLE 345: TRUENAME - POLYMORPH

	Min.	Veg.	Ani.	Mon.	Hum.
Mineral	2	9	10	10	5
Vegetable	9	3	8	9	5
Animal	10	8	4	7	5
Monster	10	9	7	6	5
Human	5	5	5	5	5

If sent to a different plane, the target's body will be so altered as to be able to survive the conditions there (i.e., if sent to the elemental plane of fire, the target would be given a flaming body).
If the spell is interrupted at any time, the spell fails and any effect is lost.

True Seeing (False Seeing)

Level 4 mystic, level 5 cleric, level 6 illusionist/savant spell (divination)
Requires: incantation, gestures, ointment (see description)
Casting time: 48 seconds (8 segments)

This spell allows the caster, by the application of a special ointment on his eyes or those of another, to perceive reality without any sort of obfuscation. Secret doors are obvious; those things which are invisible, ethereal, or astral are visible; illusions are seen for the flim-flams they are. Any creature whose appearance has been altered, whether through means mundane or magical, will be seen as it truly is. In addition, if the caster is a cleric, the beneficiary of this spell is able to see the aura of alignment of any creature, being thus able to detect whether or not it is good or evil, or something in between. The effect lasts for 1 minute per level of the caster.

The reverse of the spell, *false seeing*, will cause the recipient to see things as the opposite of what they are in reality. Objects of great value are seen as broken and ruined, beautiful women are seen as ugly hags, the cleanest of homes will seem as a pigsty, etc.

This spell requires that a special ointment be prepared in advance. For *true seeing*, it consists of rare mushrooms, saffron, and fat. The ointment for *false seeing* consists of oil, the dust of the poppy flower, and the essence of certain rare pink orchids. Both ointments must age for 1-6 months before they can be used.

Turn Wood

Level 6 druid, level 7 mystic spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 48 seconds (8 segments)

This spell creates an invisible wall of force that spreads out from the caster in whatever direction he is facing, in a beam 20' long per level of the caster and 120' wide. It lasts for 4 minutes per level of the caster. Any wooden object caught within the area of effect will be moved back away from the caster at a rate of 40' per minute. Small objects that are somehow prevented from moving (by being set in the ground, attached to some other object by a metal bracket, etc.) will splinter, and the pieces will hurl backwards. Objects such as shields, catapults, spear hafts, arrow shafts, etc., will all be affected. The spell does not require concentration once it is cast; it will simply remain in effect until its time runs out.

Tweak

Mage/illusionist/savant cantrip (conjuration/summoning)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip allows the caster to gently "tweak" some part of the body (cheek, rear, nose, etc.) of someone else within 10'. Creatures with an intelligence score of 7 or greater must roll greater than their intelligence on 3d6 or be distracted for 6 seconds (1 segment). Creatures with an intelligence score under 7 must make a saving throw vs. spells or be similarly distracted.

Twitch

Mage/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 2 seconds

This cantrip will cause an uncontrolled spasm in a limb or other extremity of the target creature. The target must be within 20' and is entitled to a saving throw vs. magic. As with all cantrips, this cannot be used to interrupt spellcasting.

Two-D'lusion

Illusionist cantrip (illusion/phantasm)
Requires: incantation, gestures
Casting time: 1 second

This cantrip creates a visual illusion that can be seen and believed only from straight on; any angle greater than 45° will betray its true nature, and it cannot be seen from the sides or rear. The illusion will remain in effect as long as the caster concentrates upon it, but touch will dispel it.

Ultravision

Level 2 illusionist, level 4 mage/savant, level 6 mystic spell (alteration)
Requires: incantation, gestures, amethyst
Casting time: 24 seconds (4 segments)

This spell allows the caster to impart to some creature by touch (or himself) the ability to see into the ultraviolet spectrum (the same way that *infravision* allows creatures to see into the infrared). See p. 108 for more details on the limitations of ultravision. The effect lasts for 1 hour plus 1 hour per experience level of the caster. This spell requires powdered carrots (if cast by an illusionist) or an amethyst of no less than 500 g.p. value (if cast by any other spell-caster).

Unlock

Mage/illusionist/savant cantrip (conjuration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip allows the caster to pick very simple locks with an invisible key. Only locks of the simplest design can be so opened; locks with tumblers, levers, combination locks, etc., are unaffected.

Unseen Servant

Level 1 mage spell (conjuration/summoning)
Requires: incantation, gestures, string, wood
Casting time: 6 seconds (1 segment)

This spell brings into being an invisible energy force that, although it can follow the simple sorts of commands ("clean," "carry," "open," "sew," "cook," etc.) that a normal servant or butler would, it is not an actual creature. The servant can carry a maximum of 40 lbs., half that if it does not have a relatively solid and smooth floor to move across. It cannot fight, and cannot take ordinary missile or melee damage. It lasts for 1 hour plus 10 minutes per level of the caster, or if it is *dispelled*, or takes 6 h.p. of magical damage (such as being in the blast radius of a *fireball* spell, etc.).

Vacancy

Level 4 illusionist spell (illusion/phantasm)
Requires: incantation, gestures, black silk square
Casting time: 24 seconds (4 segments)

This spell will make an area, 10' in radius per level of the caster and centered on a point up to 10' distant per level, appear as if it is long disused and empty. It will be seen to be covered with dust, choked with cobwebs, etc., and empty of all non-living objects. Living creatures cannot be obscured by means of this spell, but they will not spoil the illusion. If someone entering the area bumps into several objects that the illusion makes appear not to be there, that person must make a saving throw vs. spells. Success indicates they see through the illusion. Failure indicates that they believe that those particular objects are *invisible*, but that the rest of the illusion is believed. *Detect invisibility* will not function on such objects, of course, as they are not, actually, invisible. *True seeing*, *detect illusion*, etc., will, on the other hand, penetrate the illusion. The spell requires a small black silk cloth worth 100 g.p., which is destroyed as the spell is cast.

Vanish

Level 7 mage spell (alteration)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to touch some object and thus cause it to either be teleported to some other location, or to be transferred to the ethereal plane and replaced with a stone replica. Objects which are under 50 lbs. per experience level of the caster may be teleported; those which are heavier must go to the ethereal plane. In either case, the caster is limited to *vanishing* 3 cubic feet per experience level. A *dispel magic* spell will reverse the ethereal swap effect, but not the teleportation effect.

Veil

Level 6 bard/illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell allows the caster to create an entirely fictitious appearance in his surroundings and any creatures that may be in the area. The illusion thus created will survive most tests, including touch. The spell will affect an area some 360 square feet per level of the caster, and will last 10 minutes per level.

Veil of Shadows

Level 6 bard spell (evocation)
Requires: incantation
Casting time: 72 seconds

This spell allows the caster to create two separate types of *shadows*. Each will last for as long as the caster maintains the incantation. The caster may create one shadow (of any type) per experience level. The *shadows* must be within 90' of the caster at all times, or they will dissolve.

- *Swift shadows*. The caster may create moving, swiftly shifting shadows in whatever guise he desires. These shadows will dart to and fro amongst an enemy, distracting and frightening them. Those distracted by such a shadow suffer a +1 penalty to initiative and a -1 penalty "to hit" in melee or when firing missile weapons.
- *Slow shadows*. This creates a zone of shadow some 10' in diameter that obscures all within. It can move at most 20' per minute. All those within are, of course, obscured from detection. Direct sunlight or a *continual light* spell will render the slow shadow only 50% effective.
- *Still shadows*. This creates a zone of shadow, within which the chance to hide in shadows (as per the thieving skill) is doubled. Direct sunlight or a *continual light* spell will render the *still shadow* only 50% effective, thus only increasing the hide in shadows chance by 50%.

Ventriloquism

Level 1 bard/mage/savant/mountebank, level 2 jester/illusionist spell (illusion/phantasm)
Requires: incantation, small parchment/paper/vellum cone
Casting time: 6 seconds (1 segment)

This spell allows the caster to "throw his voice", making it appear to come from some point up to 10' distant per experience level (maximum 90'). The caster may also use the spell to make the voice sound like that of someone else, or some other simple sound that the caster could otherwise make. If anyone with an intelligence score of 12 or greater hears the voice, there is a 10% chance, plus 10% per point above 12, of recognizing the trick. The spell lasts for 4 minutes plus 1 minute per level of the caster, and requires that the caster speak into a small rolled-up piece of parchment, paper, or vellum, which is not destroyed in the casting.

Vision

Level 7 illusionist, level 8 savant spell (divination)
Requires: incantation, gestures, offering (see spell description)
Casting time: 42 seconds (7 segments)

This spell allows the caster to seek guidance from other realm or power, asking a single question and asking for a *vision* by way of an answer. The spell is perilous, however, and not certain to provide the asked-for answer:

TABLE 346: VISION

Die Roll (2d6)	Result of Vision
2-6	Caster is struck by *geis* to undertake some service
7-9	*Vision* is unrelated to the question asked
10-12	Answer is granted

The *vision* spell can be supplemented with some sort of offering, which is made at the time the spell is cast. Depending on the value and rarity of the offering, a bonus to the die roll of +1 (1,000 g.p. or better), +2 (5,000 g.p. or more), or even +3 (10,000 g.p. value) can be had.

Vocalize

Level 2 mage spell (alteration)
Requires: gestures, silent bell, jailbird's tongue
Casting time: 1 minute

This spell allows the caster to cast other spells that normally require an incantation without one; the *vocalize* spell itself lasts 5 minutes, so the spells cast under its effect must be cast during that timeframe. The benefits of using this spell in situations where silence is called for are obvious. The spell only affects the incantations of spells; it cannot otherwise overcome the effect of a *silence 15' radius* spell, for instance. Spells that require speech after the spell itself has been cast (such as *message*) can be cast, but the non-incantation portions must still be spoken aloud in order to be used by the spell. The spell requires a bell missing its clapper and the tongue of a jailbird.

Volley

Level 7 mage spell (abjuration)
Requires: incantation gestures, special wand (see spell description)
Casting time: special (see below)

This spell allows the caster to reflect back upon its caster any single spell that specifically targets the caster. The spell must be memorized in order to be used, but the caster has the option of employing it once a spell is cast upon him (although he will not necessarily know what spell has been cast). The *volley* spell allows him a saving throw vs. spells; success indicates the spell is bounced back upon its caster. That caster gets a saving throw of his own, however; if successful the spell goes back to the original target, who gets a saving throw, and so forth. Once one of them fails a saving throw, the spell takes effect and the *volley* spell is completed. The spell requires that the caster carry in his hand a special miniature wand made of soft wood and animal gut strung like a net, which is destroyed as the *volley* spell is cast.
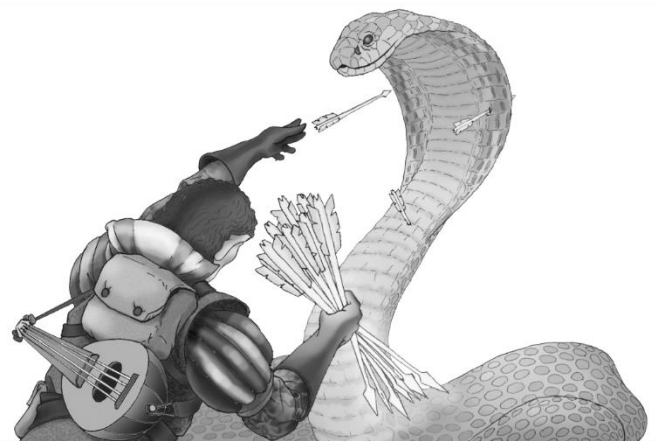
Volley of Arrows

Level 6 bard spell (alteration)
Requires: incantation, arrows
Casting time: 72 seconds

This spell allows the caster to launch any available arrow (or crossbow bolt) within a 20' radius as if it were shot from a long bow (or heavy crossbow), with a chance to hit its target equal to that of the caster's "to hit" chance, should he have actually fired the missile himself (non-proficiency penalties do not apply). As many as 6 such arrows can be launched per minute, and the volley can be continued for as long as the caster maintains the incantation, and the supply of arrows is not exhausted. If any magical arrows are available, they too may be fired at such targets as the caster may choose. When calculating the chance of each arrow to hit, each should be regarded as being at short distance, regardless of the actual distance, up to 210 yards. The missiles can be fired at a single target or multiple targets (up to one per arrow per round), as the caster wishes.

Volley of Icicles

Level 7 bard spell (evocation)
Requires: incantation
Casting time: 84 seconds

This spell calls forth a shower of razor-sharp frozen shards, which will seek out any single target within a radius of 90' plus 10' per level of the caster. The *volley of icicles* will inflict 7d6 h.p. of damage on the target, and those creatures which are composed of, or are based in, flame will suffer an additional 14 points of damage. Creatures which are cold-based (white dragons, hoar foxes, etc.) are immune to the effect.

Volley of Javelins

Level 5 bard spell (alteration)
Requires: incantation, javelins
Casting time: 1 minute

This spell allows the caster to launch any available javelin within a 20' radius as if it were shot from a throwing stick (aka atlatl), with a chance to hit its target equal to that of the caster, should he have actually fired the missile himself (non-proficiency penalties do not apply). As many as 2 such javelins can be launched per minute, and the volley can be continued for as long as the caster maintains the incantation, and the supply of javelins is not exhausted. If any magical javelins are available, they too may be fired at such targets as the caster may choose. When calculating the chance of each javelin to hit, each should be regarded as being at short distance, regardless of the actual distance, up to 90 yards. The missiles can be fired at a single target or multiple targets (up to one per javelin per round), as the caster wishes.

Volume

Savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds (½ segment)

This spell allows the caster to cause a book or scroll to float down gently from a shelf into his hands. It will not move with enough force to overcome someone trying to hold onto it. The book must be within 10' when the spell is cast.

Wall of Fire

Level 4 mage, level 5 druid spell (evocation)
Requires: incantation, gestures, holy symbol or phosphorus
Casting time: 42 seconds (7 segments)

This spell brings into being a blazing curtain of flame that does injury only to those creatures on the side of the *wall* opposite that where the caster is standing. It can be used to either create a curtain 20' square per level of the caster, which is stationary up to 80' away from the caster, or a ring with a radius 5' per level of the caster, which moves as he does. The *wall of fire* will cause 4d4 h.p. of damage plus 1 h.p. per level of the caster to any creature touching it, 2d4 h.p. to any creature within 10', and 1d4 h.p. within 20'. Undead take double damage from the *wall of fire*. If cast by a druid, this spell requires a holy symbol; if it is cast by a mage, it requires phosphorus.

This spell cannot be cast underwater.

Wall of Fog

Level 1 illusionist/savant spell (evocation)
Requires: incantation, gestures, dried peas
Casting time: 6 seconds (1 segment)

This spell summons a dense bank of mist that obscures all vision, including infravision, beyond 2'. The *fog* will occupy one cube 20' on a side per experience level of the caster, and will remain for 2-8 minutes plus 1 minute per level (although a strong breeze will dissipate the fog). The *fog* can be made to appear up to 30' away from the caster.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Wall of Force

Level 5 bard/mage/savant spell (evocation)
Requires: incantation, gestures, powdered diamond
Casting time: 30 seconds (5 segments)

This spell will create an invisible barrier that is completely impervious to magic, breath weapons, missiles, cold, fire, etc. *Dispel magic* will not work against the *wall of force*, but a *disintegrate* spell will, as will a *rod of cancellation* or *sphere of annihilation* (the *rod* would be completely drained in so doing, and the *sphere* would also suck up any objects weighing less than 10 lbs. that are within 10'). The wall will be up to 20 square feet per level of the caster, and can be made to appear within 30' of the caster. It will remain for 10 minutes plus 1 minute per experience level of the caster, and will not move under any circumstances. The spell requires powdered diamond equal to 10,000 g.p. in value, which is lost as the spell is cast.

Wall of Iron

Level 5 mage spell (evocation)
Requires: incantation, gestures, iron
Casting time: 30 seconds (5 segments)

This spell creates an enormous sheet of solid iron to appear, typically in such a fashion as to close off a passage, doorway, or similar structure. The *wall* can be up to 15 square feet in size, and ¼" thick per experience level of the caster. It can be made to appear up to 5' distant per level of the caster. If it appears in a place where there is no support for the *wall*, it will topple and crush any who are unfortunate enough to be beneath it (the *wall* will always start vertical, so there is a 50% chance that it will fall in either direction). The *wall* is permanent unless subjected to a *dispel magic* spell, but will otherwise

act as any object made of iron; it will rust, can be heated, broken, etc. The spell requires a small sheet of iron, which is destroyed as the spell is cast.

Wall of Ice

Level 4 mage spell (evocation)
Requires: incantation, gestures, quartz or other crystal
Casting time: 24 seconds (4 segments)

This spell calls forth an enormous wall of ice, equal in size to one 10'x10'x1" per experience level of the caster. The wall can be made to appear up to 10' distant per level of the caster. The *wall* is opaque, and any normal creature attempting to smash through it will suffer 2 hit points of damage per inch thickness of the *wall*. Fire-using creatures such as salamanders and fire giants will take 3 hit points per inch, while cold-using creatures such as ice meta-elementals and white dragons would only take 1 h.p. per inch. The *wall of ice* can also be formed in such a way as to fall on opponents; doing so will cause 3d10 h.p. of damage to all creatures beneath the wall. Large magical fires such as red dragon's breath and *fireballs* will melt the *wall* in but a single minute, leaving a large patch of mist and fog for 10 minutes. The spell requires a small seed of quartz or other rock crystal, which disappears as the spell is cast.

If cast underwater, the *wall of ice* will instantly rise to the surface and float as an ice floe.

Wall of Stone

Level 5 mage spell (evocation)
Requires: incantation, gestures, granite
Casting time: 30 seconds (5 segments)

This spell summons a sheet of solid granite, some 20' square and 3" thick per level of the caster, up to 5' distant per level of the caster. The *wall of stone* need not be vertical, but it must be attached to, and supported by, some other formation of stone; thus, the spell can be used to close off a passage, form a stone bridge over a chasm, serve as a ramp, etc. The stone will be permanent unless a *dispel magic* spell is cast upon it, but will otherwise function as natural stone, and can be chipped, broken, carved, etc. The spell requires a small piece of granite, which is consumed by the casting of the spell.

Wall of Thorns

Level 5 bard, level 6 druid spell (conjuration/summoning)
Requires: incantation, gestures, holy symbol
Casting time: 48 seconds (8 segments)

This spell calls forth a hedge of thick, tough plant matter covered with thorns some 2-4" in length. Contact with the *wall* (by attempting to pass through it, being hurled against it, having it cast around a creature) will cause 8 hit points of damage plus damage equal to the armor class of the creature every minute (for instance, a creature with an AC of 10 will take 18 h.p. of damage, an AC 4 creature would take 12 h.p., etc.). The size of the *wall* will be a number of cubes equal to the level of the caster, each some 10' on a side (so a 12th level caster would create a wall consisting of 12 such cubes, etc.); the *wall* must be contiguous, but the nearest portion can come into being up to 80' from the caster. Each such cube would take 40 minutes to cut through with normal tools or weapons, but magical fires will destroy the whole edifice in 20 minutes (during such time, the *wall* will have the same effects as that produced by the *wall of fire* spell). The *wall* will last for 10 minutes per level of the caster.

Warm (Chill)

Mage/illusionist/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip causes a small volume of liquid or solid matter (1 cubic foot maximum) to increase by 40°, but if cast on a living creature, it will never cause its body temperature to go above normal). The reverse of this cantrip, *chill*, causes a small volume of liquid or solid matter (1 cubic foot maximum) to cool by 40°, but never lower than freezing (if cast on a living creature, it will never cause its body temperature to go below normal). In both cases, the object will then slowly return back to whatever the ambient temperature may be.

Warp Wood

Level 2 druid spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 24 seconds (4 segments)

This spell allows the caster to warp and twist any object made of wood, forever ruining any straight lines, shape, and strength the object might have possessed. The caster can affect a piece of wood some 15 inches long and 1 inch in diameter per level, so that a 7th level druid casting this spell could warp a spear shaft. Magical items such as magic arrows can be affected (and thus ruined) by this spell, as long as they are made of wood. The wood need not be in the shape of a pole; planks can also be affected (for instance, the bottom of a ship's hull, or the floor of a wooden bridge).

Water Breathing (Air Breathing)

Level 3 bard/druid/mage/mountebank spell (alteration)
Requires: incantation, gestures, holy symbol or straw
Casting time: 30 seconds (5 segments)

This spell enables the caster to enable one creature touched to breath water as if it were air. The effect lasts for 1 hour per experience level of the caster. The reverse of the spell, *air breathing*, allows those who can only breathe water to survive in the air. If cast by a druid, the spell requires his holy symbol be used. If cast by a mage, the spell requires a short straw or reed stalk, which is destroyed as the spell is cast.

Water Walk

Level 3 cleric/mystic spell (alteration)
Requires: incantation, gestures, cork, holy symbol
Casting time: 42 seconds (7 segments)

This spell allows the caster to enable one or more creatures to walk upon the surface of any sort of water as if it were solid ground (choppy seas are treated as rough terrain, etc.). The caster is able to affect 1 man-sized creature per experience level above 4th (treat horses as 6 creatures, large-sized creatures as 2, halflings/gnomes/etc. as ½, brownies/pixies/etc. as ¼). The spell will last for 10 minutes plus 10 minutes per level, and requires a bit of cork (which is destroyed by the spell) and the caster's holy symbol (which is not).

If cast underwater, this spell will cause the target(s) to immediately shoot to the surface.

Weakness

Level 3 bard spell (alteration)
Requires: incantation, gestures, toasted bread and milk
Casting time: 18 seconds

This spell saps the strength score of a single person touched, for up to 1 hour per level of the caster. A successful "to hit" roll is required by the caster, and the target must fail a saving throw vs. spells. The number of strength points lost depends on the class of the recipient:

TABLE 347: WEAKNESS

Class (inc. sub-classes)	Strength Increase
Bard	1-6
Cleric	1-6
Fighter/Cavalier	1-8
Mage	1-4
Thief	1-6

Strength can never be decreased beyond the normal minimums for race, class, and gender. If a fighter or cavalier has exceptional strength, each point lost will take away 10% from his exceptional strength (the last 10% or less will count as a full point lost). For instance, if a fighter with a strength score of 18/27 finds his ability decreased by 5 as a result of this spell, he would end up with 16 strength for its duration.

The spell requires a piece of toasted bread soaked in milk. The component is destroyed as the spell is cast.

Weather Summoning

Level 6 druid spell (evocation)
Requires: incantation, gestures, holy symbol
Casting time: 10 minutes

This spell allows the caster to effect changes in the weather. For purposes of this spell, the weather is measured along three different axes (cloud cover and precipitation, temperature, and wind):

TABLE 348: WEATHER SUMMONING

Cloud Cover & Precipitation	Temperature	Wind
Very clear	Sweltering	Dead calm
Clear	Hot	Calm
Light clouds/hazy	Warm	Light breeze
Partly cloudy	Average	Light wind
Heavy clouds	Cool	Strong wind
Fog	Cold	High wind
Light rain/mist/snow/hail	Bitter cold	Gale
Heavy rain/snow/hail/sleet		Storm
		Hurricane

By means of this spell, a caster is able to move the weather one "level" along each of the three measures. Thus, a clear day can be made hazy or very clear, a cold day cool or bitterly cold, and a high wind turned into a gale or a light wind. More dramatic effects can, of course, be engendered by simply casting the spell several times in succession. In order to cast this spell, the caster will need burning incense, plus bits of wood and earth in water (all of which are destroyed as the spell is cast).

Unlike most other spells, the duration and area of effect of this spell are determined randomly; it will affect an area of 2d4 square miles and last for 2d10 hours. If anything other than greater mistletoe is used, the effect will be halved in size and duration.

Note that contradictions are not possible, even by means of this spell; you can't have snow on a sweltering day, or fog with a strong wind.

This spell cannot be cast underwater.

Web

Level 2 mage spell (evocation)
Requires: incantation, gestures, spider web
Casting time: 12 seconds (2 segments)

This spell calls into being a mass of sticky, thick ropy strands similar to a spider web. The ends of the *web* must be anchored to opposite points, such as a floor and ceiling, walls, two trees, etc. The spell can't just be cast on an area. The area affected by the spell must be at least 10' thick in one dimension, and can be a maximum of 8,000 cubic feet total (eight 10'x10'x10' cubes). The *web* can be cast on a point up to 5' from the caster per level of experience. The *webs* will disappear after 20 minutes per level of the caster.

Any creature in the area of effect must make a saving throw vs. spells. If the throw fails, the creature is caught fast in the *webs*. If the creature makes its saving throw, and there is room for it to have moved out of the way of the *webs*, it will be assumed to have done so. Otherwise, the creature will be able to move at double the normal speed for creatures trapped in the *webs* (see below).

The ability of creatures which are caught fast in the *webs* to move depends on their strength. Strength of 12 or below indicates that the creature cannot move at all as long as the *webs* last. Strength of 13-17 can move 1' every 10 minutes. Strength 18 or greater can move 1' per minute. Enormously strong and/or large creatures will either move 1' every 6 seconds (1 segment), or ignore the *webs* entirely (such as a huge dragon, or an elephant). Any creature caught in the *webs* has a 5% chance (cumulative) of suffocating every 10 minutes; the first 10 minutes is a 5% chance, the second 10 minutes is a 10% chance, the third is a 15% chance, etc.

Webs are very flammable, and can be set alight and cleared out with a torch, flaming oil, etc., in but a single minute. Any creatures caught in the *webs* when that happens will take 2-8 h.p. of damage. The bit of spider web needed for the spell disappears when the spell is cast.

Weird

Level 7 illusionist spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 42 seconds (7 segments)

This spell calls forth a vision of the nemesis of those within the range of the spell (a circle some 20' in radius, centered on a point up to 30' distant from the caster). All those within the area of effect who can understand the language of the caster must make a saving throw vs. spells. Success indicates that they are paralyzed with fear for 42 seconds (7 segments) and lose 1d4 points of strength for 7 minutes. Failure indicates that the worst possible enemy (or enemies; the game master should determine whether the hearers are affected collectively or individually) appears for a "final showdown" with them. During this battle, what seems like a minute to those engaged in the battle will in reality only take 6 seconds (1 segment) to those observing from the outside (and the "battle" will take place only in the minds of those affected by the spell). No means of magical escape will avail the subjects of the spell, who must do battle with their nemesis. If the *weird* is defeated, applicable experience points are awarded, and naturally if they lose the battle they will die. The spell requires that the caster maintain full concentration for the duration of the battle.

Whip

Level 2 mage spell (evocation)
Requires: incantation, gestures, miniature silken whip
Casting time: 12 seconds (2 segments)

This spell causes a magical whip to appear up to 10' away from the caster, which will react as if he himself were wielding it. The *whip* will remain for 1 minute per level of the caster, and can be used to keep normal (non-monstrous) animals at bay, as long as they are smaller than the size of a bear by this use of the *whip*. Creatures with an intelligence of 4 or more are not affected. If the *whip* scores a successful "to hit" roll, the creature must make a saving throw with a penalty of -1 to -4 (depending on the nature of the creature; the game master will decide the exact amount of the penalty) or skulk away for at least an hour.

The whip can also be used against armed opponents. If it successfully hits in melee, the whip has wrapped itself around the foe's weapon. The enemy weapon must then make a saving throw; 13 or better if it is edged, 6 or better if it is not, plus any magical bonuses it may possess as a bonus to the roll. Success indicates the *whip* loses its grip on the weapon. Failure means the wielder of the weapon must then make another saving throw, this time vs. spells. Success indicates he retains his grip on the weapon. Failure indicates it is pulled from his grasp, and he must spend the next round recovering it (thus giving anyone in melee against him a "free" attack). Creatures with magic resistance get to apply that before any other saving throws are rolled; success indicates the *whip* is unable to affect them at all.

Whispering Wind

Level 2 illusionist/savant, level 3 bard spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell allows the caster to create an illusionary breeze that can carry a brief message or sound (if nothing is specified, the *wind* will sound like a gust of wind). The message can be up to 12 words, or the sound can last for up to 12 seconds (2 segments). The *wind* itself will travel up to 10' per level of the caster, at anywhere between 10 and 20 feet per minute (caster's choice). When the *wind* reaches the intended distance, it will automatically deliver its message or play its sound, which will be heard by anyone in a 2' radius.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Whistle

Mage/illusionist cantrip (evocation)
Requires: incantation, gestures
Casting time: 1 second

This cantrip creates a whistling sound, either faint (heard within 10') or loud (30' range). The nature of the whistle can be anything normal for a whistle: low, warbling, piercing, etc.

Wind Walk

Level 7 bard/cleric spell (alteration)
Requires: incantation, gestures, fire, holy water
Casting time: 1 minute

This spell will transform the caster and his possessions into a wispy vapor which is then carried aloft by a magical wind. While in such a state, the caster will move at anywhere from a minimum of 60'/minute to a maximum of 600'/minute (6.8 mph), and the effect will last up to 1 hour per level of the caster. If the caster is 16th level, he can bring another person with him on the journey, who will also be transformed into a cloud. At 24th level, he can bring two such guests. Those affected by the spell will have much of their original shape, but will appear misty and transparent. If they are garbed entirely in white before the spell is cast, such persons are 80% likely to be mistaken for ordinary clouds.

This spell cannot be cast underwater.

Wind Wall

Level 3 mage spell (alteration)
Requires: incantation, gestures, tiny fan, exotic feather
Casting time: 18 seconds (3 segments)

This spell brings into being a curtain of upward-blowing air, some 10' wide and 5' high per level of the caster, up to 10' distant from the caster. The spell will knock birds as large as crows off course, prevent insects from crossing, blow loose items and garments upwards, and rip light objects (such as pieces of paper) from hands unless the holder is expecting the wind. If it is unclear as to whether or not such a holder was expecting the spell's effect, he should be allowed a saving throw vs. spells. Success indicates the object does not leave his hand.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell (see p. 121 for details).

Wink

Mage/savant cantrip (enchantment/charm)
Requires: incantation, gestures
Casting time: 1 second

This cantrip causes the target creature to close one eye. The target must be within 10' and is entitled to a saving throw. A successful save indicates that the wink is rapid and will go almost unnoticed. A failed save indicates that the wink is prolonged and exaggerated.

Wish

Level 9 mage spell (conjuration/summoning)
Requires: incantation
Casting time: special (see spell description)

This spell will literally change reality in response to the stated desires of the caster. The spell can, naturally, be used to duplicate the effect of any other spell, or it can be used to make such effects permanent or very long lasting, inflict maximum damage, etc. The spell can be used to regain hit points, restore levels lost to undead, restore lowered ability scores, increase racial level maximums, and obtain moderate amounts of wealth. More ignoble or downright greedy wishes will cause the caster to lose 3 points of strength and require 2d4 days of bed rest, in addition to being successively more literally interpreted. The game master should exercise care when granting such wishes; for player characters who seek to unbalance the game, a creatively literal interpretation of the stated *wish* might be called for. The casting time of the spell is literally as long as the *wish* takes to be verbalized. This spell will age the caster by 3 years.

Wizard Lock

Level 1 bard, level 2 mage spell (alteration)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell will seal a single door, chest, window, gate, etc., touched by the caster. The portal will not be able to be opened by any means save a *dispel magic* or *knock* spell, although it can be destroyed to gain entrance. A caster of four levels higher than the caster can open something that has been *wizard locked*, although the lock will return in force after a minute. The *wizard lock* is permanent, until and unless it is dispelled. The portal to be sealed can be a maximum of 30 square feet per level of the caster.

Wizard Mark

Level 1 mage spell (alteration)
Requires: incantation, gestures, diamond dust, pigment, (stylus)
Casting time: 6 seconds (1 segment)

This spell allows the caster to inscribe some object with his personal identifying mark plus up to six additional characters. The *mark* may be either visible or invisible. An invisible *mark* will be made visible to all by the casting of a *detect magic* spell, and it will be made visible to those using *detect invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* (but that will not necessarily make the caster's intent plain). *Read magic* will reveal the gist of the writing. *Erase* will remove the mark entirely. The spell requires a small amount (50 g.p. worth) of diamond dust and some sort of pigmentation for the *mark* itself. If the *mark* is invisible, it must be drawn with a stylus, otherwise it can be drawn with the caster's finger.

Word of Knowledge

Level 9 savant spell (divination)
Requires: incantation
Casting time: 54 seconds (9 segments)

This spell allows the caster to know one fact about a given individual. The information provided in the *word of knowledge* is always correct. It can be something as innocuous as his home town, something as mundanely important as the number of troops under his direct command or whether or not he has the spell *meteor swarm* in his spell book, or something as esoterically valuable as his true name. It can be used to diagnose problems not otherwise detectable by other means.

Word of Recall

Level 6 cleric spell (alteration)
Requires: incantation
Casting time: 6 seconds (1 segment)

By means of this spell, the caster is instantly and without any chance of error transported to some well-known place of safety. There is no limit on the distance that can be covered by this spell. In addition to himself, the spellcaster is able to carry 25 pounds per level; thus, a 20th level cleric could carry 500 lbs in addition to himself. This extra weight can be a living being, equipment, treasure, etc.

Withdraw

Level 2 cleric spell (alteration)
Requires: incantation, gestures, holy symbol
Casting time: 18 seconds (3 segments)

This spell allows the caster to slow down the passage of time for himself, so that for every 6 seconds (1 segment) that pass in the rest of the world, a full minute passes for the caster. The spell allows the caster to spend 2 minutes thus *withdrawn* plus 1 per experience level (thus, a 7th level cleric could spend 9 minutes *withdrawn*, during which time only 42 seconds (7 segments) would have passed in the world beyond the cleric). During this time, the caster is able to think, contemplate, read, research, and cast a limited variety of spells; only those which heal the cleric or are divinatory in nature (and can only be cast upon himself, such as *augury*). Any other action, such as movement, attack, or spellcasting, will break the spell instantly. The spell requires the use of the caster's holy symbol, which is not consumed as the spell is cast.

Wizard Eye

Level 4 mage spell (alteration)
Requires: incantation, gestures, bat fur
Casting time: 10 minutes

This spell creates an invisible eye, controllable by the caster, which travels at some 30' per minute (10' per minute if the eye is used to conduct a careful inspection of walls, floors, etc.). The spell lasts for 1 minute per level of the caster. The *eye* will see as if it were a normal human organ, with a range of some 60' in brightly lit conditions, or up to 10' by using infravision. It requires a pinch of bat fur, which disappears as the spell is cast.

Wraithform

Level 3 illusionist spell (alteration, illusion/phantasm)
Requires: gestures, gauze, smoke
Casting time: 6 seconds (1 segment)

This spell allows the caster to take on an insubstantial, wraith-like form. While in this form, the caster and all his possessions are invulnerable to attack by non-magical weapons, but creatures which themselves can only be hit by enchanted weapons, plus those on the ethereal plane, can attack successfully. Undead will ignore those in *wraithform*, but those of type XII and above are entitled to a saving throw vs. spells with a -4 penalty to recognize the caster for one of the living. Those in *wraithform* can move through cracks and holes, and can end the spell at will; otherwise it will end after 2 minutes per level of the caster, or when a *dispel magic* or *dispel illusion* spell is cast upon the caster. The spell requires a small piece of gauze and a bit of smoke.

Wrap

Mage/illusionist/savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip brings into existence a small wrapping around some object, no more than 1 cubic yard in size. The type of wrapping will be appropriate for the material being *wrapped*; a felt bag for gems, wax paper for a powder, flour in a cloth bag, etc. Liquids cannot be wrapped. The *wrapping* can be undone manually, or can be commanded to come apart by the caster (for this reason, it is often used to hold spell components). The *wrapping* material disappears once emptied.

Write

Level 1 mage/illusionist/savant spell (evocation)
Requires: incantation, gestures, quill, ink
Casting time: 1 minute

This spell allows the caster to transcribe a spell from some source (usually another spell book) into his own spell book. When doing so, the caster must make a saving throw vs. spells, with the following adjustments:

TABLE 349: WRITE

Max. Spell Level the Caster Can Cast Minus Spell Level	Saving Throw Adjustment
1 or less	+2
2	0
3	-1
4	-2
Etc.	

Thus, if a mage who could cast 4th level spells is attempting to transcribe a 7th level spell, he makes his saving throw with a -1 penalty.

If the saving throw is successful, the caster has successfully transcribed the spell, taking 1 hour per level of the spell being transcribed (during which time the caster is in a trance, and will automatically be surprised). If he fails the saving throw, the caster takes 1d4 h.p. of damage per level of the spell he was attempting to transcribe, and will be knocked unconscious for 10 minutes

per hit point of damage taken. This damage cannot be healed except by rest, at a rate of 1d4 h.p. per day.

The spell requires special ink which must be custom-brewed for each spell, and which will cost a minimum of 200 g.p. per bottle. The caster may find it necessary to make his own. This is not the same as the ink used to create magic scrolls.

Wyvern Watch

Level 2 cleric spell (evocation)
Requires: incantation, gestures, holy symbol
Casting time: 30 seconds (5 segments)

This spell brings forth a wyvern-shaped hazy fog, which acts as a sort of watchdog on an area some 10' in diameter and up to 30' distant from the caster when the spell is cast. If anything enters the area thus protected, the wyvern-mist will attack, forcing the creature to make a saving throw vs. spells. Failure indicates that the creature is paralyzed for a number of minutes equal to the experience level of the caster (the paralysis can be removed by a *dispel magic* or *remove paralysis* spell, or the will of the caster). Once the wyvern-mist successfully hits some intruder, it will dissipate; it will otherwise remain for 8 hours. The wyvern-mist can be detected 90% of the time if it is in daylight, 30% in gloom or twilight, and 0% of the time in darkness. The spell requires the caster's holy symbol, which remains after the spell is cast.

Yawn

Mage/savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 1 second

This cantrip causes the subject to yawn. The target must be within 10', and is entitled to a saving throw. Success indicates the cantrip has no effect whatsoever. Failure means that the subject will yawn broadly. In addition, the subject will be more susceptible to the spell *sleep* (see p. 213 for details). If a *sleep* spell is cast on the subject within 1 minute of the *yawn* cantrip successfully being cast on him, that subject will not count for purposes of determining how many creatures are affected by the *sleep* spell.

Zephyr

Level 2 mage spell (evocation)
Requires: incantation, gestures, miniature parchment fan
Casting time: 12 seconds (2 segments)

This spell brings into being a light breeze, lasting 6 seconds (1 segment) and filling an area 10' wide and 5' long per level of the caster, radiating out from the caster in some direction he chooses. This breeze is strong enough to cause candle flames to waver, to fan larger flames (causing +1 to any damage, as applicable), to delay moving clouds (such as *cloudkill*) for 1 minute, to reduce the duration of stationary clouds (such as *wall of fog* and *fog cloud*) by half, or to move back stagnant air and gas by 10' and reduce their duration and poisonous effect by half (if any). Note that such gasses that spring from some renewing source (like a natural fissure spewing forth poisonous gas) will renew themselves as normal. The spell requires a miniature fan made of parchment and with a pin of ivory or silver, which is destroyed as the spell is cast.

Appendices

Appendix A: The Assassin

The assassin is a sub-class of thief, a specialist in disguise, espionage, and assassination. Assassins are trained in the use and creation of poisons, and if they surprise a victim they can make an attempt to kill him instantly. They are presented as a totally optional character class that the game master may or may not include in his game at his sole discretion. He may also opt to include assassins only as non-player characters.

Gnomes may be multi-classed fighter/assassins or illusionist/assassins. Half-orcs may become fighter/assassins or cleric/assassins. No other multi-classed assassin options are available.

The maximum level allowed for demihumans is dependent on the race in question and the strength score of the character, as shown below. Halflings may not become assassins, and humans may, as with all other classes, rise to the maximum level allowed for the class (in this case, 15th level).

TABLE 350: ASSASSIN LEVEL LIMITS BY RACE

Strength	Dwarf	Elf	Half-elf	Gnome	Half-orc
12	9	10	11	8	15
13	9	10	11	8	15
14	9	10	11	8	15
15	9	10	11	8	15
16	9	10	11	8	15
17	9	10	11	8	15
18	9	10	11	8	15
18/50	9	10	11	9	15
18/99	11	11	11	10	15
18/00	12	12	11	10	15
19	12	12	11	10	15
20	12	12	11	10	15
21	12	12	11	10	15

Assassin characters must have a strength of at least 12, a dexterity of at least 12, and an intelligence of at least 11.

Assassins have the following powers and skills:

- Assassinate
- Back stab
- Disguise
- Pick pockets
- Open locks
- Find and remove traps
- Move silently
- Hide in shadows
- Listen at doors
- Climb walls
- Read languages
- Poison
- Limits on hirelings
- Hierarchy

Assassins may use the following types of armor (although certain types of armor will impose penalties on their skills, as noted below): leather cuirass, leather lamellar, gambeson, brigandine, elven mail. They may also carry shields and may use any weapon. They may be of any non-good alignment, while those who use poison must be of an evil alignment.

TABLE 351: ASSASSIN LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
1,500	2	2d6
3,000	3	3d6
6,000	4	4d6
12,000	5	5d6
25,000	6	6d6
50,000	7	7d6
100,000	8	8d6
200,000	9	9d6
300,000	10	10d6
425,000	11	11d6
575,000	12	12d6
750,000	13	13d6
1,000,000	14	14d6
1,500,000	15	15d6

Assassins cannot rise above 15th level.

TABLE 352: ASSASSIN WEAPON PROFICIENCY

Class	Initial Weapon Proficiencies	New proficiency every…	Non-Proficiency Penalty
Assassin	3	4 levels	-2

Assassinate

When the assassin manages to surprise an enemy, he may opt to attempt to assassinate him (or it) rather than engaging in normal melee. The base chance for success is 50%. For every level the assassin is above the victim (or hit dice, in the case of monsters), add 5%. For every level the assassin is below the victim, subtract 5%. The chance can never exceed 100%.

Back Stab

Assassins who are able to strike against a foe from behind in melee are considered to be back stabbing that opponent, as long as they have gained surprise. A back stab may be done in lieu of an assassination, depending on the desires of the assassin. When back stabbing, the assassin gains a +4 bonus on his "to hit" roll and multiplies the damage done by his weapon depending on his level:

TABLE 353: ASSASSIN BACKSTAB DAMAGE MULTIPLIER

Assassin Level	Backstab Damage Multiplier
1-4	x2
5-8	x3
9-12	x4
13-15	x5

Assassins can back stab with any weapon they are otherwise able to use; club, dagger, sword, etc. Note that only creatures with an identifiable "back" and which don't have 360° senses may be backstabbed.
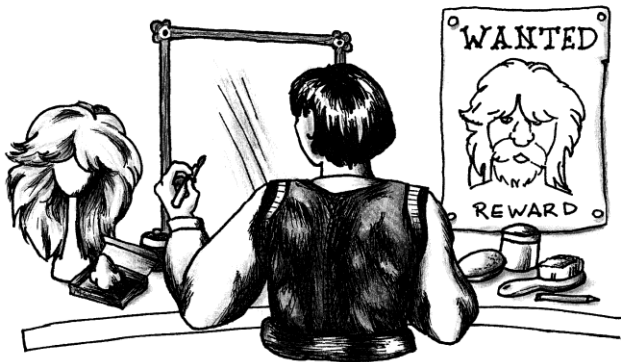
Disguise

Disguise is used by the assassin to change his appearance to make it easier to approach and infiltrate a target. It can be used to make the assassin appear up to three inches shorter, or five inches taller, than his actual height. Gender can be changed, as can weight; the disguised character can appear up to 25% slimmer or 50% heavier than his actual weight. Race can also be changed, within reason; a human might be able to pass as an elf, but never a halfling. On the other hand, a gnome could appear as a dwarf or halfling, in theory. Class, as well as social class, is very easily imitated, and the disguised character can appear as anything from a mage to a prince, from a merchant to a beggar.

There is a base chance of 2% per day, however, that the disguise will be seen through. This base chance is modified as follows:

TABLE 354: ASSASSIN DISGUISE MODIFIERS

Condition	Modifier
Posing as another race	+2%
Posing as opposite gender	+2%
Posing as another class	+2%
INT+WIS of observer is 36	+6%
INT+WIS of observer is 35	+5%
INT+WIS of observer is 34	+4%
INT+WIS of observer is 33	+3%
INT+WIS of observer is 32	+2%
INT+WIS of observer is 31	+1%
INT+WIS of observer is 19	-1%
INT+WIS of observer is 18	-2%
INT+WIS of observer is 17	-3%
INT+WIS of observer is 16	-4%
INT+WIS of observer is 15	-5%
INT+WIS of observer is 14	-6%
INT+WIS of observer is 13	-7%
INT+WIS of observer is 12	-8%

A check is made for each concerned party (the target himself, and any of the target's companions, guards, etc.) encountering the disguised assassin, and a further check is made every 24 hours. Magic items such as a *gem of seeing* will penetrate a disguise automatically.

Pick Pockets

Beginning at third level, assassins can pick pockets, cut purses, remove small items from belt pouches, palm trinkets, pilfer small items from market stalls, etc. Victims subtract 5% per experience level from the thief's chance of success. If the thief fails, he may try again, but if he fails by 21% or greater, the victim will have noticed the attempt and will react accordingly.

Open Locks

By means of cleverness, nimble fingers, and training, assassins are able to pick locks, open combination locks, solve complex puzzle-locks (of manual sort; this does not apply to logic puzzles and the like), etc., beginning at third level. The assassin may or may not require special lock-picking tools to do so; your game master will make an adjudication (essentially, any lock that normally requires a key will need to be picked using tools). Most locks will take 1d4 rounds to pick, but the most complex may take as long as 1d10 rounds.

Find and Remove Traps

Assassins may attempt to find and remove traps beginning at third level. Finding and removing traps is, as the name implies, a two-step process. First, the presence of such a trap, be it a poison needle on a lock, a trip-wire strung across a passageway, a pressure plate in a floor, etc., must be confirmed. This is done by announcing to your game master that your character is looking for traps in such-and-such a place. If your roll is successful (and the game master will roll, as you should not be aware of whether your character has missed his roll to detect the trap in the first place), you must then roll a second time to disarm the trap: blocking the needle, jamming the pressure-plate, etc. Most traps will take 1d4 rounds to detect and another 1d4 rounds to disarm, although this may be as long as 1d10 rounds for very complex devices.

This ability can also be used to set traps to snare others: deadfalls, pits, snares, etc.

Move Silently

Beginning at third level, assassins are able to cross even normally-noisy surfaces such as squeaky floors, gravel, etc., with barely a whisper. The assassin cannot, obviously, run while moving silently, but can move at the normal rate for walking down a dungeon corridor (120' per minute for an unencumbered human, adjusted as appropriate). Note that the game master should roll for success in secret; the assassin will not know whether or not he has succeeded.

Hide in Shadows

Beginning at third level, assassins are able to make themselves practically disappear under the proper circumstances. Obviously, it is not a skill that can be practiced in the middle of a courtyard in glaring sunlight, but in the twisting streets of a town lit only by torchlight, or in the deep passageways of a dungeon complex, the assassin is able to render himself motionless while blending into the shadows. Note that a character will not know whether or not he has been successful; the game master should roll secretly.

Listening at Doors

Assassins are able, through careful practice and beginning at third level, to discern voices and other sounds by listening at doors, windows, and similar portals. This can be useful when casing a room for a burglary, for instance. It requires that the ear be pressed against the door.

Climb Walls

Beginning at third level, assassins may attempt to climb walls. In those cases where some sort of toe- and finger-holds are present, assassins are able to climb straight vertical walls with ease, albeit slowly. The rate at which the assassin can climb depends on the surface being climbed:

TABLE 355: WALL CLIMBING MOVEMENT RATE

Type of Surface	Climbing Rate on Dry Surface
Smooth	6'/min.
Cracked	12'/min.
Rough	18'/min.
Projections	24'/min.

The chance for the assassin to fall should be checked each minute of climbing; any single failure will indicate a fall to the ground.

If the surface being climbed is even slightly slippery, the movement rate is cut in half, and the chance of success is cut in half as well (and impossible on a smooth surface). If the surface being climbed is slippery, the movement rate is only ¼ of normal, and the chance of success is only 1/10th of normal!

Most typical dungeon walls will be rough, but slightly slippery (due to nitre, slime, moisture, etc.).

Read Languages

Beginning at 6th level, assassins are able to make out many written languages (but note that this does not apply to hearing or speaking). This is an ability that is picked up in the study of building layouts, diagrams, documents, and similar items.

TABLE 356: ASSASSIN ABILITIES

Assassin Level	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Listen at Doors	Climb Walls	Read Languages
3	30%	25%	20%	15%	10%	10%	85%	-
4	35%	29%	25%	21%	15%	10%	86%	-
5	40%	33%	30%	27%	20%	15%	87%	-
6	45%	37%	35%	33%	25%	15%	88%	20%
7	50%	42%	40%	40%	31%	20%	90%	25%
8	55%	47%	45%	47%	37%	20%	92%	30%
9	60%	52%	50%	55%	43%	25%	94%	35%
10	65%	57%	55%	62%	49%	25%	96%	40%
11	70%	62%	60%	70%	56%	30%	98%	45%
12	80%	67%	65%	78%	63%	30%	99%	50%
13	90%	72%	70%	86%	70%	35%	99.1%	55%
14	100%	77%	75%	94%	77%	35%	99.2%	60%
15	105%	82%	80%	99%	85%	40%	99.3%	65%

TABLE 357: ASSASSIN ABILITIES DEXTERITY ADJUSTMENTS

Dexterity Score	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows
9	-15%	-10%	-10%	-20%	-10%
10	-10%	-5%	-10%	-15%	-5%
11	-5%	-	-5%	-10%	-
12	-	-	-	-5%	-
13	-	-	-	-	-
14	-	-	-	-	-
15	-	-	-	-	-
16	-	+5%	-	-	-
17	+5%	+10%	-	+5%	+5%
18	+10%	+15%	+5%	+10%	+10%
19	+15%	+20%	+10%	+12%	+12%
20	+20%	+25%	+15%	+15%	+15%
21	+25%	+30%	+20%	+18%	+18%
22	+30%	+35%	+25%	+20%	+20%
23	+35%	+40%	+30%	+23%	+23%
24	+40%	+45%	+35%	+25%	+25%
25	+45%	+50%	+40%	+30%	+30%

Note that dexterity bonuses do not apply to thief abilities if any sort of armor other than leather (or none) is worn.

TABLE 358: ASSASSIN ABILITIES RACIAL ADJUSTMENTS

Race	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Listen at Doors	Climb Walls	Read Languages
Dwarf	-	+10%	+15%	-	-	-	-10%	-5%
Elf	+5%	-5%	-	+5%	+10%	+5%	-	-
Gnome	-	+5%	+10%	+5%	+5%	+10%	-15%	-
Half-elf	+10%	-	-	-	+5%	-	-	-
Halfling	+5%	+5%	+5%	+10%	+15%	+5%	-15%	-5%
Half-orc	-5%	+5%	+5%	-	-	+5%	+5%	-10%

TABLE 359: ASSASSIN ABILITIES ARMOR ADJUSTMENTS

Armor Worn	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Listen at Doors	Climb Walls
None	+5%	-	-	+10%	+5%	-	+10%
Leather cuirass, scale, or lamellar	-	-	-	-	-	-	-
Elven mail	-20%	-5%	-5%	-10%	-10%	-5%	-20%
Brigandine, furs, or gambeson	-30%	-10%	-10%	-20%	-20%	-10%	-30%
Ring armor	-40%	-15%	-15%	-40%	-30%	-20%	-40%
Steel scale or lamellar	-50%	-20%	-20%	-60%	-50%	-30%	-90%
Mail	-40%	-15%	-15%	-40%	-30%	-20%	-40%
Plated mail	-50%	-20%	-20%	-60%	-50%	-30%	-90%
Plate armor	-75%	-40%	-40%	-80%	-75%	-50%	-99%
Jousting plate	-100%	-80%	-80%	-100%	-110%	-70%	-99.9%

Note: Normally, assassins are not allowed to wear most types of heavier armor. However, they are included in the above table to account for multi-classed characters who are entitled to wear such armor and who might want to employ their assassin abilities. They may not carry shields while using these abilities.

Poison

At 9th level the assassin may take the poison secondary skill with no additional x.p. cost (see p. 72). He will still need to find a mentor and pay the requisite training costs. If he already has a skill level in poison, he will gain an additional one at no extra x.p. cost.

Limits on Hirelings

Assassins are by nature loners; they are limited in the type of hirelings and henchmen they may have in their employ, as noted below. Only neutral or evil NPCs will knowingly or willingly enter the employ of an assassin.

- At 4th level, assassins may have other assassins as hirelings
- At 8th level, assassins may have thieves (and acrobats) as hirelings
- At 12th level, assassins may have any class of character as hirelings
- Only assassins of 14th or 15th level may have henchmen

Hierarchy

There is only one assassin of 14th level in any given territory, who is the Guildmaster of the assassins within that territory (the exact boundaries of such territories will be set by the game master). Once an assassin gains enough experience points to reach 14th level, he must seek out the Guildmaster and destroy him in order to rise to 14th level himself. There are no rules for such a contest, and the prospect of being a constant target for such ambitious assassins is one of the occupational hazards of high level.

The Guildmaster will have 7d4 assassins in his guild, and they will be loyal to him and protect his person and his interests. The race and level of each should be determined using the tables below:

TABLE 360: ASSASSIN RACE

Die Roll (d%)	Race
01-05	Dwarf
06-10	Elf
11-14	Gnome
15	Gnome (multi-class)
16-25	Half-elf
26-45	Half-orc
46-50	Half-orc (multi-class)
51-00	Human

If a gnome or half-orc multi-class character is indicated, roll on the table below to determine what sort of multi-classed character it is.

TABLE 361: MULTI-CLASSED ASSASSINS

Die Roll (d6)	Gnome	Half-orc
1-3	Illusionist/assassin	Fighter/assassin
4-6	Fighter/assassin	Cleric/assassin

TABLE 362: ASSASSIN LEVEL

Die Roll (d%)	Level
01-15	1
16-30	2
31-45	3
46-65	4
66-75	5
76-85	6
86-95	7
96-00	8

If a level is indicated for a non-human assassin that exceeds the racial maximum, that assassin will be of the maximum level for his race.

If and when the previous Guildmaster is slain, 75% of his guild members will desert, but 25% will remain to serve the new Guildmaster. Roll for each to see which remain. Newcomers will always be 1st level.

There is only one assassin of 15th level in the world, who is called the Grandfather (or Grandmother) of Assassins. Once a character gains enough experience points to reach 15th level, he must seek out the Grandfather (which will be an epic quest in and of itself) and then destroy him. At that point, the one who slew the previous Grandfather of Assassins becomes the new Grandfather.

The Grandfather will always have 28 loyal followers, with the following breakdown.

- 1 assassin of 8th level
- 2 assassins of 7th level
- 3 assassins of 6th level
- 4 assassins of 5th level
- 5 assassins of 4th level
- 6 assassins of 3rd level
- 7 assassins of 2nd level

As with a Guildmaster, when the Grandfather of Assassins is slain, there is a 75% chance that any given one of his followers will desert, with the ones who don't staying on to serve the new Grandfather. Over time, new assassins will come to serve the new Grandfather, and these will all be 1st level, who will then need to rise in level through the normal process for followers (i.e., sending them on missions to gain x.p. on their own). The first newcomer will arrive 1d30 days after the death of the previous Grandfather, with new acolytes arriving every 1d10 days until a total of 4d4+14 have arrived.

Appendix B: Weapon Adjustments vs. Armor Type

As an optional rule, the game master may wish to include weapon adjustments vs. specific types of armor. Certain weapons are simply more effective against certain types of armor (or lack thereof), and naturally some weapons are likewise not as effective. In many cases, weapons (particularly pole arms) were specifically designed to be "can openers", and will be more effective against heavily-armored opponents. Thus, including such adjustments adds a certain level of historical accuracy, and provides justification for choosing certain otherwise obscure weapons. However, if these adjustments are used when player characters are attacking, they must also be used when player characters are the ones being attacked, in the interests of both fairness and game balance.

Note that these adjustments have no impact on creatures that do not normally wear armor; they only affect the "to hit" rolls of specific weapons against targets wearing the armor indicated.

TABLE 363: WEAPON ADJUSTMENTS VS. ARMOR TYPE

Attacker's Weapon	Jousting Plate	Plate Armor	Plated Mail	Mail	Scale Armor/ Cuirass (steel)	Ring Armor, Brigandine, Lamellar (steel)	Furs, Gambeson, Cuirass/Lamellar/ Scale Armor (leather)	Shield Only	None, Helmet Only
Aklys (hurled)	-7	-5	-4	-3	-2	-1	0	0	0
Aklys (melee)	-6	-4	-3	-2	-1	-1	0	0	+1
Axe, battle	-4	-2	-1	-1	0	0	+1	+1	+2
Axe, hand	-4	-2	-2	-1	0	0	+1	+1	+1
Axe, throwing	-5	-3	-2	-1	-1	0	0	0	+1
Bardiche	-2	-1	0	0	+1	+1	+2	+2	+3
Bec de corbin	+2	+2	+2	0	0	0	0	0	-1
Bill-guisarme	0	0	0	0	0	0	+1	0	0
Blowgun	-12	-8	-6	-4	-2	-1	-1	+1	+2
Bow, composite, long	-3	-1	0	0	+1	+2	+2	+3	+3
Bow, composite, short	-4	-3	-1	0	+1	+2	+2	+2	+3
Bow, long	-1	0	0	+1	+2	+3	+3	+3	+3
Bow, short	-6	-4	-1	0	0	+1	+2	+2	+2
Buckler, spiked	-7	-6	-4	-3	-2	-1	0	0	+2
Caltrop	-7	-5	-4	-3	-2	-1	0	+1	+2
Club (hurled)	-8	-5	-3	-2	-1	-1	-1	0	0
Club (melee)	-6	-4	-3	-2	--1	-1	0	0	+1
Crossbow, hand	-4	-1	0	0	0	+1	+2	+2	+3
Crossbow, light	-2	-1	0	0	+1	+2	+3	+3	+3
Crossbow, heavy	-1	0	+1	+2	+3	+3	+4	+4	+4
Crossbow, repeating	-2	-1	0	0	+1	+2	+3	+3	+3
Crossbow, underwater	-2	-1	0	+1	+2	+2	+3	+3	+3
Dagger (hurled)	-6	-4	-3	-2	-1	-1	0	0	+1
Dagger (melee)	-4	-3	-2	-2	0	0	+1	+1	+3
Dart	-6	-4	-3	-2	-1	0	+1	0	+1
Falchion	-2	-1	0	+1	+1	+1	+1	0	0
Fauchard	-3	-2	-1	-1	0	0	0	+1	+1
Fauchard-fork	-2	-1	-1	0	0	0	+1	0	+1
Flail, footman's	+3	+2	+1	+2	+1	+1	+1	+1	-1
Flail, horseman's	0	0	0	0	0	+1	+1	+1	0
Garrote	0	0	0	0	0	0	0	0	0
Glaive	-2	-1	0	0	0	0	0	0	0
Glaive-guisarme	-2	-1	0	0	0	0	0	0	0
Guisarme	-3	-2	-1	-1	0	0	0	-1	-1
Guisarme-voulge	-2	-1	0	+1	+1	+1	0	0	0
Halberd	+1	+1	+1	+2	+2	+2	+1	+1	0
Hammer (hurled)	-3	-1	0	0	0	0	0	0	+1
Hammer (melee)	0	+1	0	+1	0	0	0	0	0
Harpoon	-5	-3	-2	-1	0	0	0	0	+1
Hook fauchard	-3	-2	-1	-1	0	0	0	0	-1
Improvised weapon (hurled)	-8	-5	-3	-2	-1	-1	-1	0	0
Improvised weapon (melee)	-6	-4	-3	-2	--1	-1	0	0	+1
Javelin	-6	-4	-3	-2	-1	0	+1	0	+1
Javelin-thrower	-5	-3	-2	-1	0	0	+1	+1	+2
Khopesh	-6	-4	-2	-1	0	0	+1	+1	+2
Knife (hurled)	-7	-5	-4	-3	-2	-1	0	0	+1
Knife (melee)	-5	-4	-3	-2	-1	0	+1	+1	+3

Attacker's Weapon	Jousting Plate	Plate Armor	Plated Mail	Mail	Scale Armor/ Cuirass (steel)	Ring Armor, Brigandine, Lamellar (steel)	Furs, Gambeson, Cuirass/Lamellar/ Scale Armor (leather)	Shield Only	None, Helmet Only
							Armor Type of Defender		
Lance, light	-3	-2	-1	0	0	0	0	0	0
Lance, medium	0	+1	+1	+1	+1	0	0	0	0
Lance, heavy	+4	+3	+2	+2	+2	+1	+1	0	0
Lasso	+8	+6	+5	+4	+3	+2	+1	0	-1
Lucern Hammer	+1	+1	+2	+2	+2	+1	+1	0	0
Mace, footman's	+2	+1	0	0	0	0	0	+1	-1
Mace, horseman's	+2	+1	0	0	0	0	0	0	0
Mace, two-handed	+2	+2	+1	0	0	0	0	+2	-1
Man catcher	0	0	0	0	0	0	-1	-2	-3
Military fork	-3	-2	-1	0	0	+1	+1	0	+1
Military pick	+3	+2	+1	+1	0	-1	-1	-1	-2
Morning star	0	+1	+1	+1	+1	+1	+1	+2	+2
Partisan	0	0	0	0	0	0	0	0	0
Pike	-1	0	0	0	0	0	0	-1	-2
Pole axe	+1	+1	+1	+2	+2	+2	+1	+1	0
Quarterstaff	-8	-5	-3	-1	0	0	+1	+1	+1
Ranseur	-3	-1	-1	0	0	0	0	0	+1
Sap	-13	-10	-8	-6	-5	-4	-3	-2	0
Scimitar	-3	-2	-2	-1	0	0	+1	+1	+3
Scythe	-2	-1	0	0	+1	+1	+2	+2	+3
Sickle	-3	-2	-1	-1	0	0	0	+1	+1
Sling bullet	-3	-2	-1	0	0	0	+2	+1	+3
Sling stone	-6	-4	-2	-1	0	0	+2	+1	+3
Spear (hurled)	-4	-3	-2	-2	-1	0	0	0	0
Spear (melee)	-2	-1	-1	-1	0	0	0	0	0
Spetum	-2	-1	0	0	0	0	0	+1	+2
Spiked buckler	-6	-4	-3	-2	-1	0	0	0	+2
Staff sling bullet	-4	-2	-1	0	0	0	0	0	0
Staff sling stone	-5	-3	-2	-1	0	0	0	0	0
Sword, bastard	0	0	+1	+1	+1	+1	+1	+1	0
Sword, broad	-4	-2	-1	0	0	+1	+1	+1	+2
Sword, long	-3	-1	0	0	0	0	0	+1	+2
Sword, short	-4	-2	-1	0	0	0	+1	0	+2
Sword, two-handed	+2	+2	+2	+2	+3	+3	+3	+1	0
Trident	-3	-2	-1	-1	0	0	+1	0	+1
Voulge	-2	-1	0	+1	+1	+1	0	0	0
Whip	-12	-8	-6	-4	-2	-1	+1	0	+3

Appendix C: Combat Tables

TABLE 215: MELEE WEAPONS

Weapon	Cost	Weight (lbs.)	Length	Space (feet)	Speed	Damage Against S/M	L
Axe, battle	5 g.p.	7	4'	4	7	1d8	1d8
Axe, hand	1 g.p.	5	18"	1	4	1d6	1d4
Bardiche*	7 g.p.	12	5'	5	9	2d4	3d4
Bec de corbin*	6 g.p.	10	6'	6	9	1d8	1d6
Bill-guisarme*	6 g.p.	15	8'	2	10	2d4	1d10
Caltrop	2 s.p.	3	n/a	n/a	n/a	1	1d2
Club	n/a	3	3'	3	4	1d6	1d3
Dagger	2 g.p.	1	15"	1	2	1d4	1d3
Falchion	10 g.p.	7	3 ½'	3	5	1d6+1	2d4
Fauchard*	3 g.p.	6	8'	2	8	1d6	1d8
Fauchard-fork*	8 g.p.	8	8'	2	8	1d8	1d10
Flail, footman's*	3 g.p.	15	4'	6	7	1d6+1	2d4
Flail, horseman's	8 g.p.	4	2'	4	6	1d4+1	1d4+1
Garrote*	1 e.p.	0.1	3'	1	2	1d4	1d6
Glaive*	6 g.p.	7	8'	1	8	1d6	1d10
Glaive-guisarme*	10 g.p.	10	8'	1	9	2d4	2d6
Guisarme*	5 g.p.	8	6'	2	8	2d4	1d8
Guisarme-voulge*	7 g.p.	15	7'	2	10	2d4	2d4
Halberd*	9 g.p.	17	5'	5	9	1d10	2d6
Hammer, war	1 g.p.	5	18"	2	4	1d4+1	1d4
Hook fauchard*	6 g.p.	8	8'	2	9	1d4	1d4
Improvised weapon*	n/a	1-5	6" - 5'	1-5	5	1d6	1d3
Khopesh	10 g.p.	7	3 ½'	4	9	2d4	1d6
Knife	1 g.p.	0.5	1'	1	2	1d3	1d2
Lance, light	6 g.p.	5	10'	1	8	1d6	1d8
Lance, medium	6 g.p.	10	12'	1	7	1d6+1	2d6
Lance, heavy	6 g.p.	15	14'	1	6	1d8+2	3d6
Lucern hammer*	7 g.p.	15	7'	5	9	2d4	1d6
Mace, footman's	8 g.p.	6	2 ½'	4	7	1d6+1	1d6
Mace, horseman's	4 g.p.	4	18"	2	6	1d6	1d4
Mace, two-handed*	13 g.p.	15	5'	6	10	2d6	1d8
Man catcher*	25 g.p.	8	8'	2	7	1d2	1d2
Military fork*	4 g.p.	7	7'	1	7	1d8	2d4
Military pick	8 g.p.	6	4'	4	7	1d6+1	2d4
Morning star	5 g.p.	12	4'	5	7	2d4	1d6+1
Partisan*	10 g.p.	8	7'	3	9	1d6	1d6+1
Pike*	3 g.p.	8	18'	1	13	1d6	1d12
Pole axe*	8 g.p.	15	7'	5	8	1d8+1	2d6
Quarterstaff*	3 g.p.	6	7'	3	4	1d6	1d6
Ranseur*	4 g.p.	5	8'	1	8	2d4	2d4
Sap	1 g.p.	1	6"	1	2	1d2	1d2
Scimitar	15 g.p.	4	3'	2	4	1d8	1d8
Scythe	18 g.p.	10	7'	6	9	1d6	2d4
Sickle	6 g.p.	2	1'	3	3	1d4	1d6
Spear	1 g.p.	5	5' - 12'	1	7	1d6	1d8
Spetum*	3 g.p.	5	8'	1	8	1d6+1	2d6
Spiked buckler	10 g.p.	3	1' (spike)	2	4	1d4	1d3
Sword, bastard*	25 g.p.	10	4 ½'	4	6	2d4	2d8
Sword, broad	10 g.p.	7	3 ½'	4	5	2d4	1d6+1
Sword, long	15 g.p.	6	3 ½'	3	5	1d8	1d12
Sword, short	8 g.p.	4	2'	1	3	1d6	1d8
Sword, two-handed*	30 g.p.	25	6'	6	10	1d10	3d6
Trident*	4 g.p.	5	6'	1	7	1d6+1	3d4
Voulge*	2 g.p.	12	8'	2	10	2d4	2d4
Whip	3 g.p.	3	8' - 20'	14	8	1d2	1

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TABLE 216: RANGED WEAPONS

Weapon	Cost	Weight (lbs.)	Range (yards)** Short	Med	Long	Rate of Fire	Damage Against S/M	L
Acid	10 g.p.	3	10	20	30	1 / round	special-see below	
Aklys	2 g.p.	3	3	-	-	1 / round	1d6	1d3
Arrow, normal	1 g.p./doz.	0.1	-	-	-	-	1d6	1d6
Atlatl	1 g.p.	3	30	60	90	1 / round	-	-
Axe, throwing	1 g.p.	5	10	20	30	1 / round	1d6	1d4
Blowgun	20 g.p.	1	10	20	30	2 / round	-	-
Blowgun needle	1 s.p.	0	-	-	-	-	1	1
Bow, composite, long*	100 g.p.	8	60	120	210	2 / round	-	-
Bow, composite, short*	75 g.p.	5	50	100	180	2 / round	-	-
Bow, long*	60 g.p.	10	70	140	210	2 / round	-	-
Bow, short*	15 g.p.	5	50	100	150	2 / round	-	-
Crossbow bolt, hand	10 g.p.	0.1	-	-	-	-	1d3	1d2
Crossbow bolt, heavy	2 s.p.	0.2	-	-	-	-	1d4+1	1d6+1
Crossbow bolt, light	1 s.p.	0.1	-	-	-	-	1d4	1d4
Crossbow bolt, repeating	1 s.p.	0.1	-	-	-	-	1d3	1d3
Crossbow bolt, underwater	10 s.p.	0.2	-	-	-	-	1d4	1d4
Crossbow, hand	300 g.p.	2	20	40	60	1 / round	-	-
Crossbow, heavy*	20 g.p.	8	80	160	240	1 / 2 rounds	-	-
Crossbow, light*	12 g.p.	5	60	120	180	1 / round	-	-
Crossbow, repeating*	50 g.p.	6	40	80	120	2 / round	-	-
Crossbow, underwater*	120 g.p.	5	30	60	90	1 / round	-	-
Dagger, thrown	2 g.p.	1	10	20	30	2 / round	1d4	1d3
Dart	5 s.p.	0.5	15	30	45	3 / round	1d3	1d2
Hammer	1 g.p.	5	10	20	30	1 / round	1d4+1	1d4
Harpoon	5 g.p.	6	10	20	30	1 / round	2d4	2d6
Holy water	25 g.p.	3	10	20	30	1 / round	special-see below	
Improvised weapon*	n/a	1-5	5	10	15	1 / round	1d6	1d3
Javelin	10 s.p.	2	20	40	60	1 / round	1d6	1d6
Javelin-thrower	1 g.p.	1	30	60	90	1 / round	-	-
Knife, thrown	1 g.p.	0.5	10	20	30	2 / round	1d3	1d2
Lasso*	5 s.p.	2	10	20	30	1 / 2 rounds	-	-
Oil	1 g.p.	3	10	20	30	1 / round	special-see below	
Sling	10 s.p.	0.1	40	80	160	1 / round	-	-
Sling bullet	10 s.p./doz.	0.2	+10	+20	+40	-	1d4+1	1d6+1
Sling stone	n/a	0.1	-	-	-	-	1d4	1d4
Spear, thrown	1 g.p.	5	10	20	30	1 / round	1d6	1d8
Staff sling*	2 g.p.	5	-	45	90	1 / 2 rounds	-	-
Staff sling bullet	10 s.p./doz.	0.2	-	-	-	-	2d4	1d8+2
Staff sling stone	n/a	0.1	-	-	-	-	1d8	2d4

TABLE 217: SURPRISE

Player Characters Roll		Foes (Monsters, NPCs, etc.) Roll 1	2	3	4	5	6	7	8	9	10	11+
	1	N/A	PCs +1	PCs +2	PCs +3	PCs +4	PCs +5	PCs +6	PCs +7	PCs +8	PCs +9	PCs +9
	2	Foes +1	N/A	PCs +1	PCs +2	PCs +3	PCs +4	PCs +5	PCs +6	PCs +7	PCs +8	PCs +9
	3	Foes +2	Foes +1									
	4	Foes +3	Foes +2									
	5	Foes +4	Foes +3									
	6	Foes +5	Foes +4									
	7	Foes +6	Foes +5				No effect					
	8	Foes +7	Foes +6									
	9	Foes +8	Foes +7									
	10	Foes +9	Foes +8									
	11+	Foes +9	Foes +9									

TABLE 222: ATTACK COLUMN DETERMINATION TABLE

Type	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
D4 monster	A	D	D	E	E	F	F	H	H	J	J	K	K	L	L	M	M	M	M	M	M
D6 monster	B	E	E	F	F	G	G	I	I	K	K	L	L	M	M	N	N	N	N	N	N
D8 monster	C	F	F	G	G	H	H	J	J	L	L	M	M	N	N	O	O	O	O	O	O
D10 monster	D	G	G	H	H	I	I	K	K	M	M	N	N	O	O	P	P	P	P	P	P
D12 monster	E	H	H	I	I	J	J	L	L	N	N	O	O	P	P	Q	Q	Q	Q	Q	Q
Bard	A	A	A	C	C	C	E	E	E	G	G	G	I	I	I	K	K	K	M	M	M
Cavalier	B	B	D	D	F	F	H	H	J	J	L	L	N	N	P	P	R	R	R	R	R
Cleric	A	A	A	D	D	D	F	F	F	H	H	H	J	J	J	L	L	L	M	M	M
Fighter	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	R	R	R	R
Mage	A	A	A	A	A	C	C	C	C	C	F	F	F	F	F	I	I	I	I	I	J
Thief	A	A	A	A	C	C	C	C	F	F	F	F	H	H	H	H	J	J	J	J	L
Commoner	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A

Level / Hit Dice

TABLE 223: "TO HIT" DETERMINATION TABLE

Attack Column

Target Armor Class	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
-10	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14
-9	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13
-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12
-7	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
-6	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
-5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
-4	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
-3	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
-2	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
-1	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
0	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
1	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
2	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
3	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
4	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
5	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
6	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
7	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
8	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
9	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
10	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6

TABLE 230: SAVING THROWS FOR OBJECTS

Item Type	Acid	Crushing Blow	Normal Blow	Disintegrate	Fall	Fireball	Magical Fire	Normal Fire	Cold	Lightning	Electricity
Bone, ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal, potion or oil flask	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather, book	10	4	2	20	1	13	6	4	3	13	1
Liquid	15	0	0	20	0	15	14	13	12	18	15
Metal (hard)	7	6	2	17	2	6	2	1	1	11	1
Metal (soft), jewelry	13	14	9	19	4	18	13	5	1	16	1
Mirror (glass)	12	20	15	20	13	14	9	5	6	18	1
Parchment, paper, papyrus	16	11	6	20	0	25	21	18	2	20	1
Stone, gem	3	17	7	18	4	7	3	2	1	14	2
Wood, rope (thin)	9	13	6	20	2	15	11	9	1	10	1
Wood, rope (thick)	8	10	3	19	1	11	7	5	1	12	1

TABLE 231: SAVING THROWS FOR CHARACTERS

Class	Level / Hit Dice	Paralyzation, Poison, Death	Petrification, Polymorph	Rod, Staff, Wand	Breath Weapon	Spell
Bard, jester	1-4	14	12	13	16	13
	5-8	13	11	11	15	11
	9-12	12	10	9	14	9
	13-16	11	9	7	13	7
	17-20	10	8	5	12	5
	21+	9	7	3	11	3
Cavalier, fighter, ranger, barbarian, monster	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	13
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	6	6	7	5	8
	15-16	4	5	6	4	7
	17+	3	4	5	4	6
Cleric, druid, mystic	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7
Commoner	n/a	16	17	18	20	19
Paladin	1-2	12	13	14	15	15
	3-4	11	12	13	14	14
	5-6	9	10	11	11	12
	7-8	8	9	10	10	11
	9-10	6	7	8	7	9
	11-12	5	6	7	6	8
	13-14	3	4	5	3	6
	15-16	2	3	4	2	5
	17+	1	2	3	2	4
Mage, illusionist, Savant	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
	21+	8	5	3	7	4
Thief, acrobat, mountebank	1-4	13	12	14	16	15
	5-8	12	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
	21+	8	7	4	11	5

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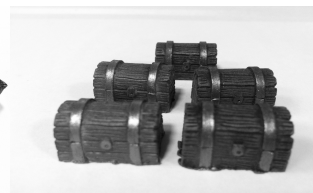
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