



CORRUPTION

PLAYER'S
GUIDE

CORRUPTION PLAYER'S GUIDE

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PLAYER'S GUIDE

Roleplaying games (RPGs) are all about shared storytelling and imaginary adventures. Corruption is a fantasy roleplaying game:

1. Players adopt the role of an adventurer or player character (PC).
2. An adventurer might be a powerful wizard, a hard-as-nails warrior or one of several other fantasy avatars representing a player in the game world.
3. Players control their adventurers' actions during play.
4. One player becomes the Gamesmaster (GM), or GM, who designs adventures, describes what the adventurers see and interprets outcomes. That includes rolling dice for the monsters.
5. Players' adventurers explore imaginary worlds, meeting many different creatures in imaginary settings, such as castles and dungeons.
6. Adventurers gain more skills and experience as they explore, allowing them to meet increasingly difficult challenges in return for greater prizes.
7. Over time adventurers' imaginary lives become a part of the many settings, creatures and events that make up their world.

To get started:

1. If you are the GM you will usually find it easier to prepare the adventure first. How to do so is covered in the Gamesmaster's Guide.
2. Find some tokens or figures to use to place or locate your adventurers in the game.
3. Complete an adventurer sheet displaying each adventurer's abilities and equipment. An example of an adventure sheet is shown below along with lists of optional bonuses and missions that can be used by new players/ PCs.
4. Sit down around a table with some dice and start playing. The Internet has plenty of 'free dice rollers' if you don't have any gaming dice: d4, d6, d8, d10, d12 and d20.
5. Try not to take the rules too seriously – it's a roleplaying game and the only way to 'win' is for the group to have fun.

Adventurer's Name

Armor Class		Hit Points		Saving Throw	
Class		Speed		XP	
Level		Race		Corruption	
Strength		Dexterity		Constitution	
Intelligence		Wisdom		Charisma	
Gold		Spell Levels			
Bonuses					

Weapon/ Magic Item	Attack Bonuses	Charges and Features

Equipment	Equipment
Backpack	
Canteen	
Tinderbox	
Dagger	
Rope 50'	

Climb	Delicate	Hear	Hide	Move	Open Locks

Spell	Level	Spell	Level	Spell	Level

Bonus XP - Award the XP for an actual encounter or replace with a reasonable amount.

Class	Actions Completed	XP
Any	Establish a base where your equipment can be kept safely	50
Any	Make a loyal ally	200
Any	Negotiate a cease fire	200
Any	Rescue a fellow party member	200
Any	Scout and map a wilderness region	500
Any	Survive an encounter with the undead	200
Any	Take a potion	50
Any	Talk to a dragon	500
Any	Help to carry an important message through enemy territory	200
Bard	Cast a song in combat	100
Bard	Collect seven songs in your songbook	300
Bard	Entertain a paying audience	100
Cleric	Cast a spell that benefits a whole party	100
Cleric	Heal an ally to full hit points	100
Cleric	Turn an undead creature	300
Fighter	Hand-to-hand critical hit	100
Fighter	Missile critical hit	100
Fighter	Parry	300
Magic-User	Cast a spell in combat	100
Magic-User	Cast a spell that causes damage to an opponent	100
Magic-User	Collect seven spells in your spellbook	300
Monk	Dodge a missile	100
Monk	Donate 500gp to a worthy cause	300
Monk	Strike and stun an opponent	100
Renegade	Carry-out a backstab	300
Renegade	Complete a life-threatening climb	100
Renegade	Disarm a deadly trap	100

Missions Completed	XP
Bounty hunting	500
Capture a fort or dungeon stronghold	1000
Capture an enemy leader	500
Complete vital negotiations	500
Escort a convoy through dangerous territory	500
Establish a fortified base	2000

Missions Completed	XP
Explore an area of wilderness and make it safe for travelers	2000
Make a cross-country escape	500
Recover a specific enchanted item	1500
Rescue a prisoner/ s from a dungeon	750
Scout and spy on enemy positions	500
Transport fragile goods	750

Creating an Adventurer

Your first action as a player is to create an adventurer. A GM who is learning the rules should also find out how this part of the game works. It is often a good idea for players and the GM to have a chat about the types of adventures and events the players would like to try out. That in turn can help with deciding on classes and characters offering a good fit to the game as a whole.

Setting Up the Adventurer Sheet

Your adventurers' abilities, skills and equipment go on an adventurer sheet. It is possible to make many different kinds of decorated sheets, but it can help to start with a very clear, one-page summary. GMs can also make available bonuses and missions to suggest first steps for new players, adventurers or parties. These present simply flexible options for new players who aren't sure how to get started.

Roll Attribute Scores

An adventurer's basic attributes are numbers for Strength, (force), Dexterity, (speed and agility), Constitution, (health), Intelligence, (thought), Wisdom, (good sense), Charisma, (charm and leadership), and Corruption, (Chaotic or Lawful).

To begin to create your own adventurer roll 3d6 seven times and assign a score to each of the seven ability scores. Players can arrange the scores as they like to help them to make adventurers they want to play, but once an adventurer goes into play for the first time the order is usually fixed. Players may also roll an extra 2d4 to be spread across any of the scores.

Alternatively, roll 2d6+6 for each score and put them in any order - but don't add any extra points.

Strength

Roll 3d6 for your adventurer's Strength score and write it on your adventurer sheet. High Strength lets the adventurer force doors open more easily and allows more weight to be carried. The table below shows the effects of your adventurer's Strength score. Write down these bonuses on your adventurer sheet. Strength is the Prime Attribute for all types of Fighters.

Strength Table

Score	To-Hit Modifier	Damage Modifier	Open Doors	Carry Modifier (Pounds)
3-4	-2	-1	1	-10
5-6	-1	+0	1	-5
7-8	+0	+0	1-2	+0
9-12	+0	+0	1-2	+5
13-15	+1	+0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-4	+50
19	+2	+4	1-4	+70
20	+2	+5	1-5	+90
21	+2	+6	1-5	+110
22	+3	+6	1-5	+130
23	+3	+7	1-5	+150

Dexterity

Roll 3d6 for your adventurer's Dexterity score. A high Dexterity score gives your adventurer bonuses when attacking with a missile weapon and improves your Armor Class, (AC), which makes you harder to hit. Dexterity is the Prime Attribute for the Renegade class and a Prime Attribute for Bards, Monks and Rangers. Adventurers with a Dexterity score of 13 or better can fight on the defensive, parrying enemy blows and dodging attacks instead of attacking.

Dexterity Table

Score	Missile Weapon To-Hit Bonus/Penalty	Effect on Armor Class	Parrying: Penalty to Enemy Attacks
3-8	-1	Down by 1 point	None
9-12	+0	None	None
13-14	+1	Up by 1 point	-1

Score	Missile Weapon To-Hit Bonus/Penalty	Effect on Armor Class	Parrying: Penalty to Enemy Attacks
15-18	+1	Up by 2 points	-2
19-21	+2	Up by 2 points	-3
22-24	+3	Up by 2 points	-4

Constitution

Roll 3d6 for your adventurer's Constitution score. A high Constitution gives your adventurer extra hit points (hp) for each Hit Die (HD). Constitution is also used to determine an adventurer's chance of successfully being raised from the dead or surviving other major shocks to the system like reversing a transformation into stone, ('Raise Dead Survival').

Constitution Table

Score	Hit Point Modifier (per HD)	Raise Dead Survival
3-8	-1	50%
9-12	+0	75%
13-18	+1	100%
19	+2	100%
20	+3	100%
21	+4	100%
22	+5	100%
23	+5	100%

Intelligence

Roll 3d6 for your adventurer's Intelligence score. A high score allows an adventurer to speak additional languages. Intelligence is the Prime Attribute for Magic-Users. Only Magic-Users with high Intelligence are able to learn the highest-level spells.

Intelligence Table

Score	Maximum Additional Languages	Maximum Spell Level
3-8	0	4
9	1	5
10	2	5
11	2	6
12	3	6
13	3	7
14	4	7

Score	Maximum Additional Languages	Maximum Spell Level
15	4	8
16	5	8
17	5	9
18	6	9
19	7	10
20	8	10
21	9	11
22	10	11

Available languages include the Common Tongue, (known by all adventurers), Dwarven, Elvish, Dragon, Giantish, (which includes Ogres), Goblin, (which includes Orcs), and various other possibilities depending on your GM's campaign.

Wisdom

Roll 3d6 for your adventurer's Wisdom score. Wisdom is the Prime Attribute for Clerics and a Prime Attribute for Monks, Paladins and Rangers. If a Cleric has a Wisdom score of 18 the adventurer gains two additional 1st Level spells. If a Cleric has a Wisdom score of 15, or greater, the adventurer gains an additional 1st Level spell.

Charisma

Roll 3d6 for your adventurer's Charisma score. Charisma is a prime requisite for Bards and Paladins. Highly charismatic adventurers have a better chance to talk their way out of trouble and can lead more followers than adventurers with low Charisma. Charisma also limits the number of special hirelings your adventurer can attract into service as vassals. These are aides who are adventurer-types: Magic-Users, Clerics and others. Charisma does not affect the number of regular troops, lantern-bearers and pack-carriers you can employ - although it might affect how loyal they are.

Those with a very high Charisma gain a bonus to rolls involving attempts at influencing others. This includes attempts to turn undead creatures made by Clerics and Paladins.

Charisma Table

Score	Maximum Number of Special Hirelings	Turning and Influencing
3-12	3	
9-12	4	
13-15	5	

Score	Maximum Number of Special Hirelings	Turning and Influencing
16–17	6	
18	7	+1
19	8	+2
20	9	+2
21	10	+2
22	11	+2
23	12	+3

Corruption

A Corruption score is an optional attribute, which offers an easy way to introduce sharper contrasts between law and chaos. It can be used to add flavor to gameplay involving anti-heroes and/ or dark or nightmarish settings. Corruption also covers options for quickly introducing monster classes, which might be reserved as NPCs or declared playable.

Roll 3d6 for your adventurer's Corruption score. Corruption measures the deep inner balance between law and chaos within an adventurer's make-up. During play adventurers may be drawn or forced towards chaos through particularly evil places, items, creatures, actions and events.

Corruption does not concern minor or trivial events and exists largely beyond adventurers' conscious awareness. The evil slowly seeps into adventurers' minds, but they can usually be alerted to the onset of Corruption through Detect Evil, observing the symptoms of Corruption or the obvious Corruption radiated by extreme evil.

Corruption has direct effects on adventurers and monsters. Many Chaotic creatures may already be easily identified as displaying the effects of Corruption. Others conceal it well:

1. Chaotic opponents with less than 5HD normally have a basic Corruption of 7.
2. Chaotic opponents with 5 to 10HD usually have a basic Corruption of 6.
3. Chaotic opponents with more than 10HD may have a basic Corruption of 5.
4. Undead, demons, devils and the like may have a basic Corruption of 3.

In games where adventurers are exposed to Corruption on a regular basis, Corruption scores change according to the adventurers' actions and the amount of Corruption they are exposed to.



Corruption does not act directly on other attributes except during certain bouts of corrupt behavior expressed as Corruptions - which involve Pain and Gain. The number of cumulative Corruptions acting on a creature as a result of its Corruption score is shown below. If Corruption rises above 6 any Corruptions are removed within d4 weeks.

Number of Corruptions Table

Score	Alignment	Cumulative Corruptions	Raise Dead/ Reincarnation
3	Chaotic	+2	Raised or Reincarnated as Undead
4	Chaotic	+2	Raised or Reincarnated as Undead
5	Chaotic	+1	Reincarnated as an Abomination
6	Chaotic	+1	Reincarnated as an Abomination
7	Chaotic		
8	Neutral		
9	Neutral		
10	Neutral		
11	Neutral		
12	Neutral		
13	Neutral		
14	Neutral		
15	Lawful		
16	Lawful		
17	Lawful		
18	Lawful	Blessed	Choose Reincarnation from races
19	Lawful	Holy Grace	Choose Reincarnation as same race
20	Lawful	Lay on Hands	Choose Reincarnation as same race

Severely corrupted adventurers are not raised from the dead or reincarnated as normal unless an Atonement spell is cast at the same time. Instead they are raised as undead or reincarnated as an abomination. Unlike monsters created through spells and elaborate rituals these creatures are partially shaped through Corruption and as NPCs are titled as Arch-Enemies. These classes are detailed in the Monsters book.

A player can, therefore, choose to play an undead creature or an abomination as a multi-classed or dual-classed adventurer. However, each such adventurer has to develop the special skills of its new form and gain experience as a monster to progress. In time these adventurers can become powerful and their titles reflect their ability to combine monster and class skills.

1. Undead classes include: Imperial Lich and Regal Vampire.
2. Abomination classes include: Divine Succubus, Majestic Mind Eaters and Royal Eyes of True Terror.

The frequency of bouts of evil or unstable behavior depends on the Corruptions affecting a creature. Adventurers with Corruptions take the Pain the first time the adventurer rolls a 1 on a saving throw or tries to hit a target. The adventurer can control the timing of episodes by taking the Pain before a 1 is rolled. If an adventurer does not take the Pain within the time given all other concerns are set aside until the Pain is taken.

Corruptions Table

Roll d20	Corruptions	Frequency	Pain	Gain
1	Compulsion	Weekly	Make an expensive sacrifice to your gods of at least 100gp/level	Clerics gain 2 extra 1st Level spells
2	Contagion	Monthly	Disease affects you and anyone who shares food, water or items with you	Rats and other vermin will not bite you
3	Corruption	Weekly	Corrupt allies or innocents to participate in Chaotic actions	Animate Dead once/week
4	Cowardice	Weekly	Seek cover behind an ally or an innocent	+1 Dexterity to 19
5	Destruction	Weekly	Destroy valuable items and locations to the value of 50gp/level	Destruction gives 5% chance of uncovering a cache of coins worth 50gp/level in unexplored locations
6	Fury	Weekly	Stay at the front and rush into combat	+1 Strength to 19
7	Gloom	Constant	Mist, fog, cold draughts, clouds and rain frequently occur near the adventurer	-1 Charisma for everyone in your presence

Roll d20	Corruptions	Frequency	Pain	Gain
8	Gluttony	Nightly	Eat often and greedily	+2hp/ night
9	Greed	Weekly	Steal or seize an item of considerable value	+1 Dexterity to 19
10	Haunted	Nightly	Save or lose d4hp/ night	Speak with the Dead once/ night. You can gain answers only from bodies that have been dead 1d4 days
11	High Rolling	Weekly	Place bets of at least 50gp/ level at high odds	Any winnings
12	Idolization	Monthly	Build an evil temple, landmark, shrine or similar monument to chaos paying a minimum of 500gp each week	+1 Wisdom to 19
13	Intimidation	Weekly	Coerce someone into doing something they really don't want to do	A Grasping Hand can be used at will once/ week
14	Merciless	Weekly	Show no mercy	Receive no mercy
15	Narcissism	Monthly	Build statues, commission portraits, arrange poetry readings and construct landmarks in celebration of yourself paying a minimum of 500gp/ level each month	Unholy Grace allows the character to add any existing Charisma modifier as a bonus on its saving throws
16	Panicked	Weekly	Flee from combat and run in a random direction for two rounds	Anyone else in the same area must make a saving throw or panic at the same time

Roll d20	Corruptions	Frequency	Pain	Gain
17	Slaughter	Monthly	Participate in a violent crime or outrage	-1 from Corruption
18	Stormy	Monthly	A rainstorm with thunder and lightning forms close to the adventurer	The storm spreads over a radius of 1 mile/ 2 km for each level and disrupts travel while it lasts for d4 hours
19	Roll Twice			
20	Roll Twice			

Clearly, an adventurer with a low Corruption score is much more likely to suffer the effects of Corruption. The effects and their likely origins are explained in the rules for alignment and Corruption. Corruption is more prevalent among certain societies, but players' adventurers begin play with a Corruption score selected from their seven attribute scores.

Honors

Those who work to cleanse themselves of Corruption may try to gain Honors. These cleanse Corruption as each Honor adds +1. However, each Honor on the Honors Table can only be gained once, so there is a limit to how much Corruption can be drawn out in this way. Completing major quests or challenges across a whole series of adventures can remove Corruption, as set out in the Campaign Challenges Table.

Honors Table

Honor	Pain
Vanquish a Demon Lord	Defeat and vanquish a Demon Prince, Princess or Lord
Vanquish a Fiend	Defeat and vanquish an Archdevil
Show Mercy	Find alternatives to executing numerous captives
Rescue Mission	Complete a rescue mission while hampered by those you rescue
Charity	Surrender precious items to the value of 500gp/ level
Intervention	Prevent a disaster or a massacre of innocents
Iron Will	Endure a harrowing ordeal for the sake of others
Last Stand	Stay behind to face overwhelming odds while innocents escape

Honor	Pain
Consecrate	Capture a Chaotic citadel and consecrate the ground
Worship	Create an influential Lawful institution to protect and serve

Those who are exceptional Lawful may gain benefits as a result of having a very high Corruption score. A creature with a Corruption of 18 is continually blessed in the manner of a Bless spell. A creature with a Corruption of 19 has Holy Grace, which allows an adventurer to add any Charisma bonuses to saving throw rolls. At 20 a creature can Lay-on-Hands once per day to heal 2hp per level. A Paladin with the same power can use the effect twice/ day in total.

Alignment and Corruption

There are three alignments or moral frameworks, which form a spectrum from the well-intentioned Lawful, on to the ambivalent Neutral, and then on to the deliberately malicious Chaotic. The use of spells and items may be affected by or based on an adventurer's alignment. Each adventurer or creature's alignment can be indicated by its current Corruption attribute score.

Secrecy

A player may choose whether or not to attempt to conceal an adventurer's Corruptions. For adventurers that are undead or abominations it's hard to conceal physical signs of Corruption, but other adventurers can hide or mask the symptoms of Corruption.

The GM can choose to let individual players suggest how adventurers' corrupt behavior is dealt with, (or masked), to allow players to try to keep adventurers' Corruptions secret from other players. However, it's not difficult to reveal Corruption using Detect Evil and similar methods.

Sources of Corruption

Some creatures, places and items are so evil that exposure to them affects an adventurer in a very real and difficult-to-cleanse way. Corruption is an evil so intense it warps the very plane of reality. For example, a weapon used to slaughter thousands of innocents or a forest growing on land soaked in the blood of an evil deity are both likely sources of Corruption.

Adventurers get a saving throw against the effects of Corruption shown on the Corruption Sources Table. In addition, Corruption caused by monsters and adventurers is removed if the monster or adventurer is defeated. The initial effects of coming into

direct contact with some sources of Corruption are shown on the Corruption Sources Table.

Corruption Sources Table

Source	Type of Exposure	Save or Corruption
Adrammalech's Throne	Presence: 12 Hours	-1
Adrammalech's Throne	Possession	-4 (no save)
Altar of Demonic Enchantment	Use	-1 (no save)
Archdevil	Encounter	-1
Balor	Presence: 48 Hours	-1
Black Book	Possession	-4 (no save)
Book of Blood	Possession	-1 (no save)
Cadmium's Incredible Fireworks	Use	-1
Crown of Corruption	Presence: 12 Hours	-1
Crown of Corruption	Possession	-4 (no save)
Demilich	Encounter	-1
Demon Lord, Prince or Princess	Encounter	-1
Heavily Corrupted Magic Item	Possession	-1 / item (no save)
Corrupt Ground	Presence: 12 hours	-1
Unholy Temples and Shrines	Presence: 12 hours	-1

Pacts

Playing as a team is central to playing Corruption and adventurers who in-fight or betray others in their party without good reason are usually either short on challenges or looking for a different kind of game. If a player insists on seeking in-game rewards through manipulating the rules rather than taking on challenges, the player's adventurers are likely to find themselves isolated. The same applies to players who select a monster class to gain an unearned advantage - instead of trying a monster class to have a go at roleplaying a slightly 'alien' mindset.

In the case of new players, a win-mentality may change when the consequences of killing a fellow party member are played out through vengeful relatives, law enforcement agencies and bounty hunters.



In a game like Corruption, (with monster classes and plenty of options for playing as an anti-hero), it can be helpful for adventurers to agree a pact before setting-off. For example, if a heavily corrupted adventurer is going to adventure alongside a Paladin it would seem more authentic to put in place obligations and shared goals, which make it possible for them to work together - up to a point.

Holding hostages, taking oaths, exchanging valuables, swearing loyalty to a third party, joining a shared quest, signing contracts with forfeits and similar options can strike a balance by setting-out boundaries that may persist or breakdown authentically.

Corruption is particularly reliant on either pacts or informal agreements among players, as some Corruptions will cause adventurers to behave chaotically, making it easy for misunderstandings and feuding to arise unless there's a certain amount of consensus within the group.

Choosing a Class

Once you have rolled up your ability scores, the next step is to choose a 'class'. The currently available classes are:

Assassin
Bard
Cleric
Corrupt
Fighter
Magic-User
Monk
Paladin
Ranger
Renegade
Shield Maiden

If the GM agrees adventurers may at some stage become multi-classed monsters under certain conditions. When played as Non-Player Characters (NPCs) these monster classes are known as Arch-Enemies. The following options may be available as player characters, but are probably not ideal for new players.

Battlefield Balor
Divine Succubus
Imperial Lich
Majestic Mind Eater
Regal Vampire
Royal Eye of True Terror

GMs can rule that playing any monster class as an adventurer is too problematic to allow. This is often the case if a monster sinks into deeper Corruption and either appalls or restricts other adventurers. Details are at the start of the Monsters PDF, as GMs may wish to keep the Arch-Enemies' abilities from players - to use them solely as NPCs or choosing to release details over time. Players can be cautioned that reading the Monsters booklet as a new player will rob them of an extra sense of jeopardy at the start of their gaming.

Equally, the GM can adapt conditions to take account of the strengths and weaknesses of monster classes. This might well include steps that creatures living in a world where monster classes exist could be expected to take to defend themselves.

Hit Dice

Each new adventurer receives a full HD at 1st Level. The type of dice rolled for Hit Dice are shown for each class, so a 1st Level Fighter receives 10hp and a 1st level Magic-User receives 4hp. Further HD are based on standard rolls.

Assassin

An Assassin shares many of the skills of a Renegade, but is much more focused on spreading fear and calamity behind enemy lines.

As a result of the difficulty of the specialist training they have to endure Assassins take longer than Renegades to become expert at a number of skills.

While many Assassins are Chaotic mercenaries, it is not unknown for Neutral and Lawful characters to decide that Assassins' skills are a necessary part of the battle against chaos and evil. Such characters will typically support a cause and reserve the use of their skills for those they believe to be evil or harmful.

Assassins may negotiate payment for contracts, including expenses which can be high if a contract calls for elaborate planning and execution. Lawful Assassins are more likely to take an oath than to form a contract and will typically only ask for expenses to be paid.

Requirements

Prime Attribute: Strength, 12+; Intelligence, 14+; Dexterity, 13+

Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)

Armor/ Shield Permitted: Leather Armor Only; No Shield

Weapons Permitted: Any

Assassins' Class Abilities

Backstab: When attacking with surprise an Assassin gains the opportunity to attempt an assassination. Armed or unarmed, the Assassin inflicts double damage and a natural 20 reduces a small- or medium-sized, human or humanoid opponent with less HD than the Assassin to 0hp. Death takes place when the target reaches negative hit points equal to the adventurer's level. If successful the Assassin can choose whether or not a victim stays unconscious or bleeds to death at 1hp/ round.

Saving Throw Bonus: Assassins gain a +2 bonus on saving throws against devices, including traps, magical wands, magical staves and other magical devices.

Read Normal Languages: Assassins of 3rd Level and above can figure out the gist of most written languages and have an 80% chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, but they could understand the code or riddle.

Establish Guild: At 9th Level an Assassin is well enough known to assemble a small guild of Assassins if the adventurer chooses. These relative novices will work for the Assassin in return for training and a share of the fees from any contracts they complete.

Forgery and Counterfeiting: At 13th Level an Assassin can make non-magical forgeries and counterfeit currencies with a 75% basic chance of having them accepted at face value. The chance of success is modified by the conditions, including the alertness or complacency of guards and officials.

Read Magical Writings: At 9th Level an Assassin has gained enough knowledge to decipher magical writings, (although not the 'divine' writings of Clerics). Their understanding is not perfect when the magic is complicated, (i.e. for spells higher than 6th Level). Assassins can cast Magic-User spells from scrolls, but for high-level spells they have a 10% chance to get a dangerously unpredictable result, (which is usually the reverse of the intended effect).

Assassins' Skills

Climbing Walls or Cliffs: The percentage shown is what the Assassin needs to roll under to climb a wall that others cannot climb. If the wall is more difficult than normal the GM may lower an Assassin's chances of success. In general, if a normal person has a chance to climb a wall, an Assassin can most likely do it automatically.

Delicate Tasks: This skill is used for disabling small mechanical traps like poisoned needles and is also used for picking pockets. The same skill may be used to detect whether a mechanism, keyhole or other small location contains a trap that can be removed.

Hearing Sounds: Assassins can hear well if they concentrate; including listening at doors. Rolls for success will usually be adjusted to take account of the circumstances.

Hiding in Shadows: Assassins can make themselves hard to see when lurking in the shadows. Any adventurer can attempt to hide, but an Assassin is particularly well-concealed when hiding and is also able to move while hiding.

Moving Silently: Assassins can move without making any sound. Distractions may increase the chances of success, while security measures may reduce them.

Opening Locks: Assassins can pick locks; some locks might be unusually difficult, in which case the GM might reduce the percentage chance as appropriate.

Infiltration: Assassins practice infiltration techniques, including how to profile a mark and learning to adopt local and personal mannerisms. The percentage given may be adjusted up or down, (as, for example, even with a mask, trying too impersonate a monster is going to be hard). Nevertheless, a successful check indicates that the Assassin has given a convincing performance and that further checks can often be limited to encounters with new observers.

Improvise Weapon: Using whatever hand-to-hand and missile weapons come to hand generally results in low damage, as a frying pan or a wine bottle are ill-suited to fighting experienced and/ or armored opponents. Assassins specialize in improvising and targeting deadly weapons to such an extent that they can scale damage dice. For example, a weapon causing 1 or 2hp of damage can cause d4hp; a weapon causing d4hp can cause d6hp; and a weapon causing d6hp can cause d8 hp.

Poisons: Learning to manufacture and weaponize poisons wherever they are found helps Assassins to either kill at a safe distance or to dispatch opponents more reliably. Assassins are able to apply and prepare poisons without the risk of exposing themselves to the poison. (However, a natural attack roll of 1 with a poisoned weapon does poison an Assassin. Due to their skills Assassins can prepare and use monster venoms that deliver the full effect of the poison). In addition, they have a 5% chance/ level of successfully preparing a specialist poison capable of attacking, for example, plant life or the undead. These exotic venoms are likely to involve rare and expensive ingredients, as well as lengthy preparation. The costs of ingredients are usually non-recoverable if an attempt fails.

Assassins' Skills Table

Level	Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadow	Move Silently	Open Locks	Improvise Weapon	Infiltration
1	80	20	3 in 6	20	30	20	30	30
2	81	20	3 in 6	20	30	20	30	30
3	82	20	3 in 6	20	30	20	30	30
4	83	20	3 in 6	20	30	20	30	30
5	84	25	3 in 6	25	35	25	35	35

Level	Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadow	Move Silently	Open Locks	Improvise Weapon	Infiltration
6	85	30	3 in 6	30	40	30	40	40
7	86	35	4 in 6	35	45	35	45	45
8	87	40	4 in 6	40	50	40	50	50
9	88	45	4 in 6	45	55	45	55	55
10	89	50	4 in 6	50	60	50	60	60
11	90	55	4 in 6	55	65	55	65	65
12	91	60	4 in 6	60	70	60	70	70
13	92	65	5 in 6	65	75	65	75	75
14	93	70	5 in 6	70	80	70	80	80
15	94	75	5 in 6	75	85	75	85	85
16	95	80	5 in 6	80	90	80	90	90
17	95	80	5 in 6	85	90	85	90	90
18+	Max 95	Max 80	Max 5	Max 90	Max 90	Max 90	Max 90	Max 90

Some non-human Assassins gain bonuses to certain skills, as described in the table below:

Non-Human Assassins' Bonuses Table

Level	Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadow	Move Silently	Open Locks	Improvise Weapon	Infiltration*
Dark Elf	-	+5	-	+10	+5	-	+5	+5
Dwarf	-	+10	-	+5	+5	+5	+5	-
Elf	-	-	-	+15	+10	-	+5	+5
Half-Elf	-	-	-	+10	+5	-	+5	+5
Half-Orc	+10	-	-	-	-	-	+5	-5
Halfling	-	+5	-	+10	+10	+10	-	-
Minotaur	-80	-10	+10	-10	-10	-10	+5	-

* - The figures given for infiltration assume an attempt to infiltrate a cosmopolitan community where several races are widely represented. If a character tries to impersonate another race or to operate in a community where their race is rarely or never represented is looking at a sizeable deduction. It may be possible to get round this by using magic to augment a disguise.

Assassins' Advancement Table

Level	XP for Level	HD (d6)	Saving Throw
1	0*	1	15
2	2,500*	2	14
3	5,000*	3	13
4	10,000*	4	12
5	20,000*	5	11
6	40,000*	6	10
7	80,000*	7	9
8	160,000*	8	8
9	320,000*	9	7
10	+120,000/ level	+2hp/ level	6
11			5
12			Min: 4

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

Bard

Bards are multi-skilled characters with the ability to hold their own in combat, while also offering some of the skills of Renegades and Magic-Users. A Bard's spellcasting is carried-out in song or rhyme; but the effects are the same as when spells are cast by a Magic-User.

Requirements

Prime Attributes: Charisma, 13+, Dexterity 13+

Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)

Armor/ Shield Permitted: Leather Armor Only; No Shield

Weapons Permitted: Any

Bards' Class Abilities

Songs: A Bard owns a songbook, which doesn't necessarily include all of the songs aka spells on the standard Magic-User lists. Singing from this book, Bards force selected songs into their minds, 'preparing' as many songs as the adventurer can mentally sustain. Bards are allowed to prepare the same song multiple times if desired, up to the available 'slots' in the Bard's memory and mental capability). Once a prepared song is sung, it fades from the Bard's ability to cast until it is prepared again.

Knowing Songs: A beginning Bard's songbook contains as many of the basic 1st Level songs as the novice adventurer can know. A Bard needs to find and copy new songs into his or her song book. The same procedure applies to each higher song level. The process works in much the same manner as that for Magic-Users and a Read Magic song will usually be needed to make use of scrolls. However, a GM may decide that higher level Bards and Magic-Users have learned to read most magic.

Stealth: A Bard can use Renegades' Skills at 5 levels below the Bard's level.

Bards' Advancement Table

Level	XP for Level	HD(d6)	Saving Throw	Number of Spells (By Level)**					
				1	2	3	4	5	6
1	0*	1	15	2	—	—	—	—	—
2	2,500*	2	14	3	—	—	—	—	—
3	5,000*	3	13	3	2	—	—	—	—
4	10,000*	4	12	4	3	—	—	—	—
5	20,000*	5	11	4	3	—	—	—	—
6	40,000*	6	10	4	4	2	—	—	—
7	80,000*	7	9	4	4	3	—	—	—
8	160,000*	8	8	4	4	3	—	—	—
9	320,000*	9	7	4	4	4	2	—	—
10	+120,000/ lvl	+2hp/ lvl	6	4	4	4	3	—	—
11			5	4	4	4	3	—	—
12			5	4	4	4	4	2	—
13			5	4	4	4	4	3	—
14			5	4	4	4	4	3	—
15			Min: 4	5	4	4	4	4	2
16				5	5	4	4	4	3
17				5	5	5	4	4	3
18				5	5	5	5	4	3
19				5	5	5	5	5	3
20				5	5	5	5	5	4
21+				5	5	5	5	5	5

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

** - Bards continue to gain songs after 21st Level with 1 each at Levels 1-4, followed by 1 each at Levels 5-6.

Cleric

Clerics are holy warriors exploring and fighting in service to their god/ s. Some may prefer to avoid bloodshed, but few shirk from joining battle in defense of their faith. Most Clerics start out with strong links to a temple or shrine that already has an established following.

Requirements

Prime Attribute: Wisdom, 13+

Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)

Armor/ Shield Permitted: Any

Weapons Permitted: Blunt Weapons Only

Clerics' Class Abilities

Spell Casting: Clerics cast 'divine' spells from a specific list; the Clerics' Advancement Table tells you how many spells of each spell level. Clerics of specific deities might have different lists of available spells, (or even some new spells), but that's for your group of gamers to decide and invent if you want to.

Each day, a Cleric selects and prays for a particular set of spells, choosing any spells from the list. Once a spell is cast, it can't be cast again until the next day, unless a Cleric has prepared, (prayed for), the spell more than once.

A Cleric needs to concentrate on prayer while preparing spells and it takes 15 minutes/ level to regain a spell that has been expended or to learn a new one.

Banishing or Turning Undead: Lawful and Neutral Clerics can turn undead monsters away, (see 'Turning and Rebuking the Undead' in the Combat section), forcing them flee from the Cleric's holiness.

Rebuking and Controlling Undead: Chaotic and Neutral Clerics can attempt to rebuke or control undead monsters, (see Turning and Rebuking the Undead in the Combat section), which may result in the undead being forced to serve the Cleric's will for a short period of time.

Saving Throw Bonus: Clerics gain a +2 bonus on saving throw rolls against being paralyzed or poisoned.

Religious Stronghold: At 9th Level, a Cleric adventurer may establish a stronghold and attract a body of troops who will swear fealty to the adventurer as loyal, (or perhaps even fanatical), soldiers and retainers.

Clerics' Advancement Table

Level	XP for Level	HD (d6)	Save	Number of Spells (By Level)**								
				1	2	3	4	5	6	7	8	9
1	0*	1	15	1	-	-	-	-	-	-	-	-
2	2,500*	2	14	2	-	-	-	-	-	-	-	-
3	5,000*	3	13	2	1	-	-	-	-	-	-	-
4	10,000*	4	12	2	2	-	-	-	-	-	-	-
5	20,000*	5	11	2	2	1	-	-	-	-	-	-
6	40,000*	6	10	2	2	1	1	-	-	-	-	-
7	80,000*	7	9	2	2	2	1	1	-	-	-	-
8	160,000*	8	8	2	2	2	2	2	-	-	-	-
9	320,000*	9	7	3	3	3	2	2	-	-	-	-
10	+120,000/ lvl	+2hp/ lvl	6	3	3	3	3	3	1	-	-	-
11			5	4	4	4	3	3	1	-	-	-
12			5	4	4	4	4	4	2	-	-	-
13			5	5	5	5	4	4	2	-	-	-
14			5	5	5	5	5	5	3	1	-	-
15			4	6	6	6	5	5	3	1	-	-
16			Min: 4	6	6	6	6	6	4	2	1	-
17				7	7	7	6	6	4	2	1	-
18				7	7	7	7	7	5	3	2	1
19				8	8	8	7	7	5	3	2	1
20				8	8	8	8	8	6	4	3	2
21+				9	9	9	8	8	6	4	3	2

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

** - Clerics continue to gain spells after 21st Level with 1 each at Levels 1-4, followed by 1 each at Levels 5-7.

Druid

Druids are part of a mysterious religious order of priests and priestesses who worship and serve the powers of nature. As a Druid, you have great reverence for the natural

world, and are more comfortable with plants and animals than with other people. You can cast spells to talk with wildlife, or enlist animals and even plants as your allies; but you are also an able fighter in defense of your forest and your friends.

Requirements

Prime attribute: Wisdom and Charisma, both 13+

Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)

Armor/Shield Permitted: Leather armor and wooden shields only

Weapons Permitted: Dagger, sickle-shaped sword (treat as short sword), spear, sling, oil

Race: Any

Druids' Class Abilities

Spell Casting: Druids cast 'divine' spells from a specific list; the Druids' Advancement Table tells you how many spells of each spell level. Druids of specific deities might have different lists of available spells, (or even some new spells), but that's for your group of gamers to decide and invent if you want to.

Each day, a Druid selects and pleads for a particular set of spells, choosing any spells from the list. Once a spell is cast, it can't be cast again until the next day, unless a Druid has prepared, (prayed for), the spell more than once. A Druid needs to concentrate on rituals while preparing spells and it takes 15 minutes/ level to regain a spell that has been expended or to learn a new one.

Alignment: Druid characters usually begin with a Neutral alignment, but have been known to become drawn to chaos - and in a few cases law.

Mistletoe for Spellcasting: A sprig of mistletoe serves for Druids much as a holy symbol serves for Clerics.

Druidic Hierarchy: The Druid character is often a member of a Druidic Order (or the Druidic Order, if there is only one), a hierarchy of power and authority – essentially a pyramid – culminating in the person of the Grand Druid.

Fire Resistance: Druids gain a +2 bonus on saving throws against fire.

Mysteries: At 2nd level a Druid learns the first Druidic mysteries. These grant a variety of abilities to the character. The second level Druid can determine whether water is pure;

identify any type of normal plant by sight, smell, or taste; and move easily through non-magical undergrowth, including thorns or heavy vines.

Shape Change: At fifth level, a Druid can change shape into the form of an animal. The animal's size can range from that of a crow to that of a black bear (but not a huge bear such as a grizzly or polar bear). The druid can change into as many as three different animal forms per day – one from each category of reptile, mammal, and bird – but only once for each form within a single day. When the Druid shapeshifts, 1d6 x10% of any lost hit points are cured in the transformation.

Immune to Fey Charms: At 5th level, a Druid becomes completely immune to the charms of dryads, naiads, satyrs, and other such fey creatures of the wild woods and rivers.

Use Cleric Magic Items: Druids are able to use any magical item Clerics can, with the exception of Clerical spell scrolls.

Secret Language: The druidic hierarchy speaks a secret language known to all true (Neutral) Druids.

Establish Druidic Stronghold: Upon reaching 11th level, a Druid may build a stronghold in the wilderness, usually comprised of a stone circle and/or other megaliths, one or more groves, and a fortress redoubt of some kind to protect the area. Such isolated strongholds often serve as informal academies for aspirant Druids in training, or as fortresses sited to defend wilderness areas threatened by Law or Chaos. A Druid who establishes such a stronghold will gather supporters and followers - though many of these will not be human.

Druids' Advancement Table

Level	XP for Level	HD (d6)	Save	Number of Spells (By Level)**								
				1	2	3	4	5	6	7	8	9
1	0*	1	15	1	–	–	–	–	–	–	–	–
2	2,500*	2	14	2	–	–	–	–	–	–	–	–
3	5,000*	3	13	2	1	–	–	–	–	–	–	–
4	10,000*	4	12	2	2	–	–	–	–	–	–	–
5	20,000*	5	11	2	2	1	–	–	–	–	–	–
6	40,000*	6	10	2	2	1	1	–	–	–	–	–
7	80,000*	7	9	2	2	2	1	1	–	–	–	–
8	160,000*	8	8	2	2	2	2	2	–	–	–	–
9	320,000*	9	7	3	3	3	2	2	–	–	–	–

Level	XP for Level	HD (d6)	Save	Number of Spells (By Level)**								
				1	2	3	4	5	6	7	8	9
10	+120,000/ level	+2hp/ level	6	3	3	3	3	3	1	–	–	–
11			5	4	4	4	3	3	1	–	–	–
12			5	4	4	4	4	4	2	–	–	–
13			5	5	5	5	4	4	2	–	–	–
14			5	5	5	5	5	5	3	1	–	–
15			4	6	6	6	5	5	3	1	–	–
16			4	6	6	6	6	6	4	2	1	–
17			4	7	7	7	6	6	4	2	1	–
18			4	7	7	7	7	7	5	3	2	1
19			4	8	8	8	7	7	5	3	2	1
20			4	8	8	8	8	8	6	4	3	2
21+			Min: 4	9	9	9	8	8	6	4	3	2

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

** - Druids continue to gain spells after 21st Level with 1 each at Levels 1-4, followed by 1 each at Levels 5-7.

The Corrupt/ Anti-Paladin

The Corrupt are often former Clerics or Paladins who now serve evil and chaos at every opportunity. They may have snapped under pressure or simply been exposed to too much Corruption at one time. Whatever their past these now corrupt individuals have entirely forsaken the values they once held and seek to spread misery and desperation.

The Corrupt often actively seek out the Lawful and take a special pleasure in bringing the honest and charitable over to their twisted way of thinking. These creatures consider slaying or thoroughly corrupting a Paladin as a major achievement. If they have a weakness it may lie in their appreciation of evil as beauty, which makes them reluctant to destroy the utterly evil or Chaotic.

Possessions are not restricted and many travel with a suit of magical armor, magic weapons and miscellaneous magic items. Much of their wealth is hoarded and/ or handed over to churches and causes dedicated to evil. Working with Lawful adventurers is acceptable where the ends justify the means. They place little value on Chaotic henchmen and eventually betray any Lawful henchmen they can deceive.

Corruption may vary but most will have a score of 7 or below and be likely to exhibit outbursts of corrupt behavior on a regular basis. A PC may start play as one of the Corrupt or undergo a conversion from life as a Cleric or a Paladin.

Requirements

Prime Attribute: Charisma, 15+; Strength, 13+; Wisdom, 11+

Hit Dice: 1d8/ Level (3hp/ Level after 9th)

Armor/ Shield Permitted: Any

Weapons Permitted: Any

The Corrupts' Class Abilities

Multiple Attacks: The Corrupt make one attack per level each round against creatures with 1HD or less.

War Horse: They may summon a special war horse, but only one time each 10 years. The horse has AC 5, 5+5HD and movement of 180' (60').

Wither: The Corrupt can wither living things by touch once per day causing 2hp per level.

Tantrum: They are able to throw a tantrum once/ day. Creatures with Intelligence below 11 must save or suffer the effects of a Fear spell. Those with Intelligence of 12+ must save against Confusion.

Choke: Once/ day the Corrupt can use a burst of rage and exceptional Strength to seize a humanoid of small or medium size by the throat and lift the target from the ground. The physical injury for those without plate mail or a mail coif is d4+4/ round.

Unholy Grace: This ability allows the character to add any existing Charisma modifier as a bonus on its saving throws.

Immune to Disease/ Cause Disease: The Corrupt are immune to diseases and can Cause Disease 1/ day for every 5 levels.

Detect Good: Detect Good to 60' when focused on doing so.

Protection from Good: Project Protection from Good in a 10' radius at all times.

Rebuke Undead: From 3rd Level they are able to rebuke undead as a Cleric of 2 levels lower.

Spell Casting: At 9th Level they gain the ability to cast Cleric spells at 5 levels below their Current level.

The Corrupts' Advancement Table

Level	XP for Level	HD (d8)	Saving Throw	The Corrupts' Skills
1	0*	1	14	
2	2,500*	2	13	
3	5,000*	3	12	At 3 rd Level the Corrupt can try to rebuke undead creatures
4	10,000*	4	11	
5	20,000*	5	10	
6	40,000*	6	9	At 6th Level it is possible to make an attack roll and a parry during a single round
7	80,000*	7	8	
8	160,000*	8	7	At 8th Level it is possible to make 2 hand-to-hand attacks/ round
9	320,000*	9	6	From 9 th Level the Corrupt can cast spells
10	+120,000/ level	+3hp/ level	5	From 10th Level on, whenever a hand-to-hand attack succeeds by 5 more than needed on a d20, a small or medium-sized opponent is stunned for 1d4 rounds
11			Min: 4	

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.



Fighter

Fighters are adventurers, warriors and knights who specialize in combat skills.

Requirements

Prime Attribute: Strength, 13+

Hit Dice: 1d10/ Level (Gains 3hp/ Level after 9th)

Armor/ Shield Permitted: Any

Weapons Permitted: Any

Fighters' Class Abilities

Multiple Attacks: Against creatures with 2HD or less, a Fighter makes one attack per level each round.

Target: Fighters' specialization with missiles allows them to aim at a target with +2 to-hit once/ day for each level. In addition, they are able to use flaming arrows and poisoned weapons without harming themselves.

Establish Stronghold: At 9th Level a Fighter may establish a stronghold and attract a body of men-at-arms who will swear their loyalty to the adventurer as their liege Lord, (or Lady). Most likely, the castle will attract peasants seeking safe places to establish homes and the Fighter will become more influential as the number of such followers increases. The stronghold is often a freehold situated in territory claimed from the wilderness.

Fighters' Advancement Table

Level	XP for Level	HD (d10)	Saving Throw	Fighters' Skills
1	0*	1	14	
2	2,500*	2	13	At 2nd Level a Fighter learns to stitch her/ his own combat wounds. Providing the Fighter is conscious, once/ day the Fighter can call for the dice for a hand-to-hand or missile attack to be rolled twice. The first roll shows the damage done, while the second shows the damage repaired
3	5,000*	3	12	

Level	XP for Level	HD (d10)	Saving Throw	Fighters' Skills
4	10,000*	4	11	At 4th Level or above a Fighter gains a +2 damage bonus when fighting with two weapons, (which are not two-handed weapons)
5	20,000*	5	10	
6	40,000*	6	9	At 6th Level a Fighter is able to make an attack roll and a parry during a single round
7	80,000*	7	8	
8	160,000*	8	7	At 8th Level a Fighter can make 2 hand-to-hand attacks/ round
9	320,000*	9	6	
10	+120,000/ level	+3hp/ level	5	From 10th Level on, whenever a Fighter succeeds with a hand-to-hand attack by 5 more than needed on a d20, a small or medium-sized opponent is stunned for 1d4 rounds.
11+			Min: 4	

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption. GMs can easily find a way to introduce these benefits during play.

Magic-User

Magic-Users are mysterious sorcerers and students of arcane knowledge. They are capable of casting powerful spells, but have to be careful to avoid physical combat whenever possible, as they cannot use armor and have a very limiting choice of weapons.

Requirements

Prime Attribute: Intelligence, 13+

Hit Dice: 1d4 (Gains 2hp/ Level after 9th)

Armor/ Shield Permitted: None

Weapons Permitted: Dagger, Staff, Darts



Spell Casting: A Magic-User owns a book of spells, which doesn't necessarily include all of the spells on the standard lists. Reading from this book, Magic-Users force selected spell formulae into their minds, readying as many spells as the adventurer can mentally sustain. (Note: Magic-Users are usually allowed to prepare the same spell multiple times if desired, up to the available 'slots' in the Magic-User's memory and mental capability). Once a prepared spell is cast, it disappears from the Magic-User's ability to cast, until it is prepared again. If a Magic-User finds scrolls of spells while adventuring these spells can be added to the Magic-User's spellbook.

Knowing Spells: A beginning Magic-User's book of spells contains as many of the eight basic 1st Level spells as the novice adventurer can know. A Magic-User needs to find and copy new spells into his or her spellbook. The same procedure applies to each higher spell level.

Copying a spell into a spellbook takes a day/ level of the spell and a Magic-User needs 15 minutes/ level to regain a spell that has been expended or to learn a new one. Spells can only be learned while the Magic-User is able to concentrate and in good health, i.e. at 50% or more hp.

Saving Throw Bonus: Magic-Users gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staffs.

Wizard's Tower: At 11th Level a Magic-User gains the title of Wizard and can build a stronghold to contain the necessary libraries and laboratories of a high level mage. Such a powerful sorcerer will attract a mixed bag of mercenaries, strange servants and perhaps even a few monsters. This colorful crew will swear fealty and serve the wizard with considerable, (but not unlimited), loyalty. In general, such a freehold will encompass a small territory around the tower as well – whatever quantity of wilderness the Magic-User chooses to tame and protect.

Magic-Users' Advancement Table

Level	XP for Level	HD	Saving Throw	Number of Spells (By Level)**								
				1	2	3	4	5	6	7	8	9
1	0*	1	15	1	-	-	-	-	-	-	-	-
2	2,500*	2	14	2	-	-	-	-	-	-	-	-
3	5,000*	3	13	2	1	-	-	-	-	-	-	-
4	10,000*	4	12	3	2	-	-	-	-	-	-	-
5	20,000*	5	11	4	2	1	-	-	-	-	-	-

Level	XP for Level	HD	Saving Throw	Number of Spells (By Level)**								
				1	2	3	4	5	6	7	8	9
6	40,000*	6	10	4	2	2	-	-	-	-	-	-
7	80,000*	7	9	4	3	2	1	-	-	-	-	-
8	160,000*	8	8	4	3	3	2	-	-	-	-	-
9	320,000*	9	7	4	3	3	2	1	-	-	-	-
10	+120,000/ level	+2hp/ level	6	4	4	3	2	2	-	-	-	-
11			5	4	4	4	3	3	-	-	-	-
12			5	4	4	4	4	4	1	-	-	-
13			5	5	5	5	4	4	2	-	-	-
14			5	5	5	5	4	4	3	1	-	-
15			5	5	5	5	5	4	4	2	-	-
16			5	5	5	5	5	5	5	2	1	-
17			5	6	6	6	5	5	5	2	2	-
18			Min: 4	6	6	6	6	6	5	2	2	1
19				7	7	7	6	6	6	3	2	2
20				7	7	7	7	7	7	3	3	2
21+				8	8	8	7	7	7	4	3	3

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

** - Magic-Users continue to gain spells after 21st Level according to the same pattern.

Monk

Monks are spiritual warriors who rely on mastery of mind and body in service of their chosen path. They generally have little interest in personal possessions.

Requirements

Prime Attribute: Dexterity, 13; Wisdom 15

Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)

Armor/ Shield Permitted: No Armor; No Shield

Weapons Permitted: Any

Monks' Class Abilities

Extra Weapon Damage: Monks gain +1hp damage when using weapons/ 3 levels of experience.

Stun: When a Monk succeeds in an attack by 5 more than needed on a d20 the opponent is stunned for d4 rounds.

Natural AC: Natural AC improves with each level. These are indicated on the table below.

Dodge Missiles: They may dodge missiles of a non-magical nature with a successful saving throw. When saving against other effects that deal damage, successful saving throws result in no damage even when damage would normally be half. At 9th Level, even an unsuccessful save results in half damage.

Surprise: Monks are surprised only with 1 in 6 on a d6.

Renegades' Skills: Monks can use Renegades' Skills at 3 levels below a Monk's level.

Monks' Advancement Table

Level	XP for Level	HD (d6)*	Saving Throw	Natural AC	Monks' Skills
1	0*	1	15	9 [10]	
2	2,500*	2	14	8 [11]	At 2nd Level a Monk gains the ability to fall 20' and suffer no damage, so long as she/ he is no further than 1' from a wall
3	5,000*	3	13	7 [12]	Monks gain the ability to Speak with Plants
4	10,000*	4	12	6 [13]	
5	20,000*	5	11	5 [14]	At 5th Level, Monks may Feign Death for a number of turns equal to 1d6 x their level
6	40,000*	6	10	4 [15]	At 6th Level, ESP will only work on a monk 10% of the time, -1% per level above 6th. At 6th Level a Monk gains the ability to fall 30' and suffer no damage, so long as he is no further

Level	XP for Level	HD (d6)*	Saving Throw	Natural AC	Monks' Skills
					than 4' from a wall to help break the fall
7	80,000*	7	9	3 [16]	Monks may meditate for 1 turn, healing 1d6+1hp of damage once per day. An additional point is added for each level above 7th
8	160,000*	8	8	2 [17]	Monks gain the ability to speak with animals and they become immune to hypnotizing effects and Suggestion. They are 50% immune to charm related effects
9	320,000*	9	7	1 [18]	A Monk can attract 1d4+1 1st Level monk followers and one or two additional followers per level of experience beyond 8th
10	+120,000/ level	+2hp	6	0 [19]	
11		+2hp	5	-1 [20]	At 11th Level Monks become immune to the effects of Geas and Quest
12		+2hp	5	-2 [21]	At 12th Level Monks become immune to all poisons
13		+2hp	Min: 4	-2 [22]	The Monk gains a 'Quivering Palm' attack. The Monk declares the attack against an opponent and must strike within 3 rounds. If successful, the attack kills, at any time within 1 day per level of the Monk. Once attempted the ability cannot be used again for a week. Undead creatures, anyone feigning death and creatures with more HD or levels than the Monk are not killed
14		+2hp		-2 [23]	The Monk gains the ability to fall from an unlimited height and suffer no damage providing the Monk is within 8' of a wall

Level	XP for Level	HD (d6)*	Saving Throw	Natural AC	Monks' Skills
15+		+2hp/ level		-3 [24]	

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

Paladin

Paladins are Fighters who act as defenders of their faith. They often actively seek out the corrupt and Chaotic in a constant battle to convert them or bring them to justice. A Paladin's mission includes a personal commitment to cleansing themselves of Corruption.

Paladins' possessions are usually restricted to a suit of magical armor, magic weapons and miscellaneous magic items. Much of their wealth is handed to their own church or worthy causes unless needed to pursue the battle against evil in other ways.

Working with Chaotic adventurers is acceptable where the ends justify the means. However, Paladins may take exception to extreme bouts of evil or corrupt behavior. They only hire Lawful henchmen.

Requirements

Prime Attribute: Charisma, 15+; Strength, 13+; Wisdom, 11+

Hit Dice: 1d8/ Level (3hp/ Level after 9th)

Armor/ Shield Permitted: Any

Weapons Permitted: Any

Paladins' Class Abilities

Multiple Attacks: as with Rangers, Paladins make one attack per level each round against creatures with 1HD or less.

War Horse: A Paladin may summon a special war horse, but only once every 10 years. The horse has AC 5, 5+5HD and movement of 180' (60').

Lay-on-Hands: Paladins can Lay-on-Hands once per day to heal 2hp per level.

Immune to Disease/ Cure Disease: Paladins are immune to diseases and can Cure Disease 1/ day for every 5 levels.

Detect Evil: Detect Evil to 60' when focused on doing so.

Protection from Evil: Project Protection from Evil in a 10' radius at all times.

Turn Undead: From 3rd Level Paladins are able to turn undead as a Cleric 2 levels lower.

Spell Casting: At 9th Level Paladins gain the ability to cast Cleric spells at 5 levels below the Paladin's level.

Paladins' Advancement Table

Level	XP for Level	HD (d8)	Saving Throw	Paladins' Skills
1	0*	1	14	
2	2,500*	2	13	
3	5,000*	3	12	
4	10,000*	4	11	
5	20,000*	5	10	
6	40,000*	6	9	At 6th Level a Paladin is able to make an attack roll and a parry during a single round
7	80,000*	7	8	
8	160,000*	8	7	At 8th Level a Paladin can make 2 hand-to-hand attacks/ round
9	320,000*	9	6	
10	+120,000/ lvl	+3hp/ lvl	5	From 10th Level on, whenever a Paladin succeeds with a hand-to-hand attack by 5 more than needed on a d20, a small or medium-sized opponent is stunned for 1d4 rounds
11			Min: 4	

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.



Ranger

Rangers are battle-hardened Fighters familiar with surviving in wilderness conditions. They generally travel light and live a nomadic lifestyle. Most do not recruit henchmen until at least 8th Level.

Requirements

Prime Attribute: Dexterity, 12+; Strength, 13+; Wisdom, 11+

Hit Dice: 1d8/ Level (Gains 3hp/ Level after 9th)

Armor/ Shield Permitted: Any

Weapons Permitted: Any

Rangers' Class Abilities

Multiple Attacks: As with Paladins, Fighters and Shield Maidens, Rangers make one attack per level each round against creatures with 1HD or less.

Extra Damage: Rangers receive +1 per level to damage against goblinoids, giants and dragon-kind, (including Bugbears, Orcs, Kobolds, Goblins, Hobgoblins and Ogres).

Insects and Swarms: Distraction caused by swarms does not affect Rangers, because they are accustomed to ignoring bites and stings in the wilderness.

Surprise: Rangers are surprised only on 1 on 1d6; they may surprise others on 1-3 on 1d6.

Tracking: Rangers can track creatures in wilderness and underground environments. The basic chance is 90% when in the wilderness, with +2% for every creature more than one in a party to be tracked. Further modifiers include:

-25% for every hour of rain

-10% for every day that has passed since tracks were made.

Underground the base chance is 65%, modified as follows:

-40% if the creature enters a secret door

-20% if the creature enters a concealed door or passage

-10% if the creature enters a normal door or otherwise takes a deviation from a path

-0% if the creature continues on a path without much deviation

Renegades' Skills: a Ranger can use Renegades' Skills at 5 levels below the Ranger's level.

Rangers' Advancement Table

Level	XP for Level	HD (d8)	Saving Throw	Rangers' Skills
1	0*	1	14	
2	2,500*	2	13	
3	5,000*	3	12	
4	10,000*	4	11	At 4th Level a Ranger can add an extra missile attack/ round while using a bow or a spear.
5	20,000*	5	10	
6	40,000*	6	9	At 6th Level a Ranger is able to make an attack roll and a parry during a single round
7	80,000*	7	8	
8	160,000*	8	7	At 8th Level a Ranger can make 2 hand-to-hand attacks/ round
9	320,000*	9	6	
10	+120,000/ level	+3hp/ level	5	From 10th Level on, whenever a Ranger succeeds with a hand-to-hand attack by 5 more than needed on a d20, a small or medium-sized opponent is stunned for 1d4 rounds
11			Min: 4	

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

Renegade

Renegades are adventurers who often live on the edge of the law - but are not necessarily evil. Some may be jewel thieves or outlaws, while others can be freedom fighters or rebels. They all share the ability to act with stealth and a willingness to undertake covert missions.

Requirements

Prime Attribute: Dexterity, 13+

Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)

Armor/ Shield Permitted: Leather Armor Only; No Shield

Weapons Permitted: Any

Renegades' Class Abilities

Backstab: When attacking with surprise, from behind, the Renegade gains +4 to-hit and inflicts double damage. At levels 5-8 damage is tripled and a similar attack from a Renegade above 8th Level inflicts quadruple damage.

Saving Throw Bonus: Renegades gain a +2 bonus on saving throws against devices, including traps, magical wands, magical staffs and other magical devices.

Read Normal Languages: Renegades of 3rd Level and above can figure out the gist of most written languages and have an 80% chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, although it would allow them to understand what a riddle says, for example.

Establish Guild: At 9th Level a Renegade is well enough known to assemble a small band of Renegades if the adventurer chooses.

Forgery and Counterfeiting: At 13th Level a Renegade can make non-magical forgeries and counterfeit currencies with a 75% basic chance of having them accepted at face value. The chance of success is modified by the conditions, including the alertness or complacency of guards and officials.

Read Magical Writings: At 9th Level a Renegade has gained enough knowledge to decipher magical writings, (although not the 'divine' writings of Clerics). Their understanding is not perfect when the magic is complicated, (i.e. for spells higher than 6th Level). Renegades can cast Magic-User spells from scrolls, but for high-level spells they have a 10% chance to get a dangerously unpredictable result, (which is usually the reverse of the intended effect).

Renegades' Skills

Climbing Walls or Cliffs: The percentage shown is what the Renegade needs to roll under to climb a wall that others cannot climb. If the wall is more difficult than normal the GM may lower a Renegade's chances of success. In general, if a normal person has a chance to climb a wall, a Renegade can most likely do it automatically.

Delicate Tasks: This skill is used for disabling small mechanical traps like poisoned needles and is also used for picking pockets. The same skill may be used to detect whether a mechanism, keyhole or other small location contains a trap that can be removed.

Hearing Sounds: Renegades can hear well if they concentrate; including listening at doors. Rolls for success will usually be adjusted to take account of the circumstances.

Hiding in Shadows: Renegades can make themselves hard to see when lurking in the shadows. Any adventurer can attempt to hide, but a Renegade is particularly well-concealed when hiding and is also able to move while hiding.

Moving Silently: Renegades can move without making any sound. Distractions may increase the chances of success, while security measures may reduce them.

Opening Locks: Renegades can pick locks; some locks might be unusually difficult; in which case the GM might reduce the percentage chance as appropriate.

Renegades' Skills Table

Level	Climb Walls %	Delicate Tasks %	Hear Sounds	Hide in Shadows %	Move Silently %	Open Locks %
1	85	20	3 in 6	20	30	20
2	86	25	3 in 6	25	35	25
3	87	30	4 in 6	30	40	30
4	88	35	4 in 6	35	45	35
5	89	40	4 in 6	40	50	40
6	90	45	4 in 6	45	55	45
7	91	50	4 in 6	50	60	50
8	92	55	5 in 6	55	65	55
9	93	60	5 in 6	60	70	60
10	94	70	5 in 6	70	80	70
11	95	80	5 in 6	80	90	80
12	95	90	5 in 6	90	90	90
13+	Stays at 95	Stays at 90	Stays 5 in 6	Stays at 90	Stays at 90	Stay at 90

Some non-human Renegades gain bonuses to certain Renegades' Skills, as described in the table below:

Non-Human Renegade Bonuses Table

Race	Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
Drow	-	+5	-	+10	+5	-
Dwarf	-	+10	-	+5	+5	+5
Elf	-	-	-	+15	+10	-
Half-Elf	-	-	-	+10	+5	-
Half-Orc	+10	-	-	-	-	-
Halfling	-	+5	-	+10	+10	+10
Minotaur	-80	-10	+10	-10	-10	-10

Renegades' Advancement Table

Level	XP for Level	HD (d6)	Saving Throw
1	0*	1	15
2	2,500*	2	14
3	5,000*	3	13
4	10,000*	4	12
5	20,000*	5	11
6	40,000*	6	10
7	80,000*	7	9
8	160,000*	8	8
9	320,000*	9	7
10	+120,000/ level	+2hp/ level	6
11			5
12			Min: 4

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

Shield Maiden

Shield Maidens are skilled warriors seeking to gain favor on the path to becoming Valkyries. They specialize in combat skills and are also capable of singing battle hymns.

Requirements

Prime Attribute: Strength, 13+

Hit Dice: 2d6/ Level (Gains 3hp/ Level after 9th)

Armor/ Shield Permitted: Any

Weapons Permitted: Any

Shield Maidens' Class Abilities

Multiple Attacks: Against creatures with 2HD or less, a Shield Maiden makes one attack per level each round.

Battle Hymn: When in battle a Shield Maiden may choose to sing one of a number of battle hymns. These are described in the Shield Maidens' Advancement Table.

Soul Guard: At 9th Level a Valkyrie starts to transcend the material world and to begin to gain the abilities of a Valkyrie. This includes losing attachments to the physical world and, at 11th Level, shielding the souls of those close to death, or slain within the last 6 rounds.

Shield Maidens' Advancement Table

Level	XP for Level	HD (d10)	Saving Throw	Fighters' Skills
1	0*	1	14	
2	2,500*	2	13	At 2nd Level or above a Shield Maiden can sing a Song of Courage and gain +2 on saves against Fear. The song also affects allies within 120' and can be sung once/ day
3	5,000*	3	12	
4	10,000*	4	11	At 4th Level or above a Shield Maiden can sing a Song of Shielding. Both the Shield Maiden and those standing in line alongside her, with shields in use, improve their AC by 2 while carrying out hand-to-hand attacks
5	20,000*	5	10	
6	40,000*	6	9	At 6th Level a Shield Maiden provides those within a Shield Wall with a gain of +1/+1 when making hand-to-hand attacks while the Song of Surging is sung
7	80,000*	7	8	
8	160,000*	8	7	At 8th Level a Shield Maiden can make 2 hand-to-hand attacks/ round

Level	XP for Level	HD (d10)	Saving Throw	Fighters' Skills
9	320,000*	9	6	At 9th Level a Shield Maiden no longer requires food, drink, or sleep.
10	+120,000/ level	+3hp/ level	5	At 10th Level a Shield Maiden within a Shield Wall can sing the Song of Storms and gain the power to Control Weather
11+			Min: 4	The Shield Maiden's touch may double the hp of those within 10hp of death or Imprison the soul of those slain within the last 6 rounds for safekeeping. A target needs to be willing to accept the Shield Maiden's touch.

* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption. GMs can easily find a way to introduce these benefits during play.

Choosing an Adventurer Race

Drow

These subterranean Elves use Darkvision to can see in the dark to a range of 120'. They usually have a 4-in-6 chance to find secret doors when searching. Most other races have a 2-in-6 chance. Drow also have a 1-in-6 chance to notice a secret door without searching. Drow are not affected by Sleep spells and have a +4 bonus on saving throws against paralyzation. An in-built resistance to magic gives Drow +2 on saves v's magic, but they suffer a -1 penalty on attack rolls, saving throws and skill checks when exposed to very bright light or sunlight.

Dwarfs

The player-adventurer Dwarf has a +4 on saving throws against any magic and easily takes note of certain features of stonework: sloping corridors, moving walls and traps made of stone, e.g. falling blocks, rigged ceilings and tiny arrow slits designed to release poison gas or darts. They can also identify most types of rock and whether stonework is recent or not.

There is no established die roll or rule for using these abilities; exactly what a Dwarf does or doesn't perceive is up to the GM. Dwarfs can see in the dark with Darkvision to a limit of 60'.

Elves

Elves use Darkvision to can see in the dark to a range of 60'. They usually have a 4-in-6 chance to find secret doors when searching. Most other races have a 2-in-6 chance. Elves also have a 1-in-6 chance to notice a secret door without searching. Elves are not affected by Sleep spells and have a +4 bonus on saving throws against paralyzation. An Elf has a +1 to-hit bonus when using missile weapons.

Halflings

Halflings have a +4 on saving throws against magic and a +1 to-hit bonus when they use missile weapons.

Half-Elves

Half-Elves use Darkvision to can see in the dark to a range of 30'. They usually have a 3-in-6 chance to find secret doors when searching. Most other races have a 2-in-6 chance. Half-Elves also have a 1-in-6 chance to notice a secret door without searching. A Half-Elf gains Dexterity +1.

Half-Orcs

Half-Orcs can see in the dark with Darkvision to a range of 60'. The Half-Orc has a +2 on saving throws against any poison. A Half-Orc gains Strength +1 to a maximum of 19. Half-Orcs suffer a penalty of -1 to-hit when fighting in bright sunlight.

Humans

Humans gain +1 to an attribute score of choice.

Minotaurs

Minotaurs can see in the dark with Darkvision to a range of 60'. Minotaurs are also able to use their natural weapons to butt (2d4) and bite (1d3), or to rely on a handheld weapon. Minotaurs have great difficulty using ladders and climbing. Their Intelligence is -2, Charisma -4 and Strength +2 to a maximum of 19.

Multi-Classed Adventurers

Adventurers may have more than one class at a time. Experience is shared evenly between the two classes.

The following acquired classes are exceptions to sharing experience points (XP) evenly between all classes. Each adventurer must put all XP into the new class until it matches the level of any existing classes:

Divine Succubus

Imperial Lich

Majestic Mind Eater

Regal Vampire

Royal Eye of True Terror

Hit Dice

Multi-class adventurers begin with a single HD. Each multi-class HD is calculated by rolling the appropriate die for each class and averaging the result. A multi-classed adventurer is limited to a total of 9 hit dice no matter what combination of classes is used. After reaching 9HD, the adventurer gains only 1 hit point per additional level.

Abilities and Limitations

A multi-classed adventurer acts with the abilities of both, (or more), classes at one time and is also subject to the limitations of each class at once. Therefore, although a Fighter/Renegade can choose to wear armor of any kind, the adventurer cannot use Renegades' skills while wearing any armor heavier than leather. In addition, an Elf cannot cast spells while wearing non-magical armor, although magical armor does not inhibit spell casting.

Dual-Classed Adventurers

Under exceptional circumstances a single-classed adventurer can change adventurer class, progressing in the new class and abandoning the old one. Magic-Users may not switch to become Clerics, nor can Clerics switch to Magic-User. The adventurer starts from scratch with its new class and cannot gain more than 9 full hit dice no matter how many total levels are gained.

If dual-class adventurers are allowed the adventurer must pursue the new class, relying on the abilities of the former class only as a last resort.

Level Advancement

The abilities of a class are gained as soon as a new level is achieved in that class, but a new HD is not gained until the adventurer has advanced a level in all classes. In other words, a Dwarven Fighter/ Renegade would not gain a 'Renegade' HD at Level 1/ 2;

instead, the adventurer would receive a second multi-class HD, (i.e. the averaged result of the roll of a d8 and a d4), after also reaching 2nd Level as a Fighter.

Dual- and Multi-Class Saving Throws

The saving throw of a multi-classed or dual-classed adventurer is the best available one from the adventurer's multiple classes. Unless the adventurer is a multi-classed or dual-classed monster, in which case saving throws are based on the lowest of the two or three classes held.

Buying Equipment

Each adventurer starts with some gold pieces at the beginning of an adventuring career; these are used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below. To make it easier to add up, items of equipment that cost less than a gold piece are shown in fractions of a gold piece, not with the silver piece or copper piece price.

Starting Gold

Roll 3d6 and multiply by 10. This represents the number of gold pieces (gp) that your adventurer has at the start of the campaign.

Item Descriptions

Most of the items are self-explanatory, but extra details are useful for a few of them:

Garlic, Charmed: A head of garlic with hexes and blessings on it. Normal garlic has a minor effect on undead, but charmed garlic works much better.

Holy Symbol: Often needed for Cleric spells and for turning the undead. In some cases, silver ones work better.

Holy Water: Causes d6hp damage when thrown on most types of undead creatures, demons and devils. This can be useful, since many of the more-powerful undead and demons can otherwise only be damaged with magical weapons.

Lantern, Bullseye: These shine a beam of light 60' long but only 10' wide, through a hole in the lantern's metal cylinder. They have a hinged cover, which allows the light to be hidden.

Lantern, Hooded: These are normal lanterns open on all sides, with the flame shielded by glass. They shine a 30' radius of light in all directions.

Oil, Lamp: A pint of oil will keep a lantern burning for 4 hours. Oil is also highly flammable: a lit flask of oil can be used as a thrown weapon to cause 1d4 points of damage with a successful hit followed by 1 more point of damage per round for the next 2 rounds. Burning oil can also be used to create a hazard for pursuing monsters.

Torches: Torches burn for one hour and create a 30' radius of light. They are easily blown out by gusts of wind and may even extinguish when dropped. However, if the party needs to set something on fire quickly – and they will – a lit torch can come in very handy.

Wolfsbane: Fresh Wolfsbane will often keep Werewolves at bay for d4 rounds.

Equipment

General Equipment Table

Item	Cost
Backpack (30-pound capacity)	5gp
Barrel	2gp
Bedroll	0.2gp
Bell	1gp
Block and Tackle	5gp
Bottle of Wine, Glass	2gp
Candle	0.01gp
Canvas (per square yard)	0.1gp
Case (Map or Scroll)	1gp
Chain (10')	30gp
Chalk, 1 piece	0.05gp
Chest	2gp
Crowbar	0.2gp
Fishing Net (25 square-feet)	4gp
Flask, Leather	0.03gp
Flint and Steel	1gp
Garlic, Charmed	10gp
Grappling Hook	1gp
Hammer	0.5gp
Holy Symbol, Wooden	1gp
Holy Symbol, Silver	25gp
Holy Water (flask)	25gp

Item	Cost
Ink (1-ounce bottle)	1gp
Ladder (10')	0.05gp
Lamp, Bronze	0.1gp
Lantern, Bullseye	12gp
Lantern, Hooded	7gp
Lock	20gp or more
Manacles	15gp
Mirror, Small Steel	20gp
Musical Instrument	5gp
Oil, Lamp (1 pint)	0.1gp
Parchment (sheet)	0.2gp
Pole (10')	0.2gp
Pot, Iron	0.5gp
Rations, Trail (per day)	0.5gp
Rations, Dried (per day)	1gp
Rope, Hemp (50')	1gp
Rope, Silk (50')	10gp
Sack (15 pounds capacity)	1gp
Sack (30 pounds capacity)	2gp
Shovel	2gp
Signal Whistle	0.5gp
Spellbook, Blank	25gp
Spike, Iron	0.05gp
Tent	10gp
Renegades' Picks	25gp
Torch	0.01gp
Waterskin	1gp
Wolfsbane	0.1gp

Melee Weapons Table

Weapon	Damage	Weight (Pounds)	Cost
Axe, Battle ^{1,2}	1d8	15	5gp
Axe, Hand ³	1d6	5	1gp
Club	1d4	10	0gp
Dagger ³	1d4	2	2gp
Flail (Two-Handed)	1d8	10	8gp

Weapon	Damage	Weight (Pounds)	Cost
Hammer, War	1d4+1	10	1gp
Lance	2d4+1	15	6gp
Mace, Heavy	1d6	10	10gp
Pole-Arm, Two-Handed	1d8+1	15	10gp
Spear ^{1,2,3}	1d6	10	1gp
Staff (Two-Handed)	1d6	10	0gp
Sword, Bastard ^{1,2}	1d8	10	20gp
Sword, Long	1d8	10	15gp
Sword, Short	1d6	5	8gp
Sword, Two-Handed	1d10	15	30gp

¹ Weapon can be used one-handed, two-handed or twin-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon

Missile Weapons Table

Weapon	Damage	Rate of Fire	Range*	Weight	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2gp
Axe, Hand	1d6	1	10ft	5	1gp
Bolts, Heavy (20)	1d6+1	By weapon	By weapon	1	2gp
Bolts, Light (20)	1d4+1	By weapon	By weapon	1	2gp
Bow, Long	See Arrows	2	70ft	5	60gp
Bow, Short	See Arrows	2	50ft	5	15gp
Crossbow, Heavy	See Bolts, Heavy	1/2	80ft	5	20gp
Crossbow, Light	See Bolts, Light	1	60ft	5	12gp
Dart	1d3	3	15ft	1	0.2gp
Javelin	1d6	1	20ft	5	0.5gp
Sling	See Stones, Sling	1	40ft	1	0.2gp
Spear	1d6	1	20ft	10	1gp
Stones, Sling (20)	1d4	By weapon	By weapon	5	0gp

* - Shooting or throwing beyond this range is at a -2 penalty to-hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Transportation Table

Type	Cost
Barding, War Elephant (Chainmail)	2,500gp

Type	Cost
Barding, War Horse (Chainmail)	500gp
Barge	500gp
Boat, Rowing	20gp
Camel	50gp
Canoe	25gp
Caravel	12,000gp
Carriage	200gp
Cart, Hand	10gp
Chariot (requires 2 Horses)	1,000gp
Chariot, Battle (requires 4 War Horses)	5,000gp
Chariot, War (requires 2 War Horses)	3,000gp
Coach (requires 2 Horses)	500gp
Drums, War	250gp
Elephant	300gp
Elephant, War	500gp
Galley	20,000gp
Horse, Riding	40gp
Horse, War	200gp
Howdah	500gp
Longship	12,000gp
Mule	20gp
Sail	25gp
Wagon	50gp
Wagon, Battle	7500gp
Wheel, Chariot	25gp
Wheel, Wagon	5gp

Transport Movement Rates

Rate of movement for adventurers on foot is as described in the movement section of the rules, essentially a number of miles equal to the adventurer's base movement rate. However, in many cases the adventurers will be traveling on horseback, by wagon, in a ship or by some other means.

It is generally useful to make your map using hexes or squares that are five miles across. Maps intended to show continents, coasts and kingdoms might be larger in scale, of course, but these would not ordinarily be used for adventuring.

Vehicle Movement Rates* Table

Vehicle	Smooth Terrain	Hills or Rough	Mountains	Forest	Swamp/Marsh
Carriage, Coach, Cart or Wagon	12	6	0-1	6	0
Chariot (2 Riding Horses)	15	6	0-1	6	0
Chariot, Battle (4 War Horses)	24	6	0-1	6	0
Chariot, War (2 War Horses)	18	6	0-1	6	0
Elephant	20	15	0-6	3	0-3
Horse	30	15	0-3	10	3
Mule	12	12	6	12	6
Flying	See monster				

* - If the party is exploring an area rather than just passing through, distances traveled are one-half normal, (assuming the party is exploring an area in roughly a five-mile-wide band). Exploration simply means mapping, not searching. Searching a five mile by five-mile area would reduce forward movement to roughly one-tenth normal, although the GM would adjust all these numbers accordingly based on the circumstances. Searching a five by five-mile area for a person who can call for help would not reduce forward movement to one-tenth, for example.

Waterborne Transport Rates Table

Vehicle	Calm Water	Rough Water	Storm
Canoe	50 (downriver) 6 (upriver)	60 (down) 3 (upriver)	60 (down) 1 (upriver)
Boat (Sail)	60	30	10
Caravel	30	20	10
Longship (Sail)	80	40	10
Raft or Barge (No Sail or Small Sail)	40 (downriver) 3 (upriver)	40 (down) 1 (upriver)	40 (down) 1 (upriver)
Ship (Sail)	15	5	0-5
Ship (Galley)	20	12	5



Calculating Armor Class

Now it is time to talk about Armor Class and what it means. Basically, Armor Class (AC) is an indicator of how difficult it is to 'hit' or strike an adventurer or creature in combat.

There are two different ways of numbering Armor Class and a group must choose which system to use. Ask the GM if he or she is using the ascending system or the descending system for Armor Class. The numbers all work out the same, but in the ascending system it is better to have a high Armor Class and in the descending system it is better to have a low Armor Class.

The Original Game uses a descending system as shown on the Descending AC Attack Table.

Players may prefer to use an ascending system as shown on the Ascending AC Attack Table. Numbers for the alternate ascending Armor Class system are shown in [brackets] in the monster descriptions. When using the regular system, simply ignore the numbers in brackets.

1. For Descending AC choose the DAC row on the Adventurers Attack Table
2. For Ascending AC choose the AAC row on the Adventurers Attack Table

Here is how to calculate the effect of your armor on your Armor Class:

Using the Descending (Regular) System

If you are using the regular Descending Armor Class system, an unarmored adventurer has an Armor Class of 9. Every type of armor has an 'Effect on AC'. Ignore the bracketed numbers and use the 'Effect on AC' to reduce the base Armor Class of 9. The lower the result, the better; powerful adventurers may have an AC reaching into the negative numbers.

Using the Ascending (Alternative) System

When using the Ascending Armor Class system, an unarmored adventurer has an Armor Class of 10. Actually, it is [10], because we use brackets to identify that system. Now the 'Effect on AC' numbers are the ones in [brackets] and wearing armor will cause AC to go up rather than down, the higher the better.

Armor Table

Armor Type	Effect on AC	Weight ¹ (pounds)	Cost
Brigandine (with Chain)	-2 [+2]	20	75gp

Armor Type	Effect on AC	Weight ¹ (pounds)	Cost
Chain	-4 [+4]	50	75gp
Mail Coif (with Chain)	-1 [+1]	10	20gp
Leather	-2 [+2]	25	5gp
Plate	-6 [+6]	70	150gp
Ring	-3 [+3]	40	30gp
Shield	-1 [+1]	10	15gp

¹ - Magical Armor weighs half normal.

Armor Classes

No Armor AC 9 [10]

Leather Armor AC 7 [12]

Ring Mail AC 6 [13]

Chainmail and Shield AC 4 [15]

Chainmail and Brigandine AC3 [16]

Plate Armor AC 3 [16]

Chainmail, Brigandine and Shield AC 2 [17]

Plate Armor and Shield AC 2 [17]

Plate Armor, Mail Coif and Shield AC 1 [18]

Chainmail, Brigandine, Mail Coif and Shield AC 1 [18]

Weight and Movement

Weight is listed in pounds. A 'normal' level of general equipment, (not including armor and weapons), is assumed to weigh 10 pounds. Treasure is added to this, with each coin and gem weighing one tenth of a pound. These are big, heavy coins and gems.

Depending on the weight of the armor and equipment they are carrying, all adventurers have a base movement rate as follows:

Base Movement Rate Table

Weight Carried*	Base Movement Rate
Up to 75 pounds plus Carry Modifier, if any	12
76–100 pounds plus Carry Modifier, if any	9
101–150 pounds plus Carry Modifier, if any	6
151–300 pounds (300-pound maximum) plus any Carry Modifier	3

* For example, an adventurer with a Carry Modifier of +10 can carry up to 85 pounds before dropping from a Movement Rate of 12 to a Movement Rate of 9, while a person

with a Carry Modifier of -10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment.

Combat movement is determined by a simple formula of dividing your Base Movement Rate by 3, then multiplying by 10' when underground or indoors, (or ten yards when outside), to find out how fast the adventurer can move in one combat round.

Indoor, Underground and City Movement Table

Description	Speed	Results
Walking	Base movement rate times 20' / turn	Mapping and careful observation of the surroundings are possible
Running	Base movement rate times 40' / turn	No mapping permitted. Adventurers are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies
Combat	Base movement rate divided by 3, times 10', is how far the adventurer can move in one round. Thus: Base movement of 6 = 20' Base movement of 9 = 30' Base movement of 12 = 40'	Dashing around, battling your foes. Alternatively, running for your life. When fleeing, you don't have to be the fastest as long as someone is behind you to get eaten first

Outdoor Movement Table

Description	Speed	Results
Hiking	Base movement rate in miles / day	No forced march checks required
Forced March	Double base movement rate in miles / day	Forced march checks are required once per day, (using 4d6 vs. Strength), to continue at this pace
Combat	Base movement rate divided by 3, x ten yards, (not feet), is how far the adventurer can move in one round.	Dashing around, battling your foes. Alternatively, running for your life. When fleeing, you don't have to be the fastest as long as someone is behind you to get eaten first

How to Play

Once you have created an adventurer, the GM will describe the setting and what your adventurer can see. The game might start in an isolated village, in a vast city or at the gates of an ancient tomb - that is up to the GM.

From that point on you describe what your adventurer does, such as going down stairs, attacking a Dragon or talking to people on the street. These sorts of things are your decisions and the GM tells you what happens as a result.

Those stairs may lead down to a huge and echoing tomb or a Dragon's lair. These are the GM's decisions. The rules below are guidelines for how to handle certain events, including combat, movement, healing, dying and other important parts of the game.

Basically, you and the GM work together. The GM handles the details of a dangerous fantasy world and you deciding what your adventurer does in it.

Gaining Experience

Adventurers can be awarded experience points (XP) for defeating or subduing monsters, accumulating treasure and completing challenges:

1. The XP value for defeating a monster is shown in the monster's statistics.
2. Each gold piece gained as treasure earns one XP.
3. Players can also gain XP for completing challenges, including actions, missions, quests/ Campaign Challenges.

Ideally, the GM is looking to award more XP for thoughtful or skillful play. Rewarding a character for roleplaying a diplomatic incident with enthusiasm, or finding an original solution to a challenge, is often key to encouraging players to participate in long running campaigns. No need to ditch the gold and monsters, but becoming involved in plots, voyages, wars and such like are very much at the heart of fantasy adventures.

When an adventurer has accumulated enough XP to reach a new level roll another HD and add the number to the adventurer's hit points. The adventurer may gain new spells, combat skills or other abilities.

Multi-class adventurers don't get a new HD until they have advanced in all class levels.

Monsters and Experience Points

Selecting monsters capable of making adventurers' lives difficult without overstepping the mark is not easy. Different players will offer a variety of approaches to encounters with monsters, so monsters which work well in one situation may fall flat in other circumstance. Perhaps the best guide is trial and error, with larger numbers of more capable monsters being used as a GM gets a measure of a party's skills.

GMs should not be afraid to present encounters where adventurers should retreat or need to return to fight another day. This is an important part of making play dark and authentic, as it involves players in accepting that everything doesn't turn out right in the end.

Experience for defeating a monster is awarded at the basic rate of 100XP/ HD plus 50XP/ part HD.

An adventurer only gets half the XP for defeating a monster with less HD than the adventurer. Any treasure and challenge-based XP remain available.

Treasure gained during play also delivers XP at the rate of 1XP/ gp. This is shared by those claiming the treasure, which often means the whole party.

XP are not usually available for making money in the manner of a business, but adventurers running a successful enterprise might well gain XP through a challenge linked to their business activities.

Treasure may be found in unusual places, e.g. a Giant Spider with a magic item that belonged to its prey. However, GMs can also average out treasure over a series of encounters or adventures to make rewards appear where they might reasonably be found.

Actions

Each new adventurer that successfully carries out an action available to its class or classes gains 100XP on a single occasion. GMs should feel free to add and remove items.

Actions Table

Class	Successful Actions
Any	Establish a base where your equipment can be kept safely
Any	Gain a magic item
Any	Make a loyal ally

Class	Successful Actions
Any	Negotiate a cease fire
Any	Rescue a fellow party member
Any	Scout and map a wilderness region
Any	Survive an encounter with the undead
Any	Take a potion
Any	Talk to a dragon
Any	Help to carry an important message through enemy territory
Bard	Cast a song in combat
Bard	Collect seven songs in your songbook
Bard	Entertain a paying audience
Cleric	Cast a spell that benefits a whole party
Cleric	Heal an ally to full hit points
Cleric	Turn an undead creature
Fighters	Hand-to-hand critical hit
Fighters	Missile critical hit
Fighters	Parry
Magic-User	Cast a spell in combat
Magic-User	Cast a spell that causes damage to an opponent
Magic-User	Collect seven spells in your spellbook
Monk	Dodge a missile
Monk	Donate 500gp to a worthy cause
Monk	Strike and stun an opponent
Renegade	Carry-out a backstab
Renegade	Complete a life-threatening climb
Renegade	Disarm a deadly trap

Missions and Quests

Missions, (and sets of missions carried-out separately or as on-going quests), often justify the award of XP. There is a very wide range of possible missions and related plots available to adventurers. Those shown below crop-up on a regular basis, but the GM can easily add adventure or campaign specific options.

As with actions the XP for completing a single mission for the first time and are not available for repeating the same mission on further occasions. Players who wish to claim repeated awards of challenge-based XP can take part in more extended Campaign Challenges.

Each new adventurer that plays a full part in completing any mission available to its class or classes gains 500XP on a single occasion.

Missions Table

Roll d12	Mission
1	Bounty hunting
2	Capture a fort or dungeon stronghold
3	Capture an enemy leader
4	Complete vital negotiations
5	Escort a convoy through dangerous territory
6	Establish a fortified base
7	Explore an area of wilderness and make it safe for travelers
8	Make a cross-country escape
9	Recover a specific enchanted item
10	Rescue a prisoner/ s from a dungeon
11	Scout and spy on enemy positions
12	Transport fragile goods

Campaign Challenges

As adventurers become more experienced missions and series of missions arranged into quests can be pulled together to form the foundation of a campaign of adventures played out across a setting. When players commit their adventurers to a campaign in this way the GM can encourage a variety of roleplaying by awarding XP to groups of adventurers that contribute to major campaign or gameplay outcomes.

Renegade identifies a range of these major challenges as Campaign Challenges, which can be played-out through either a series of one-off missions or an extended quest. Even a single mission might involve a series of short related adventures, allowing opportunities for taking breaks and magical research. Quests are often more about becoming cut loose from support and having to press-on without backup.

No hard and fast rules can cover all the options or demands involved in an extended campaign involving many adventures. However, taking on the types of challenges shown on the Campaign Challenges Table merits the award of XP bonuses. For example, colonizing a land might involve establishing a foothold, exploring the area, building a base, discovering resources, making alliances and forming a following.

The Campaign Challenges and XP bonuses shown are a basic guide, but GMs should feel free to match the rewards to the difficulties players' adventurers face. The XP value suggested for completing any Campaign Challenge is based on a higher award for completing a more demanding Campaign Challenge.

This is particularly true when play involves more than one Campaign Challenge and when these are mixed with Seeds of Corruption or Seeds of Wonder – which may merit further XP awards.

Some Campaign Challenges appear to suggest more obvious roleplaying opportunities, but even straightforward adventures can easily become quite complicated. This is particularly true when play involves more than one Campaign Challenge.

Ideally, Campaign Challenges can be brought into on-going gameplay by presenting opportunities for adventurers to get involved in missions that offer access to Campaign Challenges.

Players can easily be told that XP are 'on the table' for completing various actions, missions, quests/ Campaign Challenges and also receive occasional reminders to keep an eye out for opportunities to collect the XP. The XP bonuses might then appear in game as a bounty offered for the capture of a villain or as a rundown estate, which is only of value after the players' adventurers have cleared-up the area.

XP are available to adventurers playing a significant role in a campaign, but the manner in which adventurers go about completing missions and quests can also act on adventurers' Corruption. For instance, a colonization that involves helping the local population to defeat a shared threat might improve adventurers' Corruption scores, while a violent land-grab and the destruction of indigenous cultures would attract more Corruption.

Deeply corrupt adventurers have the option of using Campaign Challenges to try to resist the Chaotic and to become more Lawful. This is done by carrying out missions and quests in a Lawful way across most or all of a campaign. I.e. an adventurer with Corruptions is not excluded from gaining a higher Corruption score; providing bouts of corrupt behavior are controlled and further Chaotic actions remain limited.

For example, if an adventurer panics due to the onset of a Corruption the cowardly act of fleeing isn't enough in itself to cause further Corruption. Equally, accidental or unwitting acts of chaos are unlikely to add Corruption.

1. Adventurers that act without malice, but don't go out of their way to consider others during their adventures will neither gain nor lose Corruption as a result of challenges.
2. Adventurers that behave chaotically over a series of adventures can expect to gradually become more corrupt.
3. Adventurers that act lawfully and show concern for others throughout a series of missions or a quest may gradually raise their Corruption through the honor resulting from honorable actions.

Without controlling or mitigating their actions, adventurers acting in ways similar to those shown in the Corruptions Table are going to be further corrupted by their part in events across a series of adventures. Players should be advised that they will become more corrupt if they persist in carry-out actions that form or attract Corruption.

Campaign Challenges Table

Campaign Challenge	XP/Level*	Details	Honorable Actions	Neutral Actions	Corrupt Actions
Civil War	1000	Resolve or inflame a civil war	+1		-1
Civilize	2000+	Build an entire civilization through a series of Campaign Challenges	+2		+2
Conquest and Colonization	1000	Conquer or colonize a region**	+1		-1
Counter Insurgency	1000	Breakdown or organize a significant insurgency	+1		-1
Crime Wave	1000	Tackle or form a regional or citywide criminal network	+2		-1
Dark Side of the Moon	500	Operate within the extra hazards presented by an alien setting	+1		-1
Disasters and Crisis Management	500	Get involved in dealing with the effects of a major regional disaster or crisis	+1		-1
Dawn of the Undead	500	Operate with or within an altered mindset	Varies		Varies

Campaign Challenge	XP/ Level*	Details	Honorable Actions	Neutral Actions	Corrupt Actions
Enterprise	500	Start and expand a viable business	+1		-1
Espionage and Infiltration	1000	Go undercover and/ or establishing a network of spies	+2		-2
Internecline Warfare	1000	Resolve simmering resentment and low-level conflict between supposed allies	+1		-1
Marine Life	500	Deal with a threat from on or beneath the waves	+1		-1
Massive Meteor Strikes	1000	Help with or exploit a massive meteor strike, which wipes a region clean and leaves the surrounding area in a state of collapse	+2		-2
Mysteries and Investigations	500	Solve a series of major crimes or mysteries	+1		-1
Research and Experiment	500	Develop a new invention, a wondrous item or an exotic magic	+1		-1
Revolution	1000	Start a revolution	+1		-1
Supervolcanoes	1000	Contain, (and rebuild from or exploit), a supervolcanic eruption	+2		-2
Survival Scenarios	500	Survive devastation and / or isolation	+1		-1
Warfare and Sieges	1000	Recruit, marshal, command and/ or lead a large army	+1		-1

* - GMs may wish to add bonuses or even multipliers for extended campaigns that use combinations of multiple Campaign Challenges.

** - A region is typically an area the size of a county or a small country. Alternatively, a region can also be thought of in terms of a six-figure population. Adventurers shaping events over larger areas or populations may deserve higher XP bonuses.

Time

Sometimes the GM will rule that 'an hour passes,' or even, 'a month passes,' in the life of the intrepid adventurers. However, two important time measurements need quick explanations. These are the 'turn,' and the 'combat round'. A turn represents ten minutes and a combat round is 1 minute.

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat. See the Movement Rate tables as an example of how 'rounds' and 'turns' are used.

Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a 'saving throw'. A successful saving throw means that the adventurer, (or monster), avoids the threat or lessens its effect. Each adventurer class has a 'Saving Throw' target number, which gets lower and lower – easier to beat, in other words – as an adventurer gains levels. To make a saving throw, roll a d20. If the result is equal to or higher than the adventurer's saving throw target number, the saving throw succeeds.

Take note: Some adventurer classes, (and races), have better-than-average chances to make a saving throw against particular types of hazards. Magic-Users, for example, get a bonus of +2 to the die roll on their saving throws against spells of all kinds. The bonuses are described in the adventurer class and adventurer race descriptions.

Monsters can also make saving throws; a monster's saving throw target number is listed in its description.

Failing a saving throw for an effect which would probably kill a character, or a monster, results in total hit points being reduced to 0 - the character or monster is then unconscious. The unconscious creature remains alive, but bleeds to death/ fades away at the rate of 1hp/ round if no assistance is offered. Death takes place when negative hit points are equal to the unconscious creature's level or HD. In other words, a 5th Level adventurer actually dies only upon reaching -5 hit points.

Battle Triage

Monks, Fighters and Clerics become familiar with having to rapidly staunch wounds and stabilize comrades who are on their last legs. As a result, at the expense of setting aside other actions for a round PCs from these classes can not only stop bleeding, but restore damage from physical wounds to 0hp.

In addition, a Monk, a Fighter or a Cleric can choose to spend a round patching-up wounds for d4 damage, but those affected can only receive this aid once/ day.

Combat

Combat begins by checking for surprise. This can be rolled for or decided by the GM's interpretation of the situation.

Surprise

In general, a group cannot be surprised if they are already aware of an opponent's presence even though they have not yet seen them, e.g. due to hearing them on the other side of a door. If surprise is a possibility roll 1d6 for either or both groups, as appropriate. (Roll only once for each side, not for each individual adventurer or monster). If the result is a 1 or a 2, the group is surprised. It is possible for both groups to be surprised, effectively canceling out the effect on both sides.

In a dungeon the distance between two groups when they discover each other is $1d6 \times 10'$. That is very close; the monsters may already be inside the radius of the adventurers' light source. Outside, the distance will be about ten times this number, (or if the visibility is poor three times). Anything affecting visibility could also affect surprise distance. For instance, someone with Darkvision will be able to see up to 60' clearly at night or underground. A party carrying a light will be visible from much farther away, raising the possibility of an ambush. Other factors that may affect surprise are related to terrain types – thick woods or crowded city streets may decrease visibility and make it easier to surprise travelers. These and similar factors are left up to the judgment of the GM.

Reactions

Non-Player Characters (NPCs), including monsters, do not always leap to the attack. Unless they are on the alert for intruders, the GM may roll 2d6 to determine whether the monsters will attack if they surprise the adventurers. On a roll of 2-6, the monsters will be hostile and attack; on a roll of 7-9, the monsters will withhold judgment and wait to see if the adventurers are hostile; on a roll of 10-12, the monsters will have a positive initial reaction to seeing the adventurers - and might even be convinced to offer some help at a price.

Clearly, the GM can vary the chance of attack according to on-going events and may see no need for a dice roll in situations where the circumstances act as a guide. For example, a very hungry pack of wolves is likely to attack instinctively and without much delay.

Initiative and Order of Battle

The order of events is as follows when a party of adventurers comes into contact with enemies:

1. Surprise and Distance

The GM decides if one side is surprised. As with all of the GM's decisions this can be based on common sense instead of a die roll. The GM may also determine the distance of the encounter, (see above), if desired.

2. Determine Initiative

Seeing who acts first is often rolled for each side - not for each combatant. Each side rolls 1d6 + any majority or obvious Dexterity bonus and the highest result wins. Reroll if there isn't an immediate outcome.

Dexterity bonuses or modifiers are those for missile attacks, i.e. +1 at 13+ and +2 at 19+. The penalty for Dexterity of 8 or less is -1.

Monsters or NPCs of obvious high Dexterity should be assumed to have a bonus. Play will be slowed if a GM is asked to roll Dexterity for each monster. The GM may also wish to take account of other factors, including PCs or NPCs not being in a position to take advantage of their Dexterity.

Players can agree who goes first among themselves, though this can be decided by events, e.g. an attack from behind may make the characters at the back act first. Equally, If everything is evenly matched players can roll 1d6 +/- any individual Dexterity bonus to decide the order in which adventurers take their turns.

Alternatives are available and it is easy to cascade from the default shown above to the other options shown below.

Shared Initiative – this is the fast default shown above.

- Roll for each side and PCs agree an order within the party at the start of their turn.
- Roll: d6 + any majority Dexterity bonus or penalty for each side.

Shared/ Individual – slightly slower, but useful when PCs are competing.

- Roll for each side and PCs roll the order within the party.
- Rolls: d6 + any majority Dexterity bonus for each side AND d6 + any Dexterity bonus + level for each PC.

Individual Initiative – slower, but useful when a party is spread out or split.

- PCs and NPCs all roll a score and the highest scores go first by side or across everyone.
- Rolls: d6 + any Dexterity bonus + level for each PC, (HD for each NPC).

3. Winning Initiative Acts

The side that won Initiative acts first, (casting spells, moving, negotiation or attacking), and any resulting outcomes take effect. An adventurer or monster can 'hold' Initiative, choosing not to act until after the other side has acted.

4. Losing Initiative Acts

The side that lost Initiative acts and any resulting outcomes take effect.

5. Held Initiatives Act

Anyone who held back acts and any resulting outcomes take effect.

6. The Round Ends

The round is complete. If a battle has not been resolved repeat the six steps again.

Some groups of players may prefer for all spells that are being prepared on all sides to be declared before Initiative is rolled before Step 2. Spellcasters will often lose spells as a result of this approach, as taking damage or any other interruption resulting from losing initiative ruins a spellcasting as it's prepared. If players wish to adopt this method the same limits should apply to monsters and NPCs.

The Attack Roll

This is how an attack roll works.

1. Whenever an adventurer attacks with a weapon the player rolls a d20 and adds any bonuses to the result.
2. These 'to-hit' bonuses may include a Strength bonus, a Dexterity bonus, (for attacks with missile weapons), and any bonuses for magic weapons.
3. The player or the GM also subtracts any 'to-hit' penalties, which might come from using cursed weapons, enemies hiding behind cover and protective magic items.
4. The total attack roll is then compared to a table to see if the attack hits. If the attack roll is equal to or higher than the number shown on the table, the attack succeeds.

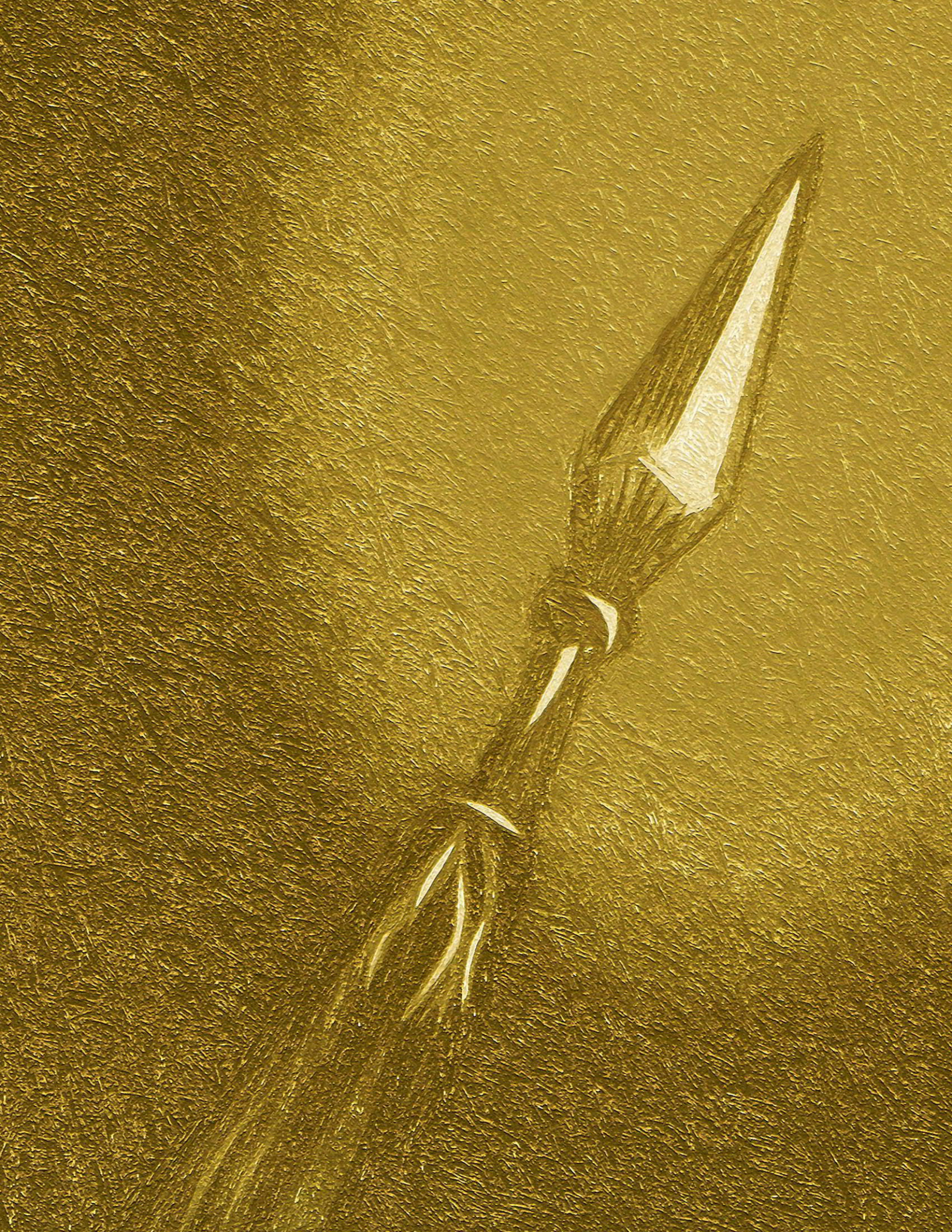
If you are using the Ascending AC system, there is a quick formula presented below that a GM can use instead of the charts.

(See 'Quick Method for Ascending AC Combat'). Players and the GM can decide whether to use Descending AC or Ascending AC, as discussed earlier in the book.

When using Descending AC choose the DAC row on the Adventurers Attack Table.

When using Ascending AC choose the AAC row on the Adventurers Attack Table.

If an attack hits, it inflicts damage; a number of hit points determined by the type of weapon the attacker is using. Damage is taken from the defender's hit points.



Attack Tables

Adventurers' Attack Roll Table: Roll (d20) To-Hit Opponent's Armor Class

Level	Armor Class [or Ascending Armor Class] of Opponent																		
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10-11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13-14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
17-18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19+	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Alternate Quick Method for Ascending AC Combat

If you are using the Ascending AC system, it may be easier to calculate your 'to-hit' rolls according to a simple formula. The numbers are the same as the Descending AC tables - this is just a different way of calculating the results.

This is how it is done:

1. Each adventurer class gains a base 'to-hit' bonus, which increases as an adventurer's level increases, (as shown on the table below).
2. Add this bonus to the attack roll and if the result is equal to or greater than the opponent's AC, the attack hits. That's it; no chart needed for combat.

To use this system, write down your adventurer's base 'to-hit' bonus and adjust it as your adventurer gains levels.

Alternate Quick Method of Calculating Hits for Ascending AC System Table

Level																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Base 'To-Hit' Bonus																			
+0	+0	+1	+2	+2	+3	+4	+5	+6	+7	+7	+8	+9	+9	+10	+11	+12	+12	+13	+13

Monsters' Attack Roll Table: Roll (d20) To-Hit Opponent's Armor Class

HD	Target Armor Class [or Ascending Armor Class]																			
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
<1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
1HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
2HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
3HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
4HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
5HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
6HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
7HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
8HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
9HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
10HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
11HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
12HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
13HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
14HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15+	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	

¹ - For the 'Quick Method' for the Ascending Armor Class system a monster's base 'to-hit' bonus is equal to the number of Hit Dice (HD) it has, up to a maximum of +15.

Specific Situations

The following is a compilation of guidelines and options for handling certain specific situations that might arise during combat.

Attacking from Behind

Any attack made from behind has a to-hit bonus of +2, or +4 if made by a Renegade. There are only two ways for most people to get behind someone during combat. One is to surprise an opponent and attack from behind during the surprise action. The other is to attack an opponent from behind when an ally is attacking from the front. Renegades can

get behind a target during normal combat if they successfully Hide in Shadows, even if no one is attacking the target from the front.

Invisible Opponents

Attacks against an invisible opponent have a basic -6 penalty. This modifier changes to -3 as soon as opponents close in on an invisible creature. Powerful magical monsters and monsters with more than 11 hit dice will usually be able to see invisible creatures normally.

Melee Attacks

A melee attack is an attack with hand-held weapons such as a sword, spear or dagger. Attacks in general are described above, ('The Attack Roll'). It is only possible to make a melee attack when the two combatants are within 10' of each other. Two combatants within 10' of each other are considered to be 'in melee'.

Critical Hits

An Attack Roll of 20 on a d20 usually entitles an attacker to double the hit points lost by a defender. GMs may choose to allow adventurers and creatures to suggest where they're hoping to strike on a target and then interpret the outcome if any weapon hits. The GM can consider how a description of a wound matches the damage done and consider the possibility of effects on the defender's morale and mobility.

Fumbles and Fails

A saving throw or Attack Roll of 1 on a d20 is usually taken as a fail or miss regardless of the number of modifiers. The GM can consider how a fumble works out in terms of any penalties that might happen on either side. Attack Roll fumbles are more likely to involve simply missing a target rather than any dangerous side effect, e.g. striking a comrade.

Where an unfortunate outcome is likely either the attacker or the potential victim might be allowed a saving throw, e.g. a fumbled arrow shot fired at someone using a human shield might allow the human shield a saving throw.

13

The customary spectacular outcomes in d20 RPGs are based on natural rolls of a 1 and a 20. A natural 1 or 20 occurs often enough to have clear effects on play, but not so often that such outcomes become commonplace. Adding another bonus along the lines of a 20 to play makes a natural 20 lose some of its luster.

Renegade presents the option of using 13 in a broadly similar way that doesn't take the shine off rolling a natural 20. By default, 13 acts as a 'Stick or Twist' option, where a roll of 13 allows the dice roller to choose whether to stick with the 13 and to accept the outcome it delivers OR to go for a reroll:

1. When the target roll is known and a 13 is successful a player just has to avoid the temptation to go for a 20 - which wouldn't be a smart move for a saving throw.
2. When the target roll is unknown a player is tempted by the unknown, the chance of another shot at rolling a 20 and the possibility that 13 is enough to get the job done.

If players start dithering offer a count of 13 to decide or the first roll stands.

13 - Wildcard

Homebrewing/ taking ownership of your campaign can also benefit from selecting an alternative group, campaign and/ or adventure default for rolls of 13. For instance, if the optional Corruption attribute is being used, adding to the basic re-roll by charging PCs a point of Corruption each time they opt for a re-roll has two effects. Firstly, it reduces use of re-rolls and, secondly, it encourages a gradual descent into evil and corruption.

If a group wants to put extra icing on the cake combination effects can give 13 even more impact, while clearly still only occurring occasionally. For example, a descent into corruption re-roll can also be linked to triggering episodes of the corrupt behaviors that sometimes overwhelm the very corrupt. For Lawful parties this has more effect on evil opponents – who keep losing it. However, for PCs on the cusp between good and evil a sudden lurch into Chaotic mode could be wildly embarrassing or even seal their fate.

Other options, which might be tied to a mechanic, a campaign or a theme such as Corruption's twist of evil, may include awarding a stock of luck or hero points to PCs who make a successful second roll. These could allow occasional stunts or bonuses.

Missile Attacks

Missile attacks are attacks with ranged weapons such as a bow, crossbow, sling or thrown weapon. An adventurer's Dexterity bonus for missile attacks is added to the to-hit roll when the adventurer is using missile weapons and adventurers may receive an extra bonus for Strength.

When using missiles to attack into a melee, it usually is not possible to choose which participant, (whether opponent or friend), will receive the attack. The GM will determine this randomly.

Movement within Melee

A defender effectively blocks an area about 5' across and enemies cannot simply move through this area without first dispensing with the defender. If an adventurer insists on trying to barge through the defender gains a free attack.

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words, which may include lies. Persuading monsters or NPCs to do things and getting out of trouble by using your wits alone are all key parts of the game.

It is important to avoid replacing negotiations with mechanical dice rolls, because challenges, plot hooks and roleplaying all rely on using roleplaying skills to take the game beyond mere mechanics and repetitive combat encounters.

Striking a balance between a player's use of her/ his own skills and the skills the player's adventurer possesses works well and opens up options for exploration, discovery and investigation. There may be circumstances where, for example, an adventurer with very low Intelligence might come out with an unlikely solution. Under such circumstances the GM could step-in to suggest a slight adjustment to the adventurer's contribution in terms of needing to talk things through with another adventurer or introducing some form of misunderstanding over the adventurer's explanation.

Overall, it can be simpler for GMs to encourage PCs to have at least average Intelligence and, as a result, set aside most concerns over adventurers' use of players' skills.

Retreating

It is up to the GM to decide if there will be any special rules for retreating away from a melee combat. Most GMs allow the enemy a free attack if a hero, (or monster), tries to move out of the 10' 'melee range'. In some cases, the free attack is made at +2 to-hit (since it is from behind as the coward turns tail and runs). However, an orderly retreat, which might include a parry or support from allies, sometimes allows a retreat without any penalties being applied.

Spacing

Because most movement and combat increments are divisible by three, it is easiest to assume that an adventurer 'occupies' an area about 3' across for purposes of marching. In combat, however, some weapons take more space to wield than others. In Corruption, only daggers, short swords, spears and pole-arms can be used three-abreast in a 10' area. All other one-handed weapons require 5' of room, (i.e. two-abreast in a 10' area), and two-handed weapons, (other than thrusting weapons like spears), require a full 10' space to wield.

Second Rank

Spears and pole-arms in the second rank of a battle formation can attack by reaching through the first rank.

Stuns

Stunned opponents or PCs suffer a -4/ -4 to their attack and defense. They are also unable to cast spells or read scrolls while stunned.

Subdual Damage

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted by an adventurer can be composed of half 'real' damage and half 'subdual' damage. Subdual damage does not kill and such points are recovered at a rate of 1hp per hour. If an opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed, unless the real damage actually reduces real hit points to zero, in which case the opponent is killed accidentally!

Terrain Features

Adventurers and monsters will hide behind things, stand on things, fight from higher ground, shoot arrows from trees and take every possible advantage of the combat terrain. The GM will assign bonuses and penalties for terrain features. Most such bonuses will only be +/- 1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -4.

Two-Handed Weapons and Fighting with Two Weapons

Fighting two-handed grants a +1 to damage rolls, (except for weapons that can only be used two-handed, where this is already taken into account in the weapon's damage). Fighting with a weapon in each hand gives a +1 to-hit. Note that fighting with two weapons does not actually give two separate attacks; it just increases the likelihood of landing a successful blow. Damage is rolled based on the primary weapon.

Unarmed Combat

Grappling, punching and wrestling with opponents is an inefficient way to attack unless especially skilled at unarmed combat in the manner of a Monk. If adventurers insist on fighting without any weapons most will only cause the same damage with an attack as an untrained human, i.e. 1hp for a successful hit. Strength bonuses may increase this and Bards, Fighters, Paladins and Rangers can cause d4hp damage instead of a basic 1hp. The extra damage reflects warriors' experience in using kicks, punches and head-butts to complement their weapons skills during combat.

Turning or Rebuking the Undead

Lawful Clerics have the ability to 'turn' the undead, causing the creatures to flee or even destroying them outright. When a Lawful Cleric attempts a turning, the player should roll 2d10 and consult the Turning Undead Table for the result.

1. If the number on the die is equal to or greater than the number shown on the table, 2d6 creatures of the targeted type are turned and will depart - not returning for 3d6 rounds. They are likely to return later in search of food.
2. If the table indicates 'T' 2d6 undead creatures of the targeted type are automatically turned and will depart for 3d6 rounds. They are likely to return later in search of food.
3. If the table indicates 'D' 2d6 of the undead creatures are automatically destroyed and will crumble to dust.

Chaotic Clerics can 'rebuke', i.e. halt, and sometimes even control the undead to a limited extent.

1. If the number on the die is equal to or greater than the number shown on the table, 2d6 creatures of the targeted type are turned and will depart, not returning for 3d6 rounds.
2. When a 'T' is shown the Cleric is able to halt as many undead as would have been turned.
3. If a 'D' is shown the creatures come under the control of the Cleric for 3d6 rounds.

Neutral Clerics can rebuke or turn undead; but they are not able to control them without Becoming Chaotic.

Turning or rebuking can be used once/ day for every two levels a Cleric has gained. The maximum range of the effect is 60'.

Turning Undead Table

HD of Undead	Specific (Examples)	Clerical Level										
		1	2	3	4	5	6	7	8	9+	14+	19+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
2	Zombie	13	10	7	T	T	D	D	D	D	D	D
3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
4	Shadow*	19	16	13	7	4	T	T	D	D	D	D
5	Wight	20	19	16	10	7	4	T	T	D	D	D
6	Wraith	-	20	19	13	10	7	4	T	T	D	D
7	Mummy	-	-	20	16	13	10	7	4	T	D	D
8		-	-	-	19	16	13	10	7	4	T	D
9	Specter	-	-	-	20	19	16	13	10	7	T	T
10	Vampire**	-	-	-	-	20	19	16	13	10	4	4
11	Vampire**	-	-	-	-	-	20	19	16	13	7	4
12		-	-	-	-	-	-	20	19	16	10	7
13	Demon	-	-	-	-	-	-	-	20	19	13	10

* - Shadows might not be undead creatures in your campaign; even so, they might be subject to being turned, just as demons, (which are also not undead), can be turned.

** - Vampires and more-powerful undead cannot be turned automatically. Vampires appear more than once on the table because they can be of varying power.

Damage and Death

When an adventurer, (or creature), is hit, the amount of damage is deducted from hit points. When total hit points reach 0, the adventurer is unconscious. The unconscious adventurer remains alive but is bleeding to death at the rate of 1hp/ round if no assistance is rendered. Death takes place when the adventurer reaches negative hit points equal to the adventurer's level. In other words, a 5th Level adventurer actually dies only upon reaching -5 hit points.

Healing

In addition to the various magical means of restoring hit points, an adventurer recovers naturally at the rate of 1hp/ day of uninterrupted rest. Four weeks of rest will return an adventurer to full hit points regardless of how many hit points may have been lost.

Collateral Damage

Taking account of the knock-on effects resulting from exploring, spellcasting and using magic items adds an extra layer of authenticity to play, as adventurers have to adapt to the circumstances around them. For example, if adventurers smash a door down

everyone expects the door to remain smashed until repaired. Equally, when a character throws a Fireball spell into a library it's reasonable to expect most books and scrolls in the library to explode or burst into flames. Other similar options may call for similar outcomes and the GM can always assign a saving throw. A magic item would usually be allowed a saving throw linked to the power or level of the item and its effects.

Poisons

When an adventurer is about to be poisoned a saving throw is necessary. A fail can result in taking the amount of damage shown in a monster's description, the loss of attribute points or death.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched, (unless the poison is wiped or washed off before a target comes in contact with it).

Any poison smeared on an object in any way remains potent until it is touched or used. Poison exposed to the elements loses its effect unless the adventurer or creature makes a saving throw to protect the poison. Magical poisons can be made, but they are very expensive and difficult to make.

Poison Categories

Poisons can be divided into four basic types: contact poisons, inhaled poisons, ingested poisons and injuries resulting in poisoning.

Poison Qualities

The basic characteristics of poisons are shown in monster, potion and spell descriptions.

Before attempting a saving throw an adventurer's player can choose to nominate an attribute, other than Corruption, which will lose d4 points if the save is not successful.

Freshly harvested monster venom remains at close to full strength for a day, but venoms that cause damage only inflict 1d8hp and poisons which would have been lethal only cause 3d4hp damage.

It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is usually illegal.

Risks of Using Poison

An adventurer has a 5% chance of being exposed to a poison whenever she/he applies it to a weapon or otherwise readies it for use. Additionally, an adventurer rolling a natural 1 on an attack roll with a poisoned weapon must make a saving throw or accidentally become poisoned.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Non-living creatures, (such as constructs and undead), and creatures without metabolisms, (such as elementals), are immune to poisons. Oozes, plants and certain kinds of outsiders are also immune to poisons, although conceivably special poisons could be concocted specifically to harm them.

Energy Draining

The traditional loss of a full level of XP can be applied with an adventurer's XP reduced to the mid-point of the previous level. In that case deduct hp for levels lost including any Constitution bonuses. Adventurers with classes at more than one level lose the highest level first. If both levels are the same the player can choose which is lost.

A GM will be able to use energy draining creatures more frequently if the loss of a level is exchanged for a different option:

1. Drain: XP is only drained to the start of the current level.
2. Attributes: roll d6 to select an attribute other than Corruption and deduct 1 from the attribute.

Morale

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. Most, however, will not continue to fight a hopeless battle; they will seek to retreat, flee or surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monsters' Intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim. Where morale is weak, due to facing overwhelmed odds or fearful, penalties to physical attacks, (indicating faltering morale), may apply before retreating, fleeing or surrendering.

High Level Adventuring

Exactly how your adventurer makes a mark on the game world is up to you – although the rules offer some ideas, such as doing magical research or clearing out some wilderness for a small castle. At some point, some of the following information will probably become

a factor as your higher-level adventurer begins to be involved in the world beyond the dungeon.

Strongholds

All adventurers have some ability, at some level, to establish a stronghold – or to take over a guild, in the case of Renegades or Assassins. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region and then beginning construction of the new owner's fortified place of residence. The nature and type of stronghold will differ, of course, for the individual's choices will play an important role. For instance, it is traditional for you, the player, to create a map of your fortress.

In general, a strong leader who clears out an area with a radius of ten miles or so will end up in charge of between 2 and 8, (2d4), small settlements. Each settlement holds roughly 1d4 x 100 villagers and the normal feudal tax is 10gp per year per villager. Sometimes, of course, this is paid with chickens or oxen, so your stronghold may take on the appearance of a marketplace around tax time. A good steward can sort all this out quickly, without the adventurers needing to get involved.

Building a fortress is quite expensive. The owner will need to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the solid stone walls and towers of the fortress.

Costs to build a basic castle will vary, but these guidelines provide a starting point:

A 200' x 200' Keep: 50,000gp

Second Tier on Keep: 30,000gp

Portcullis/ Gate: 500gp

Castle Wall (20' tall, 10' thick): 300gp/ 10'

Buildings (20 x 30'): 500gp (stone), 250gp (wood)

Tower: (30' diameter): 8,000gp

Hiring Followers

Normal hirelings are assumed to be employed full time. They are given room and board plus a wage, while the employer supplies any materials needed. (It is possible to employ people for single tasks or short periods; such costs are left up to the GM). As a general rule, food for a single person in a rural community such as a castle or village is about 1gp per month and perhaps twice that in a city. If the employer does not own a stronghold to house servants and followers, lodging may need to be considered separately. The cost is

up to the GM, but staying in an inn, or even in a stable, will cost a minimum of 1sp per night.

Employers pay the costs of food and lodging, the hireling's wages and the price of any equipment needed to set up a professional or craftsperson. This covers materials needed for the hireling to function on an on-going basis, but may increase under unusual circumstances.

Note that for some crafts or professions, the materials cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running and alchemists constantly conduct experiments. Wages depend upon the type of services being sought. The cost of initial equipment can be calculated using the equipment tables and adapted to suit local conditions.

The standard of work is expected to be professional in the same manner as a Ranger or a Fighter is a professional warrior. Skills can be tested to the limit in attempts to achieve spectacular results – and there is no reason why skills could not be tested for miraculous results.

Followers Table

Skill	Professional	Spectacular	Costs
Alchemist	Prepare acids and alkalis, or ready a potion for enchantment	Prepare a magic item for permanent enchantment or a material, such as glass	1,500gp/ month and a 1,000gp laboratory
Animal Trainer	Train pets or animal companions	Train monsters such as War Elephants and Worgs	500gp/ month and cages
Armorer	Produce good quality weapons and arm	Produce weapons suitable for enchantment	200gp/ month and a 100gp forge
Artisan	Produce saleable soft goods and furnishings	Produce luxury goods	100gp/ month and materials
Battle Triage	Stop an unconscious, wounded humanoid from losing hp while unconscious	Stop an unconscious, wounded monster from losing hp while unconscious	50gp/ month

Skill	Professional	Spectacular	Costs
Blacksmith	Produce good quality metalwork	Produce high quality metalwork and	40gp/ month and a 100gp forge
Brigadier (1 for every 600)	Capable of conducting battlefield operations with command of up to 600	Capable of conducting battlefield operations with command of up to 6,000	Ten times the cost for a soldier*
Captain (1 for every 60)	Command five squads of 10 soldiers and 2 sergeants in combat operations	Rally your troops and take temporary command of up to 600 troops	Four times the cost for a soldier*
Charioteer	Race chariots - and fire from chariots and wagons in battle	Control and fire from War Elephants and similar moving platforms	150gp/ month and chariot with horses
Cook	Cook a fine meal for twenty guests	Prepare a lavish feast for up to 50 guests	40gp/ month or higher
Diplomat	Negotiate a regional political stalemate	Negotiate a compromise in a regional political crisis	2,000gp/ month and a 7,000gp entourage/ mission
Escapologist	Slowly untie a single knot or binding	Escape a single set of chains	Its own reward
Explorer	Outdoor navigation, survival, hunting, shelter and tracking	Outdoor navigation, survival, hunting, shelter and tracking in extreme conditions	50gp/ month or higher
Herald	Signal using flags, banners, beacons and smoke signals	Signal using codes, tattoos, wildlife and sign language	50gp/ month or higher
Interrogator	Use leverage to gain a confession or admission	Use persuasion to extract useful information/ secrets	250gp/ month or higher
Jeweler	Cut and set gems and jewels to +5% value	Cut and set gems and jewels to +10% value	500gp/ month or more

Skill	Professional	Spectacular	Costs
Lieutenant (1 for every 20)	Command two squads of 10 soldiers and 2 sergeants in combat operations	Rally your troops and take temporary command of up to 60 troops	Three times the cost for a soldier*
Merchant	Trade or value at a fair and accurate price over a local area	Trade in luxury goods across borders, using caravans, shipping or other forms of transport	700gp/ month or more – and transport
Miner	Dig and maintain safe mines and tunnels	Dig and maintain safe underground rooms and chambers	20gp/ month or higher
Pioneer	Improvise basic defensive devices, traps and barricades	Construct substantial defensive positions and prepare battlegrounds	50gp/ month or higher
Sage	Able to interpret sections of ancient texts and familiar with most magic items	Able to interpret ancient texts with some accuracy, advise on the construction of rare magic items and comment on most unique magic items	2,000gp/ month and a 2,000gp library
Sailor	Operate the sails and steerage of a boat or galley	Operate the sails and steerage of an ocean-going ship	12gp/ month
Sergeant (1 for every 10)	Organize a squad of soldiers and fight with a variety of weapons	Raise squad morale and fight with any weapon	Twice the cost for a soldier*
Servant (Domestic)	Carry-out duties effectively and gossip	Carry out duties effectively and avoid gossip or scandal	5gp/ month
Ship's Captain	Maritime command, navigation and sailing	Maritime command, navigation and sailing in stormy weather	300gp/ month and a ship

Skill	Professional	Spectacular	Costs
Siege Engineer	Design and build a siege catapult or short bridge	Design and build a trebuchet or similar device, organize mining operations or prepare a battlefield	1,000gp/ month and siege engine repairs and upgrades
Soldier	March and fight according to orders and with good morale. Use a limited range of weapons	Fight in formation, with solid morale and using a variety of weapons	1gp/ month in camp or castle*
Spy	Gather information about troop positions and meet contacts with local information	Intercept messages and extract reliable information. Create a convincing disguise	10gp/ month and 500gp+/ mission
Steward	Oversee the operation of a castle or a similar stronghold	Oversee the operation of a royal court, a region or a city	500gp/ month
Torchbearer	Underworld navigation, open doors and entrances, and identify common and uncommon monsters	Underworld cartography, dismantle doors and entrances, and identify rare monsters	1gp/ day and basic equipment
Treasurer	Interpret local trading, currency and property rights and customs	Understand and negotiate local trading, currency and property rights	500gp/ month

* - Soldiers based in a secure castle or fortification cost 1gp/ month. On the march or at war the costs increase to 4gp/ month for infantry, 8gp/ month for archers and 16gp/ month for cavalry. Mercenaries cost twice as much and may cost significantly more if they are to stay loyal under difficult circumstances.

Skill Checks

Negotiations and diplomacy are just one area where it is often best to blur the line between players' skills and the skills or attributes their adventurers possess. This approach encourages players to improvise and get involved in both storytelling and interacting with the whole in-game environment.

However, the game already features different ways of testing adventurers' specialist skills and there may be occasions where a standard 'Attack Roll' or saving throw doesn't cover all the options. Consequently, a system of skill checks can offer a helpful framework for testing other specialist/ professional skills.

This also allows characters without classes to have a set of valuable skills that are easy to check. Equally, those with classes can choose to build on the skills they already have by using XP to learn secondary skills that complement their existing skills.

Skills can be recorded as a list or by printing a copy of the Skills Table.

For straightforward and obvious tasks no check is needed, e.g. chopping firewood or climbing a ladder. However, more difficult tasks, (including the specialist skills of followers), may suit a skills check involving a quick chat over which modifiers should apply – followed by a GM's ruling.

When a roll is used success results from gaining a total of 20 or more on a d20 roll – and any additional modifiers the GM considers relevant.

A natural roll of 20 usually allows a successful attempt at using the skill at the baseline level required to succeed in tasks requiring professional or specialist expertise. Rolling a natural 1 usually results in an automatic fail.

The cost of training from 1st level is twice as many XP for each extra level or + gained, i.e. 250XP, 500XP, 1,000XP, 2,000XP, 4,000XP, 8,000XP, 16,000XP, 32,000XP and 64,000XP to 10th Level. There is no fixed limit to skill levels, but a roll of 1 typically remains an automatic fail.

Players can gain skill levels using any available XP. This can be done through building on their existing skills and by taking opportunities to practice their new skills. For example, a Fighter that regularly works at fixing armor or a Magic-User who cooks the party's meals every night.

These skills may be assumed to be present for characters working in/ with experience in practicing a skill as their 'day job' at +10, i.e. 10th Level. Players can seek XP through working on skills as their 'day job', but the pay/ XP will be low until they reach roughly 10th Level. At that stage a craftsman or professional has a high basic chance of success - but this can be modified by a number of factors.

Skills roll calculations include:

1. Skill modifiers for levels gained in a skill.
2. Below 5th Level instructions can add +2 to rolls.
3. Below 5th Level help from a more skilled instructor adds +5 to rolls.
4. A match between the skill and an adventurer's class gives a +2 class bonus
5. A matching ability score of 15+ gives a +2 ability bonus.

Deductions may also include:

6. Rushed work on tasks that take time and care alters rolls by -5.
7. Substandard materials or equipment reduces rolls by -5.
8. Trying for spectacular results alters rolls by -5.

Skills Table

Skill	Level (Bonus)	Class Bonus +2	Ability Bonus +2	Rushed Work
Alchemist		Magic-User	Intelligence	-5
Animal Trainer		Ranger	Wisdom	-5
Armorer		Fighters	Strength	-5
Artisan		Bard	Intelligence	-5
Battle Triage		Cleric	Wisdom	
Blacksmith		Fighters	Strength	-5
Brigadier		Fighters	Intelligence	
Captain		Fighters	Wisdom	
Charioteer		Renegade	Dexterity	
Cook			Wisdom	-5
Diplomat		Bard	Charisma	-5
Escapologist		Renegade	Dexterity	-5
Explorer		Ranger	Constitution	
Herald		Ranger	Intelligence	
Interrogator			Charisma	-5
Jeweler			Dexterity	-5
Lieutenant		Fighters	Charisma	-5
Merchant			Charisma	-5
Miner			Constitution	-5
Pioneer		Renegade	Dexterity	-5
Sage		Magic-User	Intelligence	-5

Skill	Level (Bonus)	Class Bonus +2	Ability Bonus +2	Rushed Work
Sailor			Constitution	-5
Sergeant		Fighters	Constitution	
Servant			Charisma	-5
Ship's Captain			Wisdom	
Siege Engineer		Fighters	Intelligence	-5
Soldier		Fighters	Strength	
Spy		Monk	Intelligence	-5
Steward		Bard	Wisdom	
Torchbearer		Fighter	Strength	
Treasurer			Intelligence	-5

Nominate a Skill

There is no reason why a player can't nominate other specializations - so long as these don't eclipse any overlapping skills or abilities. For example, if a player wished to learn to prospect for gold and gems the GM and the players could discuss the types of 'professional' and 'spectacular' outcomes that might be linked to the new skill.

Magic

The Magic-User attempts to harness powers far beyond the true scope of mortal understanding, using memorized formulae, gestures and incantations from books of magic.

A Magic-User can only hold a certain quantity of magical power in mental, memorized reserve to be released later in the form of a spell. Indeed, it is the first warning taught to apprentice mages: that to successfully memorize a spell beyond one's training and mental powers is the last action one will ever take as a sane human being. The mind will be utterly broken and deeply corrupted.

Clerical spellcasting is different from the way in which a Magic-User draws upon arcane power. A Cleric's magic is a matter of faith and worship. The number of spells that a Cleric can cast in a single day is limited and the particular spells must be selected ahead of time. This is done through a process of prayer and meditation, not by the study of formulae in a spellbook.



Magical Research

Magical research is another area in which higher-level adventurers will begin to grow beyond the scope of the rules. Even fairly low-level Magic-Users may want to develop new spells, while higher-level Magic-Users might become involved in all kinds of research ranging from creating magical items to breeding monsters.

In general, the details of such projects are left to the GM; they will certainly be expensive and will probably involve finding books of lost lore and exotic components. Standard prices and 'recipes' for making magic items risks games flooded with magic items and fewer easy options for getting rid of them.

Broadly speaking, magic retains its value if it's rare and hard to get, so a +2 Longsword might be seen as a hard won and fairly permanent possession; while a fragile wand can only take so many more uses before it snaps or crumbles. Put another way, you can hand out plenty of potions without getting caught out, but once a magic items shop opens you're into an arms race.

Spell and Song Lists

Cleric Spells

Level 1

Command

Create or Destroy Water

Cure or Cause Light Wounds

Detect Good or Detect Evil

Detect Magic

Light

Protection from Evil or Protection from Good

Purify Food and Drink

Read Magic

Resist Cold

Sacred Symbol

Level 2

Augury

Bless

Find Traps

Hold Person

Resist Fire
Silence, 15' Radius
Snake Charm
Speak with Animals

Level 3

Animate Dead
Continual Light
Cure or Cause Disease
Feign Death
Glyph of Warding
Locate Object
Prayer
Remove Curse
Sacred Flame
Speak with Dead
Tongues or Garble

Level 4

Create or Putrefy Food
Create Holy or Unholy Water
Cure or Cause Serious Wounds
Detect Lie
Lower Water
Neutralize Poison or Poison
Protection from Evil, 10' Radius or Protection from Good, 10' Radius
Speak with Plants
Sticks to Snakes

Level 5

Atonement
Commune
Create Undead
Cure Critical Wounds
Flame Strike
Dispel Evil or Dispel Good
Finger of Death
Insect Plague
Plane Shift
Quest

Raise Dead or Cause Death
True Sight

Level 6

Animate Object
Blade Barrier
Conjuration of Animals
Find the Path
Heal or Harm
Speak with Monsters
Twist Corruption
Word of Recall
Stone Tell

Level 7

Aerial Servant
Astral Spell
Control Weather
Create Greater Undead
Earthquake
Holy Word or Unholy Word
Part Water
Restoration
Resurrection
Symbol
Wind Walk

Level 8

Ambrosia
Fire and Brimstone
Mass Healing
Nectar
War Chariot

Level 9

Absolve
Divine Intervention
Miraculous Escape
Prophecy
Voodoo

Zombie Master

Druid Spells

Level 1

Detect Magic
Detect Snares and Pits
Faerie Fire
Locate Animals
Predict Weather
Purify Water

Level 2

Create Water
Cure Light Wounds
Heat Metal
Locate Plants
Obscuring Mist
Produce Flame
Speak with Animals
Warp Wood

Level 3

Call Lightning
Cure Disease
Hold Animal
Neutralize Poison
Plant Growth
Protection against Fire
Pyrotechnics
Water Breathing

Level 4

Animal Summoning I
Control Temperature 10-ft. Radius
Cure Serious Wounds
Dispel Magic
Hallucinatory Forest
Insect Plague

Plant Doorway
Produce Fire
Protection from Lightning
Speak with Plants

Level 5

Animal Growth
Animal Summoning II
Anti-Plant Ward
Commune with Nature
Control Winds
Hold Plant
Transmute Rock to Mud
Passplant
Sticks to Snakes
Wall of Fire

Level 6

Animal Summoning III
Anti-Animal Ward
Conjuration of Elementals
Feeblemind
Finger of Death
Repel Wood
Transport via Plants
Weather Summoning

Level 7

Animate Rock
Confusion
Control Weather
Creeping Doom
Fire Storm
Reincarnation
Transmute Metal to Wood

Magic-User Spells and Bard Songs

Level 1

Burning Hands
Charm Person
Detect Magic
Enlarge
Feather Fall
Floating Disc
Hold Portal
Light or Darkness
Magical Missile
Protection from Evil or Protection from Good
Read Languages
Read Magic
Shield
Sleep
Unseen Servant

Level 2

Continual Light
Darkness 15' Radius
Detect Evil or Detect Good
Detect Invisibility
ESP
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Mirror Image
Phantasmal Force
Pyrotechnics
Shatter
Strength
Web
Wizard Lock

Level 3

Clairaudience
Clairvoyance
Darkvision
Dispel Magic

Explosive Runes
Fireball
Fly
Haste
Hold Person
Invisibility, 10' Radius
Lightning Bolt
Monster Summoning I
Protection from Evil, 10' Radius or Protection from Good, 10' Radius
Protection from Normal Missiles
Rope Trick
Slow
Suggestion
Water Breathing

Level 4

Charm Monster
Confusion
Dimension Door
Extension I
Fear
Fumble
Globe of Invulnerability, Lesser
Hallucinatory Terrain
Ice Storm
Massmorph
Monster Summoning II
Plant Growth
Polymorph Other
Polymorph Self
Remove Curse
Wall of Fire
Wall of Ice
Wizard Eye

Level 5

Animal Growth
Animate Dead
Cloudkill
Cone of Cold

Conjuration of Elementals
Contact Other Plane
Extension II
Feeblemind
Hold Monster
Interposing Hand
Magic Jar
Monster Summoning III
Passwall
Telekinesis
Teleport
Transmute Rock to Mud
Wall of Iron
Wall of Stone

Level 6

Anti-Magic Shell
Control Weather
Death Spell
Disintegrate
Enchant Item
Forceful Hand
Geas
Globe of Invulnerability
Guards and Wards
Invisible Stalker
Legend Lore
Lower Water
Monster Summoning IV
Move Earth
Part Water
Project Image
Reincarnation
Repulsion
Spiritwrath
Stone to Flesh or Flesh to Stone

Level 7

Charm Plants
Conjuration of Demons

Delayed Blast Fireball
Duo-Dimension
Extension III
Grasping Hand
Instant Summons
Limited Wish
Mass Invisibility
Monster Summoning V
Phase Door
Power Word Stun
Reverse Gravity
Simulacrum
Statue
Vanish

Level 8

Clenched Fist
Clone
Incendiary Cloud
Irresistible Dance
Mass Charm
Mind Blank
Monster Summoning VI
Permanency
Polymorph Object
Power Word Blind
Symbol
Trap the Soul

Level 9

Astral Spell
Crushing Hand
Maze
Gate
Imprisonment or Freedom
Meteor Swarm
Monster Summoning VII
Power Word Kill
Prismatic Sphere
Prismatic Spray

Shape Change
Temporal Stasis
Time Stop
Wish

Spell Descriptions

The following list of Cleric and Magic-User spells is in alphabetical order.

Absolve/ Condemn

Spell Level: Cleric, 9th Level
Range: Touch
Duration: Immediate

This spell can alter Corruption permanently by adding or deducting d4+1 Corruption. However, a Lawful Cleric may only cast Absolve to increase the total and make the target less corrupt; while a Chaotic Cleric may only cast Condemn to lower the Corruption score and make the target more corrupt. In effect, Absolve acts as a powerful Atonement spell.

Aerial Servant

Spell Level: Cleric, 7th Level
Range: N/A
Duration: Until Completed or Insanity

This spell summons a powerful creature from the Elemental Planes of Air, to fetch and return one thing, (or creature), to the caster. Only a creature with Strength of 18 can fight its way from the servant's grasp and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An Aerial Servant has the following attributes: 16HD, AC 3 [16], Attack 1, (4d4), Move 24'. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him or her.

Ambrosia

Spell Level: Cleric, 8th Level
Range: Touch
Duration: 1 hour/ level

The Cleric is able to turn fresh bread into pure ambrosia. Whoever consumes the divine ambrosia has +1 added to Strength, Dexterity and Constitution for the duration of the spell. The ambrosia remains fresh for 4 hours if not eaten immediately.

Animal Growth

Spell Level: Druid, 5th Level; Magic-User, 5th Level

Range: 120'

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. While the spell lasts, the affected creatures can attack as per a giant version of themselves.

Animal Summoning I

Spell Level: Druid, 4th Level

Range: 30 feet

Duration: 1 hour

The Druid summons forth normal animals to serve as allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

Animal Summoning II

Spell Level: Druid, 5th Level

Range: 30 feet

Duration: 2 hours

The Druid summons forth normal animals to serve as allies: 2 creatures larger than a man (such as an elephant), 6 animals the size of a man or horse (such as a lion), or 12 animals smaller than a man (such as wolves). The animals obey the caster's commands.

Animal Summoning III

Spell Level: Druid, 6th Level

Range: 30 feet

Duration: 4 hours

The Druid summons forth normal animals to serve as allies: 4 creatures larger than a man (such as an elephant), 12 animals the size of a man or horse (such as a lion), or 24 animals smaller than a man (such as wolves). The animals obey the caster's commands.

Animate Dead

Spell Level: Magic-User, 5th Level; Cleric 3rd Level

Range: GM's discretion

Duration: Permanent

This spell animates 1d6 human-like skeletons or similar zombies from dead bodies. Another 1d6 undead can be animated per level of the caster above 8th. The corpses remain animated until slain. They understand basic instructions and are able to either follow the spellcaster or to remain in an area and attack any creature - or just a specific kind of creature.

Animate Object

Spell Level: Cleric, 6th Level

Range: 60'

Duration: 1 hour

The Cleric is able to bring to life inanimate objects such as statues, chairs, carpets and tables. The objects follow the Cleric's commands, attacking foes or performing other actions on the caster's behalf. The GM must determine the combat attributes of the objects, (such as Armor Class, speed, hit dice and to-hit bonuses), on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [18], attack as a creature with 7-9HD and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

Animate Rock

Spell Level: Druid, 7th Level

Range: 60 feet

Duration: 1 hour

The caster brings rock to life, perhaps by calling a spirit into it, or perhaps by some other means related to the druidic affinity for stone and the elements. The mass of rock, whether or not shaped into an object, moves and attacks of its own volition. The druid has roughly a 50% +2% per level chance to be able to bring the object under control; otherwise it will act somewhat randomly, having little or no independent intelligence. The quantity of rock that can be animated is a function of the druid's power and is about 2-3 cubic feet per level. If the animated rock is a statue, it will move at a speed appropriate to whatever the statue depicts (a wolf statue, for example, moving faster than the statue of a man). A formless mass of rock will have a movement rate of 3.

Anti-Animal Ward

Spell Level: Druid, 6th Level

Range: Caster

Duration: 2 hours

The caster is surrounded by a magical barrier that prevents any sort of normal or giant animal (but not magical beasts such as a manticores or griffon) from reaching through or attacking. The spell has a radius of 10 feet. If anyone within the magical warding casts an attack spell or makes a physical attack, the barrier instantly evaporates.

Anti-Magic Shell

Spell Level: Magic-User, 6th Level

Range: Caster

Duration: 2 hours

An invisible bubble of force that's impenetrable to magic surrounds the caster. Spells and other magical effects cannot pass into or out of the shell. The shell is 10' in radius.

Anti-Plant Ward

Spell Level: Druid, 5th Level

Range: Caster

Duration: 2 hours

The caster is surrounded by a magical barrier which prevents any sort of plant, magical or not, from reaching through or attacking. The shell has a radius of ten feet. If anyone within the magical warding casts an attack spell or makes a physical attack, the barrier will instantly evaporate.

Astral Spell

Spell Level: Magic-User, 9th Level

Range: 100 miles (above ground), 100 yards (below ground)

Duration: 2 hours

The caster projects his or her astral form into other places; the astral form is invisible to all creatures but those also traveling the Astral Plane of existence. The spell's duration is two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. (If the caster's body is underground, it need only be moved 100 yards before the connection is broken).

The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance, (per spell level of the attempted spell), that the Astral Spell itself will falter as a result of the spell casting. The disrupted astral form will return to the physical body immediately if this happens. When travelling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per

level above 18th. If the form is travelling underground, its top speed is much slower: 120' per 10-minute turn. When travelling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Atonement

Level: Cleric, 5th Level

Range: Touch

Duration: Permanent (except Corruption)

This spell removes the burden of unwilling evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. Atonement may be cast to reverse magical-induced alignment change or to help a Paladin who has lapsed. However, it can only reduce Corruption by d4 for 24 hours. This ritual takes 1 turn to cast.

Augury

Spell Level: Cleric, 2nd Level

Range: 0

Duration: See below

An Augury can tell the caster whether a particular action will bring good or bad results in the immediate future. The base chance for receiving a true reply is 70% + 1% per caster level; this roll is made secretly. The augury can see into the future only 3 turns, so anything that might happen after that does not affect the result. Thus, the result will not take into account the long-term consequences of a contemplated action.

Blade Barrier

Spell Level: Cleric, 6th Level

Range: 60'

Duration: 12 turns

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient, at a radius of 15'. The barrier inflicts 7d10 points of damage to anyone trying to pass through.

Bless

Spell Level: Cleric, 2nd Level

Range: Only upon an adventurer not in combat

Duration: 1 hour (6 turns)

This spell grants its recipient a +1 to attack rolls, (and improves morale if the recipient is not a player adventurer). The recipient cannot already be in combat when the spell is cast.

Burning Hands

Level: Magic-User, 1st Level

Range: See below

Duration: 1 round

This spell causes a 3' long cone of searing flame to shoot from the caster's fingertips. The cone shoots out in a 120 degree arc centered on the caster. Any creature in the area of the flames takes 1 point of fire damage per caster level, (with no saving throw). Flammable materials burn if the flames touch them.

Cacodemon or Cacodaemon

Original spell name: See Conjuraton of Demons

Call Lightning

Spell Level: Druid, 3rd level

Range: 1000 feet

Duration: One hour

This spell of colossal power may only be used outdoors, and even then only when a storm is present or immediately imminent. Under such conditions, the caster may tap into and unleash the power of the storm itself, calling forth bolts of lightning from the sky at intervals of no less than ten minutes in between. The lightning blasts straight downward from the heavens, inflicting damage of 8d6 hp + 1 hp/level.

Charm Monster

Spell Level: Magic-User, 4th Level

Range: 60'

Duration: See below

This spell operates in the same manner as Charm Person, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters have one chance per week to break free of the charm, with the probability based on their HD, (as shown on the following table).

Charm Monster Table

Hit Dice	Chance to Break Charm ¹
Fewer than 2	5%
2-4	10%
5-7	20%
8-10	40%
11+	80%

¹ Per week

Charm Person

Spell Level: Magic-User, 1st Level

Range: 120'

Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as Goblins or Dryads. If the spell succeeds, (as a saving throw allowed), the unfortunate creature falls under the caster's influence.

Charm Plants

Spell Level: Magic-User, 7th Level

Range: 120'

Duration: Until dispelled

If the plant fails a saving throw, (and it need not be intelligent), it will obey the caster to the extent of its ability. The spell affects one large tree, six man-sized plants, twelve plants 3' tall or twenty-four flower-sized plants.

Clairaudience

Spell Level: Magic-User, 3rd Level

Range: 60'

Duration: 2 hours

Clairaudience allows the caster to hear through solid stone, (to a range of 2' or so), and other obstacles within a range of 60'. The spell's effect cannot pass through even a thin sheeting of lead. The spell can be cast through a crystal ball.

Clairvoyance

Spell Level: Magic-User, 3rd Level

Range: 60'

Duration: 2 hours

Clairvoyance allows the caster to see through solid stone, (to a range of 2' or so), and other obstacles within a range of 60'. The spell's effect cannot pass through even a thin sheeting of lead.

Clenched Fist

Spell Level: Magic-User, 8th Level

Range: 5' per level

Duration: 1 round per level

This spell creates a large, ghostly and bodiless hand that can strike one opponent that the caster selects per round. The attacks always strike the opponent and the severity of the blow is determined by rolling 1d20 and consulting the chart below. If a target becomes stunned, subtract 4 from the required dice rolls on the table for attacks that occur when the target is stunned. This reflects the stunned target's inability to attempt to dodge the giant fist. An opponent can attack a Clenched Fist. It has an AC of 9 and hp equal to those of the caster.

Roll 1d20	Damage
1 or below	4d6 + stun for 3 rounds
2-4	3d6 + stun for 1 round
5-8	2d6
9-20	1d6

Clone

Spell Level: Magic-User, 8th Level

Range: Close

Duration: Permanent

By this eerie and disturbing spell, a piece of flesh, taken from a living person, is grown into an exact duplicate of the person at the time the flesh was removed. (Whether this requires a laboratory and how much time is needed to regrow the clone depend upon the spell formula and the GM's discretion). If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane.

Cloudkill

Spell Level: Magic-User, 5th Level

Range: Moves 6' per minute

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15' in radius. The cloud moves directly forward at a rate of 6' per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy the cloud. Poison-laden, the horrid mist is heavier than air and thus sinks down any pits or stairs in its path. Even touching the cloud, (much less breathing it), requires a saving throw to avoid immediate death unless the creature has 5 or more hit dice.

Command

Level: Cleric, 1st Level

Range: 10'

Duration: 1 round

When a cleric casts this spell, he may give the subject a single word command, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, flee, halt, surrender and sleep. Although a target could be instructed to 'die,' this will only make the target take on a comatose state for a single round. Note that the caster must be able to speak the language of the target. Any intended target that has more than 5HD or an Intelligence of over 12 is entitled to a saving throw versus spells. This spell is ineffective against undead.

Commune

Spell Level: Cleric, 5th Level; Druid, 5th Level

Range: Caster

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers do not like being constantly interrogated by mere mortals, so use of the spell should be limited to once per week or so by the GM. The reliability of any answers is likely to depend on the type of being contacted.

Cone of Cold

Spell Level: Magic-User, 5th Level

Range: 0

Duration: Instantaneous

Cone of Cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone 5' long per level. It drains heat, dealing 1d4 +1 points of cold damage per caster level.

Confusion

Spell Level: Druid, 7th Level; Magic-User, 4th Level

Range: 120'

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following:

Confusion Table

Die Roll	Reaction
2-5	Attack caster and caster's allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the confusion may shift every 10 minutes or so and the dice are rolled again.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power, (in 1d12 minutes minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration has run its course.

Conjure Animals

Original spell name: See Conjunction of Animals

Conjure Elemental

Original spell name: See Conjunction of Elementals

Conjunction of Animals

Spell Level: Cleric, 6th Level

Range: 30'

Duration: 1 hour

The Cleric conjures up normal animals to serve as allies: 1 creature larger than a human, 3 animals the size of a human or 6 animals smaller than a human. The animals obey the caster's commands.

Conjuration of Demons

Spell Level: Magic-User, 7th Level

Range: 10'

Duration: GM's discretion

This spell summons a demon or other fiend, (such as a devil), from the lower planes of existence. The spell provides no protection whatsoever against the wrath of the summoned creature and the Magic-User should be versed in the lore of pentacles and other magical means of hedging-out demons. Gaining the demon's assistance is beyond the spell's power, coming down to a matter of negotiations and threats between the caster and the fiend.

Conjuration of Elementals

Spell Level: Druid, 6th Level; Magic-User, 5th Level

Range: 240'

Duration: Until dispelled or slain

The caster summons a 16HD elemental, (of any kind), from the Elemental Planes of Existence and binds it to follow commands. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack its former master.

Contact Other Plane

Spell Level: Magic-User, 5th Level

Range: None

Duration: Number of 'Yes/ No' questions

The caster creates a mental contact with the planes, forces, powers and geometries of the beyond to gain affirmative or negative answers to the questions being contemplated. The spell's effects depend upon how deeply the caster quests into the various planes of existence. The caster must decide how 'far' into the planes of existence the contact will be attempted. The number of planes in 'depth' that the caster chooses will affect the number of yes or no questions that can be asked, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that the caster will become temporarily insane from the experience. Temporary insanity lasts for as many

weeks as the 'number' of the plane where the caster's sanity failed . . . or perhaps was deliberately removed.

Contact Other Planes Table

Plane of Existence	Maximum Questions	Knowledge Available	Wrong Result	Temporary Insanity ¹
3rd	3	25%	70%	1%
4th	4	30%	60%	10%
5th	5	40%	50%	20%
6th	6	50%	40%	30%
7th	7	60%	30%	40%
8th	8	70%	25%	45%
9th	9	80%	20%	55%
10th	10	85%	15%	65%
11th	11	90%	10%	75%
12th	12	95%	1%	85%

¹ - This chance is reduced by 5% for every level of the caster above 11th.

Continual Light

Spell Level: Magic-User, 2nd Level

Range: 120'

Duration: Permanent until dispelled

The targeted person or object produces light as bright as sunlight, (and with the same effects as sunlight), to a radius of 120'.

Control Weather

Spell Level: Cleric, 7th Level; Magic-User, 6th Level

Range: GM's discretion

Duration: GM's discretion

The caster can summon or stop rainfall; create unusually high or low temperatures; or summon and disperse a tornado.

Create or Putrefy Food

Spell Level: Cleric, 4th Level

Range: Close

Duration: Immediate

This spell creates a one-day supply of food for 24 humans, (or the like). At 9th Level the amount of food doubles and it doubles again at every level thereafter.

Create Holy or Unholy Water

Spell Level: Cleric, 4th Level

Range: Close

Duration: Immediate

This spell creates 2d4 vials of sacred water. At 9th Level the amount of water increases to 4d4 vials.

Create or Destroy Water

Level: Cleric, 1st Level

Range: 10'

Duration: Permanent

This spell generates drinkable water, in a quantity of 4 gallons per level. Water can be created in an area as small as will actually contain the liquid or in an area of a 3' cube. Destroy Water is the reverse of this spell and destroys a likewise amount of water. No steam, water droplets or any other trace of destroyed water remains. This spell cannot create water within a creature.

Create Greater Undead

Spell Level: Cleric, 7th Level

Range: GM's discretion

Duration: Permanent

This advanced version of Create Undead allows the caster to create a much more powerful and dangerous undead creature. The monster can understand basic instructions and is able to either follow the spellcaster or remain in an area and attack any creature - or just a specific kind of creature.

Create Greater Undead Table

Caster Level	Undead Created
15th or lower	Mummy
16th or higher	Wraith

Create Undead

Spell Level: Cleric, 5th Level

Range: GM's discretion

Duration: Permanent

Create Undead allows the caster to create a more powerful and dangerous undead creature. The monster can understand basic instructions and is able to either follow the spellcaster or remain in an area and attack any creature - or just a specific kind of creature.

Create Undead Table

Caster Level	Undead Created
12th or lower	Ghoul
16th or higher	Wight

Crushing Hand

Spell Level: Magic-User, 9th

Range: 5' per level

Duration: 1 round per level

This spell creates a large, ghostly and bodiless hand that can grasp and squeeze one opponent that the caster selects per round. The attacks always strike the opponent and the severity of the damage is determined by the duration of the squeezing. The target suffers 1d10 hit points of damage per round grasped, to a maximum of 4d10. An opponent can attack a crushing hand. It has an AC of 9 and hp equal to those of the caster.

Cure or Cause Disease

Spell Level: Cleric, 3rd Level

Range: Touch

Duration: Immediate

Cure Disease cures the spell's recipient of any diseases, including magically inflicted ones. An evil reversal of this spell allows a Chaotic Cleric to cause diseases.

Cure or Cause Critical Wounds

Level: Cleric, 5th Level

Range: Touch

Duration: Permanent

When this spell is cast, the Cleric touches one adventurer or creature, (or himself), and heals it of 4d6+6 hit points of damage or removes paralysis. This spell cannot grant more hit points than the being's normal maximum.

Cure or Cause Light Wounds

Spell Level: Cleric, 1st Level

Range: Touch

Duration: Immediate

Cures 2d6+6 hit points of damage or removes paralyzation from one adventurer or creature. An evil reversal of this spell allows a Chaotic Cleric to Cause Light Wounds rather than curing them.

Cure or Cause Serious Wounds

Spell Level: Cleric, 4th Level

Range: Touch

Duration: Immediate

The spell cures 3d6+6 hit points of damage or removes paralyzation from one adventurer or creature. An evil reversal of this spell allows a Chaotic Cleric to Cause Serious Wounds.

Darkness 15' Radius

Spell Level: Magic-User, 2nd Level

Range: 120'

Duration: 1 hour

Darkness falls within the spell's radius. It is impenetrable even to Darkvision. A Light spell or Dispel Magic can be used to counteract the darkness.

Darkvision

Spell Level: Magic-User, 3rd Level

Range: 40'

Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration.

Death Spell

Spell Level: Magic-User, 6th Level

Range: 240'

Duration: Causes normal death

Within a 60' radius, up to 2d8 creatures, with fewer than 7 hit dice each, perish.

Delayed Blast Fireball

Spell Level: Magic-User, 7th Level

Range: 240'

Duration: Chosen by caster (up to 10 minutes)

This spell creates a normal fireball, but the blast can be delayed for a period of up to 10 minutes. The burst radius, per a Fireball spell, is 20' and damage is 1d6 per level of the caster. The blast shapes itself to the available volume, (33,000 cubic-feet), filling 33 10' x 10' x 10' cubical areas.

Detect Evil or Detect Good (Cleric)

Spell Level: Cleric, 1st Level

Range: 120'

Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts or evil auras within the spell's range. Poison is not inherently evil and cannot be detected by means of this spell. Whether there is any distinction between 'evil' and 'chaos' is left to the GM; in many campaigns they are exactly the same.

Detect Evil or Detect Good (Magic-User)

Spell Level: Magic-User, 2nd Level

Range: 60'

Duration: 20 minutes

The caster detects any evil enchantments, evil intentions, evil thoughts or evil auras within the spell's range. Poison is not inherently evil and cannot be detected by means of this spell. Whether there is any meaningful distinction between 'evil' and 'chaos' is left to the GM; in many campaigns they are exactly the same.

Detect Invisibility

Spell Level: Magic-User, 2nd Level

Range: 10' per caster level

Duration: 1 hour

The caster can perceive invisible objects and creatures, including those lurking in the Astral or Ethereal Planes of existence.

Detect Lie

Spell Level: Cleric 4th

Duration: 1 round per level
Range: 30'

The caster can use this spell on another being and will be able to know whether words heard are truth or lies.

Detect Magic

Spell Level: Cleric, Magic-User, 1st Level
Range: 60'
Duration: 20 minutes

The caster can perceive, (in places, people or things), the presence of a magical spell or enchantment. For example, magical items may be discovered in this fashion, as can the presence of a Charm secretly laid upon a person.

Dimension Door

Spell Level: Magic-User, 4th Level
Range: 10' (360' teleport distance)
Duration: 1 hour

Dimension Door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleport spell. The spellcaster can transfer himself, an object or another person to the stated location with perfect accuracy; as long as it is within the spell's range.

Disintegrate

Spell Level: Magic-User, 6th Level
Range: 60'
Duration: Permanent - cannot be dispelled

The caster defines one specific target such as a door, a peasant or a statue - and it disintegrates into dust. Magical materials are not disintegrated and living creatures, (such as the aforementioned peasant), are permitted a saving throw.

Dispel Evil or Dispel Good

Spell Level: Cleric, 5th Level
Range: 30'
Duration: 10 minutes against an item

This spell is similar to the Magic-User spell *Dispel Magic*, but affects only evil magic. Also unlike the *Dispel Magic* spell, *Dispel Evil* functions, (temporarily), against evil 'sendings,' possibly including dreams or supernatural hunting-beasts. The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed.

As with *Dispel Magic*, the chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of the original caster, (or HD of the monster). Thus, a 9th Level Cleric attempting to dispel an evil charm cast by a 12th Level Cleric has a 75% chance of success, ($9/12 = .75$ or 75%). If the 12th Level Cleric was dispelling the 9th Level Cleric's charm success would be certain, ($12/9 = 1.33$ or 133%).

Dispel Magic

Spell Level: Magic-User, 3rd Level

Range: 120'

Duration: 10 minutes against an item

Although not powerful enough to permanently disenchant a magic item, (which is only nullified for 10 minutes), *Dispel Magic* can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the dispelling caster over the level of original caster, (or HD of the monster). Thus, a 6th Level Magic-User attempting to dispel a Charm cast by a 12th Level Magic-User has a 50% chance of success, ($6/12 = .50$ or 50%). If the 12th Level Magic-User was dispelling the 6th Level Magic-User's Charm, success would be certain, ($12/6 = 2.00$ or 200%).

Divine Intervention

Spell Level: Cleric, 9th Level

Range: Touch

Duration: Immediate

The Cleric's deity is asked to make a direct intervention in the course of events. This spell operates in much the same way as a Magic-User's *Wish* spell. In other words, the effects can be comparable to any Cleric's spell of 8th level or below. The effect may also be permanent, depending on the circumstances. The appearance of the actual deity is likely to be rare, but the arrival of agents of the deity is one of the forms a *Divine Intervention* might take. It may also be necessary to combine a *Divine Intervention* and a *Wish* to make some of the most unique and powerful magic items. Several *Divine Interventions* and *Wishes* may be needed to construct a device like *Adrammelech's Throne*.

Duo-Dimension

Spell Level: Magic-User, 7th Level

Range: 0

Duration: 3 rounds, +1 per level

The spellcaster causes one dimension of his being, (i.e. depth) to exist in another plane, thus reducing the visible portion to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. True Sight does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but the adventurer cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

Earthquake

Spell Level: Cleric, 7th Level

Range: GM's discretion

Duration: Immediate

The Cleric causes a powerful earthquake in an area 60' x 60' plus an additional 10', (in both length and width), per three levels above 17th. The quake topples walls, causes rockslides and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

Enchant Item

Spell Level: Magic-User, 6th Level

Range: Touch

Duration: Permanent

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients and other efforts the GM may determine are necessary for the task.

Enlarge or Reduce

Level: Magic-User, 1st Level

Range: 5' per level

Duration: 1 turn per level

This spell causes instant growth, (and a corresponding increase in weight), for a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level and up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, with 10% per level, but a maximum of double the original size of the object. The caster can affect 10 cubic feet of living matter per level or 5 cubic feet per level of non-living matter.

Magical item properties are not affected by this spell. For instance, a wand will have the same function even though it may be the size of a staff and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one; and a person enlarged will have a Strength appropriate to his size, (e.g. as an Ogre or any of the various Giants), with corresponding Strength adjustments.

The reverse of enlarge, reduce, can reduce objects or creatures in size by the same proportions as enlarge. These spells cancel each other out. For either version of the spell a saving throw is allowed to negate the effect. This save may be forfeited if the recipient desires.

ESP (Detect Thoughts)

Spell Level: Magic-User, 2nd Level

Range: 60'

Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of 60'. The spell cannot penetrate more than 2' of stone and is blocked by even a thin sheet of lead.

Explosive Runes

Spell Level: Magic-User, 3rd Level

Range: Written on parchment

Duration: Permanent

The Magic-User scribes a rune onto parchment, vellum or paper as a deadly trap. If anyone other than the caster reads the rune, the sigil explodes into fire, automatically dealing 4d6 points of damage to anyone directly in front of it. The parchment or book upon which the rune was scribed will also be destroyed. An explosive rune can be detected, bypassed and even removed by a higher-level Magic-User. Any Magic-User at least two levels higher than the rune's creator has a 60% chance to detect it, a 75% chance to bypass it, (if it is detected), and a 100% chance to remove it, (if it is successfully detected and bypassed).

Extension I

Spell Level: Magic-User, 4th Level

Range: Caster

Duration: See below

Extension I increases the duration of another of the caster's spells by 50%. Only spells of levels 1–3 can be affected by Extension I.

Extension II

Spell Level: Magic-User, 5th Level

Range: Caster

Duration: See below

Extension II lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1–4 can be affected by Extension II.

Extension III

Spell Level: Magic-User, 6th Level

Range: Caster

Duration: See below

Extension III doubles the duration of another of the caster's spells. Spells of Level 1–5 can be affected by Extension III.

Fear

Spell Level: Magic-User, 4th Level

Range: 240'

Duration: 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror if they fail a saving throw. If they do so, there is a 60% chance that they will drop whatever they are holding. The cone extends 240' to a base 120' across.

Feather Fall

Level: Magic-User, 1st Level

Range: 10' per level

Duration: 1 round per level

The affected creatures or objects in range fall slowly. Feather Fall instantly changes the rate at which the targets fall to that of a feather, (about 10' per round), and the subjects

take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling is resumed.

The spell affects one or more objects or creatures, (including gear and carried objects up to each creature's maximum encumbrance). The maximum volume is 10 cubic feet and 200 pounds +200 pounds/ level may be affected, such that a 1st Level magic-user can affect 400 pounds.

The spell can be cast with an instant utterance, quickly enough to save the caster or another creature if he unexpectedly falls, but initiative, if appropriate, must be on the side of the caster. This spell has no special effect on ranged weapons unless they are falling quite a distance. The spell may be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

Feeblemind

Spell Level: Magic-User, 5th Level

Range: 240'

Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magic-Users. The saving throw against the spell is made at a -4 penalty and, if the saving throw fails, the targeted Magic-User becomes feeble of mind until the magic is dispelled.

Feign Death

Spell Level: Cleric, 3rd Level

Range: Touch

Duration: 6 rounds, +1 round per level

The caster of this spell causes a state of death-like paralytic arrest in himself or another willing creature. This physical state completely mimics death to any observer, even if the creature is physically examined. To affect another creature, physical contact must be made and the target must have equal or fewer levels or HD to the caster. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb. Thus, if the body is damaged or otherwise disturbed, there will be no discomfort to the spell recipient and no physical reaction. Damage inflicted to a creature in this state is reduced by 50% and poison, paralyzation and energy draining attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass while the body resumes normal life functions.

Find the Path

Spell Level: Cleric, 6th Level

Range: Caster

Duration: 1 hour +10 minutes/ level; 1 day outdoors

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate, such as a labyrinth. Outdoors the spell has greater power, lasting a full day.

Find Traps

Spell Level: Cleric, 2nd Level

Range: 30'

Duration: 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30'.

Finger of Death

Spell Level: Cleric, 5th Level

Range: 120'

Duration: Immediate

This spell kills a single creature, but a saving throw is allowed.

Fireball

Spell Level: Magic-User, 3rd Level

Range: 240'

Duration: Instantaneous

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20' and damage is 1d6 per level of the caster. The blast fills 33,000 cubic-feet, (33 ten' x ten' x ten' cubical areas), but shapes itself to the available volume. A successful saving throw means that the target takes only half damage.

Flame Arrow

Spell Level: Magic-User, 3rd Level

Range: Touch

Duration: 1 round

The caster touches and transforms arrows or crossbow bolts into fiery projectiles, (with 1 per caster level). Each piece of ammunition deals +1 point of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. All missiles must be used by the end of the round after the spell is cast, for they have been consumed by flame after that point and are useless.

Flame Strike

Level: Cleric, 5th Level

Range: 60'

Duration: Instantaneous

A Flame Strike produces a vertical column of divine fire 30' high and 10' in diameter that roars downward on a target. The spell deals 6d8 hit points of damage. A successful saving throw versus spells reduces the damage to 3d8.

Fly

Spell Level: Magic-User, 3rd Level

Range: Touch

Duration: 1 turn/ level + 1d6 turns

This spell imbues the Magic-User with the power of flight, with a movement rate of 120' per round. The GM secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

Floating Disc

Spell Level: Magic-User, 1st Level

Duration: 6 turns

Range: 6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disc is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disc floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster. The disc will follow the caster without prompting to maintain a minimum of 6' distance. When the disc winks out at the end of the spell's duration whatever it was supporting falls to the surface beneath it.

Forceful Hand

Level: Magic-User, 6th Level

Duration: 1 round per level

Range: 10' per level

This spell functions like an Interposing Hand spell, except that the Forceful Hand pushes away an opponent. The force is capable of shoving away beings that weigh 500 pounds or fewer. Creatures heavier than this, (but weighing 2,000 pounds or less), may only move 10' per round. Creatures heavier than 2,000 pounds, (but not weighing more than 8,000 pounds), move at half their normal rate per round. A Forceful Hand may be damaged, (AC 9), and has the same hit points as the spellcaster.

Fumble

Spell Level: Magic-User, 4th Level

Range: 10'

Duration: 1 round per level

The victim of this spell becomes horribly clumsy if a saving throw versus spells fails. Items held fall to the ground; likewise, attempts to grab, catch or otherwise manipulate other objects are doomed to stumbling ineptitude. Running victims fall down. It takes 1 round to pick an item back up or to get up from a fall, assuming the spell duration has ended. If the victim succeeds in his saving throw, he is able to concentrate on his magical clumsiness, but his actions may only be carried on as if under the effects of slow for the duration of the spell.

Gate

Spell Level: Magic-User, 9th Level

Range: Near the caster

Duration: See below

A Gate spell creates an opening to another plane of existence and summons forth a specified, tremendously powerful being from the other plane, including gods, demi-gods, demons, etc. The caster must know the name of the creature being summoned or the spell will fail. There is a 5% chance that the wrong being might be summoned forth and, (regardless of whether or not the summoned being is the right one), there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster and may even be extremely angry.

Geas

Spell Level: Magic-User, 6th Level

Range: 30'

Duration: Until task is completed

If the spell succeeds, (following a saving throw attempt), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task the refusal will cause weakness, (50% reduction in Strength). Trying to ignore the Geas eventually causes death.

Glass Like Steel

Spell Level: Magic-User, 8th Level

Range: Touch

Duration: Permanent

The caster may give glass the strength of steel in a quantity up to 10 pounds multiplied by caster level. The glass must consist of a finite object. For example, a complete window could be made to have the strength of steel, but not just part of a large window.

Globe of Invulnerability

Spell Level: Magic-User, 6th Level

Range: 0

Duration: 1 round per level

This spell is like a Lesser Globe of Invulnerability, but it provides complete protection from 4th Level spells and lower.

Globe of Invulnerability, Lesser

Spell Level: Magic-User, 4th Level

Range: 0

Duration: 1 round per level

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all spell effects of 3rd Level or lower. The area or effect of any such spells does not include the area of the Lesser Globe of Invulnerability. Such spells fail to affect any target located within the globe. However, any type of spell can be cast through or out of the magical globe. Spells of 4th Level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a Dispel Magic spell.

Glyph of Warding

Spell Level: Cleric, 3rd Level

Range: Touch

Duration: See below

This powerful inscription harms those who enter, pass or open the warded area or object. A Glyph of Warding can guard a bridge or passage, ward a portal, trap a chest or box - and so on. The area of effect is up to 5' squared per caster level and a maximum of 10' squared can be inscribed per round. Any creature entering or touching the warded area or opening the warded object without speaking a password, (which is set when casting the spell), is subject to the magic it stores.

When casting the spell the cleric weaves a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of the total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Depending on the version selected, a glyph either blasts the intruder or activates a spell:

1. Blast Glyph: A blast glyph deals 2 points of damage per caster level to the intruder. This damage is fire or electricity, caster's choice at the time of casting. Each creature affected can attempt a saving throw versus spell to take half damage.
2. Spell Glyph: The caster can store a harmful spell effect to be triggered. Effects may include blindness, paralyzation and energy drain or similar effects. The cleric must be of a high enough level to cast these spells. A saving throw versus spells is allowed to avoid the effects of this kind of glyph.

Grasping Hand

Spell Level: Magic-User, 7th Level

Range: 10' per level

Duration: 1 round per level

This spell creates a ghostly and bodiless hand that can act as a barrier between the caster and another being or can grasp the being to hold it in place. This hand can range in size from a normal-sized hand to a hand about 10' long. It can be used to hold a creature in place if it weighs 1000 pounds or fewer. The hand can also be used to push a being of 4,000 pounds or fewer so that its movement is reduced to 10' per round. Creatures of up to 16,000 pounds in weight can be pushed so that their movement rate is reduced by half. An opponent can attack a Grasping Hand. It has an AC of 9 and hp equal to those of the caster.

Guards and Wards

Level: Magic-User, 6th Level

Range: 0

Duration: 6 turns per level

This powerful spell is primarily used to defend a stronghold. The ward protects a 20' diameter sphere and an additional 10' radius per caster level. The spell creates the following magical effects within the warded area:

1. Fog: Fog fills all corridors, obscuring all sight, including Darkvision, beyond 10'.
2. Arcane Locks: All doors in the warded area are Wizard Locked.
3. Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the Guards and Wards spell lasts.
4. Lost Doors: One door per caster level is covered by an illusion to appear as if it were a plain wall.
5. Suggestion in one place: The caster selects an area of up to 5' square and any creature who enters or passes through the area receives the suggestion mentally.

The whole warded area radiates strong magic. Dispel Magic cast on a specific effect, if successful, removes only that effect.

Hallucinatory Terrain

Spell Level: Magic-User, 4th Level

Range: 240'

Duration: Until touched (other than by ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. For example, a hill can be made to disappear or it could be replaced with an illusory forest.

Haste

Spell Level: Magic-User, 3rd Level

Range: 240'

Duration: 30 minutes

In an area with a radius of 60' around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

Heal or Harm

Spell Level: Cleric, 6th Level

Range: Touch

Duration: Immediate

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th Level.

Heal does not remove negative levels, restore permanently drained levels or restore permanently drained ability score points. If used against an undead creature, Heal instead acts like Harm.

Hold Monster

Spell Level: Magic-User, 5th Level

Range: 120'

Duration: 1 hour (+10 minutes/ level)

The caster targets 1d4 creatures, which are completely immobilized unless they make a saving throw. The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

Hold Person (Clerical)

Spell Level: Cleric, 2nd Level

Range: 180'

Duration: 9 turns

The caster targets 1d4 persons, (according to the same parameters as the Charm Person spell), who are completely immobilized unless they make a saving throw. The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

Hold Person (Magic-User)

Spell Level: Magic-User, 3rd Level

Range: 120'

Duration: 1 hour (+10 minutes/ level)

The caster targets 1d4 persons, (according to the same parameters as the Charm Person spell), who are completely immobilized unless they make a saving throw. The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

Hold Portal

Spell Level: Magic-User, 1st Level

Range: GM's discretion

Duration: 2d6 turns

This spell holds a door closed for the spell's duration or until dispelled. Creatures with Magic Resistance can shatter the spell without effort.

Holy or Unholy Word

Spell Level: Cleric, 7th Level

Range: 40' radius

Duration: Immediate

The speaking of a Holy Word dramatically affects all those within the range of its divine power. Chaotic creatures of fewer than 5 hit dice are slain, chaotic creatures of 5-8HD are stunned for 2d10 turns, while similar creatures with 9-12HD are deafened for 1d6 turns. An Unholy Word affects Lawful creatures in the same manner. Creatures with 13+HD are unaffected.

Ice Storm

Spell Level: Magic-User, 4th Level

Range: 120'

Duration: 1 round

A whirling vortex of ice, snow and hail forms in a cube roughly 30' across. Massive hailstones inflict 3d10 hit points of damage, (with no saving throw), to all within the area.

Imprisonment or Freedom

Spell Level: Magic-User, 9th Level

Range: Touch

Duration: Permanent

When the caster casts Imprisonment and touches a creature, it is entombed in a state of suspended animation, (see the Temporal Stasis spell), in a state of slumber, chained, inside an item or in a small sphere far beneath the surface of the earth. The subject remains trapped unless a Freedom spell, (the reverse of Imprisonment), is cast at the locale where the capture took place. Magical search by a crystal ball, a Locate Object spell or some other divination does not reveal the fact that a creature is held if concealed. Damaging the creature will release it and a condition may be set to release it. For example, after a hundred years or when a lever is switched.

Incendiary Cloud

Spell Level: Magic-User, 8th Level

Range: 30'

Duration: 4 rounds, +1d6 rounds

An Incendiary Cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight and is 20' x 20' x 10'. In addition, the white-hot embers within the cloud begin to deal damage after 3 rounds. Initially, damage is equal to half the spellcaster's level. This heat reaches a peak on the 4th round, dealing damage equal to the caster's level. During the 5th round the cloud is in existence the damage decreases to half that of the caster's level and the cloud deals no more damage after the 5th round. All creatures caught within the cloud receive a saving throw versus spells on the third round of the cloud's existence. If successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Otherwise, a new saving throw is allowed on the 4th and 5th rounds to reduce damage.

Insect Plague

Spell Level: Cleric, 5th Level

Range: 480'

Duration: 1 day

This spell only works outdoors. A storm of insects gathers and goes wherever the caster directs. The cloud covers approximately 400 square-feet, (20' x 20', with roughly the same height). Any creature of 2HD or fewer that is exposed to the cloud of insects flees in terror. There is no saving throw.

Instant Summons

Spell Level: Magic-User, 7th Level

Range: Infinite

Duration: Instantaneous

The caster calls some non-living item from virtually any location directly to his hand. First, the caster must place a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 5,000gp. Thereafter, the caster can summon the item by speaking a special word, (set by the caster when the spell is cast), and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature,

the spell does not work. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Interposing Hand

Spell Level: Magic-User, 5th Level

Duration: 1 round/ level

Range: 10' per level

Interposing Hand creates a large magic hand that appears between you and one opponent. This floating, disembodied hand moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it. The opponent does not get a saving throw and the hand improves the caster's AC by 4.

Nothing can fool the hand - it sticks with the selected opponent in spite of darkness, invisibility, polymorphing or any other attempt at hiding or disguise. The hand does not pursue an opponent.

An Interposing Hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the caster when undamaged and its AC is -1 [20]. It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a Wall of Force or enter an Anti-Magic field, but it suffers the full effect of prismatic effects. The hand makes saving throws as its caster. Disintegrate or a successful Dispel Magic destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Invisibility

Spell Level: Magic-User, 2th Level

Range: 240'

Duration: Until dispelled or an attack is made

This spell, whether directed at a person or a thing, becomes invisible to both normal sight and Darkvision. The result is that an invisible creature cannot be attacked unless its approximate location is known and attacks are then made at -6 to-hit. This modifier changes to -3 as soon as opponents close in on an invisible creature. If the invisible

creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisibility 10' Radius

Spell Level: Magic-User, 3rd Level

Range: 240'

Duration: Until dispelled or an attack is made

Like the Invisibility spell, Invisibility 10' Radius makes the target creature or object invisible to normal sight and Darkvision. It also, however, throws a mobile radius of invisibility around the recipient. Nothing inside the radius can be attacked unless its approximate location is known and attacks are then made at -6 to-hit. This modifier changes to -3 as soon as opponents close in on an invisible creature. If an invisible creature makes an attack the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisible Stalker

Spell Level: Magic-User, 6th Level

Range: Close

Duration: Until mission is completed

This spell summons, (or perhaps creates), an Invisible Stalker - an invisible being with 8HD. (See the Monster section for more details). The Invisible Stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of Dispel Magic and it must be killed in order to deter it from its mission.

Irresistible Dance

Spell Level: Magic-User, 8th Level

Range: Touch

Duration: 1d4+1 rounds

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a penalty of 4 to Armor Class and negates the ability of the creature to attempt saving throws. It also negates any AC bonus granted by a shield the target holds.

Knock

Spell Level: Magic-User, 2nd Level

Range: 60'

Duration: Immediate

This spell unlocks and unbars all doors, gates and portals within its range, including those held or locked by most magic.

Legend Lore

Spell Level: Magic-User, 6th Level

Range: Caster

Duration: See below

After conducting arduous magical research for 4d10 days the caster gains knowledge about a legendary person, place or item. The spell's final result may be no more than a cryptic clue. On other occasions it can be quite specific.

Levitate

Spell Level: Magic-User, 2nd Level

Range: 20'/ level

Duration: 1 turn/ level

This spell allows the Magic-User to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows upwards or downwards movement at a rate of up to 6' per minute and the caster cannot levitate more than 20' per level from the ground level where the spell was cast. (Such range is applied both to movement into the air and to downward movement into a pit or chasm).

Light

Spell Level: Cleric; Magic-User, 1st Level

Range: 60'

Duration: 1 hour (+10 minutes/ level) for Magic-Users, 2 hours for Clerics

The target person or object, (at a range of up to 60'), produces light about as bright as a torch to a radius of 20ft.

Lightning Bolt

Spell Level: Magic-User, 3rd Level

Range: 240' (maximum distance)

Duration: Instantaneous

A bolt of lightning extends 60' from the targeted point and is almost 10' wide. Anyone in its path suffers 1d6 points of damage per level of the caster. (This is halved with a successful saving throw). The bolt always extends 60', even if this means that it ricochets backward from something blocking its path.

Limited Wish

Spell Level: Magic-User, 7th Level

Range: GM's discretion

Duration: Changes reality

This powerful spell allows the caster to change reality, although in limited ways and sometimes only for limited periods of time. Such limitations will be determined by the GM in accordance with the circumstances. It is usual for a Limited Wish to be sufficient to realize the effect of most 6th level Magic-User spells and the effect may persist for longer than usual.

Locate Object (Clerics)

Spell Level: Cleric, 3rd Level

Range: 90'

Duration: 1 round/ level

Within the spell's range, the Cleric perceives the correct direction, (as the crow flies), toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster, e.g. stairs or gold. Corrupt objects cannot be located in this way.

Locate Object (Magic-Users)

Spell Level: Magic-User, 2nd Level

Range: 60' +10'/ level

Duration: 1 round/ level

Within the spell's range, the caster perceives the correct direction, (as the crow flies), toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster, e.g. stairs or gold. Corrupt objects cannot be located in this way.

Lower Water

Spell Level: Magic-User, 6th Level

Range: 240'

Duration: 2 hours

This spell lowers the depth and water level of lakes, rivers, wells and other bodies of water to one-half normal.

Magic Jar

Spell Level: Magic-User, 5th Level

Range: See below

Duration: See below

This spell relocates the caster's life essence, mind and soul into an object of virtually any kind. The 'jar' must be within 30' of the caster's body for the transition to succeed. Once within the jar, the caster can possess the bodies of other creatures and people, provided that they are within 120' of the jar and fail a saving throw. The caster can return his or her soul to the jar at any time; if a body the caster controls is slain, the soul returns to the jar immediately.

The Magic-User can return from the jar to his or her original body whenever desired, thus ending the spell. If the caster's body is destroyed while his or her soul is in the jar, the soul no longer has a home other than within the Magic Jar, although the disembodied wizard can still possess other bodies as before. If the jar itself is destroyed while the Magic-User's soul is within it the soul is lost.

Magical Missile

Spell Level: Magic-User, 1st Level

Range: 150'

Duration: Immediate

A Magical Missile flies where the caster directs, with a range of 150'. At the GM's discretion, this spell may have one of two effects:

1. The Magic-User must roll to-hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage.
2. The missile hits automatically, doing 1d4+1 points of damage.

In either case, the Magic-User casts an additional two missiles for every 5 levels of experience. So, at 5th Level, the caster is able to hurl 3 Magical Missiles.

Magic Mouth

Spell Level: Magic-User, 2nd Level

Range: Touch

Duration: Permanent until triggered or dispelled

This enchantment is set upon an object and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears on the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

Mass Charm

Spell Level: Magic-User, 8th Level

Range: 120'

Duration: Until dispelled

This spell operates in the same manner and with the same restrictions as Charm Person. However, it affects a total of 30HD of creatures, in any combination. All saving throws are made with a penalty of -2.

Mass Healing/ Mass Harm

Spell Level: Cleric, 8th Level

Range: Touch

Duration: Immediate

Mass Healing enables you to send positive energy into creatures to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 250 points at 15th Level. This will be spread evenly among those in contact.

Mass Healing does not remove negative levels, restore permanently drained levels or restore permanently drained ability score points. If used against undead creatures, Mass Healing instead acts like Mass Harm.

Mass Invisibility

Spell Level: Magic-User, 7th Level

Range: 240'

Duration: See below

This spell makes 1d3 x 100 man- or horse-sized creatures, (or objects), invisible, as if they had been affected by a single Invisibility spell. The spell can instead affect up to 6 Dragon-sized creatures. As with the Invisibility spell, the enchantment lasts until dispelled or until one of the creatures makes an attack.

Massmorph

Spell Level: Magic-User, 4th Level

Range: 240'

Duration: Until negated by the caster or dispelled

One hundred or fewer man- or horse-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the 'forest' will not detect the deception.

Maze

Spell Level: Magic-User, 9th Level

Range: 60'

Duration: Depends on Intelligence

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with an Intelligence score lower than 6 require 2d4 x 3 rounds to escape the inter-dimensional prison; creatures with Intelligence scores of 7–11 require 2d4 rounds; and creatures with an Intelligence of 12+ require only 1d4 rounds to puzzle their way back into normal reality. Although monsters are not described with specific Intelligence scores it should not be hard to determine into which category any specific monster falls. Unless ruled otherwise by the GM, there is no saving throw to avoid the spell.

Meteor Swarm

Spell Level: Magic-User, 9th Level

Range: 240'

Duration: Instantaneous

Tiny meteors swarm from the caster's hands and explode into balls of fire where desired. The caster may hurl 4 normal Fireballs for 10d6 damage or 8 Fireballs of 10' diameter that inflict 5d6 points of damage. Targets are permitted a saving throw, allowing them to take half damage.

Mind Blank

Level: Magic-User, 8th Level

Range: 10' radius
Duration: 24 hours

The spell protects against all magic spying, including crystal balls, spells, (including Wish), and even magical scrying by minor deities.

Miraculous Escape

Spell Level: Cleric, 9th Level
Range: 60'
Duration: Immediate

The Cleric calls upon a deity to intervene by saving someone from a certain death. The intervention is likely to be the least required - so a rope might snap during a hanging, a shield could suddenly be reinforced against collapsing blocks, an antidote will come to mind or such like. The recipient may remain in danger, but will be in a position to be helped or to escape the situation as a result of the casting. For example, a PC isolated on a sinking rock in a lake of lava may find the remaining blocks floating on the lava align to form a causeway for just enough time for the target to escape. Equally, a firing squad's arrows might all strike a book that wasn't there before the deity's intervention.

Mirror Image

Spell Level: Magic-User, 2nd Level
Range: Around caster
Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster and may attack one of the images instead of the caster himself, (as determined randomly). When a hit is scored upon one of the images it disappears.

Monster Summoning I

Spell Level: Magic-User, 3rd Level
Range: N/A
Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn. They will usually be equipped with suitable weapons.

Monster Summoning I Table

Die Roll	Monster Summoned ¹
1	1d6 Giant Rats
2	1d3 Dwarfs (Goblins)
3	1d3 Elves (Hobgoblins)
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

¹ - Chaotically-aligned spellcasters might get the monster in parenthesis, at the GM's discretion.

Monster Summoning II

Spell Level: Magic-User, 4th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies usually appear after a delay of 1 turn. Though the GM may choose to vary the time it takes for a summoned creature to appear.

Monster Summoning II Table

Die Roll	Monster Summoned
1	1d2 Hobgoblins
2	1d2 Zombies
3	1d2 Gnolls
4	1d2 Bugbears
5	1d6 Orcs
6	1d6 Skeletons

Monster Summoning III

Spell Level: Magic-User, 5th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn.



Monster Summoning III Table

Die Roll	Monster Summoned
1	1d4 Bugbears
2	1d2 Harpies
3	1d2 Ochre Jellies
4	1d2 Were-Rats
5	1d2 Wights
6	1d2 Wild Boar

Monster Summoning IV

Spell Level: Magic-User, 6th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn.

Monster Summoning IV Table

Die Roll	Monster Summoned
1	1 Gargoyle
2	1 Ogre
3	1 Owlbear
4	1 Shadow
5	1 Werewolf
6	1 Wraith

Monster Summoning V

Spell Level: Magic-User, 7th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn.

Monster Summoning V Table

Die Roll	Monster Summoned
1	1 Cockatrice
2	1 Manticore

Die Roll	Monster Summoned
3	1 Minotaur
4	1 Ogre Mage
5	1 Badger, Giant Honey
6	1 Troll

Monster Summoning VI

Spell Level: Magic-User, 8th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn.

Monster Summoning VI Table

Die Roll	Monster Summoned
1	1 Black Dragon
2	1 Chimera
3	1 Efreeti
4	1 Flesh Golem
5	1 Frost Giant
6	1 Hill Giant
7	1 Hydra (7 heads)
8	1 Mummy
9	1d2 Ogre Magi
10	1 Green or White Dragon

Monster Summoning VII

Spell Level: Magic-User, 9th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn.

Monster Summoning VII Table

Die Roll	Monster Summoned
1	1d2 Chimerae

Die Roll	Monster Summoned
2	1 Fire Giant
3	1 Hydra (9 heads)
4	1 Iron Golem
5	1 Lich
6	1 Purple Worm
7	1 Red Dragon
8	1 Stone Golem
9	1 Storm Giant
10	1 Titan

Move Earth

Spell Level: Magic-User, 6th Level

Range: 240'

Duration: 1 hour; effects permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6' per minute.

Nectar

Spell Level: Cleric, 8th Level

Range: Touch

Duration: 1 hour/ level

The Cleric is able to turn a potion into pure nectar. Whoever consumes the divine nectar has +1 added to Intelligence, Wisdom and Charisma for the duration of the spell. The nectar remains fresh for 24 hours if not drunk immediately.

Neutralize Poison

Spell Level: Cleric, 4th Level

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but cannot be used to bring the dead back to life later.

Part Water (Cleric)

Spell Level: Cleric, 7th Level

Range: 240'

Duration: 2 hours

This spell creates a gap through water to a depth of 20'. At 18th Level, and every level thereafter, the Cleric adds 10' to the depth of water parted and 1 additional hour to the spell's duration.

Part Water (Magic-User)

Spell Level: Magic-User, 6th Level

Range: 120'

Duration: 1 hour

This spell creates a gap through water, but only to a depth of 10'.

Passwall

Spell Level: Magic-User, 5th Level

Range: 30'

Duration: 3 turns

This spell creates a hole through solid rock, which is about 7' high, 10' wide and 10' deep, (or possibly deeper at the discretion of the GM). The hole closes again at the end of the spell's duration.

Permanency

Spell Level: Magic-User, 8th Level

Range: See below

Duration: Permanent until dispelled at twice the caster's level

This spell makes the effect of another spell permanent - unless a Magic-User of twice the caster's level dispels it. No more than one Permanency is ordinarily possible on any one object and no more than two upon a creature. Considerable GM' discretion is required for the use of this spell; many spells should not be subject to being made permanent.

Phantasmal Force

Spell Level: Magic-User, 2nd Level

Range: 240'

Duration: Until concentration ends

This spell creates an illusion that seems realistic to all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it can cause damage. Unless the GM rules otherwise, victims of the spell are permitted a saving throw and the

illusion cannot cause more than 2d6 points of damage per victim. This will depend on the circumstances: a truly brilliant use of the spell can be quite devastating, while a poorly thought-out illusion might cause almost immediate disbelief.

Phase Door

Level: Magic-User, 7th Level

Range: 10' from caster

Duration: Seven uses

The Phase Door is an invisible portal about 7' high x 10' wide x 10' deep, which is accessible only to the caster. A barrage of Dispel Magic spells can close the passage, but only if the combined level of the dispelling casters is twice that of the portal's creator.

Plane Shift

Spell Level: Cleric, 5th

Range: Touch

Duration: Permanent

This spell allows the caster to move himself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the Plane Shift at the same time. Note that Plane Shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back. An unwilling creature is entitled to a saving throw versus spells to negate the effects of this spell.

Plant Growth

Spell Level: Magic-User, 4th Level

Range: 240'

Duration: Permanent until dispelled

Undergrowth in the area suddenly grows into an impassable forest of thorns and vines. Up to 300 square-feet of ground can be affected by this spell and the caster can decide the shape of the area to be enchanted. If the GM agrees an alternate version would allow the spell to affect an area of 300' x 300', for a total of 90,000 square-feet.

Polymorph Object

Spell Level: Magic-User, 8th Level

Range: 240'

Duration: GM's discretion

An object can be turned into another object, animal, vegetable or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into a humanoid or turning a wall into a pile of sand would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. Determining how long a proposed use of the spell will last is up to the GM; it is important to remember that this is an 8th Level spell of considerable power - but not as powerful as a 9th Level Wish spell.

Polymorph Other

Spell Level: Magic-User, 4th Level

Range: 240'

Duration: GM's discretion

This spell allows the caster to turn another being into a different type of creature, such as a Dragon or a Giant Honey Badger. The polymorphed creature gains the natural abilities of the new form, but retains its own mind and hit points. The target of the spell cannot usually be polymorphed into a form with more than half the target's HD.

Polymorph Self

Spell Level: Magic-User, 4th Level

Range: Caster

Duration: 1 hour or GM's discretion

The caster assumes the form of any object or creature, gaining the new form's attributes, (the use of wings, for example), but not its hit points or combat abilities. The GM might allow the benefit of the new form's Armor Class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the GM to decide. The caster cannot usually polymorph into a form with more than half the caster's total HD.

Power Word Blind

Spell Level: Magic-User, 8th Level

Range: 120'

Duration: 1d4 or 2d4 days (See below)

The caster speaks a Power Word to a particular creature. If that creature has 40 hit points or fewer, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit points, it is blinded for 1d4 days. If the creature has more than 80 hit points it is not affected by the spell. No saving throw applies.

Power Word Kill

Spell Level: Magic-User, 9th Level

Range: 120'

Duration: Immediate

The caster speaks a Power Word to a particular creature. If that creature has 50 hit points or fewer, it is slain by the word it hears; if it has more than 50 hit points it is not affected by the spell. No saving throw is permitted.

Power Word Stun

Spell Level: Magic-User, 7th Level

Range: 120'

Duration: 1d6 or 2d6 turns (See below)

The caster speaks a Power Word to a particular creature. If that creature has 35 or fewer hit points, it is instantly stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points it is not affected by the spell. No saving throw is permitted.

Prayer

Spell Level: Cleric, 3rd Level

Range: 30'

Duration: Following melee round

The Prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20' x 20' area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th Level Cleric causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast. This effectively allows a Cleric to set up a zone where the saving throws of high level opponents are significantly less effective.

Prismatic Sphere

Spell Level: Magic-User, 9th Level

Range: 10' sphere

Duration: 1 hour

A sphere of seven colors whirls about the Magic-User, with a radius of 10'. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from red to orange, to yellow, to blue, to indigo and then to the innermost violet

layer. Any creature of 7 or fewer HD that looks upon the sphere will be blinded for 1d6 turns.

Prismatic Sphere Table

Layer	Effects of Color	Negated By
Red	Causes 12 points of damage when touched. Stops any magic arrows or missiles, (including the spell Magical Missile)	Ice Storm or other cold-based attack
Orange	Causes 24 points of damage when touched. Stops arrows and any other non-magical missile	Lightning Bolt or other electrical attack
Yellow	Causes 48 points of damage when touched. Blocks all Breath weapons	Magical Missile spell or a magical arrow
Green	Causes death, (with a saving throw allowed), when touched. Blocks any scrying and detection-type spells from seeing within	Passwall spell or other earth-shifting magic
Blue	Turns flesh to stone when touched, (with a saving throw allowed). Blocks all divine (Clerical) magic from passing through	Disintegrate spell, (which may be from a wand or item)
Indigo	Causes death and destroys the soul utterly when touched, (with a saving throw allowed)	Dispel Magic
Violet	Causes permanent insanity when touched. Blocks all Magic-User spells	Continual Light

Prismatic Spray

Spell Level: Magic-User, 7th Level

Range: 60' (Cone-shaped burst)

Duration: Immediate

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

1d8	Color of Spray	Effect
1	Red	20hp fire damage (a successful save halves the damage)
2	Orange	40hp acid damage (a successful save halves the damage)

1d8	Color of Spray	Effect
3	Yellow	80hp electricity damage (a successful save halves the damage)
4	Green	Poison (causes 1d6 points of Con damage)
5	Blue	Turned to Stone (a successful save prevents this)
6	Indigo	Insane as Symbol of Insanity spell (a successful save prevents this)
7	Violet	Sent to another plane (a successful save prevents this)
8	Struck by two rays; roll twice more ignoring any rolls of 8	

Project Image

Spell Level: Magic-User, 6th Level

Range: 240' sphere

Duration: 1 hour

The caster projects an image of the caster to a maximum range of 240'. Not only does the projected image mimic the caster's sounds and gestures, but also any spells being cast will appear to originate from the image.

Prophecy

Spell Level: Cleric, 9th Level

Range: Touch

Duration: Immediate

The Cleric prays for knowledge of future events and may receive a variety of forewarnings and glimpses of the future. Prophesizing the outcome of a battle that is about to begin is likely to give a clear indication of how the combat will pan out unless something major happens to alter or blunt the outcome. The spell is most effective in uncovering the causes of outcomes players may wish to try to block or support, e.g. expected reinforcements have been ambushed and won't arrive to help anyone.

The further and wider the prophecy the more tangled the strands of time become. As a result, only snapshots will appear concerning events over a week ahead. These may be enough to, for example, to reveal a PC claiming a sword in the location where the sword can be found or show someone grasping a cursed item.

Protection from Evil or Protection from Good

Spell Level: Cleric, 1st Level; Magic-User, 1st Level

Range: Caster

Duration: 2 hours

Protection from Evil forms a magical field of protection immediately around the caster, blocking out all enchanted monsters such as elementals and demons). Evil monsters suffer a -1 penalty to-hit the caster and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to saving throws or Armor Class, the bonus from the magic circle has no effect, although the protective circle still functions against enchanted creatures. Protection from Good has similar effects against good creatures.

The Magic-User version of this spell is exactly the same as the one used by a Cleric, except that it has a duration time of 1 hour.

Protection from Evil, 10' Radius or Protection from Good, 10' Radius

Spell Level: Cleric, 4th Level; Magic-User, 3rd Level

Range: Centered on caster

Duration: 1 hour

The spell creates a magical field of protection in a 10' radius around the caster. The field blocks out all enchanted monsters, (such as elementals and demons). Evil monsters suffer a -1 penalty to-hit anyone within the protective globe and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to saving throws or Armor Class, the bonus from the magic circle has no effect for that person, although the protective circle still functions against enchanted creatures. Protection from Good has similar effects against good creatures.

Protection from Normal Missiles

Spell Level: Magic-User, 3rd Level

Range: Caster

Duration: 2 hours

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders will overcome the spell's magic.

Purify Food and Drink

Spell Level: Cleric, 1st Level

Range: Close/Touch (GM's discretion)

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

Pyrotechnics

Spell Level: Magic-User, 2nd Level

Range: 240'

Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The GM will decide exactly how much smoke, (or fireworks), is produced, what effect it has and what happens to it as it is produced; but the amount of smoke will definitely be more than 8000 cubic-feet, (i.e. roughly 20' x 20' x 20').

Quest

Spell Level: Cleric, 5th Level

Range: Speaking range

Duration: Until completed

If the spell succeeds, (as a saving throw is allowed), the caster may set a task for the spell's victim. If the victim does not commit to performing the task a deadly weakness will set in, (50% reduction in Strength), and any attempt to entirely abandon the quest incurs a curse set by the caster in the wording of the original Quest. The details should be approved by the GM.

Raise Dead or Cause Death

Spell Level: Cleric, 5th Level

Range: Close/Touch (GM's discretion)

Duration: Immediate

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. Adventurers with a low Constitution might not survive the ordeal and even those with a high Constitution need a period of at least a week to function normally. This spell only acts on 'human-like' races, that is, ones that can be used for player adventurers.

Read Languages

Spell Level: Magic-User, 1st Level

Range: Normal reading distance

Duration: One or two readings

This spell allows the caster to decipher directions, instructions and formulae in languages unknown to the caster. This can be particularly useful for treasure maps, but it does not solve any codes.

Read Magic

Spell Level: Bard, 1st Level, Cleric, 1st Level; Magic-User, 1st Level

Range: Caster only

Duration: 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and other surfaces. Without the use of this spell magical writing cannot be read even by a Magic-User.

Reincarnation

Spell Level: Magic-User, 6th Level

Range: Touch

Duration: Instantaneous

This spell brings a dead person's soul back from the dead, but the soul reappears in a newly formed body. Reincarnation will not affect someone who has been dead more than a week. Roll 1d20 on the following table. If the resulting creature is from a normal adventurer race roll 1d6 to determine the adventurer's new level. GMs may choose to vary the options set out in the table below.

Reincarnation by Magic-Users Table

Die Roll	Reincarnation
1	Bugbear
2	Centaur
3	Dog, Cat or Wolf
4	Dwarf
5	Elf
6	Gnoll
7	Goblin
8	Grey Ooze
9	Harpy
10	Hobgoblin
11	Human
12	Kobold
13	Lizardman

Die Roll	Reincarnation
14	Lycanthrope (Werewolf or other)
15	Minotaur
16	Ogre
17	Ogre Mage
18	Orc
19	Troll
20	Wyvern

Remove Curse

Spell Level: Cleric, 3rd Level; Magic-User, 4th Level

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.

Repulsion

Spell Level: Magic-User, 6th Level

Range: 120'

Duration: 1 hour

Any creature trying to move toward the caster finds itself moving away.

Resist Cold

Spell Level: Cleric, 1st Level

Range: 30'

Duration: 6 turns

While under the effects of this spell, an adventurer or monster is unharmed by freezing, (non-magical), cold. There is also a bonus of +2 to all saving throws versus cold-based magical or Breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1hp damage.

Resist Fire

Spell Level: Cleric, 2nd Level

Range: 30'

Duration: 6 turns

While under the effects of this spell, an adventurer or monster is unharmed by intense, (non-magical), heat. There is also a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1hp damage.

Restoration

Spell Level: Cleric, 7th Level

Range: GM's discretion

Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows a Chaotic Cleric to drain a level from the target. The good version of the spell is exhausting to the caster, incapacitating him for 2d10 days. At the discretion of the GM, this spell may also restore lost attribute points.

Resurrection

Spell Level: Cleric, 7th Level

Range: Contact

Duration: Immediate

This spell, (also known as Raise Dead Fully), raises the dead back to life in the same manner as the Raise Dead spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death and suffers no other penalties. An evil reversal of the spell can also be cast, which causes death with no saving throw for creatures with less HD than the caster. In addition, creatures other than the character races can also be brought back to life and only a portion of the body is needed to complete the casting - the remains from a Disintegrate spell are sufficient. However, the part of the body raised must have been part of the body as a whole at the time of death.

Reverse Gravity

Spell Level: Magic-User, 7th Level

Range: 90'

Duration: 1 round (minute)

The spell reverses gravity in a cubical area approximately 30' x 30' x 30' in size. Everything in the area falls upwards. When the spell ends it all falls back down again.

Rope Trick

Spell Level: Magic-User, 3rd Level

Range: As far as the caster can throw a rope

Duration: 1 hour +1 turn/ level

The caster tosses a rope into the air and it hangs there waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small 'other' dimension. The rope itself can be pulled into the pocket dimension or left outside. If it is left outside someone may steal it.

Sacred Symbol

Spell Level: Cleric, 2nd Level

Range: Touch

Duration: 1 hour

The cleric can ignite a standard holy symbol or, for evil clerics, a standard unholy symbol, which bursts into flame and provides a torch. The cleric suffers no harm from the sacred flames immolating the cross.

Sacred Flame

Spell Level: Cleric, 3rd Level

Range: Touch

Duration: 1 hour

The cleric sets a weapon ablaze with a sacred flame, which makes the weapon magical for the purposes of striking undead, demons and devils. The fire around the weapon causes double damage against undead, demons and devils. Creatures normally capable of regenerating cannot regenerate the damage caused by sacred flame.

Shape Change

Spell Level: Magic-User, 9th Level

Range: Caster

Duration: 1d6+10 turns +1 turn/ level

When the caster casts this spell it allows the caster to turn at will into a variety of creatures. In each form, the wizard gains the characteristics of the creature, much as with the Polymorph Others spell. Thus, turning into a Dragon actually allows the caster to use the Dragon's Breath weapon. The caster might then choose to turn into a raven, then a frog or whatever other creature is chosen. It is not, of course, required that the caster use more than one shape - remaining as a Dragon for the duration of the spell works perfectly well.

Shatter

Level: Magic-User, 2nd Level

Range: 60'

Duration: Permanent

Shatter creates a loud, ringing noise that destroys non-magical objects of crystal, glass, ceramic or porcelain. All such objects within range are smashed into dozens of pieces by the spell. Objects weighing more than 10 pounds per caster level are not affected, but all other objects of the appropriate composition are shattered. Items are entitled to a saving throw versus crushing damage.

Shield

Spell Level: Magic-User, 1st Level

Range: Caster

Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's Armor Class to 2 [17] against missile attacks and to 4 [15] against other melee attacks. If the caster's Armor Class is already better than the spell would grant, the spell has no effect.

Silence, 15' Radius

Spell Level: Cleric, 2nd Level

Range: 180'

Duration: 12 turns

Magical silence falls in an area with a 15' radius around the targeted creature or object - and moves with it. Nothing from this area, no matter how loud, can be heard outside the radius.

Simulacrum

Spell Level: Magic-User, 7th Level

Range: Touch

Duration: Permanent

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, which must then be animated. (Animate Dead is an acceptable means). A Limited Wish, (along with the actual Simulacrum spell), is then used to imbue the animated form with intelligence and certain knowledge of the person being

simulated. The simulacrum gains 30–60%, (use a d4), of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders.

Note that the simulacrum is not a perfect representation of the original. Side by side the differences between the two are obvious and the simulacrum is a magical creature detectable with a Detect Magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week, to a maximum of 90%.

Sleep

Spell Level: Magic-User, 1st Level

Range: 240'

Duration: 1 hour

This spell puts enemies into an enchanted slumber. No saving throw is permitted. It affects creatures based on their hit dice.

Sleep Table

Total Hit Dice of Victims	Number Affected
1 or less	4d4
1+ to 2+	2d6
3 to 3+	1d6
4 to 4+	1

Slow

Spell Level: Magic-User, 3rd Level

Range: 240'

Duration: 3 turns (30 minutes)

In an area with a radius of 60' around the point where the spell is targeted, as many as 24 creatures failing a saving throw can move and attack only at half speed.

Snake Charm

Spell Level: Cleric, 2nd Level

Range: 60'

Duration: 1d4+2 turns

The spell allows 1HD of snakes to be charmed per level of the caster. The snakes obey the caster's commands.

Speak with Animals

Spell Level: Cleric, 2nd Level

Range: Caster

Duration: 6 turns

The caster can speak with normal animals. There is a good chance that the animals will provide reasonable assistance if requested. They will not attack – unless the caster uses the spell to say something particularly offensive.

Speak with the Dead

Spell Level: Cleric, 3rd Level

Range: Close/Touch (GM's discretion)

Duration: 3 questions

The caster can ask three questions of a corpse and it will answer - although the answers might be cryptic. Only higher-level Clerics have enough spiritual power to command answers from long-dead corpses. Clerics lower than 8th Level can gain answers only from bodies that have been dead 1d4 days. Clerics of levels 8–14 can speak to corpses that have been dead 1d4 months. Clerics of Level 15+ can gain answers from a corpse of any age, including thousand-year-old relics, as long as the body is still relatively intact. Note that a die roll is involved here: for example, a 7th Level Cleric attempting to speak with a two-day-old corpse might still fail - the d4 roll might indicate that only a one-day-old corpse can be reached with this particular attempt at the spell.

Spiritwrath

Spell Level: Magic-User, 6th Level

Range: 10', +1' per level

Duration: See below

By using the blood of a demon or devil, depending on the intended victim, the magic-user constructs a powerful scroll used to torture an infernal being. This method may also be employed against the most powerful vampires or a lich. The being's name must be known. The magic-user must also buy valuable gems equal to 100gp per 1HD of the intended victim and powder them as part of the process to fabricate the ink.

The target needs to make a saving throw versus spells if the caster reads the scroll while within range. If the saving throw is unsuccessful the target is held in place and can take no actions. The first turn of the recitation makes the being become increasingly uncomfortable. After 2 turns, the victim loses 1hp per HD. After 3 turns, the victim is in

absolute agony and loses half its hit points and is propelled back to its home plane, (the plane of negative energy for undead), and imprisoned there for 1 year per caster level. The victim is in constant tortured pain during its imprisonment.

For obvious reasons, such a victim may seek the caster at a later date for retribution. However, this spell is often used to extort something from its victim and may be stopped at any time short of imprisonment. Should a target succeed in its saving throw, it is still uncomfortable and the scroll protects the caster from attack by the target for 6 turns. There is a 95% chance the intended victim will flee.

Speak with Monsters

Spell Level: Cleric, 6th Level

Range: Speaking range

Duration: 3d4 questions

The caster can speak with any type of monster, for the duration of a certain number of questions. The monster is not forced to answer.

Speak with Plants

Spell Level: Cleric, 4th Level

Range: Speaking range

Duration: 6 turns

The caster can speak and understand the speech of plants. Plants that are smaller than trees will obey simple commands and move aside when requested.

Statue

Spell Level: Magic-User, 7th Level

Range: Touch

Duration: 6 turns per level

A statue spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. While the spell lasts the subject of a statue spell can return to its normal state, act and then return instantly to the statue state if it so desires.

Strength

Spell Level: Magic-User, 2nd Level

Range: Touch

Duration: 8 hours (80 turns)

This spell may be cast upon a Fighter or a Cleric. For the duration of the spell, a Fighter gains 2d4 points of Strength and a Cleric gains 1d6 points of Strength. Strength cannot exceed 19 unless the GM chooses to allow additional bonuses resulting from the additional Strength.

Sticks to Snakes

Spell Level: Cleric, 4th Level

Range: 120'

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow commands, but turn back into sticks at the end of the spell or when killed.

Stone Tell

Level: Cleric, 6th

Range: Touch

Duration: 1 turn

The caster gains the ability to speak with stones, which can relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception and knowledge may prevent the stone from providing the details one is looking for. The caster can speak with natural or worked stone.

Stone to Flesh or Flesh to Stone

Spell Level: Magic-User, 6th Level

Range: 120'

Duration: Permanent until reversed

This spell can be used to counteract the negative effects of monsters that petrify their victims. It can also be reversed to turn flesh into stone, as desired by the caster. A saving throw is permitted to avoid being turned to stone, but if the spell succeeds the victim is transformed into a statue; the stone-to-flesh version of the spell will restore the victim to normal.

Suggestion

Spell Level: Magic-User, 3rd Level

Range: Shouting distance

Duration: 1 week

The caster speaks a hypnotic suggestion to the intended victim. Victims who fail a saving throw will carry out the suggestion, as long as it can be performed within a week. The suggestion might not call for the action to be carried out immediately and can be contingent upon something else happening first. A suggestion that the victim commit suicide is only 1% likely to be obeyed.

Symbol (Cleric)

Spell Level: Cleric, 7th Level

Range: GM's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

A Symbol spell creates a deadly magical trap written into the shape of a divine rune. The rune's magic is activated when any person or creature hostile to the caster reads it or passes over, under or past it. Various different runes are known and others may be possible:

1. Symbol of Discord: Causes all creatures in the hostile group to begin arguing and, possibly, fighting amongst themselves with lethal intent.
2. Symbol of Fear: Casts a Fear spell.
3. Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.
4. Symbol of Stunning: Up to 150 HD of creatures are affected as per a Power Word Stun.

Divine symbols cannot be crafted in such a way that would cause a permanent effect, (such as insanity), upon those affected.

Symbol (Magic-Users)

Spell Level: Magic-User, 8th Level

Range: GM's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

A Symbol spell creates a deadly magical trap written into the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it or

passes over, under or past it. Various different runes are known and others may be possible:

1. Symbol of Death: Deals 80 hit points of damage.
2. Symbol of Discord: Causes all creatures in the hostile group to begin arguing and, possibly, fighting amongst themselves with lethal intent.
3. Symbol of Fear: Casts a Fear spell.
4. Symbol of Insanity: Up to 100HD of creatures are driven insane by a curse.
5. Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.
6. Symbol of Stunning: Up to 150 hit dice (HD) of creatures are affected as per a Power Word Stun.

Telekinesis

Spell Level: Magic-User, 5th Level

Range: 120'

Duration: 6 turns

The caster can move objects using mental power alone. The amount of weight that can be lifted and moved is 20 pounds per level. It is up to the GM's interpretation of the spell whether or not the objects can be thrown and at what speed they can be thrown.

Teleport

Spell Level: Magic-User, 5th Level

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows or knows of through a picture or a map. Success depends on how well the caster knows the targeted location, as follows:

If the caster has only seen the location in a picture or through a map, (so that knowledge is not based on direct experience), there is only a 25% chance of success. Failure means death, for the traveler's soul is lost in the spaces between realities.

If the caster has seen but not studied the location, there is a 20% chance of error. In the case of an error, there is a 50% chance that the traveler arrives low, 1d10 x 10' below the intended location, (with death resulting from arrival within a solid substance).

If the error is high, (over the 50% chance for a 'low' arrival), the traveler arrives 1d10 x 10' above the targeted location - likely resulting in a deadly fall.

If the caster is thoroughly familiar with the location or has studied it carefully, there is only a 5% chance of error. On a 1 in 6 the teleport is low, otherwise it is high. In either case, the arrival is 1d4 x10' high or low.

Temporal Stasis

Spell Level: Magic-User, 9th Level

Range: 10'

Duration: Permanent

The caster must succeed on an attack roll. The subject is placed into a state of suspended animation and time ceases to flow for the creature. It creature does not grow older and its body functions virtually cease. This state persists until the magic is removed, (such as by a successful Dispel Magic spell). No saving throw is permitted.

Time Stop

Spell Level: Magic-User, 9th Level

Range: Caster

Duration: 1d4+1 rounds

The caster stops the passage of time in a radius of about 15' around the caster. (The time-stopped area does not thereafter move with the caster). Any creatures within this area are suspended in time and unable to act. The caster is not stopped in time while in the area or beyond it.

Tongues or Garble

Spell Level: Cleric, 4th Level

Range: 0

Duration: 1 turn

This spell grants the caster the ability to speak and understand the language of any intelligent creature within a 60' diameter area, whether it is a racial or alignment tongue. The reverse, Garble, makes all language incomprehensible within the affected area or may be used to negate a Tongues spell. No saving throw is permitted.

Transmute Rock to Mud

Spell Level: Magic-User, 5th Level

Range: 120'

Duration: 3d6 days, unless reversed

This spell transmutes rock (and any other form of earth, including sand) into mud. A volume of roughly 30' x 30' x 30' becomes a deep mire, reducing movement to 10% of normal.

Trap the Soul

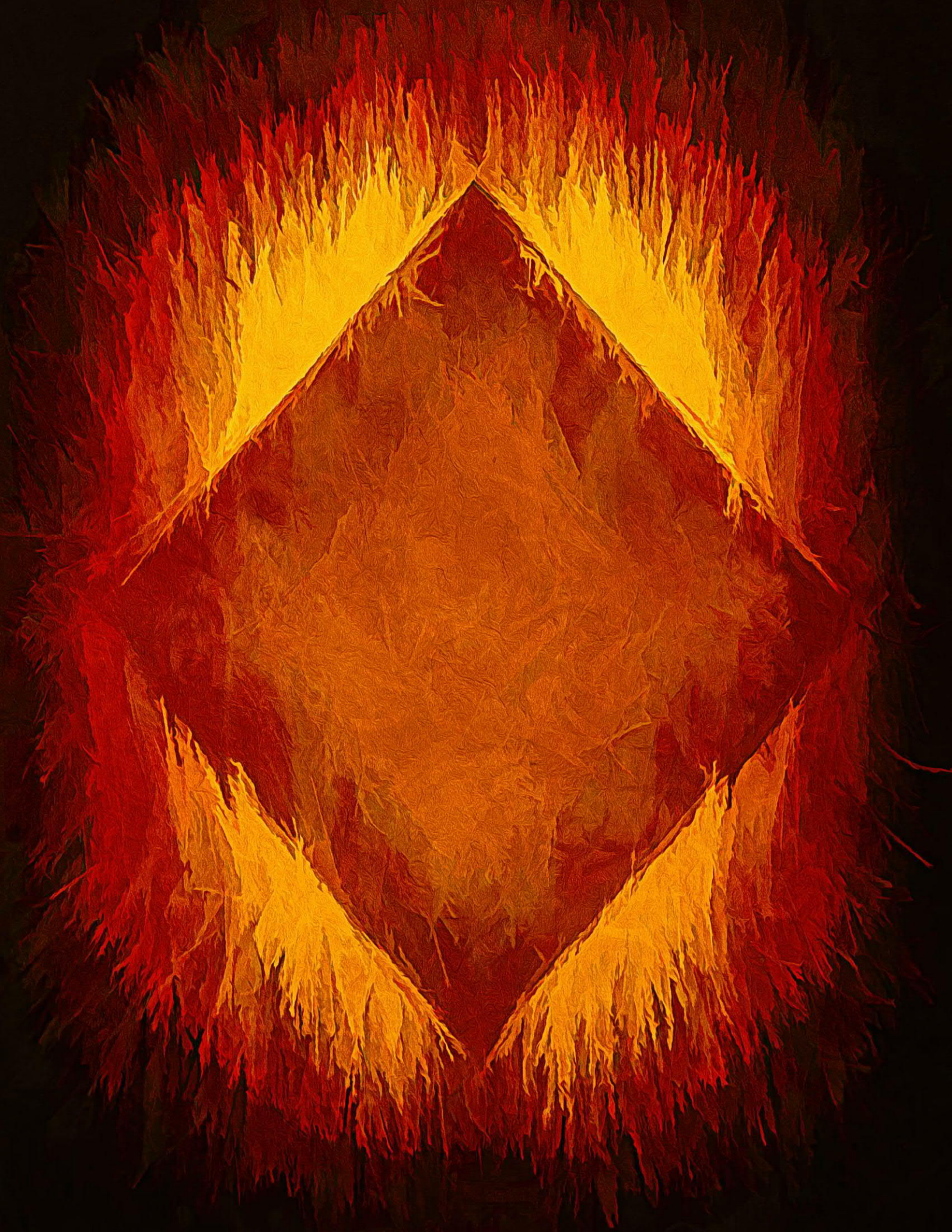
Spell Level: Magic-User, 9th Level

Range: 10'

Duration: Permanent

Trap the Soul forces a creature's life force, (and its material body), into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. Before the actual casting of Trap the Soul, the caster must procure a gem of at least 1,000gp value for every HD possessed by the creature to be trapped. The spell can be triggered in one of two ways.

1. Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus spell to avoid the effect. If the save is successful the gem shatters.
2. Trigger Object: The second method is far more insidious, as it tricks the subject into accepting a trigger object inscribed with the final spell word - automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A Sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object its life force is automatically transferred to the gem without the benefit of a saving throw.



True Sight

Level: Cleric, 5th Level

Range: Touch

Duration: 1 round per level

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions and sees the true form of polymorphed, changed or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane, (but not into extra-dimensional spaces).

Twist Corruption

Spell Level: Cleric, 6th Level

Range: Touch

Duration: Permanent

Clerics can tamper with a creature's Corruption and alter one of its Corruptions to another. The target is allowed a saving throw if it wants to resist the change. The selected effect is re-rolled once on the Corruptions Table. The Cleric has to roll once on the Corruptions Table if a 1 is rolled when the spell's target rolls on the Corruptions Table.

Unseen Servant

Spell Level: Magic-User, 1st Level

Range: 5' per level

Duration: 1 hour per level

An unseen servant is an invisible mindless, shapeless force that carries out simple tasks at the spellcaster's command. They can go through unlocked doors, lift lids and open drawers and cupboards. In addition, an unseen servant is able to fetch, carry, clean or mend ordinary items. They are, however, only able to carry out one action at a time, which they will repeat providing the caster remains within range.

With a Strength equivalent to a score of 2 the amount of weight they can lift is only 20 pounds, but they can drag up to 100 pounds. Traps and other mechanical devices may be triggered by an unseen servant, unless they need more than 20 pounds of force to set them off. The types of duties they can carry-out can only be mundane and low or unskilled.

Vanish

Spell Level: Magic-User, 7th Level

Range: Touch
Duration: See below

By casting this spell a Magic-User can teleport an object as per the spell Teleport or banish an object to the Ethereal Plane - in which case the object is replaced in the material plane with stone that matches the object's shape. A total of 50 pounds per level, (not to exceed a volume of 3' cubed per level), may be caused to vanish. If the spell Dispel Magic is cast upon a stone item replaced by this spell it may bring back the original item.

Voodoo

Spell Level: Cleric 9th Level
Range: 60'
Duration: Permanent until the doll is destroyed

With access to a small sample of a target's hair or flesh, a Cleric can enchant a simple, doll-like effigy of the intended target and, while within 60', use sharp objects or flames applied to the doll to cause damage on up to six occasions. Each attack causes 4D6 damage, but a saving throw halves that to 2D6. Alternatively, all remaining charges can be expended by destroying the doll with a successful saving throw halving the damage.

Wall of Fire

Spell Level: Magic-User, 4th Level
Range: 60'
Duration: Concentration

A sheet of flames flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer HD cannot pass through it and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage, (with no saving throw), and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60' long and 20' high or a circular wall with a 15' radius, which is also 20' high.

Wall of Ice

Spell Level: Magic-User, 4th Level
Range: 60'
Duration: Concentration

The caster conjures up a wall of ice, 6' thick and non-transparent. The caster may choose to create a straight wall 60' long and 20' high or a circular wall with a 15' radius, which is also 20' high. Creatures with 3 or fewer HD cannot affect the wall, but creatures of 4+

hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Iron

Spell Level: Magic-User, 5th Level

Range: 60'

Duration: 2 hours

The caster conjures an iron wall from thin air. The wall is 3' thick, 50' tall and 50' long.

Wall of Stone

Spell Level: Magic-User, 5th Level

Range: 60'

Duration: Permanent until dispelled

The wall of stone conjured by this spell is 2' thick, with a surface area of 1,000 square-feet. The caster might choose to make the wall 50' long, (in which case it would be 20' tall) or 100' long, (in which case it would be only 10' tall).

War Chariot

Spell Level: Cleric, 8th Level

Range: Touch

Duration: 1 hour/ level

A war chariot equipped with four stallions, four sets of +1 barding, four sets of +1 leather armor, four +1 maces and four +1 shields appears out of know where. It can cross liquids without sinking and fly at the speed of a Pegasus for half the duration of the spell. The equipment on the chariot can only be used within 50' of the chariot.

Water Breathing

Spell Level: Magic-User, 3rd Level

Range: 30'

Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.

Web

Spell Level: Magic-User, 2nd Level

Range: 30'

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10' x 10' x 20'. It is extremely difficult to get through the mass of strands - it takes one turn if a torch and sword, (or a flaming sword), are used. Creatures larger than a horse can break through in 2 turns. Humans alone take more time to break through - perhaps 3–4 turns or longer at the GM's discretion.

Wizard Eye

Spell Level: Magic-User, 4th Level

Range: 240'

Duration: 1 hour

The caster conjures up an invisible, magical 'eye,' that can move a maximum of 240' from its creator. It floats along as directed by the caster at a rate of up to 120' per turn.

Wizard Lock

Spell Level: Magic-User, 2nd Level

Range: Close

Duration: Permanent until dispelled

As with a Hold Portal spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with Magic Resistance can shatter the spell without effort. Any Magic-User at least three levels higher than the caster can open the portal and a Knock spell will open it as well - although the spell is not permanently destroyed in these cases.

Wish

Spell Level: Magic-User, 9th Level

Range: Unlimited

Duration: See below

Although more powerful than a Limited Wish, a Wish spell only grants wishes of limited scope. The GM's discretion will rule what sort of wishes are within the spell's power. (One guideline might be that a Wish can grant effects that would be similar in power to a spell of level 8 or lower, but with permanent effects in many cases). After casting a Wish spell the Magic-User is mentally drained and unable to cast spells for a period of 1d4 days.

Wind Walk

Spell Level: Cleric, 7th Level

Range: Touch

Duration: 1 day or until dispelled

The caster and one other person in contact with her/ him become incorporeal and mist-like. They are able to travel through walls and other obstacles. The Cleric can bring this companion along and travel at 48' per minute indoors, (or in subterranean settings), and much faster outdoors.

Word of Recall

Spell Level: Cleric, 6th Level

Range: Indefinite

Duration: Immediate

The Cleric teleports without error back to a prepared sanctuary.

Zombie Master

Spell Level: Cleric 9th Level

Range: GM's discretion

Duration: Permanent

This spell animates d6 of human-like or monster skeletons/ zombies from dead bodies. Another d6 of undead can be animated per level of the caster above 8th. The corpses remain animated until slain. They understand basic instructions and are able to either follow the spellcaster or to remain in an area and attack any creature - or just a specific kind of creature. The total HD of the zombies or skeletons cannot exceed 50HD, so a graveyard full of human bodies could be animated, but only a small group of giants' corpses could be animated.



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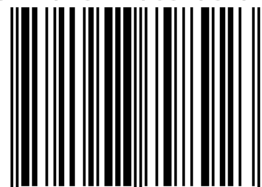
Corruption is a tabletop roleplaying game (RPG) and clone of the Original Game by Gary Gygax and Dave Arneson.

Corruption focuses on offering challenge-based gameplay and step-by-step support for adventure- and campaign-building. At the same time the game adds a wide range of options for rapidly shaping gameplay to offer gritty and/ or grimy adventures - with a certain amount of comic book 'dark' flavor.

The system packs in new, imaginative content that can be plugged straight into almost any tabletop fantasy RPG. Along those lines, Corruption includes stacks of threatening races, ferocious monsters and heroic character classes to slot directly into Old School/ OSR systems.

Corruption translates quickly and easily between many familiar roleplaying games (RPGs) systems. The rules are kept straightforward throughout and make the game very quick to learn, while full of options.

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