Myth&Magic

FANTASY ROLEPLAYING

Player's Starter Guide

INTRODUCTORY RULES TO CREATE AND PLAY HEROES OF LEVELS 1 - 10

BASE 20 ™

Myth&Magic
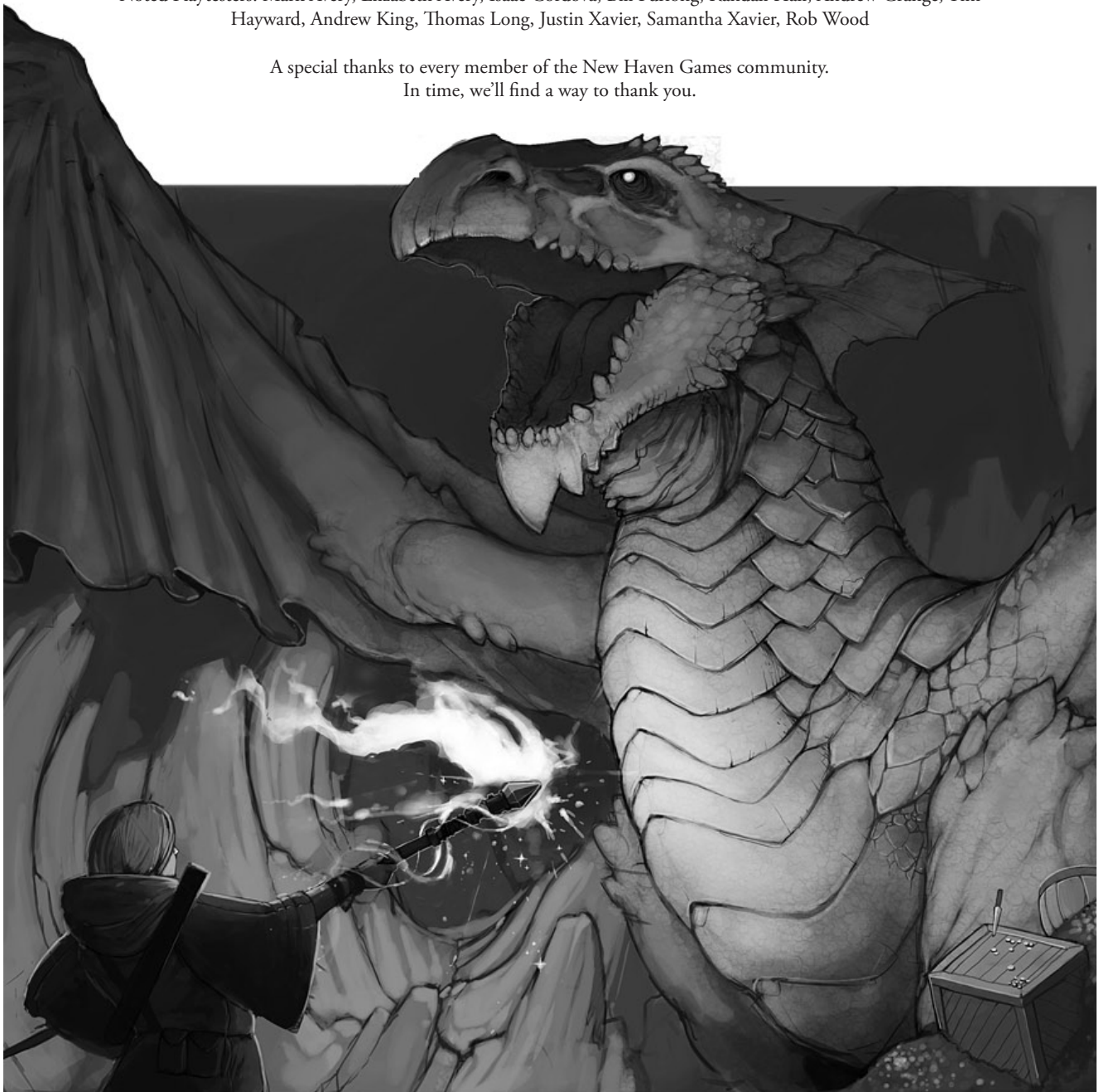
Welcome ..

To the **Player's Starter Guide**. Together with the **Game Master's Starter Guide**, you now have the introductory rules for the *Myth & Magic Fantasy Role Playing Game.* The starter guides incorporate countless suggestions provided over the last two years by participants of the open playtest. While the open playtest is officially over, your involvement in the shaping of *Myth & Magic* has just begun. *Myth & Magic* is still very much a community game. Our members were active, encouraging playtesters. Their love for this game shows and your input in the future will help to make *Myth & Magic* a better game.

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

*What is the **Player's Starter Guide**?* The **Player's Starter Guide** is an introduction to the larger game. It includes all the necessary rules and many options for creating and playing one of the four iconic character classes: cleric, fighter, thief and wizard. (**The Player's Handbook** contains the rules for all character classes through all twenty levels.) With this starter guide, you will craft your first official *Myth & Magic* adventurer and begin a long career of heroic (or nefarious) deeds that will no doubt grace the lips of many bards that come to pass.

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

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

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

Here is the **Player's Starter Guide** to the *Myth & Magic Fantasy Roleplaying Game* ...

Tom Ryan
-October, 2011

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MYTH & MAGIC

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

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

WHAT TO EXPECT

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

The goal of *Myth & Magic* is to update the 2nd Edition of the world's most popular role-playing game. It certainly achieves that goal by re-taining all that made 2nd Edition so enjoyable and memorable, while introducing some fresh concepts that create more options for character advancement and gameplay.

If you have never played 2nd Edition and prefer 3.x and the OGL games to what has become known as "OSR" games, don't run away! You might just find *Myth & Magic* a wonderful break from your favorite game.

WHAT YOU NEED

You need the full array of standard polyhedron dice from d4 to d20. You need this book and the knowledge it contains. You also need a well-defined character, preferably scrawled on the Myth & Magic Character Sheet. You need your imagination, too. *Myth & Magic* is not defined by the rules, it is defined by your actions.

BUILDING A CHARACTER

Give the next several chapters a quick read to glean the many options you have to create a character. Then grab some scrap paper and begin conceptualizing a fantasy hero. Envision the sort of character you wish to play, whether it be a trickster rogue, battle-hardened warrior or master of arcane magic.

You roll for your attributes first (ch. 1). Then choose a race (ch. 2) and class (ch. 3) that follows your vision. Individualize your character by then choosing weapon proficiencies, nonweapon proficiences and class talents (chapters 4-6 respectively). Finish your character with equipment (ch. 7) and an appropriate history.
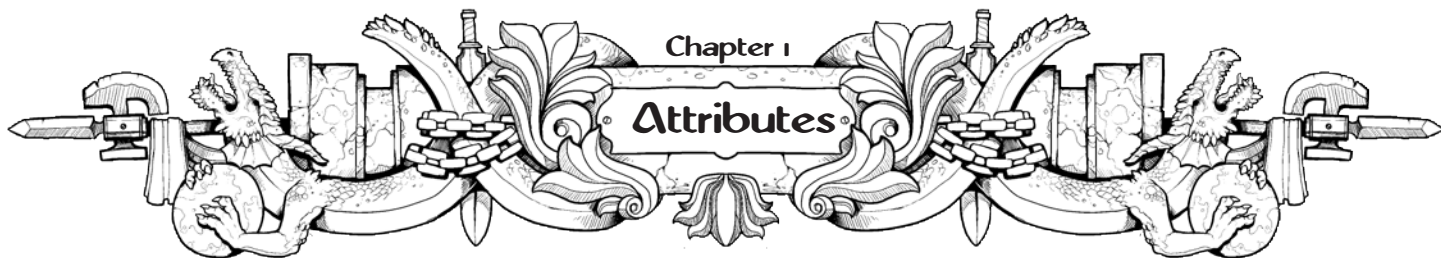
Attributes represent a character's physical, mental and social potential. At character creation, they portray his natural born talents.

THE SIX ATTRIBUTES

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

STRENGTH

Strength is a character's physical power. A high Strength grants a modifier on attack and damage rolls and makes it easier to perform strength-based activities, such as lifting heavy objects or breaking down doors. Strength also serves as the core attribute for certain proficiencies, such as blacksmithing and swimming.

Attribute Check Modifier: Check modifiers apply to attribute checks. This is the number added or subtracted to a d20 roll to determine how well the character performs a Strength check. Strength checks are called for when the character wishes to perform any show of strength, such as lifting something or smashing something down.

Activity	Target Complexity
Breaking down standard wooden door	Average (TC 10)
Jumping a 10-ft. chasm	Average (TC 10)
Breaking down stone door	Superior (TC 15)
Breaking jam on portcullis to allow one to lift it	Superior (TC 15)
Bend a bar (that can be bent)	Exceptional (TC 20)
Bend a bar (that probably shouldn't be bent)	Legendary (TC 25)

Attack & Damage Modifier: This column lists the modifier that is added or subtracted to melee attack and damage rolls. The rationale behind this mechanic is based on the fact that extremely weak combatants struggle to maintain force in combat and very strong combatants have an easier time effectively and continually striking with power. Strong fighters add an additional bonus per a class ability noted in their class description.

TABLE 1: STRENGTH CHART

Score	Attribute Check Modifier	Attack & Damage Modifier	Weight Allowance
1	-9	-4	1
2	-8	-4	3
3	-7	-3	5
4	-6	-3	10
5	-5	-2	20
6	-4	-2	30
7	-3	-1	40
8	-2	-1	50
9	-1	0	60
10	0	0	75
11	+1	0	90
12	+2	0	105
13	+3	0	125
14	+4	+1	150
15	+5	+1	180
16	+6	+2	210
17	+7	+2	250
18	+8	+3	300
19	+9	+4	350
20	+10	+5	400
21	+11	+6	500
22	+12	+7	600
23	+13	+8	725
24	+14	+9	850
25	+15	+10	1000

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

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

DEXTERITY

Dexterity is a character's physical agility, hand-eye coordination, and reflexes. In game terms, a high Dexterity grants a bonus to ranged attacks, increases Armor Class, and allows the character to perform split second dodges.

Check Modifier: This is the number added or subtracted to a d20 roll to determine how well the character performs a Dexterity check. Dexterity checks are often required when a character wishes to perform a feat of agility. Most often, the character wishes to climb a wall or tumble without being proficient in either climbing or acrobatics:

Activity	Target Complexity
Climb a rope 20 ft.	Average (TC 10)
Tumble quickly 10 ft.	Average (TC 10)
Jump a 10- ft. chasm	Average (TC 10)
Fight while balancing on a ledge	Superior (TC 15)

Dexterity checks also help to avoid becoming flat-footed:

Activity	Target Complexity
Avoid being flat-footed during the first round of an accidental combat	Average (TC 10)

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

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

TABLE 2: DEXTERITY CHART

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

TABLE 3: CONSTITUTION CHART

Score	Attribute Check Modifier	Fortitude Modifier	Shock Survival
1	-9	-4	Average (TC 10)
2	-8	-4	Average (TC 10)
3	-7	-3	Average (TC 10)
4	-6	-3	Average (TC 10)
5	-5	-2	Average (TC 10)
6	-4	-2	Average (TC 10)
7	-3	-1	Average (TC 10)
8	-2	-1	Average (TC 10)
9	-1	0	Average (TC 10)
10	0	0	Average (TC 10)
11	+1	0	Average (TC 10)
12	+2	0	Average (TC 10)
13	+3	0	Average (TC 10)
14	+4	+1	Average (TC 10)
15	+5	+1	Average (TC 10)
16	+6	+2	Average (TC 10)
17	+7	+2	Average (TC 10)
18	+8	+3	Average (TC 10)
19	+9	+4	Always
20	+10	+5	Always
21	+11	+6	Always
22	+12	+7	Always
23	+13	+8	Always
24	+14	+9	Always
25	+15	+10	Always

CONSTITUTION

Constitution equates to physical sturdiness and the ability to withstand damage. It relates to the body's natural power to fend off unwanted agents and to survive shocking ordeals, such as transformation or resurrection. Constitution is critical for martial classes.

Attribute Check Modifier: This number modifies a d20 roll when the character performs a Constitution check. Checks are required to stave off non-magical or mundane toxins, to engage in prolonged bouts of activity and to persist in such activity each hour.

Activity	Target Complexity
Avoid penalties after a sleepless night	Average (TC 10)
Avoid penalties when intoxicated	Superior (TC 15)
Continue strenuous activity when exhausted	Superior (TC 15)
Avoid effects of extreme cold, heat, thirst, hunger, and other debilitating circumstances	Exceptional (TC 20)

Fortitude Modifier: This number modifies the amount of hit points gained at each level and the Fortitude saving throw, which is the save versus poisons, gases, certain spells and other hazards that call upon a character's inner fortitude to stave off, such as petrification and polymorphing. Fighters receive an additional bonus for high Constitution per a class ability noted in the fighter's class entry.

Shock Survival: This column shows that, most of the time, a character will be required to perform an Average (TC 10) Constitution check to survive a shocking ordeal, such as the loss of a limb, a polymorph spell, or being turned to stone. Those with a Constitution score of at least 20 always succeed.

INTELLIGENCE

Intelligence is brain power, aptitude, and a metric of how easily one learns new material. It affects a character's ability to comprehend and analyze, to concentrate, to decipher ancient languages, and to properly understand the machinations of ancient arcane secrets. Intelligence

TABLE 4: INTELLIGENCE CHART

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

determines the amount of additional languages known at character creation, and serves as an arcane spell caster's primary attribute.

Attribute Check Modifier: This is the number added or subtracted to a d20 roll to determine how well the character performs an Intelligence check. Intelligence checks are often required when a character attempts to remember information or overcome a challenging puzzle. Spellcasting characters roll Intelligence checks for a number of reasons, one of which is to determine whether they can activate a scroll beyond the level they can cast, which is always a Superior (TC 15) task. Knowledge-based proficiencies require Intelligence checks as well.

Activity	Target Complexity
Remember a specific piece of information	Average (TC 10)
Solve a challenging puzzle or riddle	Superior (TC 15)
Activate a scroll of a higher level	Superior (TC 15)

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

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

TABLE 5: WISDOM CHART

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

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

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

Maximum Spell Level: This is the maximum spell level from which he may learn to cast.

WISDOM

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

Attribute Check Modifier: This number modifies a d20 roll to determine how well the character performs a Wisdom check. Wisdom checks most commonly relate to awareness.

Activity	Target Complexity
Quickly search to find something on a body or among other things within one round	Average (TC 10)
Hear a conversation through a wooden door	Average (TC 10)
Hear noises through stone or a thick wall	Superior (TC 15)
Spot something out of place or partially hidden	Superior (TC 15)
Find something well-hidden when searching	Superior (TC 15)
Spot something well hidden without searching	Exceptional (TC 20)

Wisdom checks also help to avoid being surprised:

Activity	Target Complexity
Avoid being surprised by someone actively attempting to sneak to ambush	Opposed Rolls

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

Bonus Divine Spells: Divine casters with high Wisdom scores receive bonus spells per day. The number outside the parentheses in this column lists the amount of bonus spells and these spells must come from the levels indicated in the column. For example, a cleric with Wisdom 17 receives two additional spells of 1st and 2nd level each day.

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

CHARISMA

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

Attribute Check Modifier: This is the number added or subtracted to a d20 roll to determine how well the character performs a Charisma check. Charisma checks are requested for social interactions from which the character wishes to gain something from the exchange. For example, they are required when a character uses guile or persuasion to cause a person to act in a helpful manner. Charisma checks arise often in upper-level play when characters oversee henchmen and hirelings. When a character's henchmen or hirelings face an extremely dire circumstance, and the GM feels there is a chance they may flee, the character rolls a Charisma check to maintain morale.

TABLE 6: CHARISMA CHART

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

Activity	Target Complexity
Maintain morale in special henchmen	Average (TC 10)
Maintain morale in hirelings	Superior (TC 15)

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

Influence: Standard applications of Charisma, such as using a Charisma-based proficiency, are resolved with the attribute check modifier. In this respect, the attribute check modifier applies to active attempts at gaining some sort of upper hand in a social interaction. The influence modifier is both passive and active. On a passive level, the influence modifier adds to the current morale of any hirelings or henchmen. The player character's passive magnetism and esteem bolster the allegiances of those that work for him. For example, if a player's cohort cleric has a 12 morale, and the player has a 14 Charisma, the cohort's morale is actually 15. Conversely, the influence modifier directly alters many class-based abilities that rely on Charisma. For example, the paladin's holy sword draws from the paladin's influence modifier in the form of an attack and damage boost and the cleric's turn undead ability is bolstered by his influence. There may be other possible applications of a passive or active influence bonus that creep up in play. If so, the Game Master has discretion to allow it.

ROLLING FOR ATTRIBUTES

Players choose one of the following methods to generate attribute scores. It is imperative that you first speak with your GM to determine whether he or she favors any one or more options.

1) Series: Roll 3d6 seven times and drop the lowest result for a set of six scores. Repeat this process two additional times for a total of three series. Choose the best series and distribute the six scores among the attributes as desired. This method allows for a great deal of flexibility.

2) Roleplaying: The roleplaying method is to list the attributes in order from Strength to Charisma. Roll 3d6 three times for each attribute in the order they appear, taking the highest result for each attribute. Thus, the first highest 3d6 roll determines the character's Strength, while the last determines Charisma. This method almost assuredly determines what character classes would be wise to play and should be chosen by players who thoroughly enjoy roleplaying.

3) Heroic: The heroic method is to roll 4d6, drop the lowest roll and add them for a number between 3 and 18. Do this six times and distribute the scores among the attributes as desired.

4) Loaded Dice: Roll 3d6, while re-rolling any d6 results of '1', for a number between 6 and 18. Do this a total of six times and distribute the scores among the attributes as desired.

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

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

ATTRIBUTE CHECKS

Players frequently roll attribute checks in play. Attribute checks are required when a character wishes to perform a noncombat task. In almost every case, choosing the attribute that is most responsible for the task. For example, trying to catch something is an application of Dexterity and, if it matters, the GM requires a Dexterity check.

An attribute check is a d20 roll modified by the attribute check modifier.

Attribute Check = d20 + Attribute Check Modifier

ATTRIBUTES & PROFICIENCIES

Proficiencies are linked closely to attribute checks and thus a quick note on how proficiencies come into play is important. Any character can attempt an attribute check to try almost any noncombat task. A proficiency represents training in a single, or small set of related, noncombat task(s). So, why take proficiencies if anyone can simply roll an attribute check for noncombat tasks? Three reasons.

Characters primarily choose proficiencies to highlight their character's range of noncombat expertise. Next, while a proficiency may only cover a distinct task, proficiency does grant additional bonuses and benefits based on how much training the character has received. Lastly, there are some proficiencies, such as Open Locks and Spellcraft, that require training to even attempt. (See the *Nonweapon Proficiency* chapter for more.)

SUCCESSFUL CHECKS

Attribute checks are successful when the modified roll meets or exceeds a Target Complexity ("TC"). For purposes of character generation, it is important to see the various complexities to understand the impact a certain attribute score will have in play:

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

TARGET COMPLEXITY ("TC")

This is a major component of the nonweapon proficiency system of *Myth & Magic* and will be repeated several times throughout the rules. There are four common levels of complexity (or TCs.) Each level of complexity has an associated number on the d20. Players must meet or exceed this number to succeed at whatever task is being attempted.

In some situations, the TC is set by the game rules. The GM will consult the rules and request whatever complexity is listed. In other situations, the GM has full discretion to gauge the difficulty of a task.

The acronym for the following complexities is BASE and each complexity level is represented by both an adjective and a target number. The adjectives help the GM and players conceptualize the different levels of complexity. Thus, by putting the following to memory, players and GMs quickly master the heart of the *BASE20* system:

Basic (TC 5): Basic tasks are very simple and easy. In most cases, the average person will succeed on a basic task 75% of the time. Climbing up a 10 foot wall with many places to grip and stand is basic. All attribute checks that, once modified, equal or exceed a 5 on the d20 are considered successful.

Average (TC 10): Average tasks require a bit more concentration and skill. The average person succeeds on an Average task about half the time. Bashing down a standard wooden door is an Average task. All attribute checks, once modified, that equal or exceed 10 on the d20 are considered successful.

Superior (TC 15): Superior tasks require a superior set of skills or a superior exercise of one's skill. The average person only succeeds on Superior tasks 25% of the time. Lifting up a standard portcullis in the sewers is a Superior task. All attribute checks, once modified, that equal or exceed 10 on the d10 are considered successful.

Exceptional (TC 20): These are the truly awesome tasks that average people succeed with luck alone. The average person has only a 5% chance of succeeding here, and this slight chance is only present due to the rule that all natural 20s succeed on non-combat tasks. Bending the metal bars of a jail cell to escape is an Exceptional task. All

attribute checks, once modified, that equal or exceed 20 on the d20 are considered successful.

The adjectives above can also be used to describe an attempt. For example, if you roll into the Superior bracket for your proficiency check, you can simply say, "I rolled a Superior check."

Legendary (TC 25): Yes, it exists. The Legendary TC 25 is used for the toughest challenges in the game. It doesn't appear often and GMs are cautioned to use it sparingly. Using the alley wall of two adjacent buildings to scale up 40 feet in one movement is Legendary.

EXAMPLE OF PLAY

The following example mixes both proficiency checks and attribute checks.

Rob is playing a cleric of nature. Fred is playing a fighter. They are starting a campaign (using *The Road to Adventure* module).

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

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

GM: Yes, it should.

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

GM: No. This is a Basic use of Animal Handling. You can't fail. Fred, how do you respond?

Fred: I like the idea. I don't care for horses. They stare at me. I'll walk ahead about ten paces and keep a watchful eye on the road and the tree line.

GM: Roll a Wisdom check for me Fred.

Fred: Why?

GM: I want to see if you notice me killing your character! Just roll it.

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

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

Fred: Oh, nice! I actually like dogs. I wanted one at character creation but didn't feel like buying one. My character will jog up slowly ahead

but stop a short distance from it so I don't frighten it.

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

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

Fred: Nature calls ...

Rob: Very funny.

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

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

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

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

GM: You notice the dog leashed to a tree. It seems the object of Fred's desire.

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

GM: OK. You stop the horses (no roll necessary) and begin the walk up behind Fred. Fred, you get up to the short distance marker you set. The dog looks quite thin and its fur is matted. In fact, you can tell the dog has several hairless patches on its body. The dog notices you and stiffens up a bit, but does not bark or lurch forward.

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

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

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

GM [Laughing]: Then roll a natural 20.

Fred: [Rolls a d20] Yeah BABY!!!! N..A..T..U..R..A..L 20! Come here my pet!

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

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

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

Rob: [Completely aghast} What!

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

Rob: Modified 12, so Average.

GM slips Rob a note.

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

GM: Not a problem. You cut easily through it, but something off to the side catches your eye and you tense up. At that moment...
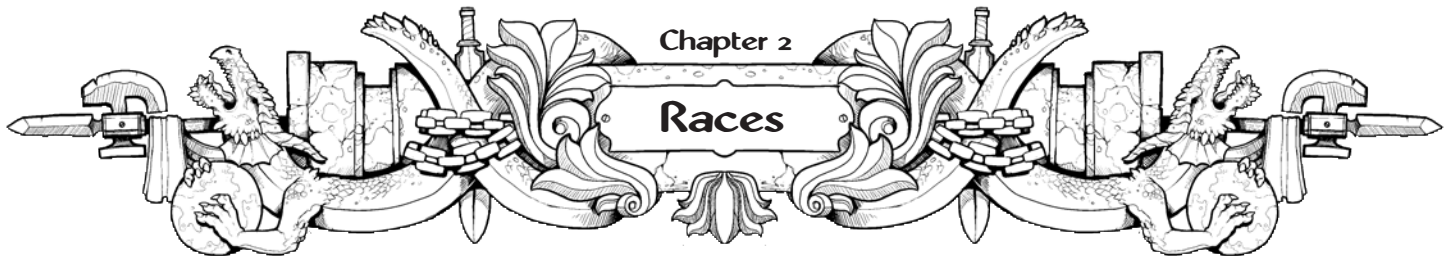
Race symbolizes descent and heritage. It is responsible for the varied and unique genetic codes, traditions, morals and norms that bring color to a fantasy setting.

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

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

DWARF

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

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

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

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

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

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

Dwarves' base movement speed is 20 feet.

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

Every dwarf comes from a clan of forgers and miners, so he or she has grown up with a hammer and pick in hand. Every dwarf has a proficiency in hammers and picks, both the one and two-handed versions of each.

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

Stonecunning: Dwarves honed a great sense of underground gradations and worked stone. If attempting to discern some interesting feature of a slope or section of worked stone within 10 feet, the dwarf rolls a Wisdom check (or Perception check, if trained) against the TCs listed in the following chart:

Task	Complexity
Detect grade or slope	Basic (TC 5)
Detect new construction	Basic (TC 5)
Detect secret walls or rooms	Average (TC 10)
Detect stonework traps and hazards	Superior (TC 15)
Determine depth underground	Exceptional (TC 20)

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

MAGIC DISRUPTION
Dwarves have a natural defense mechanism against magic that disrupts the activation of magical items. Unless a magical item (that requires activation) is specifically created to be used by a dwarf, the dwarf must succeed on an Exceptional (TC 20) Intelligence check or the item simply does not function.

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

HERITAGE ENEMIES
As mentioned, dwarves have historically warred with the orc and

goblinkind. They train very young to defeat these monsters and so receive a +1 to attack rolls against orcs, half-orcs, goblins, and hobgoblins.

GIANT GUARD

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

HERITAGE PROFICIENCIES

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

ELF

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

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

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

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

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

ATTRIBUTES & SPEED

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

Their base movement speed is 40 feet.

HUMAN   HALF ORC   DWARF   ELF   HALFLING   HALF ELF   GNOME

WEAPONS & ARMOR

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

When wielding a long sword, elven thin blade, short sword, rapier, or bow, except crossbows, an elf receives a +1 modifier on attack rolls. This represents early training. Elves always train their young for war.

ELVEN SENSES

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

Superior Focus: Elves receive a +2 bonus on any checks to notice secret or otherwise concealed objects, such as a secret door or trap.

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

STRENGTH OF MIND

Over the centuries, elves have built up an iron-tower of mental defense. A small testament to this fact can be seen in the elven sleep cycle. On average, an elf requires about 8 hours of total rest (not necessarily sleep) every two days. Their strong mental fortitude is either a divine gift after centuries of defending the world or is actually an adaptation to survive borne from early generations. Regardless, elves embrace this trait.

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

IMPROVED INITIATIVE

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

GNOME

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

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

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

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

An average gnome stands a few inches taller than 3' and weighs up to 75 pounds. He or she can have any complexion and any hair color, although most gnomes will have hair tinted or highlighted with drastic bright colors (blues and reds). Their surnames are almost always consonant heavy and constructed of multiple syllables, for example: Billabok, Fonwinken, Ambraskram, and Offwinkledon.

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

ATTRIBUTES & SPEED

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

A gnome's base movement speed is 25 feet.

WEAPONS & ARMOR

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

HERITAGE PROFICIENCIES

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

GNOMISH SENSES

Darkvision: Gnomes have enhanced sight that almost rivals that of the dwarves. They can see up to 40 feet in total darkness.

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

UNDERGROUND SURVIVAL

Long-time tunnelers, gnomes have honed an instinct of underground gradations and hazards. A gnome may attempt to discern an interesting feature of a natural passage or cavern within 20 feet by rolling a Wisdom check (or Perception proficiency check, if trained). The following chart shows the most common applications of this trait and the associated complexities:

Task	Complexity
Detect grade or slope	Basic (TC 5)
Detect unsafe wall, ceiling or floor	Average (TC 10)
Discern depth underground	Superior (TC 15)
Discern North underground	Exceptional (TC 20)

PROTECTION FROM MAGIC

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

MAGIC DISRUPTION

Gnomes have a natural resistance to most magic. Unless a magical item is specifically created to be used by a gnome or the item uses illusion magic, the gnome must succeed on an Exceptional (TC 20) Intelligence check or the item simply does not activate. If the gnome unsuccessfully attempts to activate a cursed item, the gnome immediately discovers the presence of a curse, but not the specifics of the curse.

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

HERITAGE ENEMIES

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

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

ILLUSIONS

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

Gnomes may become specialist wizards (illusionists) and multi-class with the specialty class. In this regard, gnomes share this option with no other race.

HALF-ELF

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

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

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

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

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

ATTRIBUTES & SPEED

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

Half-elves' base movement speed is 30 feet.

WEAPONS & ARMOR

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

AMBITIOUS START

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

HALF-ELVEN SENSES

Low-light Vision: Half-elves have the similar sight and hearing as their elven parent. In moonlit conditions, they can see as well as a human can in clear daylight and can see as far as 60 feet in shadowy illumination (not quite total darkness).

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

ELVEN STRENGTH OF MIND

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

HALF-ORC

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

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

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

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

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

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

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

ATTRIBUTES & SPEED

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

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

WEAPONS & ARMOR

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

HERITAGE PROFICIENCIES

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

ORCISH SENSES

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

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

FRENZY

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

HALFLING

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

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

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

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

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

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

ATTRIBUTES & SPEED

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

A halfling's base movement speed is 25 feet.

WEAPONS & ARMOR

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

Halflings train with hand-propelled ranged weapons from a very young age. Hence, all halflings have a free weapon proficiency in slings, javelins, throwing dagger, throwing axe and spear. Halflings may choose any one of these weapons to also enjoy a +1 attack and damage bonus.

HALFLING SENSES

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

PROTECTION FROM MAGIC

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

POISON RESISTANCE

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

UNCANNY LUCK

For some reason, adventurous halflings are the realms' luckiest folk.

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

HUMAN

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

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

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

ATTRIBUTES & SPEED

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

Humans' base movement speed is 30 feet.

WEAPONS & ARMOR

Humans may wield any weapon and wear any armor per their class.

AMBITIOUS START

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

RACIAL TRAITS

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

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

TABLE 7: AVERAGE RANGE OF HEIGHT AND WEIGHT

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

TABLE 8: AVERAGE LIFE SPANS AND AGING EFFECTS

Race	Middle Age*	Old Age**	Venerable***
Dwarf	125 years	167 years	250 years
Elf	175 years	233 years	350 years
Gnome	150 years	200 years	300 years
Half-elf	62 years	83 years	125 years
Half-orc	45 years	60 years	90 years
Halfling	50 years	70 years	110 years
Human	45 years	60 years	90 years

* -1 Str/Con; +1 Int/Wis
** -2 Str/Dex, -1 Con; +1 Wis
*** -1 Str/Dex/Con; +1 Int/Wis

LANGUAGES

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

TABLE 9: BONUS LANGUAGES PER RACE

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

HIGHLY SPECIALIZED LANGUAGES

One can fairly assume that any race (or monster) could, if intelligent, create its own distinct language or speak an almost unrecognizable dialect of another language. For example, many drow elves use a special form of sign language they created to communicate without sound. Characters with experience dealing with such languages could start with one or more of these highly specialized languages or dialects as bonus languages. Consult your GM first; languages are often campaign specific.

COMMON LANGUAGES

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

TABLE 10: COMMON FANTASY LANGUAGES

Common	Predominately spoken by humans and any race in commerce; considered the merchant's tongue.
Elven	Spoken by all forms of elves and most half-elves.
Dwarven	Spoken by dwarves and descended from Giant.
Halfling	Spoken by halflings.
Undercommon	Spoken by races that inhabitant the underdark, such as drow elves or deep gnomes.
Terran	Predominately spoken by earth elementals from the Elemental Plane of Earth.
Sylvan	The forest language; spoken by dryads, centaurs and other fey creatures.
Gnome	Spoken by gnomes.
Orc	Spoken by orcs; a slang version is usually spoken in some fashion by other intelligent mountain-dwelling monsters.
Celestial	The language of the good-aligned celestial planes; spoken by angels and gods.
Draconic	The ancient language of the dragons; used primary by arcane circles
Goblin	The language of the goblin-kind. Hobgoblins have their own distinct dialect.
Abyssal	The language of the evil-aligned Abyss; spoken by demons and their servants.
Infernal	The language of the evil-aligned planes of Hell; spoken by devils and their servants.
Giant	The language of the giant-kin; spoken by all giants, ettins, titans and other ancient behemoths.
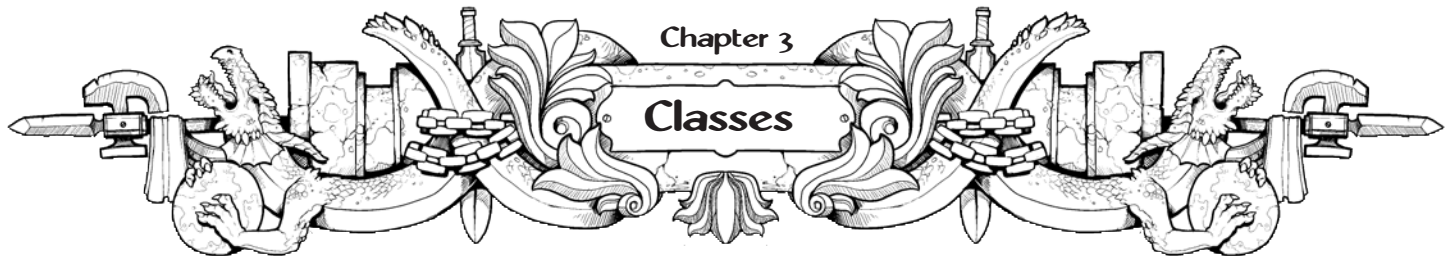
This chapter contains ten levels of progression for the four most iconic character classes in *Myth & Magic*: cleric, fighter, thief and wizard.

Each class entry includes general background information, prerequisites and restrictions (some entirely optional) and the benefits provided at each level of progression. Class entries also include an easy-to-read level chart with important information pertinent to each level of play. The bonuses listed at each level **are not cumulative** with the previous levels. For example, at 4th level, the fighter has total of 4d10 base hit points.

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

Base HP: This is the number of base hit points the character has at a certain level. This base is added to bonus hit points provided by a high Constitution score, if any.

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

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

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

CT Slots: This list shows when slots are gained to learn class talents.

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

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

CLERIC

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

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

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

Any race is allowed to become a cleric.

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

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

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

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

NONWEAPON PROFICIENCIES
Clerics have access to the academic, general and nature lists.

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

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

TABLE 11: CLERIC LEVEL CHART

Level	Base HP	Base to Hit	Attacks per Round	NWP Slots	WP Slots	CT Slots	Fort Save	Reflex Save	Will Save	Special
1	1d8 (max)	+0	1	4	2	1	+6	+4	+5	Level 1 Spells, Religion, Spontaneous Cure Spells, Turn Undead
2	2d8	+1	1	4	2	1	+7	+4	+5	
3	3d8	+1	1	5	2	2	+7	+5	+5	Level 2 Spells
4	4d8	+2	1	5	3	2	+7	+5	+6	
5	5d8	+3	1	5	3	2	+8	+5	+7	Level 3 Spells
6	6d8	+3	1	6	3	3	+8	+6	+8	
7	7d8	+4	1	6	3	3	+9	+6	+8	Level 4 Spells, Renown, Scribe
8	8d8	+5	1	6	4	3	+9	+7	+8	Sanction
9	9d8	+5	1	7	4	4	+10	+7	+8	Level 5 Spells, Prepare Divine Potions
10	9d8+2	+6	1	7	4	4	+10	+8	+9	

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

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

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

All divine casters, including clerics, cast spells of various spheres, which are foci of spiritual influence. A cleric has major access to all spheres, except elemental, in which she has minor access, and the animal, plant and weather spheres, from which she is forbidden to cast.

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

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

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

Attempting to turn or control an undead requires the cleric to present her symbol of faith, and

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

TABLE 12: CLERIC TURN CHECK

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

Successful Checks: A successful check turns an amount of HD worth of undead equal to 2d6 plus the cleric's Charisma-based Influence modifier. Undead creatures with the fewest HD are affected first.

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

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

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

Scribe: At 7th-level, the cleric begins to scribe divine scrolls of the spells she can normally cast. The cleric must provide material components, which are comprised of special paper and inks costing 50 gp per spell level. To scribe, the cleric must spend eight hours each day scribing for a number of consecutive days equal to the scroll's spell level. Once the cost in time and materials is spent, she then rolls an Intel-

ligence check, with a +1 bonus per two cleric levels, against a Superior (TC 15) task. A failed attempt destroys whatever material components were used and the process must be restarted.

Sanction: At 9th-level, the cleric's church sanctions the erection of a worship hall. The hall can be built according to the joint wishes of the cleric and her church. While the church pays for the lion's share of the building costs, the cleric is required to pay for two things. First, the cleric pays for the labor. This helps the cleric establish goodwill within the community. Second, she pays for the creation of the worship hall's altar and blessed statue. These expenses cost between 5,000 and 10,000 gold pieces total.

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

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

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

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

TABLE 13: CLERIC'S BASE SPELLS PER DAY

Cleric Level	Spell Level				
	1	2	3	4	5*
1	1	--	--	--	--
2	2	--	--	--	--
3	2	1	--	--	--
4	3	2	--	--	--
5	3	2	1	--	--
6	3	3	2	--	--
7	4	3	2	1	--
8	4	3	3	2	--
9	4	4	3	2	1
10	5	4	3	3	2

* Requires Wisdom score of 16 or higher.

for one day per spell level of the potion. During this time, the cleric is required to spend eight hours per day praying at the altar.

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

CLERICS OF A SPECIFIC MYTHOS

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

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

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

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

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

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

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

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

Nonweapon Proficiencies: Rogue proficiencies are the only category restricted to the general cleric. If a cleric's specific mythos exemplifies

the life of a rogue, such as deceit, guile or treachery, some or all of the rogue proficiencies should be accessible.

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

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

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

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

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

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

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

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

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

TABLE 14: EXAMPLE PRIESTS OF A SPECIFIC MYTHOS

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

FIGHTER

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

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

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

ATTRIBUTES

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

RACE AND ALIGNMENT

No restrictions here. All races and alignments are allowed.

PRIME EXAMPLE

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

WEAPONS & ARMOR

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

NONWEAPON PROFICIENCIES

Fighters have access to the general, craft and nature proficiency lists.

MAGICAL ITEM USE

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

LEVEL BENEFITS

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

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

Weapon Specialization: On any one proficient melee weapon, a fighter receives a free upgrade to specialization. Specialization provides an additional +1 attack bonus and a +2 damage bonus on every attack with the specialized weapon. This free upgrade must be chosen at character creation.

A fighter is not limited to the amount of weapons in which he may specialize, but he receives only one free specialization. Weapon proficiency slots are required to specialize in additional weapons thereafter.

[Note] Weapon Specialization and Ranged Weaponry: Fighters train by default in melee combat and so it only costs a fighter two weapon proficiency slots to specialize in a melee weapon: one slot for proficiency and one slot for specialization. Fighters may still specialize in a ranged weapon, however, this requires three (3) weapon proficiency slots: one for proficiency and two for specialization.

TABLE 115 FIGHTER LEVEL CHART

Level	Base HP	Base to Hit	Attacks Per Round	NWP Slots	WP Slots	CT Slots	Fort Save	Reflex Save	Will Save	Special
1	1d10 (max)	+0	1	3	4	1	+5	+5	+4	Warrior Prowess, Weapon Specialization
2	2d10	+1	1	3	4	1	+6	+5	+4	Fearless +1
3	3d10	+2	1	3	5	2	+6	+6	+4	Weapon Expertise
4	4d10	+3	1	4	5	2	+7	+6	+5	
5	5d10	+4	1	4	5	2	+7	+7	+5	Fearless +2
6	6d10	+5	1	4	6	3	+8	+7	+6	
7	7d10	+6	3/2	4	6	3	+8	+8	+6	Weapon Mastery
8	8d10	+7	3/2	5	6	3	+9	+8	+7	Fearless +3
9	9d10	+8	3/2	5	7	4	+9	+9	+7	Renown
10	9d10+3	+9	3/2	5	7	4	+10	+9	+8	

Specialization in bows and crossbows provides the standard +1 bonus to attacks and +2 to damage. Specialization in a bow also allows a fighter to add his Strength-based damage modifier on all successful shots made within 30 feet of the fighter.

Fearless: Fighters thirst for combat against any foe and wage headfirst into battle. This mind set grows into a protection versus all mundane and magical fear effects. At 2rd level, they receive a +1 bonus on any saving throw versus a fear effect. The bonus increases at Levels 5 and 8 to +2 and +3 respectively.

Weapon Expertise: At 3rd level, the fighter receives the weapon expertise proficiency free of charge on any one specialized weapon. Weapon expertise increases the number of attacks the fighter may use with his chosen weapon by one category. For example, the fighter has 1 attack per round at 3rd level. When wielding his chosen weapon, he enjoys 3 attacks every 2 rounds (3/2). At 7th level, his expert attack rate is 2/1.

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

Renown: At 9th level, the fighter's reputation extends throughout the realms and, provided he has established a suitable stronghold and his Charisma score permits, he attracts a number of henchmen. This includes a lieutenant, an elite faction of guards and a contingent of fighters. The player creates a 6th level fighter to serve as his lead lieutenant and up to ten 3rd level elite guards (of any race and class structure). Whatever then remains of the fighter's maximum allotted henchmen per his Charisma are comprised of 1st level cavalry and infantry. The 6th level lieutenant comes fully equipped with +1 magical armor and two +1 weapons. The other henchmen arrive with rudimentary supplies and gear. (The GM has full discretion to allow a more or less powerful contingent.)

THIEF

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

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

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

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

PRIME EXAMPLE

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

WEAPONS AND ARMOR

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

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

NONWEAPON PROFICIENCIES

Thieves have access to the academic, general and rogue proficiency lists.

MAGICAL ITEM USE

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

CLASS ABILITIES

The thief receives the following class abilities as she progresses:

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

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

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

Skill Boost: At 2nd level, and every other level thereafter, the thief receives a +1 bonus that she may apply to any one (1) of her trained proficiencies. This +1 bonus is considered an additional modifier that affects the relevant proficiency check.

Sneak Attack: At 1st level, the thief receives a sneak attack. With this attack**,** the thief is capable of dealing tremendous damage by back-

TABLE 16: ARMOR ADJUSTMENTS TO SKILLS

Thievery Skill	Armor Type			
	Padded/ Leather	Studded Leather	Brigandine	Elven Chain
Acrobatics	0	-1	-4	-4
Climb	0	-1	-3	-3
Sleight of Hand	0	-1	-3	-3
Stealth	0	-1	-2	-2

stabbing a target by surprise. If wielding a small and easily concealable piercing weapon, such as a knife or short sword, the thief can attempt to sneak toward a target with a secondary action. If a Dexterity (or Stealth check) is successful, the thief stabs her target in the back with her primary action. She receives a +4 additional bonus on the attack (+2 for a rear attack and +2 for this ability). The location of the blow and the surprising factor of it cause the target to suffer a damage multiplier based on the thief's level.
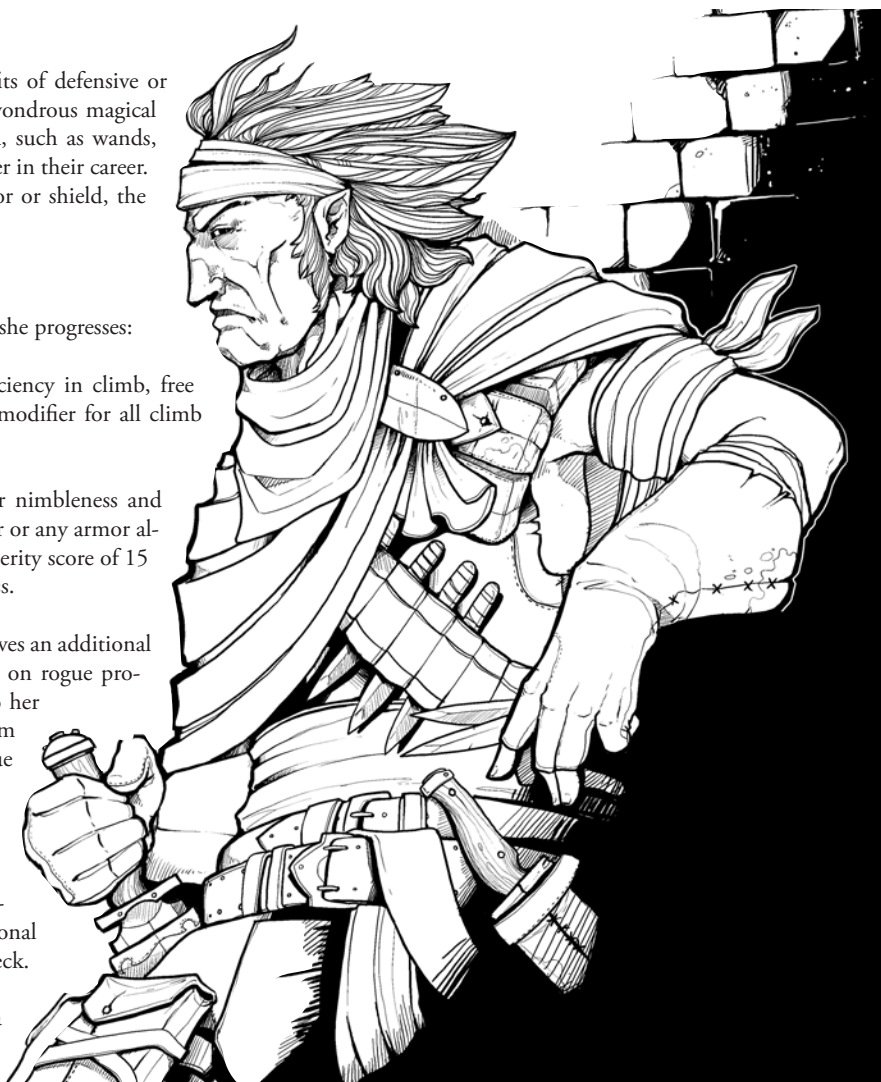
TABLE 17: THIEF LEVEL CHART

Level	Hit Points	Base to Hit	Attacks per Round	NWP Slots	WP Slots	CT Slots	Fort Save	Ref Save	Will Save	Special
1	1d6 (max)	+0	1	3	2	1	+4	+5	+4	Dextrous Climb, Nimble Defense, Rogue Skills, Sneak Attack x2, Trap Lore
2	2d6	+0	1	3	2	1	+5	+6	+4	Opportune Attack, Skill Boost
3	3d6	+1	1	4	2	2	+5	+6	+5	
4	4d6	+1	1	4	3	2	+5	+7	+5	
5	5d6	+2	1	5	3	2	+5	+7	+6	Sneak Attack x3
6	6d6	+2	1	5	3	3	+6	+8	+6	
7	7d6	+3	1	6	3	3	+7	+8	+7	Activate Scroll Skill
8	8d6	+3	1	6	4	3	+7	+9	+7	
9	9d6	+4	1	7	4	4	+7	+9	+8	Sneak Attack x4
10	10d6	+4	1	7	4	4	+7	+10	+8	Renown

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

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

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

Opportune Attack: The thief has honed her reflexes to take advantage of a target's divided attention. Whenever a target is engaged with one or more opponents, the thief receives a bonus to her melee and ranged attack and damage rolls against that target. The bonus begins at +1 at 1st level and increases to +2 and +3 at Levels 4 and 8, respectively.

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

TABLE 18: THIEF ACTIVATE SCROLL CHART

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

Renown: 10th level thieves begin to receive henchmen called pledges. All but two of the maximum number of henchmen allowed per the thief's Charisma are 2nd level. Most initial pledges are thieves, but members of other classes may also seek the thief as well. At some point thereafter, two 6th level henchmen arrive, each with at least four levels of thief, to help form a small guild. (The player controlling the thief should create them and give them appropriate backgrounds.)

WIZARD

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

ATTRIBUTES

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

RACE AND ALIGNMENT

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

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

PRIME EXAMPLE

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

TABLE 19: WIZARD LEVEL CHART

Level	Base Hit Points	Base to Hit	Attacks Per Round	NWP Slots	WP Slots	CT Slots	Fort Save	Reflex Save	Will Save	Special
1	1d4 (max)	+0	1	3	1	1	+4	+5	+6	Specialization, Spellbook, Spellcraft, Level 1 Spells
2	2d4	+0	1	3	1	1	+4	+5	+7	
3	3d4	+0	1	4	1	2	+5	+5	+7	Level 2 Spells
4	4d4	+1	1	4	1	2	+5	+6	+8	
5	5d4	+1	1	4	1	2	+5	+6	+9	Level 3 Spells
6	6d4	+1	1	5	2	3	+6	+6	+9	
7	7d4	+2	1	5	2	3	+6	+7	+9	Level 4 Spells
8	8d4	+2	1	5	2	3	+6	+7	+10	
9	9d4	+2	1	6	2	4	+7	+7	+11	Level 5 Spells, Magecraft
10	10d4	+3	1	6	2	4	+7	+8	+11	

WEAPONS AND ARMOR

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

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

NONWEAPON PROFICIENCIES

Wizards have access to the academic and general proficiency lists.

MAGICAL ITEM USE

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

SPECIALIZATION

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

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

TABLE 20: WIZARD SPECIALIZATION CHART

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

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

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

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

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

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

Magecraft: At 9th level, the specialist wizard receives a +2 bonus on any Magecraft checks (see below) when making a scroll or potion that belongs to his specialty school. He suffers a -2 penalty to create items outside his school, though.

CLASS ABILITIES

Spellbook: Wizards retain their spellbooks from tutelage. A spellbook is a collection of arcane spells, in literary and architectural form, which aids the memorization of spells. A spellbook contains spells known by the wizard and may also contain blank pages for future needs. Each spell requires a number of pages equal to the spell's level, so most wizards have multiple spellbooks in their library to accommodate a large store of knowledge. Spellbooks usually contain 100 pages and are very expensive. Each page is magically enhanced to better withstand age and damage, so a spellbook generally costs 50 gold pieces per page. It is good practice to have at least one "traveling" book with the wizard's most useful and commonly cast spells, so as not to require him to drag around several large tomes.

Each book is drafted by an individual wizard and there are slight differences in the forms used by various wizards to catalogue the necessary components of the spell. Picking up a fellow wizard's spell book is not an absolute assurance that one will be able to easily transcribe new spells. As the section below indicates, there is always a chance the wizard will fail to learn a new spell, even one of a level he currently casts.

Although it is not essential to carry one's spell book into a dungeon or while traveling the multiverse, most wizards prefer to have at one traveling tome with them. Wizards rarely leave their library unguarded and do try to keep their books safe at all costs. Spell books are magical items, but are still subject to damage, especially by an opponent's *fireball* spell. All unattended spell books make saving throws as a +2 magical item.

Spellcraft: Wizards receive Basic proficiency in Spellcraft free of charge.

Spells: Wizards cast spells that produce magical effects. To cast a spell, a wizard must have recently reviewed his spell book to recall the intricate components required to create that specific magical effect. Wizards usually study their spellbook at some point during the day in preparation of casting in that day, though wizards can retain a memorized spell for days before casting. The length of time required to memorize a collection of spells depends on the amount of spells the wizard is attempting to retain. Each spell usually takes 5 - 10 minutes per level to memorize. This sort of studying is akin to "test-cramming"; once the wizard has cast the memorized spell, he fails to remember each intricate detail of the casting process. He must go back to his spell book and spend some time re-memorizing the spell if he wishes to cast that spell again that day. At the beginning of the day, the wizard may memorize the same spell more than once, each earmarking one spell slot. The wizard may also leave a certain amount of slots open to fill later in the day.

As the wizard's level chart indicates, they gain access to higher levels of spells as they progress. Once they gain access to a higher spell level, they automatically receive one spell from that new level. (Specialists receive two spells.) In essence, they need not roll to see whether or not they learn that spell. Subsequent spells from that level require a roll to learn. (See the Intelligence attribute score entry for more information on the chance to learn new spells.) Failed attempts require the wizard to seek out a different set of instructions. He simply cannot understand the way in which the specific author or teacher describes the spell.

Wizards require less time to memorize spells once they have studied those spells a sufficient number of times. All spells of a level four below the max spell level usable by the wizard only require 1 min/level to memorize. For example, once the wizard can cast 6th-level spells, 2nd-level spells take only 2 minutes to memorize.

Wizards cannot learn a spell by studying a scroll. Scrolls are specifically enchanted to trigger a spell that has been, in essence, recorded in shorter form. This allows someone to easily cast the spell without suffering through the rigors of a full casting.

Starting Spells: Each wizard starts out knowing an amount of 1st-level spells equal to half his Intelligence score. Adding a spell to his
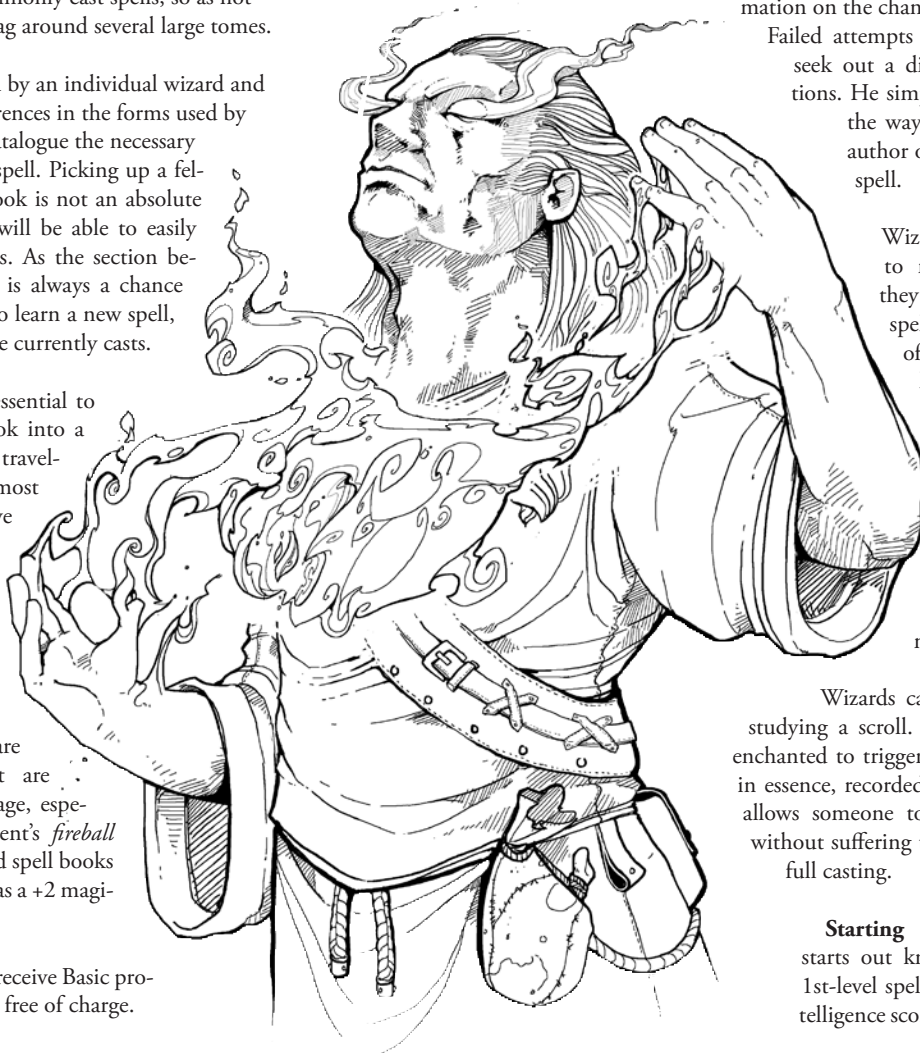
TABLE 21: WIZARD SPELLS PER DAY

			Spell Level		
Mage Level	1	2	3	4	5
1	1	--	--	--	--
2	2	--	--	--	--
3	2	1	--	--	--
4	3	2	--	--	--
5	3	2	1	--	--
6	4	3	2	--	--
7	4	3	2	1	--
8	4	4	3	2	--
9	4	4	3	2	1
10	4	4	4	3	2

spell book requires an Intelligence check. Remember that the wizard gets one free spell of a new spell level once it is opened up.

Researching New Spells: Wizards can create entirely new spells or modify existing spells. This is considered "spell research". It takes a lot of time and money, but in the end, the wizard imprints the magical world with his creation. The player provides the GM with the proposed name and parameters of the spell. The GM will consult the Game Master's Guide to help determine the appropriate level of the spell (and, whether the spell can even be created.)

A new spell takes a minimum of two weeks of full time research per spell level. It also requires an amount of material components costing a minimum of 100 gp per spell level. The GM will help determine the exact cost in time and materials before research begins.

Once the research is completed and the components have been expended, the wizard rolls to determine whether he creates a new spell. The wizard rolls an Intelligence check based on the Learn New Spell column of the Intelligence chart. (Most wizards must succeed on an Average (TC 10) check.) Failure results in the loss of all material components and the process must begin anew.

The GM must approve the new spell and determine the relative level and costs before research begins.

Max Spells Remembered Per Day: There are only so many spells a wizard can memorize each day. (See the chart above.) Bonus spells remembered per day may be granted for high Intelligence. The optional spell re-memorization rule can be implemented to provide for more spellcasting power throughout the day.

Spell Rememorization [Optional]: Once a memorized spell is cast and a slot opens up, the wizard may attempt to fill the slot if he has his spellbook and ample time to study. An Intelligence check is rolled against an Exceptional (TC 20) task. Success indicates a new memorized spell. Failure removes the chance to fill that spell slot until the next day.

The wizard is required to have absolute silence while he studies for a continuous, uninterrupted 10 minutes per spell level. Any interruption, whether it be from loud noises or physical harm, removes the chance to rememorize the spell slot.

Magecraft: Upon attaining 9th level, the wizard is assumed to have accumulated enough experience in researching and casting spells that he is now ready to attempt to create magical scrolls and potions. The wizard must have the required spell in his spellbook to craft a scroll or potion that invokes the specific spell's energy.

To prepare a potion, the wizard must have an alchemical lab and the required magical reagents and reactors. To prepare a scroll, special inks and paper are required. The cost of creating a potion or scroll equals 50 gp per level, and it takes 8 hours of uninterrupted work per day per level to complete the job.

Once the time is spent and the materials properly prepared, the wizard rolls a Level check versus an Exceptional (TC 20) task. A failed attempt destroys whatever material components were used and the process must be started anew.

MULTI-CLASS CHARACTERS

Multi-class characters have experience in two or more classes. It's a difficult and heavy load to haul, with time-consuming leveling, but it does provide some very interesting and versatile builds. There are two types of multi-classing: straight and staggered.

STRAIGHT MULTI-CLASSING

The character starts at Level 1 with training in two or more classes. These classes merge to form a new character class. For example, a Level 1 PC with training in the fighter and wizard classes would be a Level 1 Fighter/Wizard. You may rename the combined class if you wish. In this example, Swordmage might fit.

The combined class merges the abilities of all classes. Calculating the new bases for combat statistics and progression is slightly taxing. It may take some time, but it is not difficult. The following guidelines walk you through the process.

Restrictions and Requirements: All attribute, race or alignment restrictions and requirements for all classes must be met.

Prime Class Attribute: Multi-class characters do not receive experience point bonuses, so ignore this section of the class build.

Weapons & Armor: Take the least restrictive for both weapons and armor, but the new class must still abide by any restrictions based on spell casting or religious ethos. Some thievery skills may also suffer a penalty when wearing certain armors.

Magical Items: Take the least restrictive.

Base Hit Points: Hit points are determined at each level by either a fixed amount or a die roll. The new class uses a rounded-down average for both. So at 1st level, if the new class is Fighter/Wizard (or Swordmage), the hit points would be 7 (average of 10 and 4) and any levels thereafter would grant an additional 1d6 hit points. To average die types, average the number first (average of 4 and 10 is 7). Then, round down to the nearest standard die type. There is no d7, so d6 is the character's Hit Dice.

Base to Hit: Take the average, rounded down.

Proficiencies and Class Talents: The multi-classed PC has his own progression for all categories. At each level, the amount of NWP or WP slots provided equals the average of the combined classes, rounded down. Class talent progressions are equal across all classes.

The PC has access to any proficiency or class talent allowed by any of his classes, but must also abide by any restrictions or requirements.

Special: The new class enjoys the special abilities of all classes unless certain abilities of one class are diametrically opposed to the tenets of another class. Check with your GM for a ruling if this occurs.

Saving Throws: Take the average, rounded down, for each category.

Experience & Advancement: Chapter 6 has a chart with the required amount of experience points needed to level up. It is recommended that you create a chart for your new class. To calculate what is required for your new class at each level, you simply add together the XP requirements for all classes.

Example: To attain 2nd level, the fighter needs 1,200 points on the faster progression track. To attain 2nd level, the wizard needs 1,500 points. Hence, to attain 2nd level as a swordmage, you need 2,700 XP.

STAGGERED MULTI-CLASSING

A staggered multi-class character is one that enters into an additional class later in his adventuring career. He retains all known abilities and combat statistics of his earlier classes, but thereafter cannot further his training in the old classes. He must focus on his new class.

How It Works: A PC must begin to train in advance of staggering his classes. Procedurally, at the moment of attaining a new level, the player informs the GM of his intentions to enter into Level 1 of a new class upon achieving the *next* level. This training takes time. He must earn the same amount of experience points that he would have needed to advance in his old class. Then, he takes on Level 1 in the new class and thereafter progresses in his new class, but retains all levels and abilities of his old class.

For example, assume that the PC is a 2nd level fighter. Somewhere during 2nd level, the player decides that he would like to abandon the fighter class and become a wizard. Upon reaching 3rd level (2,400 xp) as a fighter, he announces his intentions to begin training to become a mage. During this level of training, he enjoys all the combat statistics and abilities of a 3rd level fighter. Upon reaching 4th level

(4,800 xp), he actually begins his career as a 1st level mage. The PC now has a Fighter 3/Wizard 1 distribution. Henceforth, he retains his fighter abilities but progresses as a mage. He would need 1,500 experience points to attain Fighter 3/Wizard 2 and receive 2nd level wizard abilities.

Calculating New Statistics and Abilities: Below is a step-by-step approach to figuring out the specific benefits and limitations of the staggered multi-class character.

Restrictions and Requirements: All attribute requirements for the new class must be met and any restrictions on race or alignment must be abided, as well.

Prime Class Attribute: Same as straight multi-classing. The character no longer receives bonus experience points.

Weapons & Armor: Considering the old class abilities are retained, the character uses the least restrictive, provided any limitations on class abilities and skills are followed.

Magical Items Use same as straight multi-classing.

Base Hit Points: The character receives an additional amount of hit points based on the new class and receives the new class's hit points per level thereafter.

Base to Hit: This does not change until the new class's base exceeds that of the old class. Thus, a 2nd level fighter has a +2 base to hit. This remains the same until his new class's base surpasses +2. He then progresses in the new class.

Proficiencies and Class Talents: The character enjoys his starting proficiencies from his prior class and only receives a new proficiency slot (either WP or NWP) when the new class's slots exceed that of the character's current total. For example, a Level 2 thief has three nonweapon slots and two weapon slots. He wishes to become a Level 1 wizard and to thereafter progress as a caster. The PC would receive one additional non weapon proficiency slot since a 1st level wizard has four slots, while a 2nd level thief has three. The PC must choose from the available proficiencies accessible to the wizard. The PC would not receive a new weapon slot until 12th level though, He then has access to whatever weapon proficiencies are available to the wizard.

Class talent progression is again not a problem since all classes progress at the same rate. The character enjoys any previously chosen class talents, but can only choose class talents moving forward from his new class.

Special: The PC retains all the special abilities already granted by his old class and now enjoys all the benefits of his new class.

Saving Throws: The saving throw stays the same until and unless the new class's saving throw bonus is higher. The PC uses the new class's saving throw thereafter.

Experience & Advancement: The old class is abandoned. In terms of advancement, the new class progresses on track, as if the old class did not exist.
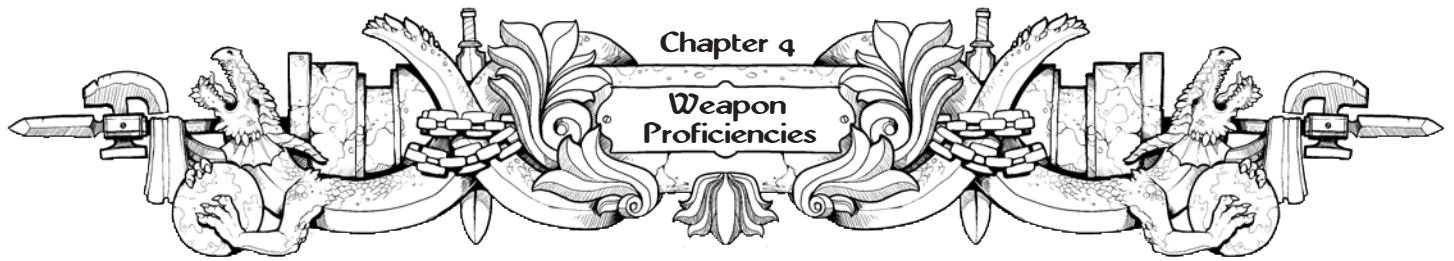
Weapon proficiencies are combat-related skills, such as weapons training or fighting styles, that help a character individualize himself from the standard cloth of his peers. Through weapon proficiencies, a player can shape the sort of combatant he or she wishes to play.

PROFICIENCY SLOTS

1st level characters start with a certain amount of weapon proficiency slots noted in the class's level chart in Chapter 3. As characters progress in levels, they receive additional proficiency slots per their class progression.

Slots are expended to train in a weapon proficiency. Most weapon proficiencies cost one slot, but some proficiencies are technically more difficult to learn (or pack more bang) and thus cost more slots.

All starting weapon proficiency slots must be spent. None can be held. The idea of "holding a proficiency slot" can happen but it is not quite literal. As a character receives more proficiency slots, he can expend new slots on "training" in a proficiency that costs more than one slot. The slot is expended, but no immediate benefit is gained; the character must wait to spend the additional slots to enjoy use of the proficiency.

WEAPON PROFICIENCY SYSTEM AT A GLANCE

- Each class starts with a number of weapon proficiency slots and has a different progression for when new slots are earned.

- All starting slots must be spent.

- Slots earned at higher levels can be used to begin training in a higher-cost proficiency.

- Weapon Proficiency Slots Are Used For:

     1) Weapons Training

          - Weapon Use (Individual or Weapon Groups)

          - Weapon Focus

          - Weapon Expertise

     2) Fighting Styles

          - Finesse fighting, two-weapon wielding, etc.

     3) Maneuver Training (with permission).

WEAPON PROFICIENCIES

There are three categories of weapon proficiencies accessible to all classes: weapons training, fighting styles and maneuvers training. Some proficiencies have qualifications, such as class and level; if so, the requirements must be met before a player can choose to learn them.

Weapon proficiency slots are used to learn proficiencies from any of the three categories: weapons training, fighting styles and maneuvers training.

1) WEAPONS TRAINING

Weapons training is entirely class specific. Each individual class entry in Chapter 3 highlights which individual weapons or weapon groups are available to that class.

Wielding a non-proficient weapon imposes an attack penalty dictated by class. For example, wizards have little combat training, so they suffer a steep –5 attack penalty when wielding a non-proficient weapon. Fighters, on the other hand, have extensive combat training. When wielding a non-proficient weapon, they suffer a -2 attack penalty instead. The table below has the relevant information.

TABLE 22: WEAPON PROFICIENCY SLOTS PER CLASS

Class	Initial Combat Proficiency Slots	Penalty for Non-Proficiency
Cleric	2	-3
Fighter	4	-2
Thief	2	-3
Wizard	1	-5

Proficiency List: The various weapons training proficiencies follow on the next page:

WEAPON EXPERTISE (COST: 2 SLOTS)

FIGHTER
MINIMUM LEVEL 3

The character chooses one proficient weapon to enhance to expertise. The character's attacks per round then increase according to the following chart when wielding the chosen weapon:

Current Attacks Per Round	Expert Attacks Per Round
1/1	3/2
3/2	2/1
2/1	5/2
5/2	3/1

WEAPON FOCUS (COST: 1 SLOT)

Focusing on a weapon adds a +1 bonus to all attack rolls made with that weapon. Focus is not restricted to the warrior classes. In fact, any character class may spend time training to more effectively wield a weapon.

Fighters may not combine weapon focus with weapon specialization. Weapon specialization is simply an exaggerated form of focus. A fighter with weapon focus that chooses a later specialization in that weapon simply receives a +2 damage bonus. The +1 attack bonus remains the same.

Only one weapon focus may be applied to any weapon; however, a character may choose to focus on different weapons, provided one proficiency slot is expended for each focus.

WEAPON GROUP (COST: 2 SLOTS)

The character may use any weapon listed under any one chosen weapon group without a penalty to attack rolls.

Consult the character's class entry in Chapter 3. Each class has a different list of accessible weapon groups. Some classes have no access and hence cannot choose this proficiency; their class entries only provide a list of available weapons, not groups.

The various weapon groups are:

Group	Included Weapons
Axes	battle axe, cleaver, great axe, hand/throwing axe, urgosh*
Blades	dagger/dirk, bastard sword, broad sword, cutlass, elven thin blade*, falchion, great sword, katana, knife/stiletto, khopesh, longsword, rapier, scimitar, short sword, two-bladed sword*, wakizashi
Bows	longbow, shortbow
Clubs & Maces	barbed club, club, great club, hand mace, heavy mace, morningstar, sap
Crossbows	hand crossbow, heavy crossbow, light crossbow
Finesse	dagger/dirk, cutlass, elven thin blade*, knife/stiletto, main-gauche, rapier, scimitar, short sword, whip, whip dagger
Flails and Chains	barbed chain, dire flail, heavy (footman's) flail, light (horseman's) flail
Lances	jousting lance, heavy lance, light lance
Picks & Hammers	farmer's pick, great hammer, sickle, throwing hammer*, war hammer, war pick,
Polearms	awl pike, glaive, guisarme, halberd, lucern hammer, mancatcher*, military fork, scythe, trident
Simple Melee	club, dagger/dirk, farmer's pick, fist, quarterstaff, scythe, sickle, spear, spiked gauntlet
Simple Range	blowgun, javelin, sling, spear
Whips	cat-o-nine-tails, whip, whip dagger*

Any weapons designated with an asterisk are exotic for the group and require a combat proficiency slot be spent on the exotic weapon itself. If a character wishes to not spend more time training on any exotic weapons in a group, please note that the character removes any such weapons from the group.

WEAPON USE (COST: 1 SLOT)

The character may use a single chosen weapon in combat without a penalty to attack rolls. The vast majority of weapons are generalized and require only one slot for this proficiency. For example, a long sword proficiency allows the character to use just about any long sword without penalty. However, some weapons are exotic versions of general weapons. The elven thin blade is an example of an exotic long sword, for example. Such exotic weapons require an additional proficiency slot. (See the weapons group proficiency for more information.) Thus, a character wishing to become proficient in the elven thin blade must expend one slot for proficiency in the general long sword and one slot for proficiency in the elven thin blade.

Each class suffers from a different non-proficient attack penalty. Consult Table 28 for details.

WEAPON SPECIALIZATION (COST: 1 SLOT)

FIGHTER ONLY

The fighter chooses one proficient weapon in which to specialize. At that point, all attacks made with the specialized weapon receive a +1 bonus to attack and +2 bonus to damage.

Note: Fighters receive a free weapon specialization at 1st level. This proficiency allows the fighter to specialize in additional weapons.

2) FIGHTING STYLES

There are six melee fighting styles: finesse fighting, great weaponry, single weapon style, two weapon style, unarmed combat and weapon and shield. Each fighting style may be learned and then further enhanced with the expenditure of an additional weapon proficiency slot for style specialization. Check the requirements in each style to determine whether a certain class has access to it.

Using Fighting Styles: Combat sequences in *Myth & Magic* are not governed entirely by rules and minutiae. The rules provide a foundation for common combat actions. The players and GMs are charged with the task of building cinematic and memorable combat encounters from the rules presented. With that in mind, each of the fighting styles includes some mechanics to help substantiate the style in the rules system. There will be many times over the course of a campaign when a player wishes to diverge from the mechanics of a style as written to perform some maneuver, some feat of skill, that someone trained in the style may conceivably pull off. Some players may have real-world experience with one or more fighting styles and disagree entirely with the presented mechanics. In either case, or in any case where a player wishes to get creative or "real-world", GMs are encouraged to run with it. The gist of each style is fairly easy to understand and can bend to one's needs.

Multiple Fighting Styles: For purposes of this Starter Guide, only a single-classed fighter may ever specialize in more than one style.

Fighting Style Progression: Each style has a basic level of proficiency and specialization. It is recommended that a character adventure for two levels before being able to choose a style specialization. While not a hard-fast rule, this is a strong suggestion to GMs. 1st-level PCs with one or more style specializations can be overpowering in some campaigns.

Proficiency List: Here are the various fighting style proficiencies:

FINESSE FIGHTING (COST: 1 SLOT)

The finesse fighting style requires quick and balanced movements, lightning fast hands and perfectly disciplined strikes. The finesse fighter always favors precision over power.

Proficiency in this style allows the combatant to use his Ranged Attack Modifier for melee attack bonuses. She adds her Strength-based damage bonus as normal.

This talent limits the character to weapons designated as "finesse weapons" in the Equipment chapter.

FINESSE FIGHTING SPECIALIZATION (COST: 1 SLOT)

REQUIRES FINESSE FIGHTING

The finesse fighter has trained rigorously to use precise placement and quickness to deadly ends. When using finesse weapons, she uses her Ranged Attack Modifier for both attacks and damage rolls and her initiative die type is reduced to d8.

GREAT WEAPONRY STYLE (COST: 1 SLOT)

The character wields two-handed weaponry with greater ease and force. This style requires training on swifter strikes, positioning and precise weapon placement for swifter and more accurate attacks and parries. Great weapons are two-handed beasts and those skilled in the great weaponry style have learned to use the sheer size of the weapon in a less-cumbersome and more-fluid manner.

When wielding a two-handed weapon, the character removes 2 points from the weapon's initiative penalty and may choose at the beginning of any round to use the style to greater offensive or defensive ends. If defensive, any parry maneuvers performed receive a +1 bonus. If offensive, all successful attacks deal an additional 2 points of damage.

GREAT WEAPONRY STYLE SPECIALIZATION (COST: 1 SLOT)

REQUIRES GREAT WEAPONRY STYLE

When wielding two-handed weapons, the initiative penalty is reduced by 3 points. The parry bonus from proficiency increases to +2 and the offensive damage bonus increases to +4.

In addition, two successful disarm maneuvers must be performed against the specialized character in the same round to separate the character from his two-handed weapon.

SINGLE WEAPON STYLE (COST: 1 SLOT)

The character is skilled in the effective use of a single-handed weapon in conjunction with a free hand in combat. This style is different than what is commonly exhibited by the use of a single weapon. It is known for its distracting and defensive positioning, balance for precise attacks and the capability of a combatant to initiate, or defend against, close-quarters maneuvers while remaining armed.

Proficiency in single weapon style grants the combatant a +1 AC boost versus any one opponent. It also allows a combatant with multiple attacks in a single round to use his free hand for an attack (or maneuver) without staggering the attacks in the round. If the free hand is used for a maneuver, this benefit tends to provide a bonus to the subsequent weapon attack. The bonus is set by the GM and based on circumstance. For example, if a free hand attack were made as a called shot to grab an opponent's head and pull it downward, the GM could award the subsequent weapon attack a +2 bonus.

SINGLE WEAPON STYLE SPECIALIZATION (COST: 1 SLOT)

REQUIRES SINGLE WEAPON STYLE

The character now uses his free hand and stance more effectively. The +1 AC bonus that once applied to just one opponent now applies to all forward-facing or flanking opponents. The single weapon specialist also now uses his free hand to deadly ends. His free hand can now assist in any attack maneuver or defense maneuver performed with the weapon, granting a +2 bonus to the roll. This bonus does not apply to standard attacks, only to a special maneuver that generally requires a penalty to the attack roll based on the maneuver's difficulty.

TWO WEAPON STYLE (COST: 1 SLOT)

FIGHTERS AND THIEVES

The character is highly skilled with the simultaneous use of two weapons in combat. Most often, this proficiency applies to a single weapon in each hand, but combatants proficient in double-bladed weapons may also choose to apply this proficiency to the double-bladed weapon instead. The style works the same in both cases.

Two weapon fighting is a style that employs fast feet, parries and swift counter-attacks. The offhand weapon is instrumental in setting up well-placed primary strikes and so the offhand weapon is used in every combat round.

Two weapon fighting grants one extra attack, each round, with the offhand weapon, provided the offhand weapon is at least one size category smaller than the combatant. For example, a human thief must use a small (or smaller) offhand weapon, such as a dagger, knife, shortsword, etc. The offhand attack may be used for an attack or a weapon-based maneuver, such as a parry. The offhand extra attack may take place at any time during the round.

A -2 attack penalty applies to all primary weapon attacks. A -4 attack penalty applies to all offhand attacks. A character's Dexterity-based Defense Modifier reduces the attack penalties to a maximum 0 (no net attack bonus can be gained from a very high Dexterity).

TWO WEAPON STYLE SPECIALIZATION (COST: 1 SLOT)

REQUIRES TWO WEAPON STYLE

The character is now able to employ his offhand weapon to a greater degree. Of primary concern, the standard attack penalties that apply to primary and offhand weapons are each reduced by 2 points.

At the beginning of every combat round, the character has the option to state that he will be using two weapon fighting in a special way for increased defensive or offensive capabilities. If fighting defensively, the character loses the extra attack normally granted, but receives a +1 bonus to Armor Class and a +1 bonus on any defensive maneuvers performed in that round with either weapon. If using two-weapon in a special offensive manner, the character is prepped to perform offensive maneuvers, such as a disarms and called shots, and so receives a +2 bonus on all offensive maneuvers, but suffers a -2 penalty on any defensive maneuvers or standard attacks.

The character may also engage an opponent with a single attack that uses both weapons. The weapons may strike the same spot. A +2 bonus on the attack roll is granted. Weapon damage for both weapons is dealt; however, only one Strength-based damage modifier (or relevant substitute) applies. Dual weapon attacks expend an entire primary action.

Lastly, the two weapon specialist may wield two similarly sized weapons, provided they are both no larger in size than the combatant.

UNARMED COMBAT (COST: 1 SLOT)

Unarmed combat is a synthesis of striking and grappling. Striking refers to powerful and accurate punches and kicks. Grappling is wrestling that involves grabs, overbears, locks and pins. Proficiency in unarmed combat reduces the called shot penalty for all standard grappling moves to -2 and provides three additional advantages: increased rate of attack, increased damage and increased defense.

The unarmed combatant receives a step up in his attack rate when fighting completely unarmed and when wearing armor no heavier than leather. So, for example, a fighter with a 3/2 attack rate would have two attacks every round while unarmed and unarmored.

Damage for strikes increase to 1d4+Str for Medium characters, 1d3+Str for Small characters, and 1d6+Str for Large characters. Damage for grappling maneuvers becomes 1d2+Str per round a grappling maneuver is maintained. All this damage can be considered lethal damage if the combatant so chooses.

The unarmed character is harder to strike in unarmed combat when abiding by the armor rule. When fighting another opponent in hand-to-hand combat, the unarmed combatant receives a bonus to his Armor Class equal to half his Base to Hit bonus, rounded down.

UNARMED COMBAT SPECIALIZATION (COST: 1 SLOT)

REQUIRES UNARMED COMBAT

Specialization removes the called shot penalty for grapples and provides a +2 attack bonus on any special maneuver performed while unarmed. This is not limited to called shot strikes or pins. This bonus applies to all combat maneuvers, including disarms and parries.

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WEAPON AND SHIELD STYLE (COST: 1 SLOT)

CLERICS AND FIGHTERS

The character is highly skilled with the use of a shield and weapon in combat. Despite the use of weapon and shield by many warriors, proficiency in this style represents intense training to use the shield as a weapon and a nigh-impenetrable defensive barrier.

Proficiency grants the character greater defensive pursuits with a shield. The standard shield bonus increases by +1 and any defensive maneuvers performed with the shield (such as parries) receive a +2 bonus.

WEAPON AND SHIELD STYLE SPECIALIZATION (COST: 1 SLOT)

REQUIRES WEAPON AND SHIELD STYLE

Specialization in this style grants the character one extra attack each round with the shield, albeit at a -2 attack penalty. This extra attack may be used to parry or it may be used as a bludgeoning weapon that deals 1d3 points of damage plus half of any Strength-based damage modifier.

This extra attack may be forfeited in any round to stay defensive, granting a normal rate of attack and an additional +1 bonus to the shield's AC adjustment.

3) MANUEVERS TRAINING

The *Combat* chapter includes examples of special maneuvers performed in *Myth & Magic* combat sequences: called shots, disarms, parries and dodges. With the permission of the Game Master, any player character can earmark important training time to specialize in one or more of these maneuvers.

The following proficiencies are optional. The ramifications of maneuver training are often underestimated.

MANEUVER TRAINING (COST: 1 SLOT)

Mundane attacks fail to provide the mastery some combatants desire. Parries, disarms, headlocks and trips are just some of the tools that help to defeat an enemy in battle. Maneuver training is a method available to those willing to spend time narrowly training on the intricacies of a maneuver. It provides a +2 bonus on attack rolls to employ one specific maneuver (other than the called shot) in the Combat chapter.

ACCURACY TRAINING (COST: 2 SLOTS)

A well-placed called shot can end a battle. This is difficult training and requires precision and power, whether by means of martial or ranged weaponry. Once training is complete, the character reduces the penalty for all called shots by 2.
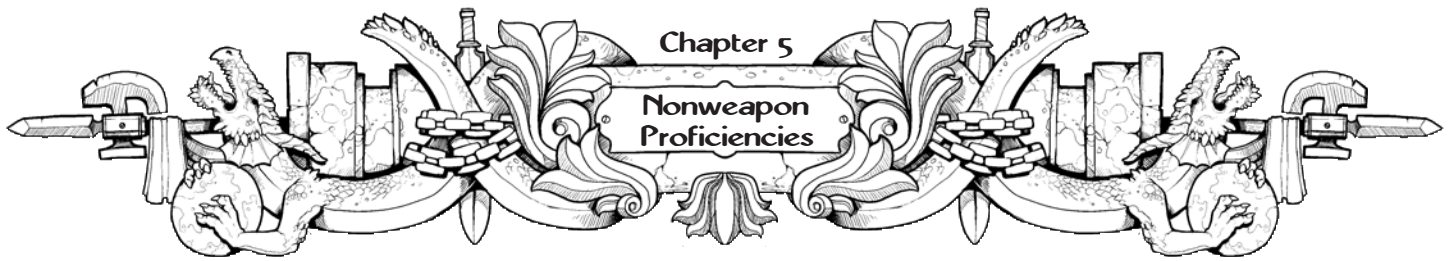
Myth & Magic supports storytelling and character development by integrating noncombat skills into the progression of every character class. With the expenditure of each nonweapon proficiency slot, players take a small step toward fleshing out their vision of a hero living in a world with concerns outside the battlefield. Nonweapon proficiencies support the idea that a player character belongs to a living world. Farming, gemcutting, engineering, disguise and even spellcraft are tools of a social society.

PROFICIENCY SLOTS

1st-level characters start with a certain amount of nonweapon proficiency slots and additional slots are earned as they progress in levels. All slots must be spent when earned.

Players may spend more than one slot on certain nonweapon proficiencies that are important to their character concept. Spending one slot grants a Basic level of proficiency. Additional slots represent a higher degree of expertise. One's level of skill in a proficiency follows the BASE20 system, thus a character may have a Basic, Average, Superior, Exceptional or Legendary level of proficiency. The more expert a character is in a proficiency, the better they ply their trade.

TRAINING

Nonweapon proficiencies reflect a character's background and interests outside the battlefield. If a character was a blacksmith's assistant for most of his life, and spent his free time at his cousin's farm where

TABLE 23: NWP GROUPS PER CLASS

Class	Available Groups
Cleric	Academic, General, Nature
Fighter	Craft/Trade, General, Nature
Thief	Academic, General, Rogue
Wizard	Academic, General

he learned to ride horses and care for various animals, his nonweapon proficiencies could sensibly be blacksmithing, riding land-based and animal handling. These initial starting proficiencies cannot be changed but they can be advanced with further training.

CHOOSING NWPS

Nonweapon proficiencies are broken up into five groups. A character's class determines from which groups he may choose:

<u>Academic</u> proficiencies require a major investment of time in scholarly pursuits;

<u>Craft/trade</u> proficiencies reflect a trade background;

<u>General</u> proficiencies can be learned by any class and are helpful in everyday adventuring;

<u>Nature-based</u> proficiencies require time spent in the wilderness learning to understand and tame its bounties; and

<u>Rogue</u> proficiencies reflect time spent in settled areas where the character uses guile and nimbleness to survive and prosper.

PROFICIENCIES VS. OGL SKILLS

In light of modern gaming conventions and player expectations, it is important to differentiate proficiencies from skills as they are portrayed in OGL games, such as 3.5E. Skills in such games control the noncombat task resolution system. When a player faces a noncombat challenge, one of the listed skills applies and the GM calls for a skill check.

Myth & Magic's proficiency system is quite different. The ability to attempt (never mind succeed at) some noncombat task has nothing to do with a preset list of skills. Instead, the focus is on attribute checks. In Myth & Magic, characters attempt noncombat tasks by rolling the attribute check called for by the GM.

Nonweapon proficiencies are minor specializations chosen at character development to differentiate a character and to provide for the opportunity to truly excel in a few pursuits. Players invoke their proficiencies when game circumstances allow. For example, attempting to placate a wild horse is a Wisdom check (although some GMs may require a Charisma check instead). A player who chose the Animal Handling proficiency for his character would invoke that proficiency in lieu of a standard attribute check. His chances are markedly better than a companion simply rolling an attribute check. In fact, if the character is sufficiently trained and invested in Animal Handling, a roll may not be needed.

EFFECTS OF PROFICIENCY

Spending one slot on a proficiency grants Basic proficiency, which allows the character to make checks using his full attribute check modifier with a +2 bonus.

ADVANCING PROFICIENCIES

Spending additional slots on a proficiency adds additional bonuses and increases one's "level of proficiency", a term of art used to determine when the character automatically succeeds on his checks and when he must roll. Characters do not roll to succeed at a task below their level of proficiency. A thief with Superior proficiency in Open Locks cannot fail at cracking Basic and Average locks, so she must only roll when faced with locks rated Superior or higher.

TABLE 24: LEVELS OF PROFICIENCY

Slots Spent	Level of Proficiency	Min. XP Level	Cumulative Prof Bonus	Cannot Fail
1	Basic	1	+2	N/A
2	Average	1	+4	Basic
3	Superior	5	+6	Average
4	Exceptional	10	+8	Superior
5	Legendary	15	+10	Exceptional

LEVELS OF PROFICIENCY TABLE

The entries in the table above combine to provide a clear synopsis of the nonweapon proficiency system.

Slots: This is the number of slots spent on the proficiency in question.

Level of Proficiency: The more slots you spend, the higher level of proficiency your character attains. The game often shorthands this concept as "Basic proficiency" or "Superior proficiency", etc.

Min. XP Level: A character must adventure a total number of levels before being able to attain high levels of nonweapon proficiency. Average proficiency can be achieved at character creation. At 5th-level, characters may then spend slots to advance their proficiencies to Superior. Exceptional and Legendary levels of proficiency cannot be attained until 10th and 15th level respectively.

Cum. Prof Bonus: Each level of proficiency grants a certain cumulative proficiency bonus noted in this column.

Cannot Fail: Characters only roll checks that are equal to or greater than their level of proficiency. Thus, they automatically succeed at TCs below their level of proficiency.

MAXIMUM D20 MODIFIER

The maximum d20 modifier that any character can hope to achieve on any nonweapon proficiency is +15. This maximum includes bonuses and modifiers from all sources, including racial, class-based, attribute and proficiency. Magic, though, may transcend this ceiling with GM permission.

NONWEAPON PROFICIENCY SYSTEM AT A GLANCE

- Characters start with a few nonweapon proficiency slots and gain more with experience per their class.
- All slots must be spent when earned.
- Slots are spent to increase one's level of proficiency in a skill from Basic (1 slot) to Legendary (5 slots).
- Characters receive a bonus for each level of proficiency attained and begin to automatically succeed at TCs below their level of skill.

CHOOSING RESTRICTED PROFICIENCIES

If the GM allows it, a character may have limited access to a restricted proficiency list. For example, a thief that has spent years on a traveling circus and has learned to tame and train animals may be allowed to take Animal Handling at character creation. If this is allowed, the cost doubles: A character must spend two (2) slots to attain Basic proficiency and two (2) slots to attain each level of proficiency thereafter.

PROFICIENCIES IN THE GAME

Although the attribute check serves as the default method of resolving skill-based actions, almost all adventures include opportunities to portray a nonweapon proficiency. Please note that GMs are not responsible to require proficiency checks...

It is the player's responsibility to invoke his proficiencies.

As a player, you will ask the GM whether the use of a nonweapon proficiency makes sense for the situation in lieu of a standard attribute check. If the GM agrees that it does, you will then roll your proficiency check unless the TC of the check is below your level of skill, in which case you automatically succeed.

Example: Assume that you and your mates accidentally stumble into a wolf's den teeming with pups. The two parents begin snarling and circling. Someone in your gaming group blurts out, "Can we calm them down?" The GM finds the request sensible and calls for a Superior (TC 15) Wisdom check.

Assume further that you have an Average level of proficiency in animal handling. You state this fact. The GM agrees your proficiency makes sense and so you invoke your proficiency in lieu of a Wisdom check.

Proficiencies and BASE20: The description of each proficiency includes guidelines to possible uses and complexities. There is no exhaustive list of preset tasks and TCs. Players must remain creative with their proficiencies and GMs must determine how difficult a certain task is to perform within the BASE20 framework. The skill system, in this regard, is very conceptual and story-driven. As a result, players are encouraged to find exciting new ways to employ their skills.

PROFICIENCY CHECKS

Each nonweapon proficiency has an attribute linked to it. A proficiency check is an attribute check with a bonus granted per the level of proficiency attained. See the *Levels of Proficiency* table above for more.

TABLE 25: GENERAL PROFICIENCIES

The following NWPs may be chosen by any character. They are skills suitable to almost any adventurer.

Proficiency	Attribute	Description
Acrobatics	DEX	The character uses physical nimbleness to evade danger or perform actbatic feats.
Athletics	DEX	This skill includes exertions of atheletisism and hand-eye coordination, such as jumping, catching, throwing.
Climbing	STR	Everyone can climb a rope or a wall with tools. Those skilled in climbing can scale up walls with little aid.
Diplomacy	CHA	The character uses social skills and persuasion to change the attitude of others and to mix in well with crowds.
First Aid	INT	The character is skilled at treating wounds and diagnosing maladies.
Linguistics	INT	This proficiency is used by lower intelligent characters that wish to read and write their primary language. It is also taken by other, more-intelligent characters that wish to read and write a number of languages.
Mercantilism	CHA	The character is knowledgeable and comfortable with the trading practices of the times. He can negotiate with merchants, establish a trade route, and even manage a country's exports.
Riding (Air-Based)	DEX	This proficiency represents time spent riding and performing combat and aerial maneuvers with flying mounts.
Riding (Land-Based)	DEX	This proficiency represents time spent riding and performing combat maneuvers with land-based mounts.
Rope Use	DEX	The character works well with all sorts of knots and lashings.
Swimming	STR	There are two different types of swimming. There is staying afloat, which most can do, and then there is swimming against a strong current in the open ocean, which only those skilled in this proficiency can do.

TABLE 26: ACADEMIC PROFICIENCIES (KNOWLEDGE-BASED)

These NWPs require a substantial commitment of time studying and developing a wide breadth of knowledge on the chosen topics. One's intellect determines one's ability to retain and recall, so Intelligence is the modifying attribute here. This list can be expanded to include almost any area of study.

Proficiency	Attribute	Description
Astronomy	INT	This encompasses the study of the stars and celestial bodies. Astronomers keep celestial charts and discover codes and meanings in the stars.
Dark Arts	INT	There is a dark side to mysticism, such as demonology and exorcism. The character has studied these arts and understands the essence of dark rituals.
Engineering	INT	Engineering is not only the knowledge of how to properly design a working structure, but the know-how to actually build things with utilitarian purpose, such as aqueducts and siege weaponry.
Geography	INT	The character has studied a region's geography and can recall the type of terrain, environment, and inhabitants of that particular region.
History, Ancient	INT	Ancient historians retain a wealth of information on ancient cultures and events on a more global scale.
History, Local	INT	Local historians focus on tracking and retaining information on the history of a local region, including all the information on prominent figures as well.
Languages, Ancient	INT	Similar in every way to the modern linguistics proficiency, but instead helps in the area of lost or ancient languages.
Languages, Modern	INT	The character has limited knowledge on a vast variety of modern languages. This does not encompass speaking or understanding the languages, but may help to decipher the meaning of a small body of text.
Local Lore	INT	The character has a vast amount of information on the current goings-on of a location.
Religion	INT	This proficiency grants the character a vast amount of knowledge on the various deities and religions, both new and old. Devotion to a religion is not required.
Sciences	INT	Sciences other than Astrology are often pursued, such as mathematics and metallurgy. The character chooses a particular science that fits the setting.
Spellcraft	INT	The character has studied the art of magic in all its disciplines and spheres. This proficiency allows the character to attempt to discern an ongoing and visible spell effect and also teaches the character about the intricacies of magical rituals. There is no requirement that the character be a spell caster.

TABLE 27: NATURE PROFICIENCIES

Below are NWPs honed in the wild after many grueling months in training. They draw from one's Wisdom.

Proficiency	Attribute	Description
Animal Handling	WIS	The character knows how to calm, befriend and train animals.
Foraging	WIS	Foragers are foresters that know the area's wilderness paths and its flora and fauna. They can help guide a group through the wilds and provide healthy nuts and roots to eat along the way.
Mountaineering	WIS	Mountaineering encompasses the skills to climb and find trails and paths in mountainous terrain.
Tracking	WIS	The character can discern and follow different types of tracks by analyzing underbrush, branches, etc.
Trapping	WIS	This proficiency allows the character to construct basic wilderness traps (i.e., snares).
Wilderness Survival	WIS	The character is knowledgeable and intuitive about surviving in the wild, including how to gather food and water, how to avoid natural hazards, and how to read the weather.

TABLE 28: CRAFT/TRADE PROFICIENCIES

Below are proficiencies that reflect time spent working in a craft or trade. This list can be greatly expanded based on common trades in the campaign.

Proficiency	Attribute	Description
Armorsmithing	STR	The character can create, alter, and repair all sorts of metal armor.
Blacksmithing	STR	Blacksmiths generally forge iron items, such as horseshoes and pitons. They may also work with other metals. Characters use this craft to create or repair metal or iron objects but not to forge weapons or armor.
Brewing	INT	The character can make beer, mead, and ales. Some may even make wines and other spirits.
Carpentry	STR	Carpentry is building with wood, as well as carving, curing, and altering it.
Cooking	INT	Adventurers with a cooking background know how to safely prepare certain meats and to identify poisonous berries.
Farming	CON	Farmers tend to crops and understand agriculture. They also handle farm animals and sense weather.
Gemcutting	INT	Gemcutters are jewelers. They know how to cut and appraise gems and fine metals.
Leatherworking	STR	The character can, with proper materials, convert an animal hide into a suitable piece of leather for any purpose, including armor. This proficiency also encompasses knowledge of how to tan the leather.
Masonry	STR	Masons cut, form, and build with stone.
Mining	INT	Miners understand how to mine rock and also how to do it safely. They consider ventilation, gases, lighting, equipment, etc. Miners also know how to find valuable gems and minerals.
Sailing	INT	Sailing provides the knowledge to navigate and maintain a ship.
Weaponsmithing	STR	Weaponsmiths design and forge all types of weapons.

TABLE 29: ROGUE PROFICIENCIES

Below are the skills of thieves and bards - classes that thrive in tumultuous social climates.

Proficiency	Attribute	Description
Disguise	CHA	The character masks his appearance and voice to appear as though he were another person.
Find & Remove Traps	INT	The character can locate, disarm and set mechanical traps.
Forgery	INT	The character can replicate an existing document or signature.
Interaction	CHA	This skill encompasses all social exchanges from which the character wishes to gain something.
Lip Reading	INT	The character reads lips from a far.
Open Locks	DEX	With the use of proper tools, the character can gracefully open locks.
Perception	INT	Thieves learn to tap into their accumulated experience and training to search, spot and listen for things.
Performance	CHA	This includes all forms of vocal and physical performances, such as singing, oration and dancing.
Sleight of Hand	DEX	The character can adroitly pick pockets, slip a note, poison a drink, etc., without drawing attention to the deed.
Stealth	DEX	This proficiency covers both moving silently and hiding.

Each task you wish to perform has a set complexity (or TC). The complexity is either set by the GM discretionarily or listed in the rules. The complexities follow the BASE20 system (Basic to Legendary).

The proficiency check looks like this:

Proficiency Check = d20 + Proficiency Bonus

The proficiency bonus equals the attribute modifier plus the proficiency bonus from Table 30 and any additional bonuses granted by race, class or equipment The maximum d20 modifier attainable without magic is +15.

NWP DESCRIPTIONS

This section details basic information on the various NWPs. In each entry, a short description of what can be done is provided. Unlike many fantasy roleplaying games, there is no concrete list of skill applications and complexities. Players are encouraged to remain creative with their proficiencies. GMs are tasked with the final say on how difficult a certain task is to perform within the BASE20 framework.

GENERAL PROFICIENCIES

The following proficiencies can be learned by any character.

ACROBATICS (DEX)

Acrobatics encompasses all forms of acrobatic moves, including tumbles, gymnastics, jumps, and dives. It cannot be done with armor other than padded, leather, studded leather, brigandine, elven chain or mithral chain and a penalty equal to the normal AC Adjustment of the armor applies.

Basic to Average checks generally allow a short distance tumble or jump, or may provide a discretionary bonus to AC if using acrobatics instead of attacks in combat. Amazing feats of acrobatics are amazing. Perhaps the character vaults away from surrounding foes with ease. Perhaps the character falls a distance and tumbles easily to safety.

ATHLETICS (DEX)

An athletic character has trained and participated in sport-like activities. This training provides a greater chance to succeed at accuracy throwing, catching, running, jumping and other basic examples of athletic ability. This skill does not include activities covered under other skill sets, such as swimming or acrobatics.

The better the athletics check, the faster one runs, the farther one jumps, the longer one throws, etc. Very high athletics checks could provide some in-combat support to defenses and especially speed. Athletics could sensibly provide some support in short falls, as well.

CLIMBING (STR)

Proficiency here allows the character to scale trees, rocks, walls and other surfaces, except the perfectly flat wall, with no need for special equipment. In most situations, a successful climb check allows the character to scale 20 feet as a full round action.

An Average check is sufficient to climb something with adequate hand and foot holds, such as a tree or the side of a one-story building with windows. The higher the check, the less hand and foot holds are required, or the faster the normal climb is performed.

DIPLOMACY (CHA)

The character has a high level of social awareness and good persuasion skills. In the same evening, he can meld into high society and rub elbows with the gritty underworld. His understanding of social situations allows him to exemplify proper etiquette and to change the attitudes of others.

A Diplomacy check is often countered by a target's Wisdom check. The idea here is to dupe onlookers and even those in which the character converses. The higher the check, the better the dupe, which allows the diplomatic character to change the attitudes of the most hostile audience or even persuade the authorities to forgive a crime.

ALTERNATE PROFICIENCY SYSTEMS SIDEBAR

The main text contains the default proficiency system. It stakes a middle ground between simplicity and customization. Some groups may prefer to use a different approach, whether that approach is simpler or more complex.

For those preferring maximum customization, check out the forums at www.newhavengames.com to track the development of a house-ruled skill point system that one or more of our members are concocting. For those preferring greater simplicity, read on.

Two approaches to simplify the proficiency system include a) pure attribute checks, and b) skill specialization. A "pure attribute check" system removes the idea of enhancing a proficiency. You simply spend one slot on a nonweapon proficiency and thereafter roll a straight attribute check, with bonuses only provided by class or race, when you wish to use that proficiency.

A "skill specialization" system takes it one step further. It allows a character to spend no more than two slots any one proficiency. Spending one slot allows for straight attribute checks when using the proficiency (in an identical way to the pure attribute check option above). Spending two slots equals specialization in that proficiency, which grants a +1 bonus per two character levels. The bonus scales up as the character progresses.

Both alternative approaches simplify the system. Check with your GM if you prefer an alternative to the default. He or she has the final say.

FIRST AID (INT)

The character is skilled in handling and treating wounds with medicinal salves, herbs and bandages. He is also knowledgeable about illnesses, diseases, poisons and the effects of certain attacks, so first aid can be used to discern causes of death.

A proficiency check to mend a wound requires a first aid kit, which includes the necessary tools, wraps, thread, herbs and salves. A portion of the kit is used completely on either a successful or failed check. Standard first aid kits cost 5 gold pieces and weigh one pound. (See the *Equipment* chapter.)

Common uses of first aid include one's attempts to stop someone's bleeding, stall the effects of a minor Class I poison, heal a hit point, provide longer-term care and recognize someone's malady or cause of death. Truly extraordinary uses of this proficiency can calm the symptoms of a terrible disease, heal a good amount of hit points (1d6) and neutralize Class I and II poisons.

LINGUISTICS (INT)

There are three common applications of this proficiency. First, it must be taken by characters with an Intelligence of 7 or less if they wish to read and write their native tongue; those with an Intelligence score of 8 or higher are assumed to be able to read or write, unless a class restriction dictates otherwise. Second, this proficiency may be taken by any character with an Intelligence score of 8 or higher wishing to read and write an additional language they speak. Third, it allows a character to attempt to identify any language being spoken or written down, but it does not allow the character to discern the context of the conversation or writing.

Someone trained in linguistics normally is not required to make a roll to write or read a chosen language. The proficiency provides an automatic success in most cases. He is only required to roll if he is attempting to read or write an antiquated and out-of-use version of the language and, in this instance, the GM simply chooses a complexity based on circumstance.

MERCANTILISM (CHA)

The character is knowledgeable and comfortable with the trading practices of the times. He can negotiate with merchants, establish a trade route, and even manage a country's exports.

Standard mercantilism checks can lower or higher a negotiated price or uncover information in any location pertaining to the normal trade practices. Such information could include the who's who in over-the-counter and black market trade. Very high checks, such as Exceptional or even Legendary acts of mercantilism, can help gain a meeting with the most powerful merchants and certainly help to start a small trading initiative.

RIDING AIR-BASED (DEX)

This proficiency represents time spent riding aerial mounts. It encompasses more than the simple ability to remain mounted while flying;

proficiency here can allow for some truly inspiring feats, such as dives, turns, rolls and mounted aerial combat.

For purposes of aerial combat, losing control of one's mount requires a full-round action to regain control. During this time, any aerial enemies have a round of free actions.

Basic uses allow for wide turns, rises and dives. Average checks are generally required when a rider wishes to take an attack while flying. Higher checks can help the rider perform advanced aerial maneuvers such as battle rolls, vertical rolls, vertical dives, etc. One result of a successful check could force any creature in fresh pursuit of the character to also succeed on a check to maintain pursuit.

Exceptional and Legendary uses of this proficiency allow for awe-inspiring maneuvers and can even allow for a full round worth of actions for the rider and his mount.

RIDING LAND-BASED (DEX)

This proficiency represents time spent riding land-based mounts. It does not represent the simple ability to ride a horse; proficiency here can allow for truly inspiring feats, like hunting and jumping and mounted combat, if trained.

Basic to Average checks allow the rider to jump the horse or work the horse tired. If the rider is trained in mounted combat as well, such checks usually allow the rider to remain mounted if struck and help him control a wounded mount.

Higher checks include trampling, high or long jumps and the full application of the mounted combat talent. Trampling is a full round action that deals 2d6 points of damage to a target within 80 feet of the rider at the beginning of the round. The target of a trample also lands about 10 feet from his original location.

ROPE USE (DEX)

The character works well with all sorts of knots and lashings. He can tie or loosen a good knot with a Basic check or rig a knot to slip quickly with an Average check. Higher checks help with lassoing a nearby target and even assist in escaping tight bindings.

SWIMMING (STR)

There are two different types of swimming. There is staying afloat, which most people can do without special training, and then there is swimming against a strong current in the open ocean, which only those proficient in swimming can do.

An unarmored character can swim a number of feet equal to double his movement rate in one round.

The complexity of a swim check relates to the waters and intended speed or distance of the swim. An open water swim in fairly rocky conditions is fairly difficult. A truly legendary swim check would be required in such an open water swim if the swimmer were armored.

ACADEMIC PROFICIENCIES

The knowledge-based proficiencies listed in the chart require a substantial commitment of time. Characters study at length to develop a wide breadth of knowledge on the chosen topic. All academic proficiency checks call upon Intelligence to recall information learned.

The complexity of a knowledge-based proficiency check is related to the obscurity of the knowledge sought. The GM determines how common the information is to recall and follows this guidance:

BASIC (TC 5)
The character gleans a specific piece of information that is common and known by a large amount of people. Example: The character has studied Local Lore. With an Basic (TC 5) check, he could know the name and location of the area's mage's guild.

AVERAGE (TC 10)
The character knows something that is not widely known to the common masses of people, but that is widely known to a small group. Example: The same character wishes to know about the current governance of the guild. An Average (TC 10) check could reveal that the mage's guild is overseen by a council of non-mages that monitor their every move.

SUPERIOR (TC 15)
The character has knowledge on a rare subject that is only known to the most dedicated students of the subject or to those in the inner circle of trust. Example: The character wishes to learn about the true relations between the guild and the governing council. A Superior (TC 15) check reveals that the council is lead by the dying king's only son and that he has a general hatred toward mages.

EXCEPTIONAL (TC 20)
The character has information on a subject that is known to only a few people. This bit of information could have fallen out of circulation centuries ago or could be currently kept a secret. Example: The character wants to know whether he has heard any secrets about the king's only son or a member of the guild. An Exceptional (TC 20) check could reveal that a member of the guild is the illegitimate son (and rightful heir) of the dying king.

Note: Times may arise when a player simply wishes to determine his character's general degree of knowledge in a particular subject. In other words, he will not ask the GM a specific question about a topic. Instead, he'll say, "Does my character know anything from my studies?" In these cases, the GM may allow a proficiency check and then reveal an amount of information on the topic based on the roll. For example, assume the character has Local Lore and he is attempting to discover whether he has information on the mage's guild. The player rolls. Assume the result is a modified 16, which puts the player into the Superior (TC 15) bracket. The GM could reveal all the information listed above under the Basic (TC 5), Average (TC 10) and Superior (TC 15) difficulty categories.

The various academic proficiencies follow:

ASTRONOMY (INT)

This encompasses the study of the stars and celestial bodies. Astronomers keep star charts and discover codes and meanings in the stars.

DARK ARTS (INT)

There is a dark side to magic, such as demonology and exorcism. The character has studied this art and understands rituals and dark magic.

ENGINEERING (INT)

Engineering is the knowledge of how to properly design a working structure and how to build things with utilitarian purpose, such as aqueducts and siege weaponry.

GEOGRAPHY (INT)

The character has studied a region's geography. The character could know the location of a certain geographic landmark and could recall the area's terrain type, environment, and local creatures.

HISTORY, ANCIENT (INT)

Ancient historians retain a wealth of information on ancient cultures and events on a more global scale.

LANGUAGES, ANCIENT (INT)

Similar to the modern languages proficiency, but this instead focuses on lost and ancient languages.

LANGUAGES, MODERN (INT)

The character has limited knowledge on various modern languages. This does not encompass speaking or understanding the languages, but may help to decipher the meaning of a small body of text.

LOCAL LORE (INT)

The character has accumulated knowledge on the history and current goings on in a specific location. The location must be specified at the time this proficiency is chosen. The location cannot be larger than a metropolis or collection of smaller towns and villages.

RELIGION (INT)

Religion grants the character a vast amount of knowledge on the various deities and religions, both new and old. Devotion to a religion is not required.

SCIENCES (INT)

Sciences other than astrology are often pursued, such as biology or mathematics, but such sciences are not as prevalent to a campaign in fantasy as astrology is. The character has a broad knowledge base of

these more obscure sciences affecting the campaign. These sciences are usually limited to: anthropology (study of cultures), biology and physiology (study of life and the body), horology (study of time), mathematics (study of numbers and form), metallurgy (study of alloys and metals), and metaphysics (the philosophical study of nature and the being, also encompasses the scientific study of magic in the world).

SPELLCRAFT (INT)

The character has studied the art of magic in all its disciplines and spheres. This proficiency allows the character to attempt to discern an ongoing and visible spell effect and also teaches the character about the intricacies of magical rituals. There is no requirement that the character be a spell caster.

When rolling a Spellcraft check to discern an ongoing and visible spell effect, level 1 spells require a Basic (TC 5) check, spells of levels 2 – 3 require an Average (TC 10) check, spells of levels 4 – 5 require a Superior (TC 15) check, and spells of levels 6 – 9 require an Exceptional (TC 20) check.

NATURE PROFICIENCIES

The following proficiencies are honed in the wild and relate to surviving and thriving in nature.

ANIMAL HANDLING (WIS)

The character knows how to care for, placate and train animals. The character is limited to animals native to his training grounds, which is a terrain type. Thus, while the character may have spent considerable time training in the wilderness to handle woodland animals (such as bears, wolves, hawks and deer), the character may not have the requisite training to calm or train a polar bear or mountain lion. The difficulty categories below reflect this.

The character must choose a terrain type from the following: desert, forest, hills/rough, mountain, plains/scrub, planar, subterranean, and swamp. In some cases, the GM may require the character to choose a climate as well: arctic, sub-arctic, temperate or tropical. Classes that have a favored terrain, such as barbarians, must choose the same type of terrain.

Basic to Average checks may teach a befriended animal to perform simple tricks, such as fetch, guard, heel, seek or stay. Higher checks can help to teach such an animal to attack, defend or guard. Higher checks are also necessary when trying to placate a hostile and unknown animal or when trying to befriend an indifferent one.

FORAGING (WIS)

A foraging proficiency allows the character to navigate wilderness paths and to glean information on the area's flora and fauna. A character with the foraging proficiency can help guide a group through the wilds. He can warn against poisonous roots and local untamed wildlife.

MOUNTAINEERING (WIS)

Mountaineering encompasses the skills to climb and find trails and paths in mountainous terrain. Basic to Average checks generally suffice to find well-trodden paths or to rock-climb fairly shallow faces with proper equipment. Exceptional checks help to locate a safe path where no path exists or to ensure the safety of many others in a mountain pass.

TRACKING (WIS)

The character can identify and discern different types of tracks and can follow tracks without prints by analyzing underbrush, branches, soil and the indicators left on the surface. A successful check identifies the tracks and allows the character to follow them until the terrain or weather changes, which requires another check. All checks assume visible tracks, thus intervening precipitation or meddling could either require a higher complexity check or nullify the chances of success.

The complexity of a tracking check relates to the freshness of the tracks and the weather conditions. Generally speaking, the older the tracks and/or the more inhospitable the weather, the tougher the tracking.

TRAPPING (WIS)

This proficiency allows the character to construct Basic (TC 5) wilderness traps to catch all sorts of animals, including bears. The construction of a wilderness snare differs tremendously from the construction of a dungeon trap, so those with this proficiency cannot detect and disarm worked traps.

One use of the trapping proficiency encompasses the character's immediate 10-ft. space. It is always an Average (TC 10) task to find a hidden wilderness snare, unless it masterfully hidden, in which case, the character must succeed on a Superior (TC 15) check.

The greater the trapping check, the more damage the trap will deal. Basic to average checks sets and disarms Type I to Type II snares, respectively, which deal 1d6 to 3d6 points of damage. Superior checks amp this up to Type III, which can deal between 3d6 and 6d6 points of damage based on the type of snare used. Type IV snares require at least an Exceptional check; they are the most deadly traps that can maim or kill a victim.

WILDERNESS SURVIVAL (WIS)

The character is knowledgeable and intuitive about surviving in the wild, including how to gather food and water, how to avoid natural hazards, and how to read the stars and weather. It also encompasses the ability to build and maintain a fire in inhospitable weather.

Lower checks allow for the scavenging of just enough food and water for a number of days equal to the character's Wisdom check modifier and allow for the setting up of fires in fairly inclement weather. Average checks could help navigate North or predict soon-to-arrive weather. Higher checks help to avoid hazards and help to predict weather for a longer time period.

CRAFT/TRADE PROFICIENCIES

The proficiencies listed below reflect time spent working in a trade or craft. Choosing one is akin to choosing your character's past professions. This list can be greatly expanded with additional trades suitable to a campaign.

Attempting to perform a standard activity of a craft or trade is an Average (TC 10) task. Any roll that meets or exceeds this complexity means that the output is considered average quality. Most craft or trade proficiencies work this way; therefore, the descriptions that follow do not include a breakdown of what a character can do at the various complexities. That being the case, the GM is still free to call for a higher complexity if the circumstances permit. For example, attempting to fish off a pirate ship during a storm may be a Superior (TC 15) or Exceptional (TC 20) task.

ARMORSMITHING (STR)

The character can create, alter, and repair metal armor and shields. A forge is necessary. Without one, the complexity of a task shifts up one category. It takes 2 days per AC bonus to repair or alter a suit of armor. It takes 2 weeks per AC bonus to create a suit. The character creates a sturdy and workable piece of armor or shield with a successful Average (TC 10) check. An Exceptional (TC 20) check is required to create a lighter or special version of a certain suit of armor. Creating elven or mithral chainmail is Exceptional, for example.

BLACKSMITHING (STR)

Blacksmiths forge iron items, such as horseshoes and pitons. They may also work with other metals. Characters use this craft to create or repair metal or iron objects but not to forge weapons or armor.

BREWING (INT)

The character can primarily brew beer, mead, and ale, but could make wines and other spirits. Necessary materials, such as barrels, and the space to hold the barrels while the contents ferment, are required.

CARPENTRY/WOODWORKING (STR)

Carpentry is building with wood. Woodworking deals with the carving, curing, and altering of wood.

COOKING (INT)

Chefs know how to prepare elegant meals. Adventurers with a cooking background know how to safely prepare certain meats and to identify poisonous berries.

FARMING (CON)

Farmers work crops. Within the context of farming, they are knowledgeable about agriculture, weather, animals and equipment.

GEMCUTTING (INT)

Gemcutters are jewelers. They know how to cut and appraise gems and fine metals. Cutting gems for normal trade or use is an Average (TC 10) task. Cutting gems to be used for a magical spell or item is at least Superior (TC 15), but some gems require higher.

LEATHERWORKING (STR)

The character can, with proper materials, convert an animal hide into a suitable piece of leather for any purpose, including armor. This proficiency also encompasses knowledge of how to tan the leather.

MASONRY (STR)

Masons cut, form, and build with stone. Cutting requires a waterfront workstation.

MINING (INT)

Miners know how to safely mine rock. They consider ventilation, gases, lighting, equipment, etc. Miners also know how to find valuable gems and minerals.

SAILING (INT)

A sailing character may have been a pirate, captain, deckhand or fisherman. Sailing provides the knowledge to navigate and maintain a ship. Most sailing checks require Basic to Average rolls, but sailing in severe weather could require Superior or even Exceptional checks.

WEAPONSMITHING (STR)

Weaponsmiths forge weapons. Some specialist smiths, called bowyers, create bows. Others, called fletchers, create arrows. In most cases, creating a weapon requires a forge; however, creating bows or arrows do not. It takes 1 day to create 40 arrows; 2 days to create a simple weapon (club, spear, etc.); 4 to 7 days to create a sword or axe; and as much as 40 days to create a two-handed sword. It is an Average (TC 10) task to create a weapon of standard sturdiness. It is always at least an Exceptional (TC 20) task to create a masterwork weapon.

ROGUE PROFICIENCIES

Rogue proficiencies are the trademark proficiencies of a thief, but with permission members of other character classes may dabble in one or more of them.

COMPREHEND LANGUAGES (INT)

The character has studied the written form of many different languages. Although the character cannot actually speak the languages, he has accumulated enough knowledge that he can discern the context of a writing.

Simple uses identify glyphs or decipher the script of common languages. Higher complexities are required when the language at hand is obscure (or lost) or when the character wishes to comprehend a sizeable passage of text, such as that written on a page or wall face.

DISGUISE (CHA)

Disguise allows the character to disguise his person and voice. The complexity corresponds to how elaborate the disguise is intended to be, where Basic to Average disguises mask the character's face or body to appear of the same sex, race and size. More complex checks could disguise sex, race, size and even voice.

FIND AND REMOVE TRAPS (INT)

The character is trained and skilled in the art of detecting and disabling mechanical traps. Finding a hidden trap requires one check, while disabling or resetting a trap requires another. Thus, while this skill requires only one slot, it actually provides two distinct proficiencies: Finding Traps (INT) and Disabling Traps (INT).

The complexity of a check relates to the complexity of the trap itself. Each trap will include a TC for detecting and disabling it. For example, a perfectly simple trap could have a Basic/Basic designation. A Basic TC 5 check is required to locate it; a similarly easy check is also required to work with it once found. A trap with a Superior/Basic designation denotes a trap that was very carefully hidden, yet easy to disable. A Superior (TC 15) check locates the trap, while a Basic (TC 5) check disables it.

Disabling a trap takes time. Simple traps may take as little as one round to disable, while more complex mechanisms (such as a crushing ceiling) could take minutes (or longer).

A failed attempt to disable a trap triggers the trap on a roll that fails by 10 or more. Subsequent attempts to disable a trap that was not tripped may be made; however, each subsequent attempt increases the complexity by one category. For example, if the character fails to disable a trap that requires an Average check, the next attempt is only successful on a Superior (TC 15) check. A third attempt would shift the complexity up to Exceptional, while a fourth attempt would shift the complexity to Legendary.

A thief is the only class that may use this proficiency to detect and disable magical traps. Each magical trap also has a TC for both detecting and disabling it. All the foregoing rules apply.

FORGERY (DEX)

A successful forgery check allows a character to perfectly mimic the handwriting of another person or has designed an official-looking document. Certain materials are required, such as an example writing, proper inks and molding wax.

Basic to Average checks could limit the forgery to a signature or seal, while higher complexity checks could allow the forger to create a seemingly official legal or royal document or seal.

INTERACTION (CHA)

Interaction is a catch-all social proficiency that should be used in social exchanges where diplomacy is not required. Common applications include bluffing someone to believe a lie, persuading someone through charm or intimidation, and mining someone for vital information. The proficient character is assumed to have spent many years working the social ranks of a settled area.

The complexity of an interaction check relates to the targets and the intended result. An Average (TC 10) check is generally sufficient when dealing with friendly targets, provided the goal of the interaction is not far-fetched. For example, telling a slight lie or asking for information well-known to the locals would not trigger a step up in complexity. Passing oneself off as the son of the king, however, would likely require a shift to Superior or Exceptional.

Indifferent targets require a Superior (TC 15) check, while hostile targets require at least an Exceptional (TC 20) check, if the GM so permits.

If gathering information, the obscurity of the information gauges the complexity. A Basic (TC 5) check would gather information known to a vast amount of people. An Average (TC 10) check would yield information known to almost every member of a smaller sect of people, such as a school or guild. A Superior (TC 15) check would result in the character learning information that is rare and known only to pupils of the subject. An Exceptional (TC 20) check is required when the subject is highly obscure and the knowledge is shared by only the most devoted to the subject.

LIP READING (INT)

The character can read the lips of a person nearby without that person noticing. The complexity relates to the distance between the character and his target and any other intervening distractions. A failed check could result in the character simply failing or the target noticing the character's stare.

The complexity relates to the distance between the lip reader and his target, and how well the target is concealing his lip movements. It's generally easy to read the lips of a person within 20 feet that is not attempting to hide his words. The range can increase as much as 80 to 100 feet with higher checks. Exceptional lip reading often picks up the words of even the most discreet speaker.

OPEN LOCKS (DEX)

The character is skilled at opening locks without a key. The character must use a lockpick, unless the GM rules it possible to do so without one, in which case the complexity shifts up at least one category.

Locks in *Myth & Magic* are categorized by the complexity required to open them. Thus a Superior lock requires a Superior (TC 15) open locks check.

A failed attempt to open a lock breaks the lockpick on a natural roll of 1. Subsequent attempts to open a lock after a failed attempt are pos-

sible; however, the complexity required to open the lock shifts up one category with each subsequent attempt. Thus, a failed attempt to open a lock that requires an Average check now requires a Superior check on the second attempt.

PERCEPTION (INT)

Perceptiveness generally falls under Wisdom and it cannot be trained. However, certain character classes rely on sharpened senses and learn to draw from experience and wit to notice something that normally would go undetected. This proficiency reflects training in such a skill.

A character with this proficiency no longer relies on simple instincts. He uses his training to locate a muffled conversation, to notice a secret door or to spot an assassin lying in wait. He also draws from experience to react quickly to danger.

A Perception check is used to search, spot and listen. Target complexities are set based on how muffled or hidden the sound or object may be. Perception checks can be used by characters to also oppose others actively attempting to sneak or hide.

Perception checks may also be used in lieu of Wisdom checks when trying to avoid being surprised or flat-footed.

PERFORMANCE (DEX)

Performance includes whatever forms of entertainment the character fancies, such as juggling, singing, playing a musical instrument, oration, etc. The performance is usually motivated by the desire to either earn a few coins or cause a diversion. A successful performance check requires ten minutes of performing, during which time the character's audience watches intently.

Basic to Average performances can gather a few people and earn a few coins, while awe-inspiring performances gain the attention of many people, some of whom may be important, and can muster a pocket full of gold.

SLEIGHT OF HAND (DEX)

Sleight of hand covers picking pockets, unobtrusively slipping a note to someone, stealthily administering a poison, etc. It is a quick and unnoticed hand movement. Picking pockets allows the character to procure an item or pouch from a target.

In all cases, the important issue is whether the sleight of hand attempt was good enough to evade a target's attention. GMs may set a complexity to determine the final outcome, or they may pit a character's sleight of hand roll against the target's Wisdom (or Perception) check.

Sleight of hand cannot be done with armor other than padded, leather, studded leather, brigandine, elven chain or mithral chain and a penalty equal to the normal AC Adjustment of the armor applies.

STEALTH (DEX)

Stealth encompasses hiding and moving silently. It helps a character remain unnoticed. A character uses his environment, whether it be shadows or underbrush, to hide or blend into the background. He also uses deliberate and silent movements to slip away unheard.

Similar to sleight of hand, a stealth check is usually successful if a discretionary TC is achieved, though a stealth check may sometimes be opposed by a subject's Wisdom (or Perception) check.

Stealth cannot be done with armor other than padded, leather, studded leather, brigandine, elven chain or mithral chain, unless the armor is magically silenced or properly oiled. A penalty equal to the normal AC Adjustment of the armor applies.
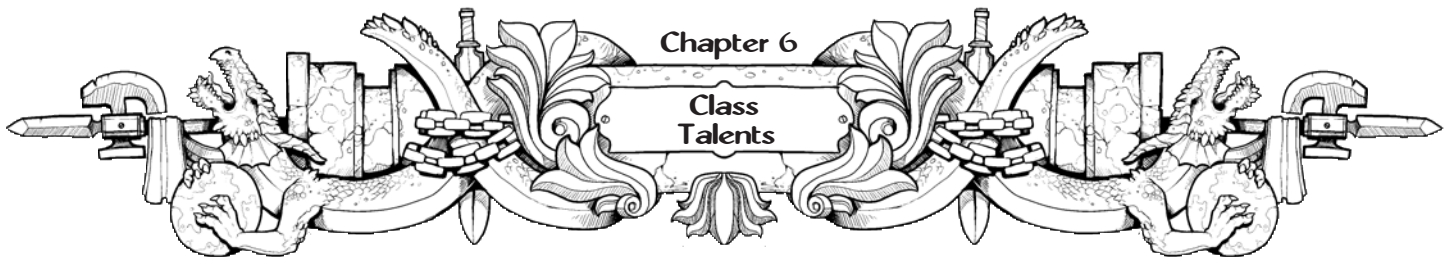
In addition to proficiencies, players choose class talents, which are special abilities for their characters. Talents individualize members of the same class on both combat and noncombat fronts. Through proper planning, players can create their unique vision of a character class.

TALENT SLOTS

Characters are restricted to how many class talents they may choose. This economy is served by talent slots. 1st level characters in all classes start with one class talent slot and one additional slot is earned at every third level thereafter.

Starting slots must be used at character creation. Slots acquired at higher levels can be spent on training in a class talent costing more than one slot. In this way, they are akin to weapon proficiency slots.

Class talents focus on many different niches. Some provide interesting noncombat abilities that really amp up out-of-combat play. Others are geared exclusively to battle.

The table below shows the talent list for each class. Any listed talent is accessible, provided a character hails from that class and satisfies any prerequisites. GMs may allow for cross-class talents, in which case the slot cost is doubled.

DESCRIPTIONS

The following list of class talents is in alphabetical order. Consult the table below to learn which talents belong to your class. Some talents may be chosen by more than one class.

ALLIED FIGHTING (COST: 1 SLOT)

The fighter learns to complement an ally's combat techniques in a way that provides a personal advantage. When standing within 10 feet of an ally engaged in melee combat, the fighter may expend a secondary action to synch with his ally. For the remainder of the encounter, the fighter enjoys a +1 attack bonus.

Another secondary action is required in the event the fighter's ally moves beyond 10 feet from the fighter's current position or is even temporarily rendered unable to fight effectively. For example, the bonus is lost if an ally is forced unconscious, paralyzed, blinded or stunned. The thrust of the talent is feeding off an ally's melee moves. If the ally is not fighting well or has stopped fighting, there is nothing to gain.

AMBIDEXTERITY (COST: 1 SLOT)

The character does not have an offhand, thus no penalty is suffered when attacking with a weapon in either hand. The only exception to this rule is when two-weapon fighting, in which case whatever penalty normally applies is reduced by -2.

ARCANE FOCUS (COST: 2 SLOTS)

The wizard creates a bond between himself and an object that becomes his prized possession. Arcane energy forges the bond and, in empathic fashion, the caster and object become one for the purposes of spellcasting. This object must be of master craftsmanship. It is usually an empty wand or staff.

The wizard has the power to place into his arcane focus any number of spells he wishes. To do this, twice the time required to choose a day's worth of spells is spent and, during this time, the wizard is learning the

TABLE 30: CLASS TALENT LIST

Class	Class Talents and Cost in Class Talent Slots
Cleric	Ardent Caster (2), Battle Blessing (1), Channel Energy (1), Detect Necromancy (2), Detect Residue (2), Divine Focus (2), Expeditious Healing (2), Interaction (1), Leadership (1), Scholar (1), Turn Target (1), Undead Hunter (1), Wild Reverence (1)
Fighter	Allied Fighting (1), Ambidexterity (1), Blind Fighting (1), Combat Defense (2), Fighter's Mark (1), Intimidate (1), Knowledge of Weapons and Armor (1), Leadership (1), Manipulate Field (1), Monkey Grip (1), Mounted Combat (1), Power Attack (1), Rogue's Life (1), Single-Minded (1)
Thief	Ambidexterity (1), Blind Fighting (1), Dagger Toss (1), Death Attack (2), Dirty Fighting (1), Fast-Talking (1), Fence (1), Jump Initiative (1), Nonweapon Mastery (1), Poison Use (2), Quickened Death (1), Surprise Shot (2), Thug Minded (1), Trailing (1)
Wizard	Arcane Focus (2), Arcane Force (1), Ardent Caster (2), Disciple (2), Item Lore (1), Light Armor Use (1/2), Morph Radius (2), Offensive Spell Mastery (2), Scholar (1), Somatic Casting (3), Spell Mastery (1)

spell and the focus is retaining the memory. The full memory is infused into the focus (similar to how a scroll contains a spell's magic) and a short series of command words is all that is necessary to cast a spell *through* the focus. The spells remain indefinitely infused into the focus and the casting time for all spells so infused becomes +1.

There are two noteworthy disadvantages. The spell levels are permanently removed from the caster's daily repertoire until the focus is used. Thus, while a wizard may have five 1st-level spells programmed into the focus, the wizard's daily tally of 1st-level spells is five less than normal, until one or more of the channeled spells are released. The second disadvantage is that the caster relies upon the focus for continued spell power. If it were to be separated from the caster, the caster could not regain the use of the programmed spell levels until the two are reunited. If it were to be destroyed, the programmed spell levels become available to the caster at a rate of 1 spell level per day. If the caster wished to create another focus, he must spend a considerable time forging a new bond with a different focus, a process that is not complete until the caster earns a new level of experience.

ARCANE FORCE (COST: 1 SLOT)

The wizard has learned to tap into the very essence of a spell's power. All arcane spells require the introduction of arcane energy. (Think of a light bulb requiring a spark of electricity.) This arcane energy is almost always forced to perform a certain effect based on the components of a spell. The caster skilled in arcane force transforms this spark of energy into a damaging force.

The wizard prepares spells normally. At any time during a day, he can "cast" a spell in a modified version (which does not alter the spell's casting time) to produce a blast of arcane force that sails toward a target within short range and unerringly strikes. No saving throw is allowed. The amount of damage is equal to 1d6 points of damage per two spell levels, rounded down.

ARDENT CASTER (COST: 2 SLOTS)

Simply put, the ardent caster is better at casting spells in times of stress and danger. It is one thing to properly cast a spell under ideal circumstances, but quite another thing to cast a spell while friends are falling and imminent danger looms nearby. Ardent casters are resolved and unflinching in their focus. First, they cast spells a little quicker, enjoying a 1 point reduction in all casting times. Thus, if the spell has a casting time of +1, the caster doesn't add anything to his initiative roll. Second, unlike other casters, if the ardent caster suffers damage while casting, he does not automatically lose the spell. He must instead roll a d20 modified by a penalty equal to the amount of hit points suffered. A modified result of 10 or higher results in a successful casting. Regardless of how many hit points were suffered, a natural 20 result always succeeds.

BATTLE BLESSING (COST: 1 SLOT)

Clerics who expect to be at the front lines often choose the battle blessing talent. They may belong to a religion of war, courage or protection, or they may simply be thrust into a campaign riddled with conflict. During a number of rounds per day equal to half the cleric's Wisdom score rounded down, the cleric enjoys a bonus to all attack and damage rolls equal to the cleric's Wisdom-based Will Save Modifier.

BLIND FIGHTING (COST: 1 SLOT)

The character has trained to fight with obscured vision or while in total darkness. If in total darkness or otherwise blinded or disturbed by fog or other obstructions, any roll penalty is halved. For example, while in darkness, the character only suffers a -2 penalty on attack rolls (instead of the normal -4).

CHANNEL ENERGY (COST: 1 SLOT)

Clerics use divine energy to control or rebuke undead. Divine energy is a malleable source of power that can be harnessed with training and bent to a cleric's wishes.

Channel energy allows a cleric to use one of his daily turn undead checks to either heal or harm nearby targets with positive or negative energy. Channeling energy works almost exactly like turning does, thus a cleric can exchange spell slots for additional channeling. The range of this talent is 30 feet and it affects one target. The amount of hit points healed or harmed equals 1d6 plus the cleric's Charisma-based Influence Modifier. In the event a spell slot is exchanged, a +2 hp bonus per spell level is added.

Good or neutral clerics do not roll a turn check to heal a nearby target and no save is allowed. Evil clerics do not roll to harm someone, but a Will save is allowed to halve the damage.

A turn check is required when a good or neutral cleric attempts to harm someone with channeled energy and also when an evil cleric attempts to heal someone. The HD of the target controls the complexity of the turn check. A successful check heals or harms the target the normal 1d6 plus the cleric's Charisma-based Influence Modifier.

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

COMBAT DEFENSE (COST: 2 SLOTS)

For many, armor is the only layer of protection against physical damage in combat. In such cases, Armor Class depends mostly on the type and quality of the armor worn.

Some disagree. A minority of battle-hardened warriors feel that skill determines one's defenses. Training toward this end focuses on the replacement of armor with weapons, positioning, movement and intuition. Combat training is the talent that represents such training.

Combat defense provides a bonus to the character's base Armor Class equal to half the character's Wisdom check modifier. Combat defense also provides a +1 AC bonus when the talent is learned and at every other level thereafter.

The entire bonus granted by combat defense disappears when wearing any form of armor or when using a shield larger one size smaller than the combatant. Protective magical items, such as rings or bracers, nullify the Wisdom-based bonus only.

DAGGER TOSS (COST: 1 SLOT)

PROFICIENCY IN DAGGER, DIRK OR OTHER SMALL THROWING BLADE

In the hands of a dagger tosser, the rate of attacks for a dagger, dirk or other small throwing blade is 2/1. If the character's rate of attack is already 2/1, the rate of attack for the dagger toss increases to 3/1.

DEATH ATTACK (COST: 2 SLOTS)

MINIMUM LEVEL: 7

The death attack is a form of assassination, a way to quickly dispatch a foe with one fell strike. This is not an easy maneuver to perform. It requires at least one minute of observation during which time the character observes the target's movements and ascertains a weakness. Then, the character is required to successfully sneak up on the target (a Dexterity or Stealth roll) and perform a rear attack. At that point, the character must roll an Exceptional (TC 20) proficiency check (see below).

Once a player chooses death attack as a class talent, the character receives death attack as a proficiency. Checks are modified by Dexterity and upon earning this class talent, a base proficiency bonus of +2 is granted. As the character progresses, he is free to spend an additional proficiency slot to specialize in the death attack proficiency, and he is also free to spend his level-based rogue skill bonus here as well. In essence, death attack works similarly to all other thief proficiencies.

A failed death attack roll is not a total loss. Damage is calculated normally, unless the character has the sneak attack class ability, in which case, the failed attempt is instead a successful sneak attack.

DETECT NECROMANCY (COST: 1 OR 2 SLOTS)

REQUIRES LEVEL 7

Clerics experienced in destroying or controlling undead creatures eventually learn to detect their presence nearby. With practice, the divine character begins to detect any form of necromantic energy. This talent allows the character to use a daily turn undead check to detect the presence of any necromantic energy (whether present by way of a spell, creature or object) within a 30 ft.-radius from the character. This detection punctures up to six feet of fresh earth, but not more than one foot of solid stone or metal.

DETECT RESIDUE (COST: 1 OR 2 SLOTS)

Divine characters are often fueled by a seething hatred for the opposite moral code. Evil clerics detest good clerics and vice versa. By channeling their divine connection through a cure spell, a divine character can detect the residue of a good or evil alignment in his or her immediate area if such a presence departed no longer than one hour ago. (Note: No hit points are restored when a cure spell is expended in this way.)

DIRTY FIGHTING (COST: 1 SLOT)

Thieves are smart enough to realize that survival chances in a fight increase dramatically when the odds slide favorably toward one side in short order. Dirty fighting is the sneaky use of the environment or distraction techniques to gain the upper hand by temporarily reducing an opponent's defenses or ability to hit.

The environment can lend a helping hand; dirt, hot liquid, empty glasses and even fruit can be used to obscure a target's vision. The use of the environment is a secondary action and requires a normal successful attack roll with a +2 bonus. A "hit" results in the obscured vision of the target, resulting in a -2 on all attacks until the victim has the chance to expend a secondary action to clear his eyes. Dirty fighting in this way requires easy reach to whatever will be thrown.

Distraction works to reduce the target's Armor Class. Unlike the less abstract method of using one's environment, distracting an opponent is a mechanic that is highly situational. Perhaps the thief fakes a stab toward a nearby innocent, causing his real opponent to lunge forward exposing an opening in the defenses. Maybe the thief makes a quick and seemingly committed jolt to escape, causing his opponent to think for a quick second about a possible chase. In all instances, the thief makes a Charisma check as a secondary action to distract his opponent. Due to the highly circumstantial nature of this tactic, regardless of what method works for the situation, selling it causes the opponent to drop his defenses, resulting in a -2 AC penalty until the end of the current round (+2 bonus on all attacks made by others to hit the distracted combatant may be an easier way to play this). The standard TC of the Charisma check is Superior (TC 15), but it should be set by the GM and guided by the thief's inventive action.

DISCIPLE (COST: 2 SLOTS)

SPECIALIST WIZARDS ONLY

The specialist wizard is a true disciple of his specialty school. At the expense of choosing two additional schools to which the specialist does not have access, the caster is able to increase his access to, and potency with, spells of his specialization.

There are several benefits to becoming a disciple. First, instead of one additional spell per day, the disciple receives one additional spell per day for each spell level. These extra spells must all hail from his specialty school. Second, a saving throw penalty of -2 is imposed upon anyone attempting to save against the disciple's specialized spells and the disciple receives a +2 bonus on saving throws against spells of specialty school. Third, the caster receives a +4 bonus to all chances to learn a spell of his specialty school.

A specialist that has learned spells from all available schools must still choose two schools from which he cannot continue to cast or learn.

DIVINE FOCUS (COST: 2 SLOTS)

Similar to how a wizard infuses a chosen object with arcane power in the arcane focus talent, the cleric imbues his chosen weapon with divine spell energy with this talent. Through prayer and homage on the battlefield, the cleric is gifted the ability to store a number of spells in his weapon per day equal to his Wisdom check modifier. Chosen spells are removed from his daily repertoire and can be retained or removed from the focus during the cleric's next prayer session for spells.

The casting time for infused spells becomes +1. The cleric may also convert any of the infused spells into cure spells of equal or lower level for her benefit only.

The cleric must have the weapon in hand to infuse or release spells in prayer. Of course, she must have the weapon in hand to actually channel an infused spell as well.

EXPEDITIOUS HEALING (COST: 2 SLOTS)

The cleric more efficiently casts healing spells in combat. The casting of all prepared cure spells in combat is now a secondary action without a casting time.

The cleric cannot reverse any cure spells with expeditious healing. A normal primary action to cast is required.

FAST TALKING (COST: 1 SLOT)

Situations do arise when a good thief gets caught with his hand in a jar (or his knife in a back). The fast talking thief gains a +2 bonus on any Charisma-based check to talk herself out of a situation that could seriously bode poorly for her trade or her life.

FENCE (COST: 1 SLOT)

Some thieves just know how to get things done. This talent provides a very concrete, yet situational, benefit: the thief can find a fence in any sizeable settlement. It's automatic; no roll is necessary. Sometimes, the thief needs a day or two to find a fence, and sometimes she may not find the exact fence she's looking for, but a fence is found nonetheless.

FIGHTER'S MARK (COST: 1 SLOT)

The character can focus intently on one opponent at the expense of all others. The character receives a +1 bonus to attack and damage rolls made against his mark. Any nearby opponents that attack the character while he is engaged with his mark receive a +1 bonus on their attack rolls.

INTERACTION (COST: 1 SLOT)

Clerics and other holy classes are often leaders and hold themselves out as both the mouthpiece and champion of their company. This talent provides the character with the rogue proficiency, Interaction. Henceforth, the character use whatever social tool is most appropriate with an Interaction check: honor, interrogation, intimidation, etc.

INTIMIDATE (COST: 1 SLOT)

Intimidate allows the fighter to use a show of strength as extra incentive to cooperate. With this talent, the fighter adds his Strength-based attack and damage modifier to any Charisma check rolled to gain information from a subject.

ITEM LORE (COST: 1 SLOT)

REQUIRES SPELLCRAFT PROFICIENCY

Some characters spend extra time studying magical items. This lore is an extension of their spellcraft studies allows the character to identify one property of a magical item with a Superior (TC 15) Spellcraft check. Unique and powerful magical items that are not commonly known in the arcane circles cannot be identified in this manner.

JUMP INITIATIVE (COST: 1 SLOT)

REQUIRES MINIMUM 15 DEXTERITY

As a method of preemptive action, the character trains to tap into her Dexterity to heighten her reaction speed in combat. This talent allows a character with a 15 or higher Dexterity to decrease her initiative die one step. For example, a non-elf thief uses a d10 initiative die type. If she has a 15 or higher Dexterity score and trains on this talent, her initiative die type becomes d8 - a very valuable tool for survival.

KNOWLEDGE OF WEAPONS AND ARMOR (COST: 1 SLOT)

After spending a considerable time training with various weapons and wearing an assortment of different armor, the fighter has acquired a certain knack for discerning the true quality of his tools. The fighter who spends extra time studying weapons and armor gains this talent and can thenceforth identify masterwork items with a glance. He can also glean deficiencies in craftsmanship as well. No roll is required; this is just simple information gained from a glance and quick feel.

Though he may not be trained in armorsmithing, weaponsmithing or the like, the fighter may lend his support to help craft a normal or masterwork weapon or suit of armor by providing an additional +1 bonus to the smith's check.

LEADERSHIP (COST: 1 SLOT)

Fighters and clerics often find themselves leading others. The leadership talent aids tremendously in this duty, providing an additional bonus on any Charisma-based checks to lead that equals +1 per every character level. (The +15 max skill bonus still applies.)

Leadership also increases the morale of all henchmen and hirelings under the supervision of the character. The morale boost is +2.

LIGHT ARMOR USE (COST: VARIES)

REQUIRES STRENGTH 12 OR HIGHER

Many wizards fail to see outside the book. They train tirelessly on the mastery of arcane mysteries at the expense of more mundane pursuits. This singular mind set leaves very little time to learn to use any form of armor. Spell casting is a rigorous ordeal that requires a fluidity to one's movements. Thus, many wizards view any sort of armor training as not only counterproductive, but fruitless.

The realms hold so many outliers, indeed. Wizards may in fact learn to use padded cloth or even leather armor if they take the time to adjust their physical components to account for the increased tension and weight.

One combat proficiency slot allows the wizard to use padded cloth; another slot allows for the wearing of leather armor. Some wizards trained in this talent may wish to wear padded cloth or leather under their robes, while others will pay to have their robes fortified by padding or leather, with the protective aspects of the armor worked into the design of the caster's clothes.

MANIPULATE FIELD (COST: 1 SLOT)

The battlefield is the warrior's arena and a smart strategic mind can shape and manipulate the field to swing a battle in short order. The fighter with training in this talent learns battle formations in larger scale combat and smaller unit tactics. An Intelligence check can be performed as a secondary action at anytime during combat to assess the field for an advantage. Success results in a bonus to attack rolls for the remainder of the encounter. The bonus is enjoyed, at first, by the warrior alone. A second secondary action may be performed at anytime after a successful check to impart strategic commands to allies,

thus granting the allies the bonus as well. There is a chance of failure and misreading the field, thus granting a penalty instead, so the use of this talent is not without its drawbacks and should be taken only by fighters with an above-average Intelligence.

Once the combatant rolls an Intelligence check, the following chart is consulted:

TC of Int Check	Attack Bonus
Below Basic (TC 1-4)	-1 attack penalty
Basic (TC 5)	+0
Average (TC 10)	+0
Superior (TC 15)	+1
Exceptional (TC 20)	+2
Legendary (TC 25)	+3

MONKEY GRIP (COST: 1 SLOT)

REQUIRES GREAT WEAPONRY STYLE

The fighter can wield a two-handed weapon with one hand with no penalties. A two-handed weapon is most commonly one size category larger than the fighter.

MORPH RADIUS (COST: 2 SLOTS)

Area effect spells can cause serious problems in combat. A wizard must account for the position of each companion before unleashing a spell that could certainly aid in defeating the common enemy. To train in morph radius is to train in the manipulation of the radius of a spell to affect the enemy only. This works for any area effect spell, including fireball.

Morphing the radius of a spell is not certain. It requires a Superior Intelligence check. Failure unleashes the spell in its normal form. Success allows the wizard to shape the radius; however, half of the normal area is affected. Thus, a 40 ft. radius burst becomes a 20' radius burst shaped to avoid particular people and objects.

(It is not necessary to account for the exact mathematical proportions of a morphed spell. Simply account for what is intended to be spared.)

MOUNTED COMBAT (COST: 1 SLOT)

REQUIRES AVERAGE PROFICIENCY
IN ANY RIDE PROFICIENCY

Through an increased awareness of her mount's combat prowess, the combatant learns to fight while mounted in a way that transcends the normal cavalry. The mounted combat talent provides a +4 bonus on all ride checks in combat and any attempts to control or command a mount becomes a non-action, allowing for a full round's worth of attacks to be taken.

NONWEAPON MASTERY (COST: 1 SLOT)

REQUIRES AVERAGE PROFICIENCY IN
CHOSEN PROFICIENCY

For a thief, certain proficiencies pay in dividends. This talent accelerates the thief's level bonus on any one nonweapon proficiency to +1 per level. The maximum +15 d20 modifier still applies.

OFFENSIVE SPELL MASTERY (COST: 2 SLOTS)

Any spell that potentially deals damage to a target or slew of targets is considered an offensive spell. Many such spells are evocation, including *fireball* and *lightning bolt*, but this is not an absolute.

Some wizards wish to master a number of offensive spells. Training in this talent allows the wizard to choose a number of offensive spells equal to his Intelligence check modifier. Never again does the wizard need to study these spells. They are always prepared. Likewise, the wizard may trade any prepared spell of equal level or higher, of the same school of magic, for a mastered offensive spell. This can take place impromptu, in combat, but imposes a +2 casting time penalty on the mastered spell.

POISON USE (COST: 2 SLOTS)

The character has learned to concoct and apply dangerous poisons. The character must spend time working with the various ingredients that comprise poisons and must practice handling and applying toxins to weapons and other surfaces. In the end, the character hones the skills necessary to work with all types of poisons and their antitoxins.

Upon learning this talent, the character gains Basic proficiency in *Poison Use*. The proficiency check is modified by Intelligence and works similarly to all other trained proficiencies: additional proficiency slots may be expended to advance it.

The following chart shows the cost and complexity to create poisons of various potency. The GM gauges the actual cost within range and may require exotic ingredients that require a short quest to procure.

POISON CREATION CHART

Poison Type	Cost to Create	TC to Create
Type A	5 – 15 gp	Basic (TC 5)
Type B	15 – 50 gp	Average (TC 10)
Type C	50 – 150 gp	Superior (TC 15)
Type D	150 – 500 gp	Exceptional (TC 20)

Most Type A poisons disorient the victim and some can potentially render a victim unconscious for a short time. Type B poisons can debilitate, knock out, and shut down the senses of an opponent. Type C poisons can temporarily paralyze an opponent and can lead to long-term disabilities, such as the loss of a leg or arm. Type D poisons kill and they usually kill quickly; they are the most dangerous and deadly of all.

Each type of poison is also broken down into the following categories: ingested, injury, and contact. Ingested poisons need to enter the digestive system of the target. Injury poisons need to directly enter the bloodstream and usually do so through an injuring attack. Contact poisons only require physical contact and nothing more. The character is well-advised to exercise caution when handling poisons that could easily affect him if mishandled.

POWER ATTACK (COST: 1 SLOT)

Through power attack, the character fully goes on the offensive by foregoing intelligent defenses for bloodthirsty attacks. Initiating this talent is a non-action and its effects last until the warrior's turn the next round.

Power attack allows the warrior to reduce his Armor Class for a boost in offensive capabilities. For each point of AC reduced, the character receives a +1 bonus to attacks and a +1 bonus to damage. The maximum reduction in AC is limited to the character's Strength-based attack and damage modifier.

PRIMITIVE EMPATHY (COST: 1 SLOT)

Wild trails often cross into unintended territory. The ranger trained in primitive empathy has learned to communicate with members of semi-intelligent and reclusive tribes and settlements. Animal handling can be used on a primitive creature in the same way it is used on animals.

QUICKENED DEATH (COST: 1 SLOT)

REQUIRES DEATH ATTACK
MINIMUM LEVEL: 9

The thief need only spend one full round fully concentrating on his intended target before attempting a death attack.

ROGUE'S LIFE (COST: 1 SLOT)

Fighters come from all walks of life. Those that have a background living aboard pirate ships or gallivanting the streets with an assassin or two will pick up some tricks to the rogue life. Provided the character has a background where, for a time, he could have learned from a skilled thief of sorts, the fighter may use this talent to become proficient in any one rogue proficiency.

SCHOLAR (COST: 1 SLOT)

This class talent suggests that much of a character's free time is spent in scholarly pursuits. Choosing this talent grants the character two additional proficiency slots to expend on two different knowledge-based proficiencies.

A character can choose this talent multiple times.

SINGLE-MINDED (COST: 2 SLOTS)

Some fighters just don't see the sense in noncombat training. Brutish in their approach, they fail to see the wisdom in spending anytime away from martial pursuits. Taking the single-minded talent provides one additional combat proficiency slot that can be used toward a weapons training or fighting style proficiency.

SOMATIC CASTING (COST: 3 SLOTS)

MINIMUM LEVEL: 9

To cast most spells, a caster is required to annunciate his chant and perform proper gestures to craft a physical manifestation of his magic. Somatic casting allows the caster to create these manifestations with only gestures. He learns to invoke magic with precise physical movements and with no need for verbal chants.

Please note that the GM may require such elaborate physical gestures that certain circumstances may debilitate casting.

SPELL MASTERY (COST: 1 SLOT)

The wizard chooses one spell. He knows this spell so well that he never needs to study it to choose it as a daily spell. He has also mastered the casting of this spell. Thus, there is no casting time. The casting is begun and completed during the wizard's primary action.

Only spells of 3rd-level or lower can be mastered. Spells from higher levels are too complex. To master a spell, the wizard must be two levels higher than the spell's level.

This talent may be chosen multiple times, once for each spell.

SURPRISE SHOT (COST: 2 SLOTS; SEE BELOW)

If successfully hiding from a target within 30 feet, the thief may perform a sneak attack with a ranged weapon. If the attack is successful, the damage is multiplied by two. An additional proficiency slot may be expended to triple the damage instead. However, the thief cannot immediately expend the extra proficiency slot when this talent is first learned.

A -4 penalty is assessed to the thief's Dexterity (or Stealth) check to hide if using a bow or other ranged weapon that requires physical pull. Crossbows, throwing daggers, throwing axes, blowguns and other ranged weapons that have quick releases do not impose this penalty. A failed check to hide removes any chance of multiplied damage on a successful shot.

THEOLOGY (COST: 1 SLOT)

The character is well-versed in the various major and minor religions in the realms, including known and secret dark cults. This talent provides a +1 bonus per character level on all Knowledge-based Religion checks. The +15 maximum skill bonus ceiling still applies.

THUG-MINDED (COST: 1 SLOT)

Not all thieves skulk and run to survive. Some are very brutish and take a more "hands on" approach to getting things done. These thuggish thieves trade a little of their skill mastery for staying power.

This talent requires the reduction of a class feature for focus in martial skill. The thief no longer receives a +1 bonus on any one proficiency at each level. The +1 skill bonus is instead granted every other level. In exchange, the thief receives a +1 permanent bonus to hit. At 6th level, the bonus increases to and maxes out at +2.

TRAILING (COST: 1 SLOT)

REQUIRES STEALTH PROFICIENCY

Trailing is an advanced form of stealth. With a successful stealth check, the thief is able to trail someone, staying just enough out of view to remain unnoticed. One check is usually sufficient to trail long enough to pick up some valuable information. Circumstances may arise when additional checks are required.

TURN TARGET (COST: 1 SLOT)

Turn undead has a radius effect of sorts, where the lowest HD undead are affected before any more-powerful undead need worry. Turn target allows the cleric to instead focus his turn undead on one target. This is a more difficult and time consuming process than the standard turn. It requires one full round and expends two of the cleric's daily turn checks. Any damage dealt to the cleric immediately breaks his concentration and the turn attempt must start anew. If allowed to complete, the cleric makes his turn check on the cleric's initiative next round at -4. If successful, the cleric rolls 2d6 and adds his Charisma-based Influence modifier. If the number equals or exceeds the target's HD, the undead is turned.

UNDEAD HUNTING (COST: 1 SLOT)

Some clerics devote themselves to studying the energy that powers the undead and mastering the art of turning. Undead hunting provides a +2 bonus on all turn checks, including the check to determine the amount of HD affected.

WILD REVERENCE (COST: 1 SLOT)

Revering nature and its wards is not solely reserved for druids. There are clerics that follow nature-based deities that choose not to enter the life of the druid. This class talent allows a cleric who prays to a nature-based deity to permanently forego preparing spells of any one sphere to gain minor access to any one of the following spheres: animal, nature, or plant.
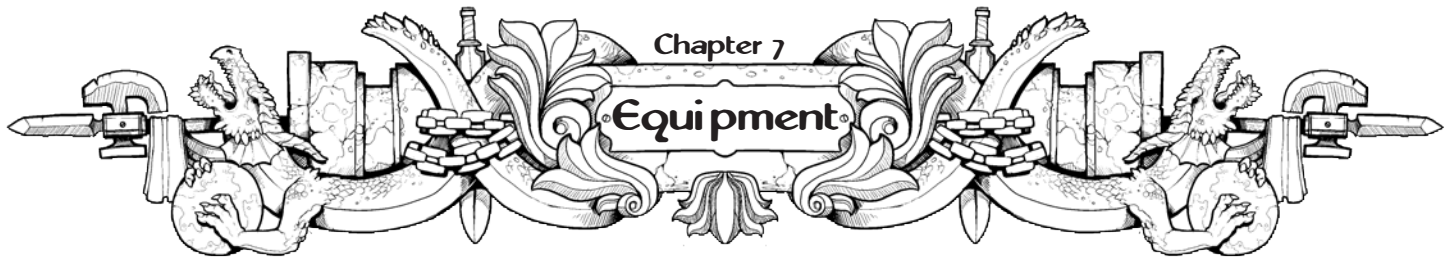
This chapter includes a huge range of adventuring equipment and rules on currency exchange, special items and item saving throws. GMs are free to add, subtract or modify in whatever way is necessary to emulate their desired milieu.

CURRENCY

There are five main coins in circulation in a standard realm of *Myth & Magic*: copper, silver, electrum, gold and platinum. Copper and silver are used in exchanges for most mundane items and are widely carried by the common folk. Gold is slightly rarer and much more valuable, and serves as the trading tool of merchants and adventurers. As a result, gold is generally the standard currency used in most campaigns.

Electrum and platinum are not used in business transactions and rarely surface. Neither is currently minted. Adventurers may still come upon these dead coins in ancient tombs and hordes.

The rich (such as the nobility, guilds, and churches) hardly use coins in exchange for valuable services and trade. The amount of coin used in some of their transactions would be too cumbersome. These rich folk or organizations trade in either gems or letters of credit; the latter issued to a certain person and redeemable at a satellite or main branch of the specific organization.

100 gold coins weigh approximately 2 pounds. Copper and silver pieces of the same mint may weigh slightly less, while electrum and platinum coins of a similar size generally weigh up to 50% more.

TABLE 31: CURRENCY CONVERSIONS

	CP	SP	EP	GP	PP
CP	1:1	10:1	50:1	100:1	1,000:1
SP	1:10	1:1	5:1	10:1	100:1
EP	1:50	1:5	1:1	2:1	20:1
GP	1:100	1:10	1:2	1:1	10:1
PP	1:1,000	1:100	1:20	1:10	1:1

STARTING MONEY

PCs begin at level 1 with a certain amount of gold pieces to spend on gear. This gear is not new and the character did not just recently come into a horde of gold. The starting equipment is considered a cache of collected items that will now be used to assist the new adventurer in his early days.

TABLE 32: STARTING MONEY PER CLASS

Class	Starting Money in Gold
Fighter	5d4 x 10
Wizard	1d4+1 x 10
Thief	2d6 x 10
Cleric	3d6 x 10

EQUIPMENT

The following lists provide the type, name and price of the various mundane equipment and adventuring gear. The full version of the rules contains additional equipment.

MUNDANE ITEMS

Although mundane items do in fact consist of the most basic needs (clothes, food and lodging), the term "mundane" refers simply to equipment not considered adventuring gear. Therefore, these lists of mundane items also include transportation, animals and miscellaneous items. Weapons and armor are listed elsewhere.

TABLE 33: CLOTHING

Item	Cost
Belt	2 sp
Boots, Riding	3 gp
Boots, Walking	1 gp
Boots, Noble	10 gp
Breeches	1 gp
Breeches, Noble	10 gp
Brooch	5 gp
Brooch, Jeweled	5 gp plus gem
Cloak	1 gp
Cloak, Fine	10 gp
Cloak, Winter	25 gp
Cloak, Noble	50 gp
Girdle	3 gp
Gloves	1 gp
Gown, Common	8 sp
Gown, Fine	8 gp

Gown, Noble	80 gp
Jacket, Common	4 gp
Jacket, Fine	50 gp
Robe, Common	1 gp
Robe, Fine	10 gp
Robe, Noble	20 gp
Sandals	8 sp
Shoes	1 gp
Surcoat	1 gp
Scabbard	5 gp
Sheath	5 cp
Tabard	6 sp
Tunic	8 sp
Vest	6 sp

TABLE 34: FOOD

Item	Cost
Ale (per pint)	5 cp
Ale (per gallon)	2 sp
Beer (per pint)	1 cp
Beer (per gallon)	5 cp
Bread	2 cp
Butter (per pound)	2 sp
Cheese	2 sp
Daily Meals, Poor	1 sp
Daily Meals, Good	5 sp
Dry Rations (per day)	1 gp
Egg	1 cp
Grain, Horse (daily)	5 sp
Herbs (per pound)	5 cp
Honey	5 sp
Meat (per pound)	1 sp
Mighty Feast	5 gp
Nuts (per pound)	2 gp
Potatoes (per pound)	2 sp
Rice (per pound)	2 sp
Salt (per pound)	1 sp
Spices, Common	1 gp
Spices, Rare	20 gp
Wine (per gallon)	5 gp
Wine, Good (gallon)	25 gp
Wine, Elven (gallon)	100 gp

TABLE 35: RENTAL LODGING

Item	Cost
Cottage (per day)	5 gp
House, City	15 gp
Inn, Common (per day)	5 sp
Inn, Fine (per day)	2 gp
Inn, Special (per day)	10 gp
Room, Rental (per day)	1 gp

TABLE 36: TRANSPORTATION

Item	Cost
Barge	450 gp
Canoe	25 gp
Canoe, Large	40 gp
Caravel	10,000 gp
Carriage	200 gp
Chariot, Riding	200 gp
Chariot, Games	400 gp
Chariot, War	500 gp
Coach	1,000 gp
Coaster	5,000 gp
Cog	10,000 gp
Curragh	500 gp
Drakkar	25,000 gp
Dromond	15,000 gp
Galleon	50,000 gp
Great Galley	30,000 gp
Knarr	3,000 gp
Longship	10,000 gp
Oar	2 gp
Oar, Great	10 gp
Raft	60 gp
Sail	25 gp
Small Keelboat	100 gp
Wagon	5 gp
Wheel, Cart	5 gp

TABLE 37: ANIMALS

Item	Cost
Bull	15 gp
Calf	5 gp
Camel	40 gp

Cat	1 sp	
Chicken	1 cp	
Cow	15 gp	
Dog, Average	15 gp	
Dog, Master	25 gp	
Donkey	5 gp	
Elephant	250 gp	
Elephant, War	500 gp	
Falcon, Trained	750 gp	
Goat	1 gp	
Goose	5 cp	
Horse, Draft	200 gp	
Horse, Heavy War	500 gp	
Horse, Light War	200 gp	
Horse, Riding	100 gp	
Jaguar (Trained)	4,000 gp	
Ox	15 gp	
Pig	3 gp	
Pigeon (Trained)	100 gp	
Pigeon (Untrained)	2 gp	
Pony	40 gp	
Ram	5 gp	
Sheep	2 gp	

TABLE 38: TACK AND HARNESS

Item	Cost	Weight (lb.)
Barding, Chain	500 gp	70
Barding, Leather	200 gp	50
Barding, Plate	1,000 gp	90
Bit and Bridle	2 gp	3
Cart Harness	2 gp	10
Halter	5 cp	--
Horseshoes	5 sp	10
Saddle, Pack	5 gp	15
Saddle, Riding	10 gp	35
Saddle Bags	4 gp	8
Saddle Blanket	2 sp	5
Yoke, Horse	5 gp	20
Yoke, Ox	3 gp	25

TABLE 39: MISCELLANEOUS ITEMS

Item	Cost	Weight (lb.)
Acid (flask)	10 gp	--

Item	Cost	Weight (lb.)
Alchemy Lab	1,000 gp	50
Antitoxin, Type I (flask)	50 gp	--
Backpack	2 gp	2
Barrel, Small	2 gp	25
Basket	5 sp	1
Bell	1 gp	--
Belt Pouch, Large	1 gp	2
Belt Pouch, Potion	25 gp	--
Belt Pouch, Small	7 sp	1
Blanket	2 sp	1
Blanket, Winter	5 sp	4
Block and Tackle	5 gp	5
Bolt Case	1 gp	1
Bucket	4 sp	3
Candle	1 cp	--
Chain, Common (10 ft.)	2 gp	10
Chain, Strong (10 ft.)	5 gp	30
Chalk	1 cp	--
Chest, Large	2 gp	25
Chest, Small	1 gp	10
Cloth (1 sq. yard)	1 gp	1
Cloth, Fine (1 sq. yard)	5 gp	1
Cloth, Rich (1 sq. yard)	10 gp	1
Disguise Kit	50 gp	5
First Aid Kit (Salves, Herbs, Stitches, Wraps)	5 gp	1
Fishhook	1 sp	--
Fishing Net	5 gp	5
Flint and Steel	5 sp	--
Glass Bottle	10 gp	1
Glass Flask	5 gp	--
Grappling Hook	1 gp	5
Holy Symbol, Wood	1 gp	--
Holy Symbol, Metal	25 gp	1
Holy Symbol, Jeweled	100 gp	1
Holy Water (flask)	25 gp	--
Hourglass	25 gp	1
Ladder (10 ft.)	5 cp	10
Lantern, Bullseye	15 gp	3
Lantern, Hood	7 gp	2
Lantern, Town	100 gp	75
Liquid Fire (flask)	50 gp	--
Lock, Average	50 gp	1
Lock, Superior	100 gp	1

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Lock, Basic	25 gp	1
Lock, Exceptional	250 gp	1
Magnifying Glass	100 gp	--
Map Case	8 sp	--
Mirror, Small	10 gp	--
Oil	5 cp	1
Paper (per sheet)	2 gp	--
Papyrus (per sheet)	8 sp	--
Perfume (per vial)	5 gp	--
Perfume, Rare (per vial)	150 gp	--
Pitons (2)	6 cp	1
Quiver	8 sp	1
Rope, Hemp (25 ft.)	5 sp	10
Rope, Silk (25 ft.)	5 gp	3
Sack, Large	2 sp	2
Sack, Small	5 cp	1
Scroll Case	2 gp	1
Sealing Wax (per lb.)	1 gp	1
Sewing Needle	5 sp	--
Signet Ring	5 gp	--
Signet Ring, Jeweled	50 gp	--
Soap	5 sp	--
Spyglass	1,000 gp	1
Tanglefoot Bag	50 gp	5
Tent, Large	25 gp	20
Tent, Small	5 gp	10
Thief Tools	30 gp	1
Thief Tools, Expert	100 gp	1
Tindertwig	1 gp	--
Torch	1 cp	1
Water Clock	1,000 gp	200
Whetstone	2 cp	1
Whistle	8 sp	--
Wineskin	8 sp	1
Writing Ink (per vial)	8 gp	--

SPECIAL MISCELLANEOUS ITEM DESCRIPTIONS

Acid: A flask of acid can be poured onto metal to corrode the surface or object or it can be thrown as a weapon with a range of 10 feet. It deals 1d4 points of acid damage on a direct hit.

Antitoxin: This is an antitoxin for a Type I poison. Type II through IV antitoxins for more debilitating poisons exist but the cost can be many multiples higher.

Belt Pouch, Potion: Retrieving a potion from a belt pouch is a secondary action.

Disguise Kit: A disguise kit is exhausted after five uses and it provides a +1 bonus to any disguise skill checks.

First Aid Kit: A first aid kit is exhausted after five uses and it must be used when the first aid skill is performed.

Liquid Fire: This is a combustible liquid that erupts into flame when its flask is thrown and smashed. It can be used as a weapon that deals 1d4 points of fire damage, with a range of 10 feet.

Locks: Each lock is rated Basic to Exceptional (although Legendary locks do exist, but they are rarely for sale). The rating is the complexity required on an Open Locks check to crack the lock.

Magnifying Glass: A magnifying glass provides a +2 bonus on any check to see the details of something small. It has extensive applications; for example, a magnivying glass may be useful when finding or removing traps, finding a secret door or opening locks.

Tanglefoot Bag: This is a bag that contains a goo-like substance. When thrown at a Medium-sized or smaller target, the target must succeed on a Dexterity check equal to or greater than the attack roll performed. If unsuccesful, the target is stuck to the floor for 2d4 rounds, during which time the target cannot move and suffers a -2 penalty to AC, attacks, Reflex saves and Dexterity checks, if permitted.

Thief Tools: Such tools contain the picks necessary to open locks. Standard tools contain 5 lock picks. Each pick will break on an Open Locks check that fails by 10 or more. Expert tools also contain 5 lock picks. Each will only break upon a natural 1 result on an Open Locks check and they provide a +1 bonus to all checks.

COMBAT GEAR

The following lists contain statistics and costs of items having a mechanical implication on combat - armor, shields and weapons.

Armor Entries: Each armor type has an entry with the following information in addition to the name of the armor:

AC Adjustment: This number modifies the wearer's Armor Class by the listed value.

Weight: The weight in pounds of the armor type (when dry) is provided. Wet or otherwise encumbered armor will have an increased weight that must determined through the GM's discretion.

Cost: The average cost of the armor is given. This cost includes all the necessary accoutrement of the suit, including a matching helm, as well as sizing and finishing.

TABLE 40: ARMOR TYPES

Name	AC Adj	Weight	Cost
Padded Cloth	+1	10	4 gp
Leather	+2	15	6 gp
Studded Leather	+3	20	20 gp
Ring	+3	25	90 gp
Brigandine	+4	25	100 gp
Scale	+4	30	120 gp
Hide	+4	25	12 gp
Chainmail	+5	40	75 gp
Splint Mail	+6	45	80 gp
Banded Mail	+6	35	200 gp
Bronze Plate	+6	45	350 gp
Plate Mail	+7	50	500 gp
Field Plate	+8	60	1,500 gp
Full Plate	+9	70	5,000 gp

TABLE 41: SHIELD TYPES

Name	AC Adj	Initiative	Weight	Cost
Buckler	+0	+0	1	1 gp
Small	+1	+0	2	5 gp
Medium	+1	+0	5	10 gp
Large	+2	+2	10	15 gp
Tower	+3	+4	20	40 gp

SHIELD ENTRIES

Shields are primarily used to block an incoming melee or ranged attack, so they provide a small boost to AC. The following list provides the statistics and costs for the various steel-reinforced shields. Please note that no bonuses apply to a character merely storing or wearing a shield by his side. Bonuses apply only when held, unless a rear attack could sensibly be blocked by a shield strapped to the back. Each shield entry includes the following information:

AC Adjustment: A shield increases the AC of its wielder.

TABLE 42: MELEE WEAPONRY

Name	Damage	Damage vs. Large+	Initiative Modifier	Range (ft.)	Size	Type	Weight (lb.)	Cost
Axe, Battle	1d8	1d10	+5	--	M	S	4	10 gp
Axe, Great[2]	2d6	2d6+2	+10	--	L	S	7	20 gp
Axe, Hand/Throwing	1d6	1d4	+3	10	S	S	2	2 gp
Cat-O-Nine Tails	1d3	1d3	+4	--	M	S	1	10 gp
Cleaver	1d4	1d3	+3	5	S	S	1	5 sp
Club, Barbed	1d8	1d6	+5	--	M	B	3	1 sp
Club, Common	1d6	1d3	+4	--	M	B	1	5 cp
Club, Great[2]	2d4	1d6	+8	--	L	B	7	1 gp
Dagger	1d4	1d3	+2	10	S	P/S	1	2 gp
Fist, Medium	1d3	1d2	+3	--	--	B	--	--
Flail, Heavy/Footman's[2]	1d6+1	1d8	+7	--	L	B	12	15 gp
Flail, Light/Horseman's	1d4+1	1d4	+6	--	S	B	3	8 gp
Gauntlet, Spiked	1d4	1d3	+5	--	--	B	--	5 gp
Hammer, Great[2]	1d10	2d4	+12	--	L	B	9	15 gp
Hammer, Throwing	1d3	1d2	+2	10	S	B	1	1 gp
Hammer, War	1d6	1d4	+4	--	M	B	4	2 gp
Lance, Jousting	1d3	1d2	+10	--	L	P	8	20 gp
Lance, Heavy	1d8+1	3d6	+8	--	L	P	9	18 gp
Lance, Light	1d6	1d8	+6	--	L	P	5	7 gp
Mace, Hand	1d4+1	1d4	+4	--	S	B	3	6 gp
Mace, Heavy	1d6+1	1d6	+7	--	M	B	8	9 gp
Main-Gauche	1d4	1d3	+2	--	S	P/S	2	5 sp

Name	Damage	Damage vs. Large+	Initiative Penalty	Range (ft.)	Size	Type	Weight (lb.)	Cost
Mancatcher[R]	--	--	+10	--	L	U	7	35 gp
Morningstar	2d4	1d6	+7	--	M	B	6	10 gp
Pick, Farmer's	1d6	1d6+1	+6	--	M	P	6	4 gp
Pick, War	1d6+1	2d4	+5	--	M	P	4	8 gp
Polearms[R]	--	--	--	--	--	--	--	--
Awl Pike	1d6	2d6	+13	--	L	P	7	5 gp
Fork, Military	1d8	2d4+1	+7	--	L	P	5	7 gp
Glaive	1d6	1d10	+7	--	L	S	5	6 gp
Guisarme	2d4	1d8+1	+8	--	L	P/S	7	12 gp
Halberd	1d10	2d6	+9	--	L	P/S	7	10 gp
Lucern Hammer	2d4	1d6+1	+10	--	L	P/B	8	10 gp
Quarterstaff	1d6	1d4	+4	--	L	B	3	1 gp
Sap	1d2	1d2	+2	--	S	B	1	1 gp
Scythe	1d6+1	1d8	+6	--	M	S	7	8 gp
Sickle	1d4+1	1d4	+4	--	S	S	3	6 sp
Spear	1d6	1d6	+6	20	M	P	3	1 gp
Stiletto	1d3	1d2	+1	--	S	P	.5	5 sp
Sword,	--	--	--	--	--	--	--	--
Bastard	2d4	2d6	+7	--	M	S	6	25 gp
Broad	2d4	2d4+1	+6	--	M	S	4	12 gp
Cutlass	1d6	1d8	+5	--	M	S	4	12 gp
Double Bladed[2]	1d8	1d8+1	+8	--	M	S	5	65 gp
Elven Thin Blade	1d6+1	2d4	+1	--	M	S	2	35 gp
Falchion	1d6+1	2d4	+2	--	M	S	7	35 gp
Great[2]	2d6	2d6+2	+12	--	L	S	8	50 gp
Katana	1d10	1d12	+6	--	M	S	5	70 gp
Khopesh	2d4	2d4	+8	--	M	S	5	10 gp
Long	1d8	1d10	+7	--	M	S	4	15 gp
Rapier	1d6	1d6+1	+5	--	M	S	2	25 gp
Scimitar	1d8	1d8	+4	--	M	S	3	20 gp
Short	1d6	1d6+1	+3	--	S	P/S	2	10 gp
Wakisashi	1d6	1d6+1	+2	--	S	P/S	2	50 gp
Trident	1d6+1	2d4	+7	--	L	P	5	20 gp
Urgosh[2]	1d10	1d10+1	+10	--	L	P/S	12	50 gp
Whip[R]	1d2	1d2	+8	--	L	S	2	2 sp
Whip Dagger[R]	1d4	1d3	+8	--	L	S	3	10 gp

TABLE 43: RANGED WEAPONRY

Name	Damage	Damage vs. Large+	Initiative Penalty	Range (ft.)	Size	Type	Weight (lb.)	Cost
Blowgun,	--	--	+5	10	L	--	3	6 gp
Dart	1d3	1d2	--	--	--	P	--	1 sp
Needle	1d2	1	--	--	--	P	--	2 cp
Bow, Long	--	--	+8	--	L	--	3	75 gp

Flight Arrow	1d8	1d6	--	240	--	P	--	1 gp/20
Sheaf Arrow	1d10	1d8	--	160	--	P	--	6 sp/20
Bow, Short	--	--	+6	--	M	--	2	35 gp
Flight Arrow	1d6	1d4	--	150	--	P	--	1 gp/20
Sheaf Arrow	1d8	1d6	--	100	--	P	--	6 sp/20
Crossbow, Hand	--	--	+1	--	S	--	3	300 gp
Quarrel	1d6	1d4	--	60	--	P	--	1 gp/5
Crossbow, Heavy	--	--	+10	--	M	--	15	50 gp
Quarrel	1d12	1d8	--	240	--	P	--	4 sp/5
Crossbow, Light	--	--	+7	--	M	--	7	35 gp
Quarrel	1d8	1d6	--	180	--	P	--	2 sp/5
Sling	--	--	+6	--	S	--	1	1 sp
Stone Bullet	1d3	1d2	--	120	--	B	--	5 cp/5
Metal Bullet	1d4	1d3	--	150	--	B	--	5 sp/5

Initative: This is a penalty to the attacker's initiative when using the shield in combat. The penalty is cumulative with other penalties from weapons, conditions, etc.

Weight: This is the weight in pounds of the shield.

Cost: The average cost of the shield is given. This cost includes any bolts and straps necessary for wielding and carrying.

SHIELD DESCRIPTIONS

Bucklers: These small round shields are commonly held in one hand, but some bucklers are fashioned with a support strap that allows the owner to strap it to the forearm. Bucklers do not grant an ongoing combat bonus to AC bonus, but do provide a +1 bonus on any parry attempts. Bucklers cannot be used as a weapon in combat with the weapon and shield style.

Small Shield: Small shields are held and provide a +1 AC bonus versus one forward-facing opponent. Small shields (and larger) can be used as a weapon with the weapon and shield style.

Medium Shield: Most medium shields are circular with a 20-inch diameter, but others appear to be as slightly smaller version of the rect-angular-shaped large shields often worn in battle, measuring 18-inches in height. The +1 AC bonus applies to all forward-facing opponents.

Large Shield: Large shields are held and often secured by a wrist strap. Rectangular large shields are usually around 24 -30 inches in height and about 18 inches wide, while circular shields can be 36 inches in di-ameter. They provide a +2 AC bonus to all forward-facing opponents.

Tower Shield: Tower shields are rectangular and commonly 36 - 48 inches tall and 20 - 24 inches wide. They must be secured to the wrist and forearm. They provide a +3 AC bonus to all forward-facing oppo-nents. Tower shields may be propped to the ground and used as cover as a full-round action.

TABLE 44: WEAPON GROUPS

Weapons in *Myth & Magic* are lumped together in groups. With the exception of wizards, each class has access to certain weapon groups in which they may become proficient for two slots. A character may also choose any one weapon in any available group instead of training on the entire group.

This chart shows the groups. An asterick means the weapon actually requires its own proficieny slot because of its unique nature:

Group	Included Weapons
Axes	battle axe, cleaver, great axe, hand/throwing axe, urgosh*
Blades	dagger/dirk, bastard sword, broad sword, cutlass, elven thin blade*, falchion, great sword, katana, knife/stiletto, khopesh, longsword, rapier, scimi-tar, short sword, two-bladed sword*, wakizashi
Bows	longbow, shortbow
Clubs & Maces	barbed club, club, great club, hand mace, heavy mace, morningstar, sap
Crossbows	hand crossbow, heavy crossbow, light crossbow
Finesse	dagger/dirk, cutlass, elven thin blade*, knife/stileto, main-gauche, rapier, scimitar, short sword, whip, whip dagger
Flails and Chains	barbed chain, dire flail, heavy (footman's) flail, lasso*, light (horseman's) flail
Lances	jousintg lance, heavy lance, light lance
Picks & Hammers	farmer's pick, great hammer, sickle, throwing hammer*, war hammer, war pick,
Polearms	awl pike, glaive, guisarme, halberd, lucern hammer, mancatcher*, military fork, scythe, trident
Simple Melee	club, dagger/dirk, farmer's pick, fist, quarterstaff, scythe, sickle, spear, spiked gauntlet
Simple Range	blowgun, javelin, sling, spear
Whips	cat-o-nine-tails, whip, whip dagger*

Note on Wooden Shields: Purely wooden versions of each shield exist. Wooden shields cost and weigh half the amount listed in the shield table for their steel counterparts. Wooden shields break much more easily and, in each combat encounter where the owner is beset by weapons capable of breaking wood (such as bludgeoning weapons and many piercing and slashing swords), the owner of the shield must roll one item saving throw per encounter. If attacked by swords capable of piercing and slashing, the wooden shield is considered strong to the effect (TC 5). If attacked by a bludgeoning weapon of comparable size to the shield, the shield saves as if weak to the effect (TC 15).

WEAPON ENTRIES

The preceding list provides the statistics and costs for the various weapons of *Myth & Magic*. The GM is free to add any number of fantasy weapons to individualize the milieu. In addition to the name, each weapon entry includes the following information:

Damage: This is the damage dice rolled on a successful attack. Consult the Damage versus Large+ column when attacking creatures at least Large in size. This reflects the fact that some weapons are more effective (and sometimes less effective) at striking a vital area of a large creature.

Initiative Modifier: This adds to all initiative rolls with the weapon.

Size: Weapons come in three sizes: small, medium and large. Characters cannot wield weapons beyond one size category larger than themselves. Characters using weapons one size category larger must use two hands to wield the weapon effectively.

Type: There are four types of weapons: bludgeoning, piercing, slashing, and unique, a category that includes weapons that require focused training to effectively wield, such as a whip, net or spiked guantlet. Whether a weapon is a one-handed or two-handed weapon for the character depends on the character's size (see Size, above).

Weight: This is the weight in pounds of the weapon.

Cost: This is the cost to buy the weapon. Selling a weapon (or item) usually results in the seller receiving a third of this price.

Superscripts: Some weapons have a superscript symbol identifying the fact that there is some sort of special feature. The superscript "2" stands for a two-handed weapon in the hands of a Medium PC; the superscript "R" stands for a reach weapon; the asterisk means that Strength damage is added to the bow.

WEAPON DESCRIPTIONS

Descriptions for unique or exotic weapons follow. Most of the weapons listed are familiar to any roleplayer and so this Starter Guide dispenses with any formal description for them.

Double-Bladed Sword: With a blade on each end of a spear like hilt, the double-bladed sword is wielded with two hands. The common grip has each hand about several inches apart, but successions of quick slashes with both blades could require the hands to be placed quite close together.

Elven Thin Blade: Fashioned by the ancient elves, elven thin blades look very much like one-handed katanas with a blade slightly thinner than a rapier's blade. They are light and fast, yet tremendously sturdy and balanced.

Main-Gauche: Preferred by agile swordsmen with an intent to parry, the main-gauche is a dagger fashioned with a wider guard or other protective shield for the hand. They are predominately wielded in an offhand dedicated to parries.

Mancatcher: Mancatchers are a strange variant polearm. They are generally two-handed reach poles that end in two semi-circular prongs. A built-in trigger releases a trap door sort of mechanism in each prong, bringing them together to trap whatever may be between them, which often is a mounted man.

Urgosh: Favored by dwarves, the urgosh is a two-handed weapon with a curved axe blade and spear tip. It can be set against a charge and subsequently wielded as a two-handed axe, so it often appears at the front lines of a dwarven infantry.

Whip Dagger: The name really captures the design here. A whip dagger is a whip that ends in a dagger.

RANGED WEAPONS

Range of Bows: The range listed for each type of bow assumes an outdoor terrain. The range should be reduced to approximately one-half what is listed for indoor shooting where the ceiling is around 20-feet in height. The range listed should be reduced to one-quarter the listed distance if the ceiling height is only 10-ft. Other modifications can be made on the fly for varying ceiling heights.

[Optional] Range Increment Penalties: Ranged weapons have a distance listed in the range column at which the weapon performs with no penalties to the attack roll. This column, while optional, shows the maximum range of a weapon and, unlike spell ranges, lists the amount of feet. Firing out of range usually imposes a -2 penalty to the attack roll and firing far out of range imposes a -5 attack penalty.

Ranges are flexible and discretionary. The GM may or may not impose penalties for a variety of difficult ranged shots.

Composite Bows: A common variation of long bows is the composite bow, which is a recurve bow that is one size category smaller than the long bow but deals equivelent damage and has equivelent range. The size and pull advantage allows smaller characters and mounted archers to effectively use a long bow.

Crossbows: All crossbows can be cocked and readied. Any combatant with a readied crossbow receives a shot before initiative commences in the round. If taken, this is considered an attack for the round. Likewise, a crossbowman can take careful aim against a target, a tactic that grants a +2 attack bonus.

MASTERLY CRAFTED WEAPONS

Weapons forged with superior skill and metal grant a +1 bonus to damage rolls. While many magical weapons may also be masterly crafted, the bonuses for masterwork and magic do not stack.

These are rare and very expensive, usually costing between 5 and 20 times that of its standard version, and branded with the smith's personal trademark. Weapons of this superiority do not dull with use or time.

Masterly crafted weapons are often referred to as "masterwork".

ITEM SAVING THROWS

When an item (including armor, shields and weapons) is particularly exposed to damage, an item saving throw is required. This is often the case when the owner fails a save against a particularly damaging effect or spell and when a worn or carried item is specifically exposed to damage or a spell on its own. In either case, the owner rolls a saving throw.

Items are either weak or strong to a particular source of damage. The GM uses his discretion. Paper scrolls, for example, are weak to fire, but strong to a crushing blow. Glass, on the other hand, is quite the opposite. Weapons could be strong against both.

TABLE 45: ITEM SAVING THROWS

Resilience	Saving Throw
Weak to Effect	Superior (TC 15)
Strong to Effect	Basic (TC 5)

MAGICAL WEAPONS AND ARMOR

Magical gear is tougher to destroy. Whatever standard bonus applies to attacks (for weapons) or AC (for armor or shields) is the same bonus the item receives on a saving throw. Note, that in cases where a special bonus applies, such as a bonus against certain creatures, this higher bonus is not used instead.

Eric Lofgren
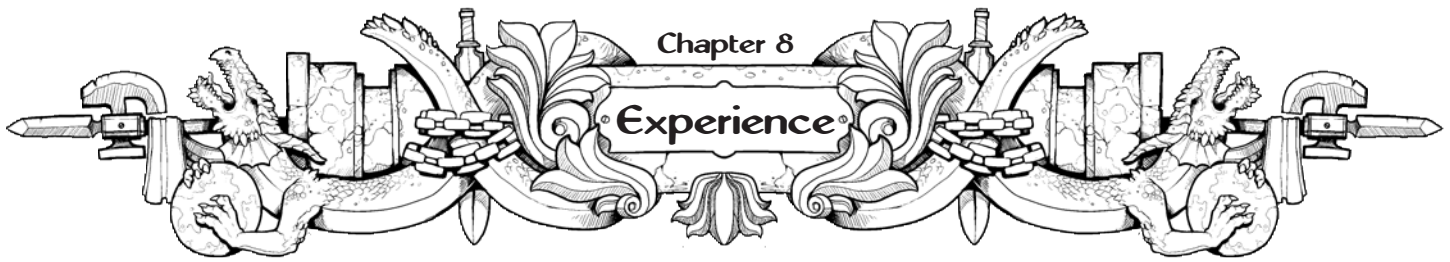
The most noticeable result of playing one's character is the receipt of experience points, which track the PC's progress through the levels.

GAINING EXPERIENCE

Each character gains experience through adventuring. This experience is measured in "experience points" which total a value that represents a character's power in the game world. Each character progresses to the next level when they attain a certain amount of experience points, based on the chart below. As you will see, there are two progressions for each class, a slow and faster one. The GM decides which progression to use, so check with him or her first.

Experience points are generally awarded when a character:

1. lives through a fight against an opponent;
2. properly handles a key noncombat situation;
3. reaches a certain point of an adventure; and
4. completes an adventure.

The GM usually awards the same amount of experience points to each player in the group; however, individual rewards for the use of class abilities or roleplaying are common. A thief, for example, earns experience for plying her rogue proficiencies, while the cleric earns experience for roleplaying his devotion to his god.

The Game Master's Starter Guide has additional information on the granting of experience points.

PROGRESSION

When a character begins his adventuring career, he starts with 0 experience points. This is the beginning of Level 1. Character class determines the amount of experience points needed to attain Level 2 and every level thereafter. A quick glance at the chart below explains.

Your GM determines whether you use the faster or slower progression chart.

LEVELING UP

Once a character has earned enough experience points to reach the next level, the player consults his class chart in Chapter 3. Certain aspects of a character may change. The Base to Hit value and Saving Throws may increase, making it easier to hit and save. Hit points will definitely go up, making characters sturdier in battle. Characters may also receive class based abilities or proficiency slots that allow them to further develop their crafts.

TRAINING

The GM has the final say on advancement. Even if a character has attained the correct amount of experience points, the player should check with the GM to determine whether he requires further training before receiving all or some of a new level's benefits. For example, some weapon and nonweapon proficiencies require extensive practice. Although training is generally assumed to have taken place, the GM may wish to incorporate a character's training into the story, and so will require a player to seek out (and perhaps hire) a tutor.

TABLE 46: EXPERIENCE POINTS PER LEVEL

Level	Cleric		Fighter		Thief		Wizard	
	Faster	Slower	Faster	Slower	Faster	Slower	Faster	Slower
1	0	0	0	0	0	0	0	0
2	900	1,500	1,200	2,000	750	1,250	1,500	2,500
3	1,800	3,000	2,400	4,000	1,500	2,500	3,000	5,000
4	3,600	6,000	4,800	8,000	3,000	5,000	6,000	10,000
5	7,800	13,000	9,600	16,000	6,000	10,000	12,000	20,000
6	16,500	27,500	19,200	32,000	12,000	20,000	24,000	40,000
7	33,000	55,000	38,400	64,000	24,000	40,000	36,000	60,000
8	66,000	110,000	75,000	125,000	42,000	70,000	54,000	90,000
9	135,000	225,000	150,000	250,000	66,000	110,000	81,000	135,000
10	270,000	450,000	300,000	500,000	96,000	160,000	150,000	250,000
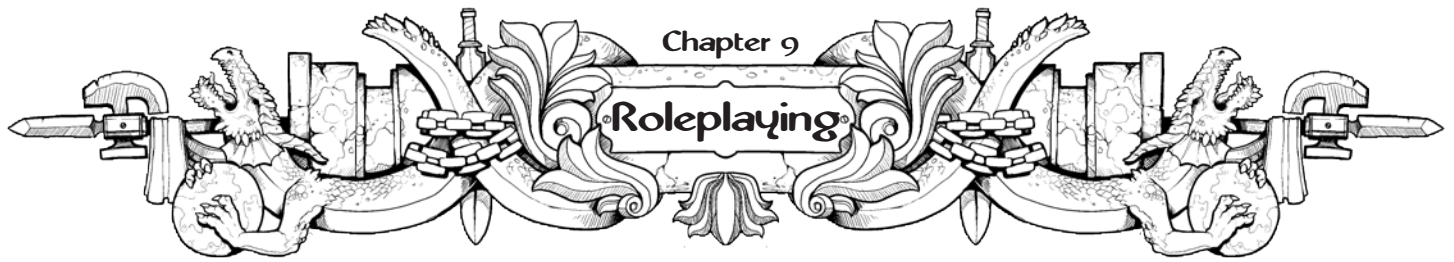
In the realms of *Myth & Magic*, a newly minted PC is hypothetically stuck in his doorway looking out at a vast world of adventure. He needs you to tell the GM what steps he takes to embark on his first journey.

How your character speaks and reacts to the world created by the GM is a wonderful testament to the true character of the PC. Will you simply roleplay based on how you would handle situations personally? You certainly have other options.

ROLEPLAYING

You are encouraged to create a distinct player character. Try to envision your PC as the main character of a novel or movie, then envision how he or she would prioritize goals, approach difficult situations and interact with others, all within the context of being the most important person in the story.

This is an incredibly fun exercise. Players have the freedom to craft a band of truly unique heroes. Such freedom requires a bit of instruction to set you upon the right foot. Start with your character's upbringing, training, and future plans of advancement: your race, class and alignment.

USING RACE & CLASS

A PC's race and class provide more than just combat mechanics. A race's description provides some baseline examples of how a member of the race views the world. It is a good launching pad for how he or she would behave. Elves, for example, are cautious and considerate. Humans are quick-triggered.

Class provides insight as well. Members of a class are often attracted to a class for personality reasons. Wizards are often anti-social or quirky or obsessive compulsive. A life of reclusive study draws them in and provides a sense of comfort. Fighters are often brawny, brash and ill-tempered. Squaring up in melee feels right to them.

Looking at both your race and class helps to shape how and why the character came to become an adventurer and how he interacts with the world. As an example, while elves rarely rush haphazardly into battle, fighters revel in martial combat. Elven fighters blend the two. When presented with an option to fight, and no emergency presents itself, an elven fighter will first weigh the options and if combat is devoid of any real advantage, they probably choose a different way to overcome the challenge. A human, on the other hand, is often quick to judge and act. A human fighter, in the same instance, would likely rush in with reckless abandon.

PLAYING YOUR ALIGNMENT

A major component of your character is his alignment. An alignment is a code embedded into your character that represents his philosophical outlook on moral and ethical dilemmas. It is also a means by which he views the world and its people. There are nine alignments: lawful good, lawful neutral, lawful evil, true neutral, neutral good, neutral evil, chaotic good, chaotic neural and chaotic evil. Each has a different bundle of outlooks. An alignment is not a rule defining how you *must* roleplay your character, though. It is simply a compass that you should use when faced with a situation where you want to authenticate how your PC would react. Never use alignment, though, to sabotage the game or a fellow player character. In other words, even if you're chaotic evil, you should never murder your friend; it makes for bad gaming.

Law, Neutrality & Chaos: The first descriptor is that of law, neutrality or chaos. These represent the PC's compass for order. Lawful characters honor and respect order and believe in a set of laws. Lawful characters usually abide by the laws of any land they enter, but some lawful characters stay fast to a personal code of conduct that transcends the law of the land. When faced with dire circumstances, lawful characters believe that true power lies in a united effort and they do not ride out alone to face it for glory or riches. Civilization, and the powerful organizations that fill it, are pillars of morality.

Neutral characters hold no love for either law or chaos, never understanding why others put so much emotional energy into caring about such extremes. They feel that every given problem has an optimal solution. Sometimes, this solution involves order and unity, other times it involves all-out mayhem or personal glory. Neutral characters are more interested in solutions that provide balance. For example, war is usually an orderly affair, with predetermined actions that calculate assets and liabilities. Neutral characters may feel that a disruption in the affairs could prove beneficial, even if the ally forces would need to entirely adjust. In essence, fight order with chaos.

Chaotic characters believe that order and law are illusions to disguise the truth of all things. The truth is accountability. Each individual is responsible for his own destiny. Individual actions shape history and forge powerful kingdoms. It is not society or fate that determines the position of a person in the world. That person is entirely accountable for his own successes and failures. So, a chaotic character holds no regard for unions, order, laws, etc. He only cares to secure his own position or succeed in his own endeavors by being opportunistic. He never worries about how his actions will be viewed by others or by the law. Chaotic characters are the hardest to manage from a social perspective. They need a reason to remain a part of a group, including an adventuring party.

Good, Neutrality & Evil: The second descriptor is that of good, neutrality and evil. These represent your PC's moral compass. Good characters are kind-hearted and unselfish. They try to maintain a life of honesty and respect. Good characters are also forgiving. Although they despise evil, they despise evil intent and actions more so than philosophical evil. Therefore, they do not spend their days hunting for all evil-aligned people and creatures. Good characters would strike

out against a neutral character performing an evil act quicker than they would strike out against a wandering bandit, with no more information. That being said, good characters also forgive the mistakes made by friends and would never allow their friends to suffer at the hands of the bandit if the bandit was prematurely attacked.

Neutral is not only a viewpoint of order, it is also a viewpoint of good and evil. Neutral, in this aspect, represents a character's disbelief in moral dilemmas in general. Neither good nor evil should ever play a part in deciding how to react to a situation. Instead, neutral characters rely on instincts, preferring to avoid contemplation when action is required. Neutral characters always perform whatever is necessary to accomplish a result.

Evil is the opposite of good. Instead of maintaining a life of honesty, forgiveness, respect, and benevolence, evil characters act only on selfish desires. Evil characters are very influenced by their philosophical view of order and are more responsive to law, neutrality and chaos than good or pure neutral characters. As a result, there is a sharp contrast between lawful evil and chaotic evil characters in the way they are roleplayed. The former could easily be the ruler of a non-evil land, while the later would likely be a murderous warlord.

THE 9 DIFFERENT ALIGNMENTS

By meshing the available outlooks on order and morality, nine alignments are created. You must choose one that represents your view of your character's personality.

Lawful Good: Lawful good is the ultimate example of pure good and discipline. Order and honesty is the creed. Lawful good characters behave in a way that brings about the most good for the most people. They make decisions, even hard ones, based on a help versus harm scale.

This is not an easy alignment to play. A lawful good character must attempt to persuade his friends to take actions that have the largest net benefit and, if his friends are not lawful good, tensions may rise.

A lawful good character may also be faced with a dilemma where the health and well being of his friends are weighed against the well being of an entire land.

Lawful Neutral: Lawful neutral is the ultimate example of law and order. Pure order, at the expense of morals, is the creed. Lawful neutral characters believe that stability and predictability far outweigh any benefit gained from taking advantage of a situation. They believe in rules, laws, orders, and hierarchy.

Playing lawful neutral often includes the maintenance of structure in the adventuring group. Many lawful neutral characters attempt to become leaders in a band and, if attained, often assess the value of each member of the adventuring group with an eye toward maximizing the strengths of the unit. Even if not in a position of authority, lawful neutral characters abide by law (whether internal or external) and attempt to force their peers to do the same.

Lawful Evil: Lawful evil characters believe in law and order, but use it for their own personal benefit. They do not murder, and will not cause another to murder, unless it is legal and entirely beneficial. That being said, lawful evil characters hold no special love for life. They simply view others as pawns or tools to get what they desire. Lawful evil characters are often tyrannical.

Playing a lawful evil character requires the outlook that the character is the most important person in the band and that his adventuring peers are lucky enough to travel with him because they further his ultimate goals. Lawful evil characters protect and even obey their band because they feel they need them. As a lawful evil character becomes more powerful and more independent, stronger reasons for continuing the adventuring relationship must exist.

Neutral Good: Neutral good characters are the true heralds of good. They believe that law and chaos are straight jackets and that if an entire civilization must fall for a greater good, so be it. They certainly do not aspire to corrupt law; in fact, law tends to bring about good, but good always trumps law.

Playing neutral good is generally liberating and not very difficult. Most adventuring parties set out to destroy the wicked, so neutral good allows the PC to accomplish this task with no mind to imposing laws. Some neutral good characters find themselves hunted, though. By exercising a free form attitude toward law in the quest for good, many neutral good characters step on the wrong side of the law and, having no preconceived plan like a chaotic good character might have, they drag their friends into difficult situations.

Neutral: Pure neutral characters are practically unaligned. They see no benefit in either law or chaos. They will not support a good or evil cause for the sake of taking sides. Neutral characters believe that a balance is the purest form of existence and decisions should be made to maintain balance. They favor the weaker front, though, so if evil is prevailing, they will likely take up a good banner, and vice versa.

Pure neutral characters are tricky to play. They can easily waiver from friend to foe if the adventuring group disrupts the natural order of things, which they could easily do. Neutral characters have a problem with alliances, in general, because they favor freedom of choice. Thus, neutral characters are difficult to play and are not very numerous.

Neutral Evil: This is the exact opposite of neutral good. Here, the character favors only personal advancement and cares not how it is attained. Neutral evil characters will use law or chaos for personal benefit. They generally will not act in a careless manner, like those of the chaotic evil alignment, because such recklessness usually results in personal setbacks.

Neutral evil is another difficult alignment to play if mutual benefit is a general theme of adventures. Neutral evil beings will not purposefully abide by any stricture of law or union. In fact, neutral evil characters easily abandon or setup their adventuring companions for personal gain. So, although it may be easy to decide how a neutral evil character would behave, there will come a time when the neutral evil character makes a choice that favors himself and disfavors his adventuring party.

Chaotic Good: Chaotic good characters are benevolent and caring. They wish to attain the best outcome for the underprivileged while hampering those in power that tend to control. They are free spirited individuals, with a distaste for law, so they often find clever ways to avert justice while furthering their goals. Chaotic good characters will always take the most direct path to bringing about the most good.

Playing chaotic good often involves a problem that deals with tyranny or evil and chaotic good characters jump at the chance to destroy either. Chaotic good actions often lead to all out war against opposing forces, because chaotic good characters do not always fully consider the implications of their actions. They focus on the eradication of their opponent at all costs and care little for ramifications.

Chaotic Neutral: Chaotic neutral characters have no worries or cares. They make split-second decisions that fail to consider any resulting implications. They are selfish and extremely unpredictable. They can change their behavior without prior notice and are capable of any action. They are often characterized as sociopaths.

Playing chaotic neutral could involve a general attitude of disrespect for others and even oneself. Whatever random and complicated action will lead to the weirdest outcome could be the favored course of action. Chaotic neutral adventurers that fall into this mind set are extremely difficult to control and deal with. They are extremely unpredictable. One day, they are fighting alongside the band with zeal. The next day, they are attempting to steal the party's treasure. The day after that, they are attempting to kill someone. Chaotic neutral, in this vein, may be the most-difficult alignment to play as an adventuring PC.

Chaotic Evil: Chaotic evil characters are only motivated by personal gain and generally attempt to achieve this by absolutely insane means. They will literally do anything for personal benefit. Chaotic evil characters do not trust others and do not take well to organization, but will join forces with others if it means personal gain and the potential for future earnings.

Playing a chaotic evil PC requires a strong motivation to not destroy your fellow adventurers and take their treasures. There must be a sufficiently important ultimate goal and one that would sensibly allow for continued reaping. When personal goals become unattainable, however, nothing is off-limits.

OTHER SOURCES OF MOTIVATION

Your race, class, and alignment will prove to be the strongest references for roleplaying. Your character's personal history, which includes the reasoning behind adventuring, can also help to define how your character makes decisions. It is thus imperative that you write a history that will provide ample support for roleplaying. It need not be a novella. Even a small paragraph can be a great character history. For example:

Thermoc was born on the elven island of Neermeet. He was born from a union between an elven princess and a human ambassador. He retained no semblance of elven blood and so was cast from the island in a rowboat with his father. His father did not survive the sea, but Thermoc was rescued by a pirate boat several miles off the coast of Razor's Edge, the southwestern shore of the Lands. On land, he was sold. Growing up was hard. He cared little for farming or boating, wishing only to steal away into the City and catch a glimpse of the Mage's College. One day, he found a way to breach the fence that surrounds the College and to gain access to a vantage into the Spell Research Library. Thermoc spent uncountable hours away from his family to eavesdrop. One day, several years later, a Mage noticed the lad and rushed to the window. Thermoc, having already envisioned the particular components to the spell, created a high-floating disk that quickly provided escape. The Mage had never seen such a spell, so he searched for the lad and later found him at his family's farm. Realizing the boy was untrained and already able to create new spells, the Mage Nyar took guardianship over Thermoc and became a trusted mentor. Nyar died a short time ago, but at his death spoke of a journal he left in a secret tower in the Twisted Glades that would provide Thermoc with a source of true power.

This character history provides a good starting point for who Thermoc is as a chaotic good human mage and how he could be played. You should create your own character history that creates the same, if not better, personification of your character.

INTERACTING WITH THE WORLD

The GM controls every non-player character (NPC) in the world he creates. This broadly encompasses every monster or villain you face, as well as every barkeep, store owner and hapless beggar you cross. You should interact with the members of the world as your PC would. There is a chance that some of these NPCs will prove invaluable to accomplishing your goals.

The Advantages of NPCs: Some NPCs are simply support characters that facilitate minor aspects of play. The weaponsmith helps you arm up for an imminent dungeon siege. The innkeeper provides a warm bed and some friendly company in a new town. These minor NPCs exist to provide whatever the band needs, whether it be information, shelter, gear, or travel.

Some NPCs are more important. The GM will present these NPCs in a more direct fashion. For example, the benefactor who sought out the PCs and offers to fund an expedition to a sunken ship is not merely providing information. This NPC is critical to both the story and adventure. You must aptly recognize the advantage of an introduced NPC and act accordingly.

NPCs may also be hired. While followers and henchmen seek out more-experienced PCs, hirelings are very accessible and often used by characters of all levels. A hireling is usually a specialist NPC that is well trained in a specific area of expertise that the PCs need. The most common hirelings are listed below. Hiring one usually entails searching one out and offering a stipend for their services. Unlike followers or henchmen, there is no guarantee hirelings will perform their part of a contract. The cost of a job depends on the renown of the hireling, and the length and type of services.

Architect	Armorer
Assassin	Blacksmith
Foreman	Foot Soldier
Guide	Guard
Jeweler	Laborer
Messenger	Sage
Sea Captain	Spy
Thief	Weaponsmith

As a general rule of thumb, hirelings will not risk their lives for their employers, unless there is substantial pay and a good chance for success.
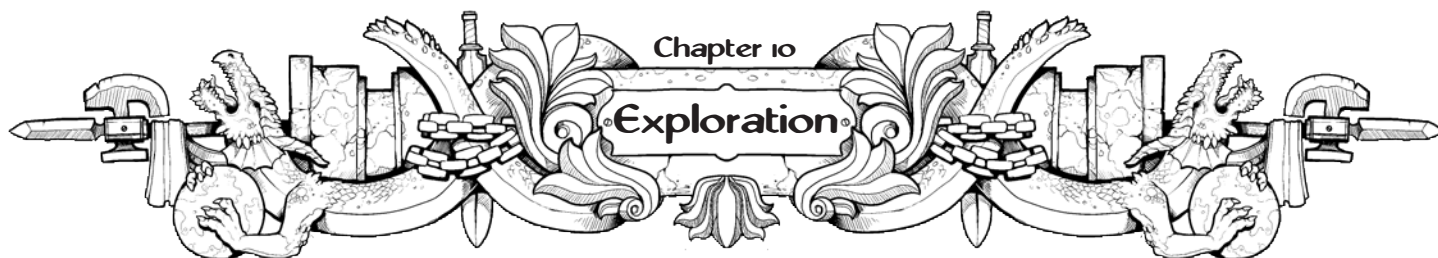
A great deal of time is spent traveling to various locations and exploring outside of combat. This chapter details some common occurrences that creep up during these times.

TRAVEL

This section handles foot and mounted travel. Magical travel is usually instantaneous and any limitations or risks associated with a certain type of magical travel is discussed in the item or spell's description.

OVERLAND FOOT TRAVEL

There is a difference between combat movement and overland movement. The movement speed indicated in each race's description relates to the amount of feet traveled in one secondary action in combat. This presupposes a careful and deliberate movement. Overland movement is quite different. A character can travel a certain amount of miles per day equal to his movement rate in feet. Therefore, a PC with a 30 ft. movement speed can travel 30 miles per day with no ill consequences. This presupposes a steady pace with ample time to rest and eat.

Forced March & Fatigue: A forced march allows the PC to travel 150% of his overland movement in one day. If the character suddenly enters combat during a forced march, or just minutes from stopping, the character fights while fatigued. Fatigue is a condition that imposes a +2 penalty on initiative rolls and a -2 penalty on attacks, saves and attribute checks. Fatigue goes away after 10 minutes of rest.

MOUNTED TRAVEL

The mount's movement speed is used for overland travel. There is a chance that a mount dies if it is forced over the animal's maximum overland speed for longer than one hour. A natural 1 result on a d20 roll kills the mount. For each subsequent hour the mount continues at an increased pace, another d20 roll is performed with a cumulative –1 penalty. A modified 1 result at any point thereafter kills the mount.

EXPLORATION

Exploring dungeons and other sites of interest is dangerous work. While the GM will undoubtedly furnish you with a host of eventualities, here are few hazards that often creep up.

DARKNESS

Penalties: Some races fair well in the dark. Dwarves can see in pitch darkness up to 60 feet with no penalty. Elves and half-elves can see that far in shadowy dark places. Humans cannot see at all in pitch darkness and barely see beyond 2 feet in dark shadows. If a member of any of the races attempts to see something beyond their range in pitch black or shadowy illumination, anything in the dark has 90% concealment.

Light Sources: The following table details most light sources:

TABLE 47: LIGHT SOURCES

Light Source	Range	Duration
Beacon lantern	240 ft. cone	24 hrs./pint of oil
Bullseye lantern	60 ft. cone	2 hrs./pint of oil
Campfire	35 ft. radius	1 hr./armload
Candle	5 ft. radius	10 min./inch
Continual light	60 ft. radius	Indefinite
Hooded lantern	30 ft. radius	2 hrs./pint of oil
Large Fire	60 ft. radius	Variable
Light spell	20 ft. radius	Per spell
Magic Weapon	5 ft. radius	Indefinite
Torch	15 ft. radius	30 minutes

FOG AND SMOKE

Anyone (or anything) in a foggy or smoky environment has concealment based on the thickness of the fog or smoke. The GM makes the determination as to how much concealment and checks a chart in the *Situational Modifiers* section of *Chapter 9: Combat*. Note that fog and smoke impose an equal concealment penalty to Perception proficiency checks as it does for attack rolls.

CLIMBING AND FALLING

Explorers often need to climb. Climbing 10 feet of a surface with many hand and foot holds requires an Average (TC 10) Strength check. The climbing proficiency allows for more daring climbs. A untrained climber climbs one-quarter her combat movement rate.

Tools: Climbing tools and ropes provide a +2 bonus to the check.

Falling: Falling inflicts 1d6 points of damage per 10 feet.

SWIMMING AND DROWNING

Characters proficient in swimming can swim their full movement speed. If not, that speed is halved. Swimming is a Strength-based task and may require a roll against a complexity set by the GM.

Characters can tread water for 1 hour per point of Constitution. After that, a Strength check is rolled each hour and an Average (TC 10) result is necessary. For each hour, the character suffers a cumulative -1.

Drowning: Characters can hold their breath a number of minutes equal to ¼ their Constitution score (rounded down). After that, they fall unconscious and begin to drown.
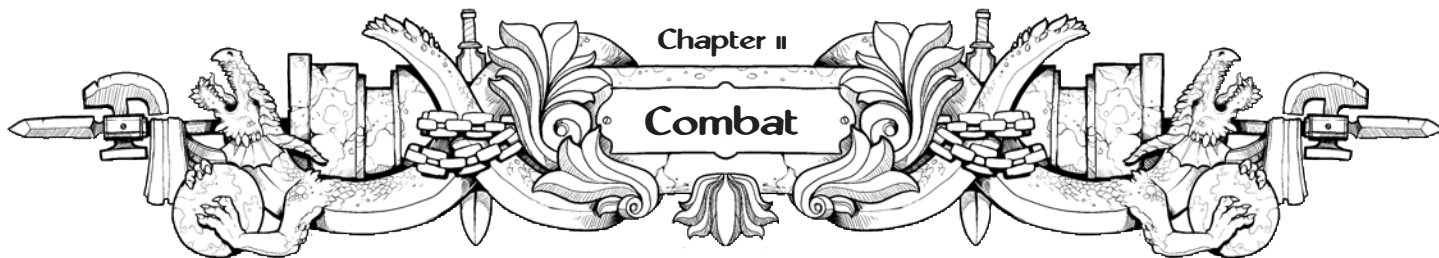
Myth & Magic is a game of high adventure and dangerous combat is a critical aspect of adventure. Player characters live to confront undead minions, and to storm hillside giant steadings.

This chapter includes all the basic rules necessary to play through various combat situations. The rules are designed to leave you with enough freedom to use your imagination. There are no constricting rules of measurement or complex methods of handling obscure and uncommon situations. If you wish to perform a maneuver in combat, simply tell the GM and he will run with it using the rules included here.

For purposes of definition, melee combat is combat that occurs at very short range, usually within an arm's length, and involves handheld or natural weapons. Ranged combat is everything beyond melee that requires a projected missile.

COMBAT ROUNDS

Combat is resolved in "rounds", and combat actions are broken down into primary and secondary actions. Once a player completes his character's actions, he must wait until the next round to act again.

THE COMBAT ROUND

A combat round refers to the time it takes for all combatants to perform their allowed actions. There is no set time span for how long a round takes in character, but, if a time span is necessary, 6 seconds can be used.

For ease of play, every combat round should follow these steps, in order:

1. The GM asks each player what his respective player character, and any controlled NPCs, is doing for the round.

2. The GM either secretly or outwardly determines what the opponents do.

3. Initiative is rolled.

4. The actions of each of the players and the players' opponents are resolved in turn according to initiative.

5. Repeat.

Before the beginning of every round, the players and GM should determine if there are any ongoing effects from the previous round, like blazing fires or magical wounds, that could impact the current round. It is recommended that the GM keep a record of ongoing effects to keep it all organized and flowing.

1) Player Determinations

Each player announces what their PC does before initiative is rolled. This accounts for missile weapons and slow melee weapons. Most melee combat imposes no penalty to the initiative roll, but some larger and slower weapons cause a PC to suffer a small initiative penalty. Some missile weapons, like crossbows, can provide an initiative benefit making it more likely for them to go at the earlier parts of a round.

2) GM Determinations

The GM may or may not announce to the players what the opponents are preparing to do. Announcing enemy actions, however, allows the players who roll low initiatives to potentially affect opponents that deserve immediate attention, such as those that are casting spells or preparing some massive weapon.

3) Initiative

Everyone then rolls an initiative die and adds or subtracts any given modifiers to the roll for weapons and shields held or spells being cast. The lowest goes first, with an ascending order. Each player rolls his own initiative. The GM has two choices for his initiatives. He can either roll a group initiative, which causes his entire lot of opponents to act on the same initiative number or choose to roll individual initiatives for each opponent. The latter creates a more random and realistic flow of battle, but is more cumbersome than the former.

4) Resolution of Actions

Any rolls that must be made to determine success at primary actions are now made and any allowed secondary actions are also performed. This section is further explained throughout this chapter. For now, you only need to know that every combatant receives a primary and secondary action every round.

5) Repeat

This sequence of events is repeated every round thereafter, until one side either withdraws, surrenders, or finds utter defeat.

Option

Some GMs and players prefer to roll initiative before player declarations. This can take a bit longer in play and it allows for some last minute tactical changes that may or may not be so realistic, but the combat rounds do become more fluid and reactive. Check with your GM beforehand if you prefer this style of play.

INITIATIVE & SURPRISE

The following section highlights the importance of initiative rolls and determining whether any combatants are surprised before the first initiative roll. The default initiative die is d10.

INITIATIVE

Initiative determines when someone begins their actions in a round. The combatant with the lowest modified initiative roll acts first and the order moves in ascending order thereafter.

The initiative roll is modified by weapons, shields, spells and conditions imposed upon the combatant. Each player should be aware of

any modifier before rolling initiative. The character sheet has a space for initiative modifier next to each weapon for easy reference.

Ties: Resolve ties simultaneously. If this is impossible between two or more players, the player with the higher Dexterity goes first. If this is impossible between a player and an NPC or monster, the player always goes first.

Initiative Modifier: Each weapon has a modifier listed in its entry in *Chapter 5: Equipment*. This number is added to the initiative die roll. While ranged weapons have initiative modifiers, if the pin on a crossbow is set or an arrow is notched, the attacker may take a shot before initiative is rolled.

Spells and Initiative: Almost every spell has a "Casting Time", which is expressed in a positive number, such as +2. **Casters begin casting on their actual initiative roll and the casting is complete on the modified roll.**

For example, assume Tom rolls a 6 on his initiative roll and is planning on casting Nyar's Explosive Missiles (+3 casting time). His wizard actually begins casting on 6. The spell's casting is complete and the effects take place on 9.

Nearby opponents that have an initiative number that fall in between the segment at which the caster began casting and the segment at which the spell goes off may attempt to attack and disrupt the caster. For example, the GM rolls an 8 for a bandit in the fight and declares that the bandit is moving to attack Nyar during his casting.

Some spells have a casting time of 1 or more full rounds. If this is this case, the caster begins casting on his initiative order and the spell goes off just prior to the caster's initiative in the round of casting. An opponent may attempt to interrupt the caster in any round.

Conditions and Initiative: The GM may impose a penalty to someone's initiative roll.

Some common initiative modifiers include:

- Encumbered (e.g., having too much equipment): +4
- Impeded (e.g., waist-high water or slippery terrain): +2
- Preoccupied (e.g., swimming or climbing while fighting): +4
- Slowed (e.g., sick or under magical spell): +2

FLAT-FOOTED & SURPRISED

Before the first round begins, it must be determined whether all or some combatants are flat-footed or utterly surprised.

Both Sides Unaware/Flat-Footedness: If both sides suddenly meet accidentally, all combatants roll a Dexterity check. Those that fail an Average (TC10) check are flat-footed. Initiative is then rolled normally, but those that failed their check use their flat-footed AC until they act in the round, at which point they regain their full AC.

One Side Aware/Surprise: This is your classic ambush situation. The ambushing party lies in wait or sneaks up to the unaware targets.

A successful Dexterity (or Stealth) check is required to effectively hide and wait. Generally, success is determined by a set TC; failure usually results in the unaware party catching a glimpse of the ambushers.

Sneaking up on a target also requires a successful Dexterity (or Stealth) check, however the GM may substitute a set TC for an opposed roll. The opposed roll is Dexterity (or Stealth) v. Wisdom (or Perception).

Effect of a Successful Ambush: Successful ambushers receive a secondary and primary action to either cast a spell or take a single attack. Multiple attacks are not granted.

This is often referred to as a surprise round.

Surprised targets cannot react in the surprise round and are considered flat-footed, which causes the combatant to remove any Dexterity based AC bonus. Note that a very high Dexterity may actually immunize a combatant from becoming flat-footed. In this instance, the combatant is still surprised, he cannot act, but he retains his full AC.

Monsters are simply subject to a primary action from each surprising party member. Their Armor Class does not change.

Failed Ambush: If an ambusher fails a Stealth check when trying to ambush his targets, he is noticed and all parties receive an initiative as normal.

ACTIONS PER ROUND

Each combatant receives a primary and secondary action each round. This is the ideal and maximum amount of activity. The GM may limit what a player can do based on circumstance and the player may wish to take only a portion of his allowable actions or may wish to not act at all. Furthermore, there are some secondary actions that require an entire round. If taken, the player cannot then use a primary action.

Note: Each combatant receives a primary and secondary action each round. The GM may disallow a secondary action .

PRIMARY ACTIONS

Primary actions are the bread and butter of a combat scenario. The following are the most common primary actions.

Attack: A primary action allows the combatant to take his full allotment of attacks allowed for the round. For example, a fighter with 2 attacks per round may use both attacks. A monster may have 3 or 4 attacks in one round, as well. Using all 3 or 4 attacks is still only one primary action.

A combatant may have a 3/2 or 5/2 attack rate. The former allows 1 attack the first round and 2 attacks the second round. The latter allows 2 attacks the first round and 3 attacks the second round.

Multiple attacks per round are usually staggered:

Multiple Attacks & Initiative: Only one attack is resolved on initiative. Before the end of the round, a multiple attack phase commences, where all combatants that have multiple attacks take their remaining attacks. If there are more than one opponent with multiple attacks per round, the extra attacks take place in the initiative order for the round. Note that this staggered approach to multiple attacks only applies to attacks granted from class talents, weapon specialization or progression. Monsters with multiple attacks per round use all their attacks on their initiative order.

Spell: Casting and concentrating on spells are generally primary actions, unless the listed casting time is 1 round or longer. In that case, the casting of the spell expends all actions that round and goes off at the end of the last round of casting, after the multiple attack phase.

Activate a Magical Item: Most magical items, such as rings or weapons, usually do not require anything from the player - their magic is constant. Some magical items, such as scrolls, rods, wands, and staves, require a primary action to activate. This is akin to casting a spell without a casting time. The player begins and completes activation on his initiative.

Some magical items require more time to activate, such as 1 round. In these situations, the activation takes the entire round and there is a chance that the owner will be disrupted. Taking any damage before the magic takes effect disrupts the activation. The charge, if any, is not expended and the item may be activated normally next round.

SECONDARY ACTIONS
Characters can also perform one secondary action in a round in which they performed either no attacks or only one attack. Secondary actions allow a combatant to properly take a position or to ready and prepare himself. Some common secondary actions include:

Move: A combatant can move up to her movement speed, stand up, or roll around with one secondary action. Trying to move farther or perform other complex movements may expend all actions that round.

Retrieve Something Convenient: Belt pouches are very utilitarian. Storing things like potions in a belt pouch allows a combatant to retrieve one with one secondary action.

Drink a Potion: Drinking a potion that was previously retrieved is a secondary action.

Pick Something Up: Picking something up, if it lay within a character's reach, is one secondary action.

Toss Something: Simply tossing something aside or to an ally is not a primary action. Throwing a vial of acid at an opponent, however, is a primary action, since it would be considered an attack.

FREE ACTIONS
Free actions require so little time they expend neither a secondary nor primary action. Some free actions can be performed multiple times in a round, such as uttering short phrases or dropping held weapons;

other free actions may be performed only once per round and, if so, such a restriction is noted in the specific free action's description.

FULL ROUND ACTIONS
On the other side of the spectrum from free actions, some actions require the entire round. If performing one of these actions (full round actions), both the primary and secondary actions are expended.

ATTACKS

The most common primary action is attacking an opponent. This section teaches you what an attack roll is and what modifiers comprise the final bonus added the d20 roll when you wish to damage an opponent.

ATTACKS & ATTACK ROLLS
Attacks are made with weapons, whether they are melee or ranged. Successful attacks with a weapon deal damage to the opponent. Damage is dealt in an amount of points that decrease the hit points of the target. When the target takes in damage his total amount of hit points, the target dies, or falls unconscious in the case of a player character.

Attack Rolls: Attacks are resolved on the d20 and the idea is to roll as high as possible. Players roll the d20, add their modifier for whatever attack they are performing, and tell the GM the final modified roll. The GM knows exactly what a character needs on the d20 to succeed.

d20 Modifier: The Character Sheet has a spot for a "d20 Mod" next to all of a character's weapons. This is the final number added to the d20. This is the only math required for the player and, usually, this is a sensibly small number and easy to calculate. The d20 Modifier is the sum of the Base to Hit and a few attack bonuses that a character receives from high Strength, specialization, or using a magical item.

CALCULATING THE D20 MODIFIER
The d20 Modifier is a sum of all granted attack bonuses:

Base to Hit: This is the base listed for the character's class and level. Each class has a Base to Hit noted on its class table.

High Strength: Characters may receive an Attack Modifier based on a high Strength score. If so, this makes up some of the d20 Modifier, but only for melee weapons. This does not apply to ranged weapons, unless the ranged weapon specifically allows it. Ranged weapons are similarly modified by a Dexterity-based adjustment, instead.

Specialization: A fighter may have decided to specialize in a weapon. If so, whatever attack bonus is granted based on the character's level of specialization also factors into the d20 Modifier.

Item Bonus: Some weapons or items provide an attack bonus, which is usually from magic, but can also come from a masterly crafted weapon as we;;. The d20 Modifier includes whatever attack bonus is listed.

DAMAGE

All successful attacks deal damage. There is a column on the Character Sheet next to d20 Modifier for damage. This is in the form a die, such as 1d6. Players roll the damage die and add whatever bonuses apply.

Bonuses to damage usually come from the following sources:

High Strength: A character may receive a Damage Modifier based on the Strength score. If so, this modifier adds to the damage die of the weapon on successful melee attacks. It does not apply to ranged weaponry, unless specifically allowed by the weapon.

Specialization: A character may have decided to specialize in a weapon. If so, whatever damage bonus is granted based on the character's level of specialization is also added to the damage die.

Weapon Bonus: Some weapons have inherent damage bonuses, usually from magic. If from magic, the bonus of the weapon is also the damage bonus. For example, a +1 long sword also deals an additional 1 point of damage, which is added to the damage die. This damage bonus applies to both ranged and melee weapons.

In the end, a player will likely have a damage value on the character sheet for a weapon that looks something like "1d6+2". The 1d6 is the weapon's base damage die, which can be found in *Chapter 5: Equipment*. The '+2' value is the sum of all damage bonuses, perhaps from specialization or a high Strength. The player rolls the 1d6 and adds 2 to the roll, and tells the GM how many hit points of damage she inflicted on the successful attack.

MOVEMENT

The most common secondary action in combat is movement.

A combatant can move up to his movement rate as one secondary action. There are other forms of movement that must be noted:

Engaging: When engaging with an opponent that is larger than the combatant or one with a reach weapon, the PC moves 10 feet to safely close the distance, suffering no free attack from his opponent.

Charging: This is a more extreme version of engaging. The PC charges at the target, moving up to twice his normal movement rate as a secondary action. Any subsequent attack roll made in the same round as the charge receives a +2 bonus. The problem with charging is that it a) puts the target on immediate defense, and b) lowers the PC's defenses

for the remainder of the round. If the target has a ranged weapon or reach weapon readied, the target receives a free attack. After a charge, the charging attacker suffers a –1 penalty to AC for the remainder of the round.

Flanking and Rear Attacks: If a PC engages (or charges) an opponent that is already engaged with an ally, everyone receives a certain bonus on attack rolls against the flanked or surrounded target. Flanking means that the target must defend against two attackers stationed at opposite sides of his flank. Flanking grants a +1 attack bonus against the target. Rear attacks grant a +2 bonus (and remove any shield bonus to AC). Moving to establish a flank or rear attack is often a sound tactic.

Withdrawing: This is a careful retreat that allows the PC to move one-third his normal movement rate away from surrounding opponents without invoking free attacks from them during the retreat.

Full Retreat: This is used when a PC is desperate to retreat far away from engaged opponents. A full retreat allows the PC to move up to twice his normal movement rate; however, unless a nearby ally can distract and block the opponents from whom the PC is attempting to run, each opponent receives a free attack action as soon as the PC attempts to retreat.

Movement rates are noted in the racial descriptions in Chapter 2.

DEFENSES

Defenses keep a character alive and make it more difficult for his villainous opponents to harm him. There are four defenses: Armor Class, Saving Throws, Magic Resistance and Attributes.

ARMOR CLASS

Armor Class (AC) is a number that represents a character's martial defenses. It is a combination of the armor worn, Dexterity, and any magical boosts enjoyed from items or spells.

Every person and creature in the game starts with a base AC of 10. This is not the worst AC one can have. A very poor Dexterity imposes a negative Armor Class Adjustment.

From the base 10 AC, a player adds adjustments from three sources:

Armor: Each piece of armor, including shields, adds a certain value to the AC. For example, a small shield has a +1 Armor Class Adjustment. If a character had no other adjustments, her AC would be 11 with the shield.

Dexterity: The Dexterity chart in Chapter 1 has a column for Armor Class Adjustment. If a character has a very poor Dexterity, he may suffer a penalty. If he has a high Dexterity, he may enjoy a bonus to AC.

Magic: Magical adjustments to AC are common. Rings and amulets may give a protective bonus to AC. Armor and shields may be magical. In each case, an AC adjustment will be included. For example, a

+2 small shield adds an additional +2 to the AC of a normal shield; therefore, the shield grants a total +3 adjustment. If a character had no other adjustments, her AC would be 13 with this shield.

PENALTIES
There are AC penalties that creep up in play. Not always does a character enjoy his full AC.

Rear AC: A common penalty is that from a rear attack. Not only does the attacker receive a +2 attack bonus, but the defender does not enjoy any AC adjustment for a shield and, if unaware of the rear attacker, does not receive a Dexterity adjustment either.

Flat-Footed AC: Another penalty is the reduction of one's AC from being flat-footed at the start of an unanticipated combat. Any Dexterity AC Adjustment does not apply here. See the rules on *Flat-Footed & Surprised* on page 89 for more details.

Touch AC: The most common application of this penalty occurs when a spellcaster attempts to transfer magic by touch. The target's touch AC only encompasses his Dexterity-based Defense Modifier and any additional bonuses not related to armor or a shield.

SAVING THROWS
Saving throws are specific defenses against special types of attacks and effects, such as spells, supernatural influences and a monster's magical attack. There are three types of saving throws: Fortitude, Reflex and Will. Fortitude is modified by Con; Reflex by Dex; Will by Wisdom.

Fortitude saves help fend off magical or supernatural attacks that target a character's Constitution and would attempt to affect his body. Petrification and polymorphing are two examples.

Reflex saves help to avoid a magical or supernatural effect that has a sudden area of effect. A dragon's breath weapon is an obvious example. Reflex saves are tied to a character's Dexterity.

Will saves help defend against magical or supernatural intrusions into a character's mind or willpower. A charm spell is one example. A character's Wisdom affects the will saving throw.

"Saving" or "to save" are terms that describes a successful saving throw. All saves have a certain TC that must be attained. For example, the medusa's petrifying gaze requires a Superior (TC 15) Fortitude save. The character would roll the d20, add his Fortitude saving throw, and hope to meet or exceed 15. All spells cast at a character require an Exceptional (TC 20) save.

A character's saving throw modifier for each type is listed in his class entry. The value is purely driven by class and level.

MAGIC RESISTANCE
Magic resistance differs from a saving throw because it serves as an additional layer of protection versus any magical effect or spell. It is expressed as a percentile and any attempt to overcome a target's magic resistance must be done first. A d% roll is performed against the target's magic resistance; a roll equal to or greater than the listed magic resistance then forces the target to perform a saving throw.

Magic resistance is either an inherent defense or granted by a worn magical item. In either case, only the target enjoys it and he cannot share it with others.

DAMAGE & HEALING

Characters receive hit points each level based on their class. A base number of hit points, or hit die, is given at each level and any bonus (or penalty) for a high (or low) Constitution score factors into this base. The total amount of hit points a character has represents the amount of damage he or she can take before they die. As the character suffers successful attacks and special damaging effects, hit points reduce down toward death's door.

DEATH'S DOOR

Monsters and NPCs die when their hit points are drained to zero. Characters are different. PCs enter death's door when their hit points are drained to zero. They fall unconscious and remain alive until their hit points descend to -10, at which time they immediately perish.

Characters at death's door suffer 1 hit point of damage per round when they reach or fall below 0 hp. Only magical healing or a successful First Aid proficiency check can stabilize the victim and stop the loss of life.

MASSIVE DAMAGE

Anyone taking 50 or more hit points from one source, such as from one attack or from falling, must succeed on an Exceptional (TC 20) Constitution check or die.

HEALING

Characters regain 1 hit point per level per period of rest, unless they are magically wounded or at death's door. Rest need not be sleep. Simply sitting around can trigger natural healing. Characters may also receive magical healing, which immediately restores a certain amount of hit points and removes evidence of damage.

Some wounds, though, do not heal naturally and require very specific types of healing. Sometimes, only a wish can restore hit point damage from a certain source. In these cases, no amount of natural or magical healing, other than what is specifically called for, restores the lost hit points.

SPECIAL INSTANCES

Damage can be suffered in instances outside of normal combat and these special types of damage require additional attention.

Falling: Victims of a fall suffer 1d6 points of damage per 10 feet of their fall.

Poison: Each poison has some effect on a failed check. The specific effects depend upon the type of poison, but most have an immediate effect and secondary effect that becomes operative after a short period of time. Immediate effects instantaneously affect the victim, so any hit point damage, if any, is recorded at that time. Once the onset period for the secondary effect expires, the secondary effects take hold. Some poisons impair, debilitate, paralyze, or even kill the victim. If no duration is listed, but an onset period is mentioned, assume that Type A poisons last up to 24 hours, Type B poisons last up to 2 days, Type C poisons last up to 1 month, and Type D poisons either kill instantly or affect the victim for up to 2 months.

Energy Drain: Certain creatures have the ability to actually sap life from living beings. This is a frequently encountered power in strong undead creatures. Energy drain either affects the physical body or soul of a creature. Incorporeal undead usually affect the soul, permanently removing Charisma points and altering the character. Other undead affect the body, actually sapping the life force, which is represented by the permanent loss of hit points and/or Constitution points. Some undead have special unique drains. In all instances, a specific creature's energy drain is detailed in its entry.

Severed Appendage or Decapitation: If a PC loses his head, he immediately dies. If he loses an arm or leg, he must succeed on a Shock Survival roll to live. If he lives, he suffers certain penalties. A lost arm imposes a –4 penalty on attack rolls and AC. A lost leg also imposes a –4 penalty on attack rolls and AC, but also halves movement speed. The loss of an appendage also causes continuing damage from bleeding. 1 hit point per round (or 10 hit points per minute) is lost until and unless a successful heal or first aid check is performed.

Petrified or Transformed: Being turned to stone or transformed into another form does not cause hit point damage; however, any damage accrued while in this state may harm the PC. Any attacks that deal damage to a petrified target chip off some of the stone and accrue. When the target turns back to its natural form, all the stone cracks turn into open wounds and the amount of accrued damage is suffered all at once, possibly triggering the death by massive damage rule.

FINER DETAILS

The rules above can be used to handle most combat situations. With minimal reference to the rules and a GM with sound judgment, any conceivable action is possible. For example, if a character wants to strike down upon his enemy, the player knows to roll the d20, add the d20 Modifier and announce the result. If he wishes to charge his opponent, he knows how to handle this. If he wishes to team-up with an ally against an opponent, he knows how to move into position. He has learned how to record hit point damage and how to deal with special types of damage. Add in some inspirational flair and he will have some enjoyable combat encounters.

There are some finer details that some groups may wish to employ. While the full version of the rules has more and even finer rules for combat, this section handles some of the more common details. You may find that some of the rules here are quite narrow in their application and that you might bookmark this page for easy reference.

RANGED COMBAT

The equipment chapter has many different types of ranged weapons and includes the information for the weapons' initiative penalty, range and damage. The simplest form of ranged combat is against a target that is wide open, in which case no other information is needed.

RANGE

The number of feet the weapon can be fired without a penalty is listed in the weapon's range entry. Range is illustrative and entirely discretionary. If the GM feels you have a solid shot, no penalties apply. The distance in the range entry is given for illustrative purposes only. A -2 attack penalty is applied to shots taken outside the range; a -5 penalty is applied for long distance shots.

The GM determines where a target is in relation to range. He will inform the player whether the shot is in range, just out of range or long distance. The character takes whatever penalty then applies.

Bows: The range of bows in the Equipment chapter relates to outside shots. When indoors, the range should be halved if the ceiling height is around 20 feet and reduced to one-quarter in more shallow corridors.

DAMAGE

Some ranged weapons, the two most common being composite bows and hand-propelled weapons, allow for a Strength damage modifier equal to half the character's Strength damage modifier, rounded down.

COMPLEX RANGED COMBAT

Firing into melee combat and firing at a target engaged in close-quarters combat are two instances of complex ranged combat. Things also get tricky when a ranged combatant enters melee combat while still holding a ranged weapon.

Firing into Melee Combat: No penalties apply to the roll, unless cover is granted by the target's melee opponents. If so, use the rules for cover below. On a missed attack roll, however, there is a chance that the errant missile strikes one of the target's opponents. A d20 is rolled. A result of 1 – 4 indicates an adjacent combatant was struck. Then, a die is rolled to determine which of the surrounding combatants takes the missile. Each possible target should have an equal chance on the die to suffer the attack.

Firing into Close-Quarters Combat: When two or more combatants are grappling, there is a –4 applied to the roll. Follow the rules for firing into melee combat on a missed attack roll to determine whether one of the target's close-quarters opponents was struck.

Ranged Weapons in Melee Combat: Ranged weapons can always be modified to deal melee damage, but it requires the combatant to hold the ranged weapon like he would a melee weapon. Crossbows could be used to hit someone like a small club and bows can be used as thin staves. The damage is 1d2 (no Strength modifier allowed) on successful attacks and there is always a chance (per the GM) that the ranged weapon breaks when used in this fashion.
Using a ranged weapon as it is intended to be used against a melee opponent is difficult. The opponent is granted a free attack every time the ranged combatant readies the weapon.

MELEE COMBAT

Aside from normal melee attacks, which have been sufficiently handled in the basics section, touch attacks, subdual weapon attacks and untrained dual-weapon fighting are also simple to adjudicate.

TOUCH ATTACKS

Touch attacks usually involve a spell with a range of touch. Touch attacks are normal attacks that use the Base to Hit and any attribute-based modifier. The defender's AC only includes a Dexterity modifier. (Note that magic travels through metal armor to the wearer's skin.)

SUBDUAL WEAPON ATTACKS

Weapons can be used in a non-lethal way. The attack roll suffers a -4 penalty, but if successful, normal damage is rolled. If that amount of damage brings the target to 0 hit points, the target falls unconscious. If more damage is accrued in that round, including lethal damage, the target also falls unconscious at 0 and does not die. If the target is not rendered unconscious by the end of the encounter, the temporary non-lethal damage returns at the conclusion of battle.

ATTACKING A SHIELD

Attacking a shield imposes a -4 penalty to the attack roll. If the weapon is slashing or piercing and at least one size category larger than the shield, the wearer of the shield rolls an item saving throw versus an effect to which the shield is strong. If the weapon is bludgeoning and at least one size category larger than the shield, the shield must succeed on an item saving throw versus an effect to which the shield is weak.

See the end of the *Equipment* chapter for more information on item saving throws.

UNTRAINED DUAL-WEAPON FIGHTING

Wielding two weapons simultaneously imposes no benefit or penalties. The attacker chooses which of the two weapons is used during a round. The only thing to track is that offhand attacks use half the normal Strength bonus, unless the attacker is ambidextrous. Trying to dual-weapon wield for extra attacks, without proper training, is impossible.

CLOSE QUARTERS COMBAT

Close-quarters combat, which includes grappling and hand-to-hand combat, is more complex than standard melee combat.

Hand-to-Hand: Any attacks made with natural weapons, such as fists or feet, is a hand-to-hand attack. A normal attack roll is performed. The d20 Modifier includes a Strength attack modifier and any additional attack modifiers from specializing in unarmed attacks or from wearing items that assist in unarmed attacks. The damage for all unarmed attacks is 1d2. Any natural 20 attack roll requires the victim to succeed on an Average (TC 10) Fortitude save or be rendered unconscious.

Grappling: Grappling is wrestling or overbearing. An attack roll is performed against the target's touch AC, with the d20 Modifier including Base to Hit and any Strength attack modifier. A successful attack deals no damage, but allows the attacker to grapple or overbear his target.

Grappled or overborne defenders cannot cast spells with a somatic component and cannot use any melee weapons on their attacker, unless the defender has a small weapon in-hand or in a convenient place to retrieve. Attacks exchanged while in a grapple are performed normally. (Both the attacker and defender are equally hindered, so it is simpler to use standard attack rules.) No Strength damage bonus applies to any successful attacks.

Size Differences: A size difference grants bonuses to the larger combatant and imposes penalties to the smaller. The larger opponent receives a +4 bonus on grapple attempts for each size category above that of the smaller opponent. The smaller opponent receives a -4 penalty for each size category difference. The bonus or penalty is applied to any attempts to grapple or opposed rolls to break the grapple.

In the Grapple: The grappler usually wishes to maintain the grapple and the defender wishes to break it. The grappler expends a primary action to hold the grapple. This requires a Strength check opposed by the defender's Strength check. The defender's opposed roll is a secondary action, thus, if the defender succeeds, he or she still has a primary action that round.

Danger of Close-Quarters Combat: Defenders with held melee weapons receive a free attack against any attacker initiating a grapple or closing the distance to start dealing hand-to-hand attacks.

SPELLCASTING

No attack roll is necessary to cast a spell. The target(s) of the spell receive(s) a saving throw to thwart or reduce the effects of the spell. Sometimes, though, the real issue of spellcasting is whether the spell actually goes off.

Interruption: There is a chance that a caster will suffer damage during his casting. Any damage dealt automatically disrupts the spell. The spell slot is not expended however, and the caster may attempt to recast the spell the next round.

Casting Behind Cover: All a caster needs is line of sight to affect a target or area. Therefore it is quite possible for multiple allies to provide cover for the caster. It is also quite possible for the caster to seek out cover before casting. See the rules on cover below.

COMBAT MANEUVERS

Instead of mere declarations of hit or miss, *Myth & Magic* combat sequences can be as detailed and exciting as the newest Vin Diesel movie. From the cutting off of heads, limbs and legs, to the bow shot that removes the wizard's ring finger, player creativity is unbound. Players and GMs alike can use the following combat maneuvers to inject a sense of freedom and unbridled action into *Myth & Magic* combat.

OFFENSIVE MANEUVERS: THE CALLED SHOT

The called shot is the proverbial combat stunt and is evident in just about any offensive maneuver a character can perform. In very general terms, a called shot is a weapon attack at a very specific part of the target's body. Striking an arm is one example. More specific uses of the called shot can target a held item, a piece of clothing, a weapon or a shield.

A penalty is applied to the attack roll based on how difficult the actual called shot is to perform. The GM has to make the call on the fly and the BASE acronym is here to help:

<u>Basic</u> called shots are the easiest to perform and either target a large area or item, or impose a fairly minor secondary condition. The attack penalty is -2.

<u>Average</u> called shots are the most commonly performed. They either target an arm or leg, or a weapon in hand. The attack penalty is -4.
<u>Superior</u> called shots are difficult to perform. Perhaps the attacker wishes to strike at the limb of a small target or a small weapon, or perhaps the attacker is trying to slow a large monster. The attack penalty is -6.

<u>Exceptional</u> called shots are expertly done and truly wondrous attacks. Disarming a large weapon with a rapier in one attack, lopping off a head, and shattering a one-inch potion vial with an arrow are all exceptional called shots. The attack penalty is -8.

Here is a chart to help visualize the penalties:

TABLE 48: CALLED SHOT DIFFICULTY

Level of Difficulty	Attack Penalty
Basic	-2
Average	-4
Superior	-6
Exceptional	-8

Unarmed Called Shots: The default called shot is performed with a weapon. This flows naturally from the fact that the bulk of called shots performed historically in the game are performed with a weapon. A free hand (or foot, or head for that matter) can be used for a called shot in exactly the same way as when one performs a called shot with a

weapon. The GM rates the difficulty of the shot and imposes the requisite penalties. Unarmed called shots can be useful when an attacker wishes to grab a certain item on his target. Suppose the shaman leader wears a necklace of petrified fairy hearts that empowers his blood lust. An unarmed called shot would be required to grab the necklace to tear it off.

Unarmed called shots are generally used to grab or strike at a very small portion of the target's body or items being worn or carried. Thus, the lion's share of such maneuvers are exceptional called shots.

A successful unarmed called shot to grab something usually results in a subsequent Strength challenge between the combatants. It is easiest to simply roll Strength checks and compare the results to see who wins the struggle.

Disarm: Stripping an opponent's weapon may sometimes be the only viable way to gain the upper hand. Disarming a weapon is almost always an Average called shot, so a -4 attack penalty is imposed. A successful disarm attack sends a one-handed weapon 1d6 feet in any direction from the opponent, which can be randomly determined with a d4 (1-behind; 2-left; 3-right; 4-in front of) if you wish.

Disarming a two-handed weapon (or a one-handed weapon held with two hands at the time) is more difficult. If the attacker has a smaller weapon, it cannot be done with one disarm; two successful disarms must be performed in the same round, so the attacker must be skilled enough to have multiple attacks. If the attacker has a weapon of equal size, he can attempt to disarm with one attack, but it is considered an Exceptional shot (-8 attack). Of course, the attacker may simply attempt two disarms in the same round, which requires the normal two Average successes at -4.

It is possible for two different attackers to attempt to disarm the same two-handed weapon. If each attacker succeeds, the weapon is disarmed.

Disarming a Shield: Shields are considered two-handed weapons for the purposes of a disarm. Successful shield disarms vary from the standard weapons disarm because a shield is not battered free; it is simply forced aside until the shield bearer's next initiative, at which time he rights the shield.

Circumstances may necessitate something different, though. If a third attack can be performed at the strap or shield hand when the shield is properly cast aside from a disarm, a GM could cast the shield from the bearer's hand. Likewise, an Exceptional called shot may just be enough to send the item either splintering or sailing to the floor.

Special Secondary Effect: The impetus behind most attacks is the attacker's wish to deal damage to his opponent. A called shot may actually be required to deal damage to a monster with very few soft spots, for example, or to strike a knight with nigh-impenetrable armor. In these instances, a successful called shot is required to roll damage. Skilled combatants may also use the called shot to produce a special result other than mere damage, such as forcing a limp or rendering a sword arm less effective in battle. The GM must first rule on the difficulty of what is being attempted. A successful attack, despite the penalty, produces whatever special effect the player desired and, if damage is

required to be rolled, the damage is generally halved. Of course, there is a high level of discretion here. The difficulty of the called shot in terms of the desired special effect and the amount of damage the attack could possibly deal are two concerns for the creative Game Master. A player's concern is merely concocting the cool idea.

Other Ideas: Here is a small sampling of the various things one can do with the called shot: pin an opponent with a piercing weapon or ranged missile, shatter a flask, sever a belt or necklace, sever an ear to imbalance, slice a vital tendon for stability, cut off a head, disarm a longsword or bow, throw a bag of powder in the wizard's face, shatter a shield, or slice a deep cut above the eye of the cyclops.

DEFENSIVE MANEUVERS

Defensive maneuvers differ from saving throws or Armor Class. The latter are reactive to the situation. The former is proactive. While one's Reflex save and AC are (almost) always "on", a character must actively attempt to dodge or parry and a roll must be performed.

Parry: A parry requires an "attack roll" against the original aggressor's incoming attack. In other words, a parry is a competition between attackers. If the defender's attack roll is higher, the parry is successful.

The defender rolls a weapon attack normally, factoring whatever skill level he may have (specialization, etc.) and any special properties of the weapon (magical bonus, etc.).

It is not necessary to declare the intention to use a parry at any special time during a combat round. Provided a combatant has remaining attacks in that round (including attacks to be resolved at the end of the round), a parry can be tried on the fly as a reaction.

Parrying with a shield factors the combatants Base to Hit, Strength bonus, the Armor Adjustment of the shield and any special bonuses provided by proficiencies and talents.

Dodge: A dodge works similarly to a parry, except the defender rolls a Reflex save instead and compares the save against the attacker's roll. It is generally easier to dodge out of the way of an incoming attack then it is to safely parry it.

There are two issues with a dodge: armor restrictiveness and balance. For each bonus of AC Adjustment provided by the armor, a -1 penalty applies to the dodge roll. This penalty reflects the additional difficulty in dodging with heavier and more-protective armor. The second issue is related to the balance of the defender. The defender who dodges in a combat round suffers a -4 to his AC until his next initiative. This -4 AC penalty reflects the fact that while the defender is dodging from one opponent, he remains a bit off guard for subsequent attacks made by the attacker or another foe nearby. The defender is no worse for wear if he has additional attacks to dodge, but he could be in a jam if he's fresh out of attacks and others hone in on his lack of proper footing.

SITUATIONAL MODIFIERS

Sometimes we want to inject a bit more realism or circumstance into combat. We're not entirely happy with a simple exchange of attacks. We want cover, fog, elevated positions and stunned combatants. This section has information on how players and GMs can use situational modifiers to reflect these eventualities.

POSITIONING

The following situations grant a bonus to the attacker:

- Defender is on lower ground: +2
- Defender is kneeling: +2
- Defender's back is turned: +2

The following situations impose a penalty on the attacker:

- Defender is on higher ground: -2
- Attacker is kneeling: -2
- Attacker is prone: -4

COVER

When a target is protected by a solid object, he may receive cover from ranged attacks. Trying to hit a target who is behind cover is more difficult with ranged attacks than targeting someone in the open. The GM will tell you what percentage of the target is behind cover. A penalty is then applied to the attack.

- 25% behind cover: -2
- 50% behind cover: -4
- 75% behind cover: -6
- 90% behind cover: -8

Cover and Saving Throws: Combatants behind cover enjoy a bonus on the saving throw against any spell or special attack that has an area of effect and that originates in front of solid cover. The bonus equals the penalty applied above. So, if the combatant has 25% cover from the origin of the effect, he receives a +2 bonus to the saving throw.

If the spell or effect deals half damage on a successful save, a combatant with at least 50% cover suffers no damage on a successful save.

CONCEALMENT

When a target has soft cover, which is cover that obscures the target but cannot effectively stop a fired missile, a penalty is applied because of the obscured line of sight. A target is concealed if it is difficult to see his entire form. Vines, bushes, shadow and fog are common forms of concealment. The GM determines how much of the target is obscured. As a point of reference, a light fog may grant 25% concealment, while a target behind a thick hedge may enjoy 75% concealment.

- 25% obscured: -1
- 50% obscured: -2
- 75% obscured: -3
- 90% obscured: -4

CONDITIONS

Sometimes, the condition of a person or weapon affects the attacker's roll. The following conditions add a bonus to the roll:

- Defender is intoxicated or off balance   +2
- Defender is dazed   +2
- Defender is kneeling   +2
- Defender is stunned or prone: +4
- Defender is blind: +6
- Defender is helpless or unconscious: Automatic

Sometimes, the attacker is out of sorts. The following conditions impose a penalty:

- Attacker is intoxicated or off balance   -2
- Attacker is dazed   -2
- Attacker is kneeling   -2
- Attacker is stunned or prone: -4
- Attacker is blind: -4

Faulty Gear: A penalty applies to both attack and damage rolls when using rusty or otherwise damaged weapons:

- Rusty weapons: -2 to attack and damage rolls.
- Broken weapons: -4 to attack and damage rolls.

AVOIDING OR ENDING COMBAT

Every interaction in game need not spark a battle, but, if the PCs can't (or don't want to) avoid it, most combat encounters end with one side either dying or retreating. There is a way to avoid or end combat before things get too hairy, though – by affecting morale.

MORALE

Morale is a function of an NPC or monster's ability to remain steadfast and courageous. Players can roll a morale check to dissuade a henchman or follower from fleeing. Morale can only be rolled with the GM's permission, but, if granted, the player rolls a morale check. Most NPCs and monsters have a morale score, which is a number between 1 and 20. Some NPCs and monsters are too strong and powerful to ever be persuaded to avoid or continue a fight. In that case, there will be no morale score.

Morale Checks: A morale check is a 2d10 roll. If the result is equal to or higher than the NPC or monster's morale score, the fight is likely avoided or stopped short. Players roll morale checks for their henchmen or followers. GMs roll morale checks for the enemies that oppose the PCs.

GM's Role: Morale sounds like a great alternative to combat. The GM will only allow a morale check in limited situations, though, where the PCs obviously out-power the opponents or the opponents most assuredly will die if they continue to fight. There is a strong likelihood that the GM will only sparingly allow PCs to employ this tactic.

PC Morale: PCs do not have morale scores. Run if you want, fight if you want; the decision is entirely up to you.

Spells are an important aspect of *Myth & Magic* and this chapter explains most of what concerns a spellcasting PC or NPC.

SCHOOLS OF MAGIC

Arcane spellcasters categorize their spells into schools. Divine spellcasters recognize the schools of magic, but also implement spheres of influence that more accurately reflect areas of common worship.

There are eight schools of magic:

ABJURATION
This school encompasses spells that protect others, prevent harm, and banish unwanted agents or creatures.

ALTERATION/TRANSMUTATION
This school focuses on the manipulation of structure. Its spells alter the form of living and inanimate things.

CONJURATION/SUMMONING
Spells of this school bring into existence or call forth living or inanimate things. Casters of conjuration and summoning spells often gain temporary control over creatures that appear.

DIVINATION
Divination spells impart knowledge through the senses. Divination spells can reveal information about the truth of something or someone.

ENCHANTMENT/CHARM
These spells enhance an object's properties or the attitude of a living creature. Some charm spells allow for the caster to control the target. A high Wisdom grants a bonus versus these spells.

EVOCATION/INVOCATION
This school handles energy manipulation. Evocation usually involves the caster controlling and morphing energy to create an object or effect. Invocation requires the assistance of a more powerful being.

ILLUSION
These spells trick and deceive their targets to believe that something else is occurring. Illusion spells are adjudicated almost entirely by the GM. Targets of an illusion generally do not receive a saving throw unless they purposefully attempt to disbelieve the spell effect. Even so, the illusion may be so perfectly attuned that the GM does not allow a save. A rule of illusion is that an illusion is only as good as the caster who created it. They draw from personal experience, so a caster cannot create a truly believable illusion unless he is intimately familiar with whatever he is attempting to create.

NECROMANCY
Death and undeath are the two most prevailing subject matters for necromancy, although some spells actually defy death by regenerating lost limbs and restoring life.

SPELL DESCRIPTIONS

The following sections list all the arcane and divine spells in this basic rules set.

SPELL ENTRIES
Each entry has several sections that need to be understood.

NAME
This is the most common name for the spell. Note that some spellcasting communities may refer to the spell by a different name.

SCHOOL
The school of magic (see above) is listed next to the spell's name in parentheses. This is true for both arcane and divine spells.

REVERSIBLE
Some spells can be memorized or prepared in reverse to achieve the exact opposite effect. The effects of the reverse spell are noted in the spell's description. Casters must prepare the reversed version of the spell.

SPHERE
Divine spells are further categorized into spheres of worship. The sphere is listed in the entry below the name.

RANGE
A range indicates the point where the spell's magical energy takes effect. If more than one range is applicable, the most distant range is listed. For example, a spell that can benefit either the caster or a touched subject would have a range of Touch.

Personal: The spell originates with the caster and usually remains with the caster.

Touch: The spell originates on the caster's hand and must be transferred manually. A spell remains on the caster's hand for two rounds or until a target is touched.

Immediate: Up to 10 feet from the caster.

Close: Up to 50 feet from the caster.

Medium: Up to 300 ft from the caster.

Long: Long range spells can extend as far as 1 mile from the caster, but usually require line of sight, so the common long range spells originate within 900 feet of the caster.

Extreme: Extreme range spells can originate anywhere on the caster's plane and, if noted, can transcend planar boundaries.

The GM decides whether a target is within a spell's range. This is purely discretionary and factors in the inconsistencies of spellcasting.

DURATION

This is how long the spell's effects last. GMs may wish to roll variable durations unless the caster could somehow glean the spell's lifespan. Most spells can be ended prematurely by the caster; however, any spell that actually created something or brought something into existence cannot be so dismissed.

An instantaneous duration is one where the spell's effects are instantly employed, leaving no residue. A permanent duration is one where the spell's effect is everlasting. Permanent durations are often only dismissed by dispelling magic or anti-magic.

AREA OF EFFECT

This entry describes what is affected by the spell. If an area, the entry lists the dimensions and usually in definite terms of feet or yards for simplicity.

COMPONENTS

Almost every spell requires both verbal (V) and somatic (S) components. Some spells require a special material focus (M) and, if so, it is listed in the spell's description.

Myth & Magic does not force a spellcaster to employ minor material components. If desired, players can roleplay the use and procurement of such materials, but there is no inherent game requirement.

CASTING TIME

This entry details how long of a casting process is required before the spell takes effect. Casters begin casting on their initiative roll. Casting times are added to the initiative roll to determine when in the round the spell goes off. A spell sometimes has a casting time of 1 full round or longer, in which case the spell takes effect just prior to the caster's initiative during the last round of casting. For example, a spell with a casting time of 1 full round would come into effect before the caster's initiative the next round.

Casters can be interrupted if an opponent's initiative falls between the caster's initiative and the segment at which the spell's effects take place. If the caster is damaged during casting, the spell is lost, but the spell

TABLE 49: ARCANE SPELLS PER LEVEL

Level 1	Level 2	Level 3	Level 4	Level 5
Alarm	Air Pocket	Blink	Arcane Eye	Advanced Illusinary Image
Arcane Armor	Acid Arrow	Clairaudience	Black Tentacles	Animal Growth*
Arcane Mark	Alter Self	Clairvoyance	Change Self	Animate Dead
Audible Illusion	Animate Ropelike Object	Dispel Magic	Charm Monster	Attraction*
Burning Hands	Arcane Lock	Dwarven Eyes	Confusion	Cloudkill
Change Self	Blur	Explosive Runes	Contagion	Cone of Cold
Charm Person	Cause Blindness	Fireball	Detect Scrying	Contact Other Plane
Chill Touch	Cause Deafness	Flame Missiles	Dimension Door	Demon Whip
Color Spray	Continual Light	Fly	Enervation	Dismissal
Comprehend Languages*	Darkness	Gaseous Form	Fear	Dominate
Dancing Lights	Detect Evil*	Globe of Good*	Fire Charm	Dream
Deflate	Detect Thoughts	Globe of Invisibility	Fire Shield	Fabricate
Detect Magic	Enhance	Gust of Wind	Fire Trap	False Vision
Detect Undead	Flaming Sphere	Haste	Hallucinatory Room	Feeblemind
Enlarge*	Fog Cloud	Hold Person	Hallucinatory Terrain	Globe of Anguish
Erase	Golden Glimmer	Hold Undead	Ice Storm	Hold Monster
Feather Fall	Frightening Aura	Illusionary Script	Illusionary Surface	Interposing Hand
Floating Disc	Glitterdust	Lightning Bolt	Improved Invisibility	Mage's Faithful Hound
Frighten	Hideous Laughter	Major Phantasmal Image	Infuse Weapon	Magic Jar
Grease	Hypnotic Pattern	Monster Summoning I	Magic Mirror	Major Creation
Hold Portal	Illusory Trap	Nondetection	Minor Creation	Monster Summoning III
Hypnotism	Improved Phantasmal Image	Nyar's Explosive Missiles	Minor Globe of Invulnerability	Nightmare
Identify	Invisibility	Phantom Steed	Mnemonic Enhancer	Passwall
Jump	Knock*	Protection from Projectiles	Monster Summoning II	Secret Chest
Light	Levitate	Secret Page	Phantasmal Killer	Seeming
Magic Missile	Locate Object*	Sepia Snake Sigil	Plant Growth	Sending
Manipulate Flames	Magic Mouth	Siphon Spell Memory	Polymorph	Shadow Evocation Magic
Mending	Mirror Image	Slow	Rainbow Pattern	Stone Shape
Message	Misdirection	Suggestion	Remove Curse*	Summon Elemental
Mount	Pocket of Holding	Tiny Hut	Resilient Sphere	Telekinesis
Magical Aura	Pyrotechnics	Tongues*	Secure Shelter	Teleport
Minor Cantrip	Random Action	Vampiric Touch	Shade Monsters	Transmute Rock to Mud*
Obscuring Fog	Ray of Enfeeblement	Water Breathing*	Sheer Courage	Wall of Force
Phantasmal Image	Read Aura*	Wind Wall	Shout	Wall of Iron
Protection from Evil*	Rope Trick		Solid Fog	Wall of Stone
Read Magic	See Invisibility		Stoneskin	
Shocking Grasp	Shatter		Triggered Extension	
Sleep	Spectral Hand		Wall of Fire	
Spider Climb	Stinking Cloud		Wall of Ice	
Summon Familiar	Summon Swarm		Zone of Incompetence	
Thermoc's Reflective Disc	Web			
Thermoc's Shield	Whispering Wind			
Unhinge				
Unseen Servant				
Ventriloquism				

* indicates a reversible spell.

slot is not. There are class talents that allow a caster to continue a spell's casting even after taking damage.

SAVING THROW

This entry details whether a save is allowed, which save is required and the result of a successful save. 'Half' means half damage is suffered on a successful save. 'Negates' means a successful save thwarts all of the spell's effects. 'None' means no saving throw is allowed. Some spells make note here whether a saving throw is allowed if targeting an unwilling subject.

Any intelligent creature can willfully fail a saving throw. This allows the spell to fully function on the willing creature.

Physical barriers and objects that provide cover also provide some protection against spells that target an area of effect (Reflex saves). In this case, the saving throw may be altered. See the *Situational Modifiers* section of *Chapter 9: Combat* for more details on how cover affects a saving throw.

ARCANE SPELLS

LEVEL 1 ARCANE SPELLS

ALARM	Abjuration

Range: Touch
Duration: 4 hrs. + 1 hour/level
Area of Effect: 30 ft. radius cylinder

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster wards an area to set off an audible or private alarm when any creature enters. The caster may specify how large of a creature automatically sets the alarm off, allowing very small creatures, such as rabbits or rats to pass. As soon as a forbidden creature enters the area without first uttering a password set at casting, the alarm either loudly rings or sets off an internal alarm in the caster. If audible, it is loud enough to hear from 60 ft. away. The alarm persists for one round. Creatures on another plane do not trigger the alarm, but invisible, gaseous or incorporeal creatures do.

ARCANE ARMOR	Abjuration, Conjuration

Range: Touch
Duration: 1 hr/level (Special)
Area of Effect: Subject touched

Components: V, S
Casting Time: +4
Saving Throw: None

The caster covers the subject in tangible energy that serves as a protective field. Arcane armor grants the subject a +4 armor bonus to their Armor Class; however, the protective barrier emanates from the subject's skin, so those already wearing armor granting a +4 or higher bonus do not enjoy the full bonus of this spell. (A cumulative +4 bonus is the maximum.) Furthermore, it adds no bonus to an existing shield spell, but does allow for bonuses to Dexterity, held shields or other magical items granting protection less than +4. The protective field is tangible and subject to damage. The spell ends upon either its duration or when the subject suffers a total of 10 hit points plus 1 hit point per 2 caster levels.

ARCANE MARK	Alteration

Range: Touch
Duration: Permanent (Special)
Area of Effect: Max 1 sq. ft.

Components: V, S
Casting Time: +1
Saving Throw: None

The caster scribes his personal arcane mark, and up to six additional characters, on any surface. The writing can be visible or invisible. If invisible, spells and items that detect invisibility reveal it, such as *detect invisibility*, *true seeing*, a gem of seeing, and a robe of eyes. A *read magic* spell also reveals the writing. Arcane marks cannot be dispelled by another caster, but can be dispelled by the caster or removed by an *erase* spell. Marks scribed on a living subject are not permanent and fade with time.

AUDIBLE ILLUSION	Illusion/Phantasm

Range: Medium
Duration: 1 min./level
Area of Effect: Special

Components: V, S
Casting Time: +1
Saving Throw: Special

The caster creates a volume of sound that rises, recedes, approaches, or remains at a fixed place. The caster chooses what type of sound is created, but cannot produce more sound than what would originate from 4 medium-sized humanoids per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The sound need not mimic humanoids only, though. A horde of rats running and squeaking is about the same volume as eight humans, while a roaring lion equals double that value of humans. So, the caster can create the sound of anything, even a dragon, if he has enough levels.

This spell can enhance the effectiveness of a *phantasmal image* spell.

A Will save is allowed if the illusion is interacted with, which normally requires actually searching out the sound to no avail.

BURNING HANDS	Evocation

Range: Immediate
Duration: Instantaneous
Area of Effect: 10 ft. cone

Components: V, S
Casting Time: +1
Saving Throw: Ref half

The caster places his hands together, fans out his fingers and shoots forth a torrent of flame. The flame emanates in a wide 120 degree cone from the caster's fingers and encompasses anyone within 10 ft. of the caster. The flames deal 1d4 hit points plus 2 hit point per level of damage. Materials that could catch fire do and require immediate extinguishing.

CHANGE SELF	Illusion/Phantasm

Range: Personal
Duration: 10 min/level
Area of Effect: N/A

Components: V, S
Casting Time: 1 full round
Saving Throw: See below

The caster disguises his appearance and that of his clothing and equipment to appear differently. He cannot attempt to appear as another creature type, such as a human caster attempting to look like a troll, and must remain the same size. Aside from these restrictions, the caster can generally alter his appearance in any way.

Someone coming into direct contact with the caster, or who would otherwise have cause to believe the caster is a magical rouse, may be given a Will save if an attempt to disbelieve is made.

CHARM PERSON	Enchantment/Charm

Range: Close
Duration: Special
Area of Effect: Targeted subject

Components: V, S
Casting Time: +1
Saving Throw: Will negates

The caster charms a humanoid target up to medium-sized. The target need not be human, or even a playable race; any monster that fits the description of humanoid can be affected by this spell.

The target receives a saving throw. During the round this spell is cast, any hit point damage inflicted by the caster's allies accrues normally, but also provides a like bonus on the save. For example, if the caster's allies inflict 10 points of damage while the caster is casting, the target receives a +10 bonus on his save.

On a failed save, the target does not automatically become the caster's thrall. The target simply views everything the caster says as that of a friend. Thus, suggestions to perform obviously dangerous tasks break the charm. Furthermore, any acts of aggression toward the target by the caster or the caster's allies also end the spell.

The duration of the charm, provided no intervening event disrupts it, can be permanent, but subsequent saves are allowed on a schedule based on the Intelligence of the target.

Intelligence Score	Time Between Checks
3 or less	2 months
4-9	1 month
10-12	2 weeks
13-14	1 week
15-16	2 days
17	1 day
18	1 hour
19 or more	1 minute

Note: Even after the spell expires, the target knows he was under a mind-affecting charm and remembers everything that happened.

CHILL TOUCH	Necromancy

Range: Touch
Duration: 1 hour
Area of Effect: N/A

Components: V, S
Casting Time: +1
Saving Throw: None

The caster's hands become enveloped in a crackling blue field of chilling energy. Touching a living creature saps 1d4 points of damage plus weakens the target, causing the target to suffer a –1 penalty to all combat rolls and Strength checks for the duration of the spell.

Touching an undead creature deals no damage, but forces the undead creature to flee for 1d4 rounds plus 1 round per caster level unless the creatures saves.

COLOR SPRAY	Alteration

Range: Close
Duration: Instantaneous
Area of Effect: 20 ft. cone

Components: V, S
Casting Time: +1
Saving Throw: See below

A cone of flashing color erupts from the caster's outstretched hand. Up to 1d6 creatures in the area of effect around the caster are affected, unless they are already blinded. Those that have an equal or greater amount of levels or HD to the caster's level receive a Will save to thwart the spell; those that have less in levels or HD than the caster has in levels do not get a save.

The effects of failing or not receiving a save depend on the amount of levels or HD the subjects have. Those having an equal or lesser amount of levels or HD fall unconscious for 2d4 rounds. Those having 1 or 2 more levels or HD than the caster are blinded for 1d4 rounds and then stunned for 1 round. Those having 3 or more levels or HD than the caster are instead stunned for 1 round.

COMPREHEND LANGUAGES	Alteration

REVERSIBLE

Range: Personal
Duration: 5 min./level
Area of Effect: N/A

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster is able to understand the words of one touched creature or writing. (If cast on a writing, the caster can read at a rate of 250 words per minute.) This spell can only decipher the words; it does not impart upon the caster the ability to write or speak the language. It also does not pierce magically indecipherable or invisible words. In other words, certain spells can ward against this spell.

The reverse of this spell renders a writing or a creature incomprehensible and confusing for the duration.

DANCING LIGHTS — Evocation

Range: Medium
Duration: 1 min./level
Area of Effect: Special
Components: V, S
Casting Time: +1
Saving Throw: None

The caster creates one of the following: up to four lights that resemble lanterns or torches (and cast that amount of light), up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, or the like. Lights cannot blind and wink out if they travel beyond the spell's range.

DEFLATE — Enchantment/Charm

Range: Close
Duration: 1 min./level
Area of Effect: 10 ft. radius burst
Components: V, S
Casting Time: +1
Saving Throw: Will negates

Creatures in the area of effect with Intelligence scores of 4 or higher feel a curb in motivation that causes them to pull some of the power back from their attacks. All attacks suffer a -1 penalty to attack and a -2 penalty to damage rolls. This spell can also be used in non-combat situations where the caster wishes its target(s) to be more complacent.

DETECT MAGIC — Divination

Range: Personal
Duration: 2 min./level (Concentration)
Area of Effect: 60 ft. cone
Components: V, S
Casting Time: +1
Saving Throw: None

The caster sees magical auras. The intensity of the aura highlights the power level of the magic (dim for up to 2nd level, faint for 3rd to 5th, moderate for 6th to 8th, strong for 9th and overwhelming for artifacts). The caster may attempt an Exceptional (TC 20) Intelligence check (adding any bonus for proficiency in Spellcraft) to discern the school of magic. It is possible for the caster to become confused by overlapping magical effects, and he may need to spend several minutes acclimating himself to the various auras. Also note that certain summoned creatures, while not magical themselves, may still resonate the conjuration magic if they arrived just prior to casting.

While concentrating, the caster can maintain the spell as he looks around, but he cannot extend the spell past its duration. If the caster stops concentrating before the duration expires, the spell still ends.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT UNDEAD — Divination/Necromancy

Range: Personal
Duration: 30 min. (Concentration)
Area of Effect: 60 ft. cone
Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster detects the presence, but not type, of all undead creatures within range in the general direction of his sight.

While concentrating, the caster can maintain the spell as he looks around, but he cannot extend the spell past its duration. If the caster stops concentrating before the duration expires, the spell still ends.

The spell can pierce barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or earth blocks it.

ENLARGE — Alteration

REVERSIBLE

Range: Close
Duration: 5 min./level
Area of Effect: 1 creature or object
Components: V, S
Casting Time: +1
Saving Throw: Fort negates

The caster enlarges a creature or object one size category per five levels. Thus, for example, either a small creature, such as a goblin, or a small object, such as a short sword, could be enlarged by a 1st level caster to be the size of an adult male or long sword, respectively.

All equipment worn or carried is also enlarged to accommodate the spell. Surroundings, however, don't. If insufficient room exists for the creature or item to reach the desired size, the spell will only grow the target until the maximum size is attained before causing structural damage.

Although a targeted creature's combat capabilities generally do not change, their Strength increases 3 points for every size category grown. If the targeted creature is monster, or otherwise does not have listed attributes, the target receives a +2 damage bonus per size category increase (for ease of play).

The reverse of this spell not only negates enlarge, but also shrinks the targeted creature or object in the same way enlarge increases its size. The same rules apply, although in reverse.

Unwilling creatures targeted by either enlarge or its reverse application receive a save.

ERASE — Alteration

Range: Medium
Duration: Permanent
Area of Effect: Targeted writing
Components: V, S
Casting Time: +1
Saving Throw: None

This spell removes writings of either magical or mundane nature from a scroll or from one to two pages of paper, parchment, or similar surfaces. The caster can remove *explosive runes*, *glyphs of warding*, *sepia snake sigils*, and *arcane marks*, but cannot remove *illusory script* or *symbols*. Nonmagical writing is automatically erased if the caster touches them; otherwise, there is a 90% chance of success. Magical writings must be touched to be erased, and require a roll by the caster to successfully erase. The chances are 30% plus 10% per 2 caster levels, to a maximum of 90%. A failed attempt to erase a magical script that could trigger a trap or spell effect does trigger it.

FEATHER FALL	Alteration

Range: Medium
Duration: 1 rd./level
Area of Effect: Special

Components: V
Casting Time: +1
Saving Throw: None

The caster effectively transforms the weight of targeted creature(s) or object(s) immediately to that of a feather. The rate of falling is instantly reduced to 20 feet per round, removing the chance of damage from falling. However, if the spell duration ceases during a fall, a normal rate of fall resumes. The caster may affect himself and/or a number of additional free-falling targets, provided a cumulative total weight of 200 pounds plus 200 pounds per caster level is not exceeded. While falling, the target(s) can be affected by winds strong enough to divert the target(s) course.

Provided the caster has not expended his actions in a round, the caster may cast this spell as a reaction, thus interrupting the initiative order.

FLOATING DISC	Evocation

Range: Close
Duration: 30 min. + 10 min./level
Area of Effect: Special

Components: V, S
Casting Time: +1
Saving Throw: None

The caster creates a slightly concave, circular plane of force, 3 feet in diameter and 1 inch deep at its center, that floats 3 feet above the ground and obeys the commands of the caster. The disc holds 100 pounds per caster level. When not commanded to move toward a specific point, the disc simply floats near the caster. If the distance between the caster and the disc exceeds close range, the disc simply vanishes and its burden falls.

FRIGHTEN	Illusion/Phantasm

Range: Close
Duration: Special
Area of Effect: 1 living creature

Components: V, S
Casting Time: +1
Saving Throw: Will negates

The targeted creature sees the caster as a frightful presence in pursuit, forcing the frightened subject to flee from the caster. The target remains frightened until a successful saving throw is rolled in a subsequent round; the target receives only one such save per round. All saves rolled after a failed save suffer a cumulative -2 per caster level (maximum -12).

The spell functions only against living creatures smart enough to understand its fears, so targets with an Intelligence score less than 2 are unaffected.

GREASE	Conjuration

Range: Short
Duration: 1 min./level
Area of Effect: 10 x 10 ft.

Components: V, S
Casting Time: +1
Saving Throw: Special

A grease spell literally covers a solid, material surface with a slippery layer of grease. Any creature in the area when cast, or later entering the area, must succeed on a Reflex save or fall. Those who succeed must walk slowly and can exit the area with a full round's worth of actions. Any other forms of movement, including combat, requires additional saves and some movements, such as running, impose a –4 penalty on the save.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while creatures wielding or employing a targeted item receive a save to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. Trying to pick up a greased item requires a save.

The caster can end the effect with a single utterance; otherwise, it lasts for one minute per level.

HOLD PORTAL	Alteration

Range: Close
Duration: 1 min./level
Area of Effect: One portal up to
 20 sq. ft./level

Component: V
Casting Time: +1
Saving Throw: None

This spell magically holds shut a door, gate, window, shutter or valve of wood, metal, or stone. The spell holds the portal shut as if it were securely closed and locked. The magic can be dispelled by a *knock* spell, *dispel magic* or by the effort of an extraplanar creature with at least 4 HD. Held portals can be broken down with a Strength check one TC higher than what is normally required.

HYPNOTISM	Enchantment/Charm

Range: Close
Duration: 1 rd. + 1 rd./level
Area of Effect: 30 ft. cube

Components: V, S
Casting Time: +1
Saving Throw: Will negates

The gestures of the caster, along with his droning incantations, fascinate 1d6 nearby creatures and make them more apt to find his subsequent suggestions reasonable. After the spell is cast, the caster makes a reasonable request, which must also be in the native language of those hypnotized. If the targets are in combat with the caster or his allies, or in an otherwise hostile mood, they receive a +2 save bonus. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

IDENTIFY	Divination

Range: Personal
Duration: 1 rd./level
Area of Effect: N/A

Components: V, S, M
Casting Time: Special
Saving Throw: None

The caster can identify the properties of any magical items touched after the spell is cast, as well as determine the method(s) of activation. How much information the spell reveals (such as the number of remaining charges or attack bonus) is at the discretion of the GM. The magical items must first be prepared, a ritual taking at least 8 hours, where the caster attempts to remove any substances that could disrupt the spell. A magical salve costing 100 gp per cleansed item is required.

This is not a foolproof process – disruptions do occur. The caster performs a level check against an Exceptional (TC 20) task and any natural 1 result is a failure regardless of level. Items improperly identified contain disrupting magic and the caster must further study the object and wait until he gains a level of experience to attempt another identification.

This is also a very demanding spell to cast. Attempting to separate magical auras into small pieces of information saps the caster's vitality. He loses 8 points of Constitution that are not regained until a full night's rest.

JUMP	Alteration

Range: Touch
Duration: 2 min. + 1 min./level
Area of Effect: Subject touched
Components: V, S
Casting Time: +1
Saving Throw: None

The subject can, once per round, jump a great distance straight upward or forward. Leaps can be up to 30 feet, but those having a proficiency in any skill related to jumping can leap 60 feet.

LIGHT	Evocation

Range: Medium
Duration: 10 min./level
Area of Effect: 20-ft. radius burst
Components: V
Casting Time: +1
Saving Throw: None

This spell creates a light equal to that of torchlight in a 20-ft. radius; the area immediately beyond this light is awash in shadowy illumination. The caster chooses a solid point he can clearly see (such as a rock) to serve as the center of the spell's area of effect.

If cast on a moveable object, the spell will travel with the object if moved. If cast on a creature, it will also move with the creature, but the targeted creature can easily cover the light. This spell originates at the top point of any object or creature.

Light taken into an area of magical darkness does not function and if cast to emanate from within such an area, the light prevails.

MAGIC MISSILE	Evocation

Range: Long
Duration: Instantaneous
Area of Effect: Up to 5 targets
Components: V, S
Casting Time: +1
Saving Throw: None

The caster shoots forth a missile (or missiles) of magical energy that sail toward its target(s) and unerringly strike. Targets must be clearly visible, so concealment still subjects the target to the spell, but near full concealment may not. Each missile deals 1d4+1 point of damage.

For every two caster levels beyond 1st, the caster gains an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. The caster may shoot multiple missiles at one target or split them up however he wants at several targets.

MAGICAL AURA	Illusion/Phantasm

Range: Touch
Duration: 1 day/level
Area of Effect: Special
Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster alters an item's aura so that it registers to magical detection as though it were either nonmagical or of a different magical school. This effectively masks the item's true magical identity.

If the object bearing this spell's protection is targeted by an *identify* spell, the caster attempting to identify only factors half his level for the check. A failed roll is undetected; the caster believes the ruse and no amount of additional testing or casting reveals the origin school of its true magic.

If the targeted item's own aura is exceptionally powerful (an artifact, for instance), magical aura doesn't work.

MANIPULATE FLAMES	Alteration

Range: Close
Duration: 2 rds./level
Area of Effect: 10-ft. radius
Components: V, S
Casting Time: +1
Saving Throw: None

This spell enables the caster to manipulate all nonmagical flames in a 10-ft. radius to decrease in size and brightness to virtually nothing or to increase in size and brightness to a point of blazing glory. The spell also allows the caster to remove any smoke that may emit from burning flames by manipulating the flames to feed from arcane energy and not oxygen. All flames still extinguish upon the depletion of their fuel and they still can damage and burn.

An alternate application of this spell is to quickly extinguish all flames in the area, which is an instantaneous effect.

MENDING	Alteration

Range: Medium
Duration: Permanent
Area of Effect: 1 object
Components: V, S
Casting Time: +1
Saving Throw: None

This spell repairs small breaks or tears in objects (but not warps caused by spells such as warp wood). It will weld metallic items such as a ring, chain link, medallion, or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by this spell. Repaired magical items do not retain their magical qualities, though.

The targeted object cannot have more than 1 cubic foot per caster level in volume.

MESSAGE — Alteration

Range: Close
Duration: 5 rds./level
Area of Effect: Special

Components: V, S, M
Casting Time: +1
Saving Throw: None

The caster can whisper messages and receive replies with little chance of being overheard. The caster covertly points his finger at each creature he wants to communicate with and up to 1 subject per caster level can be allowed to hear the message. When the whisper is uttered, the message travels and is audible to all targeted creatures. Targeted recipients can communicate back to the caster by whispers heard only by the caster. The caster need not remain within range to hear the replies.

The caster need only see a part of the targeted recipient(s). The message can move around barriers to reach its destination.

MOUNT — Conjuration/Summoning

Range: Close
Duration: 2 hrs. + 1 hr./level
Area of Effect: N/A

Components: V, S
Casting Time: 10 rounds
Saving Throw: None

The caster conjures a mount to serve willingly and well for the duration of the spell. The actual type of mount depends on the caster's level. Casters less than 12th level may only summon a light horse, donkey, mule or camel. At 12th level, the caster can summon an elephant and a 15th level caster can summon a griffon or giant eagle.

The mount comes equipped with a bit and bridle and saddle. At the expiration of the spell, the mount simply vanishes, so a caster riding an aerial mount would do well to land first.

MINOR CANTRIP — All Schools

Range: Immediate
Duration: Concentration
Area of Effect: Special

Components: V, S
Casting Time: +1
Saving Throw: None

Minor cantrip is a spell that creates a minor magical effect that can be used to entertain, help with household chores or cure a nuisance like soaked clothes. This spell cannot create potent magic and can never produce a damaging effect. While the utility of this spell is limitless, common applications include drying wet clothes, keeping food fresh longer, cleaning a spill and causing small flashes of sparkling light.

OBSCURING FOG — Evocation

Range: Medium
Duration: 1 min/level
Area of Effect: See below

Components: V, S
Casting Time: +1
Saving Throw: None

The caster creates a wall of vaporous and misty fog that obscures all sight, including enhanced vision, beyond 2 to 5 feet, creating 90% obscurement. The duration of this spell can be cut in half by winds, and may even end by extremely powerful winds. The spell creates a wall of this obscuring mist that is 20 feet tall, 20 feet deep and 10 feet/level long.

PHANTASMAL IMAGE — Illusion/Phantasm

Range: Long
Duration: Concentration (Special)
Area of Effect: 400 sq. ft. +
 100 sq. ft./level

Components: V, S
Casting Time: +1
Saving Throw: Special

This spell creates the visual illusion of any object, creature or force, as visualized by the caster; however, this spell cannot create sound, smell, texture or temperature. The illusion is completely controlled by the caster, who can force it to move in any way, within the limits of the spell's area of effect. (While the illusion can spring from any point within range, it cannot move beyond the area of effect, which is centered on the point of origin.) The illusion persists until the caster stops concentrating on maintaining it, or until the illusion is struck by someone and the caster fails to make the illusion react appropriately. Those that attempt to disbelieve the illusion receive a Will saving throw (at +4).

PROTECTION FROM EVIL — Abjuration

REVERSIBLE

Range: Touch
Duration: 2 min./level
Area of Effect: Subject touched

Components: V, S
Casting Time: +1
Saving Throw: None

This spell creates a 1-ft. thick magical barrier around the subject that moves with the subject. The barrier has three major effects:

First, all attacks against the subject made by evil creatures suffer a -2 penalty to the attack roll and the subject receives a +2 bonus on any saving throws made against evil creatures.

Second, the barrier blocks any attempt to possess the warded subject (by a *magic jar*, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected subject, but it suppresses the effect for the duration of the protection from evil spell. If the protection from evil spell ends before the effect granting mental control, the would-be controller is then able to mentally command the subject. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures, such as an imp for example. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil. Good-aligned summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the subject.

This spell can be reversed (*protection from good*) to protect from good creatures and good-aligned effects, in which case the second and third benefits remain the same.

READ MAGIC — All Schools

Range: Personal
Duration: 2 min./level
Area of Effect: Special
Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster is able to decipher magical inscriptions (other than those scribed by his own hand) on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he is thereafter able to read that particular writing without recourse to the use of read magic. The caster can read one page or its equivalent, which is 250 words, per minute.

SHOCKING GRASP — Evocation

Range: Touch
Duration: Instantaneous
Area of Effect: Subject touched
Components: V, S
Casting Time: +1
Saving Throw: None

The caster's touch becomes an electrically-charged weapon that delivers 1d8+1 points of damage per level (maximum 5d8+5).

SLEEP — Enchantment/Charm

Range: Medium
Duration: 5 min./level
Area of Effect: Special
Components: V, S
Casting Time: +1
Saving Throw: See below

This spell forces 2d4 HD worth of living creatures to slumber; no two creatures can be more than 30 feet apart. Creatures with the fewest HD are affected first.

Targets having 1 or fewer HD do not receive a Will save and are rendered unconscious. Targets with 2 to 3 HD receive a saving throw and success indicates the targets are dazed instead for 1d2 rounds, wherein they suffer a -2 penalty on AC, saves, and attack rolls. Targets with 4 or more HD receive a saving throw to negate the effect of this spell. A failed save dazes such targets for 1 round.

Slapping or wounding affected creatures rouses them (after one round) but noise does not.

SPIDER CLIMB — Alteration

Range: Touch
Duration: 10 min./level
Area of Effect: Subject touched
Components: V, S
Casting Time: +1
Saving Throw: None

The recipient can climb and travel upon vertical surfaces and ceilings as well as a spider can. The subject can move his full movement speed, but must use both hands and feet during any movement on walls or ceilings.

SUMMON FAMILIAR — Conjuration/Summoning

Range: Long
Duration: Special
Area of Effect: N/A
Components: V, S, M
Casting Time: 24 hours
Saving Throw: None

Through this ritual spell, the caster summons a familiar to serve as a magical companion. Doing so takes 24 hours of casting and uses up magical materials that cost 1,000 gp. A familiar is a magical beast that resembles a small animal, but one with a heightened intellect and fortitude. Familiars are small creatures (see the GM's chart below). The caster may only retain one familiar at a time and, in the event the spell ritual is unsuccessful or the familiar later dies, the caster can only attempt this ritual once per year.

If the spell is successful (which is determined by a roll performed by the GM) a familiar appears. Familiars have an Intelligence score of 8, although they cannot speak normally, They also have an additional amount of hit points equal to 4 plus 1 hit point per caster level, and an Armor Class of 13 plus 1 per two caster levels (maximum 20).

The caster links empathically to the familiar and can maintain a mental connection up to 1 mile away. The caster immediately receives heighteened senses from his familiar, which grants the caster a +1 bonus to Wisdom checks to avoid being surprised. In addition to this heightened sense of awareness, the caster also receive a second boon depending on the type of animal received.

The caster may send commands via the empathic link. Commands must be basic and responses generally include a host of animalistic reactions to the familiar's current situation. Although the familiar is much more intelligent than almost all of its kind, it is still an animal and communication is limited.

When within 60 feet of its master, the familiar shares its master's saving throws and suffers half damage from any failed save.

The familiar loses 1 hit point each day it is separated by more than 1 mile from its master. If the familiar dies, the master must Constitution-based shock survival check. Failure permanently removes 1d4 points of the master's Constitution that cannot be regained by any means short of *wish*.

The GM's rolls on the chart that follows to determine the type of familiar that arrives and the type of heightened sense gifted to the caster.

% Roll	Familiar*	Sensory Gift to Caster
01-24	None	None
25-50	Cat	Enhanced night vision & hearing
51-60	Crow	Enhanced short to medium ranged vision
61-70	Hawk	Enhanced distance vision
71-80	Owl	Night vision equal to elf, enhanced hearing
81-90	Toad	Enhanced angle vision (add'l +1 surprise rolls)
91-00	Weasel	Enhanced hearing & an extremely sharp nose

* The GM can substitute other small animals suitable to the area and provide new sensory gifts.

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THERMOC'S REFLECTIVE DISC   Abjuration

Range: Personal
Duration: 1 min./level
Area of Effect: Special

Components: V, S
Casting Time: +1
Saving Throw: None

This spell creates a 3-ft. diameter disc that hovers in front of the caster's face. This disc remains invisible for the duration until a magical or supernatural gaze attack targets the caster. At that point, the disc transforms into a reflective mirror that returns the creature's gaze, causing the creature to make a saving throw versus its own gaze.

There is a difference between active gaze attacks, against which this spell protects, and effects the caster could suffer if the caster gazes upon the creature, a situation that this spell does not protect against.

THERMOC'S SHIELD   Abjuration

Range: Personal
Duration: 5 min./level
Area of Effect: Special

Components: V, S
Casting Time: +1
Saving Throw: None

This spell creates an invisible barrier the size of a tower shield that comes into being in front of the caster. The shield negates magic missile attacks. The shield also provides +4 AC bonus.

UNHINGE   Enchantment/Charm

Range: Medium
Duration: 1 min.
Area of Effect: 1 creature

Components: V, S
Casting Time: +1
Saving Throw: Will negates

This spell causes its target to hear a series of insults that forces the target to lose all composure and rush into a rage. The caster can make the target believe the insults originate from any other person in range. The target charges with either held melee weapons or his bare hands, and does so at the expense of other actions.

If the targeted subject of this spell cannot safely reach the person he believes to be issuing the insults, the spell may fail. This depends on how unsafe the charge would be.

UNSEEN SERVANT   Conjuration/Summoning

Range: Close
Duration: 1 hr. + 10 min./level
Area of Effect: 30-ft. radius

Components: V, S
Casting Time: +1
Saving Throw: None

An unseen servant is an invisible, mindless, and shapeless force, used to run and fetch, open unstuck doors, and hold chairs, as well as clean and mend. It can perform only one activity at a time and, since it is very weak, can carry only things weighing less than 20 pounds or move things along a smooth surface weighing less than 40 pounds. The servant is made of force and cannot fight in any way, nor can it be destroyed by normal combat. It can be magically dispelled and it vanishes after taking 6 points of damage from an area effect, all of which the servant receives no save against. The spell also ends immediately if the caster attempts to send it beyond the spell's range.

VENTRILOQUISM   Illusion/Phantasm

Range: Close
Duration: 5 mins + 1 min./level
Area of Effect: 1 creature or object

Components: V
Casting Time: +1
Saving Throw: Negates

The caster can make any sound he can utter, including his voice or the voice of another, seem to originate from another person or object in range. With respect to such voices and sounds, anyone who attempts to disbelieve receives a Will save (albeit at -2); however, if the subject is attempting to disbelieve multiple illusions at the same time, he may suffer a greater penalty to uncover the true source of this spell.

LEVEL 2 ARCANE SPELLS

AIR POCKET   Alteration

Range: Immediate
Duration: 10 min./level
Area of Effect 10 ft. radius globe

Components: S
Casting Time: +2
Saving Throw: None

The caster morphs surrounding air into an invisible pocket filled with fresh air that can either be fixed to a specific point in range or applied to a creature, in which case the air pocket moves with the target. All those in the air pocket can breathe freely, even underwater, and are not subject to any harmful gases or air-borne toxins. If the pocket is brought underwater, it pops if brought below a depth of 30 feet. A sharp object can also pop the air pocket from either side, provided the invisible envelope is struck, which can either happen accidentally or with intent by a person who can see invisible or obscured objects.

ACID ARROW   Conjuration

Range: Long
Duration: Special
Area of Effect: 1 target

Components: V, S
Casting Time: +2
Saving Throw: None

The caster's hand shoots forth a magical arrow of acid at a target in range. The caster must roll an attack but uses a Base to Hit equal to +1 per caster level and the roll assumes proficiency and does not factor normal range penalties. A successful shot inflicts 2d4 points of acid damage (which perhaps requires a saving throw for items on the target that suffer the acid damage). For every three levels, the acid, unless somehow neutralized, lasts for an additional round, dealing another 2d4 points of damage. At 6th level, for example, the acid lasts for three rounds total.

ALTER SELF   Alteration

Range: Personal
Duration: 3d4 min. + 2 min./level
Area of Effect: N/A

Components: V, S
Casting Time: +2
Saving Throw: None

The caster alters his appearance and form, but remains generally humanoid. He may appear one size smaller or larger than his normal size and may transform himself to take on the physical nature of the mir-

rored form; for example, if his chosen form is a bipedal creature with wings, the caster has working wings.

The caster does not gain any enhanced combat advantages of the new form, only its physical composition. The caster retains his AC, attack and damage stats, and his saving throws.

The caster's held or worn gear and equipment also transform in any way to accommodate the new form. Both the caster and his altered equipment revert back to normal upon the duration of this spell, or at the death of the caster, whichever occurs first.

ANIMATE ROPE	Enchantment

Range: Close	Components: V, S
Duration: 1 min./level	Casting Time: +2
Area of Effect: 50 ft. + 5 ft./level	Saving Throw: None

The caster animates and commands a nonliving ropelike object. The ropelike object cannot be more than 1 inch diameter and 50 feet plus 5 feet per level in length. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). The caster can give one command each round.

The rope can only enwrap a creature or an object within 1 foot of it--it does not snake outward--so it must be thrown or hurled near the intended target. The rope does not inflict damage, but it can be used as a trip line or to cause a single opponent (who fails a save) to fall.

Note that the rope itself, and any knots tied in it, are not magical and that a typical hemp rope has AC 14 and take 2-4 points of slashing damage before tearing.

ARCANE LOCK	Alteration

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: +2
Area of Effect: Object 30 sq. ft./level	Saving Throw: None

The caster uses this spell to magically lock a door, chest, or portal. The caster can freely open his own arcane locks and can give others a special password set at casting. *Dispel magic* or *knock* also breaches the arcane lock, but only for 10 minutes. Unlike *hold portal*, extraplanar creatures have no power over these locks.

BLUR	Illusion/Phantasm

Range: Personal	Components: V, S
Duration: 2 min. + 1 min./level	Casting Time: +2
Area of Effect: N/A	Saving Throw: None

The caster's outline blurs, shifts, and wavers, giving him a +4 AC bonus to all attacks and a +1 bonus to saves specifically targeting the caster. A *detect invisibility* spell does not counter this spell, but effects at least equivalent to *true seeing* do.

CAUSE BLINDNESS	Alteration

Range: Medium	Component: V
Duration: Special	Casting Time: +2
Area of Effect: 1 targeted creature	Saving Throw: Fort negates

The caster causes the targeted creature to become blind, able only to see various hues of gray and streaks of muted light. This is permanent and can only be removed by the caster or by being dispelled.

When blinded, one suffers a –4 on all rolls and AC.

CAUSE DEAFNESS	Alteration

Range: Medium	Component: V
Duration: Permanent	Casting Time: +2
Area of Effect: 1 targeted creature	Saving Throw: Fort negates

The caster causes the targeted creature to become deaf. Deafened creatures suffer a –2 on all rolls and deafened casters must succeed on a Superior (TC 15) Intelligence check to cast a spell with a verbal component. A failed check removes the spell slot.

The effect of this spell is permanent unless dispelled.

CONTINUAL LIGHT	Alteration

Range: Medium	Components: V, S, M
Duration: Permanent	Casting Time: +2
Area of Effect: 60-ft. radius	Saving Throw: None

This spell creates a larger and perpetual version of the *light* spell. It lasts until dispelled or countered by a spell able to do so. All other rules applying to *light* apply to continual light as well.

Continual light taken into an area of magical darkness does not function and if cast to emanate from within an area currently in magical darkness, the light will subdue the darkness.

Material components: This spell requires a special diamond dust costing 50 gold pieces.

DARKNESS	Alteration

Range: Medium	Components: V, S
Duration: 10 min. + 1 min./level	Casting Time: +2
Area of Effect: 15-ft. radius burst	Saving Throw: None

This spell causes the area to be filled with pitch darkness. All sight is negated, including enhanced vision that would normally allow one to see in the dark. Mundane light is useless and so too is any magical light effect of lower level. Magical light of equal power subdues the darkness if brought into being inside an existing burst of darkness. Higher level light spells and effects simply snuff it out.

DETECT EVIL
Divination

REVERSIBLE

Range: Personal
Duration: 5 min./level (Concentration)
Area of Effect: 180 ft. cone from caster
Components: V, S
Casting Time: +2
Saving Throw: None

The caster senses evil emanations. These emanations can originate from evil creatures, evil items, and areas tainted by desecration or the recent presence of a powerful, malevolent being. The power level of the evil emanation determines the power of the aura detected (dim, faint, moderate, strong, or overwhelming).

The duration listed above is the maximum amount of time the caster can continue to concentrate on the spell. The spell ends when the caster stops concentrating.

The reverse of this spell detects good emanations.

DETECT THOUGHTS
Divination

Range: Personal
Duration: 1 min./level
Area of Effect: 30 ft. cone from caster
Components: V, S
Casting Time: +2
Saving Throw: Will negates

The caster gains ESP and can detect the surface thoughts of any creatures in range. He must focus on one creature per round and can dig deeper into the target's thoughts if the caster spends more time concentrating on that target. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

As a mind-affecting spell, the target's Wisdom bonus applies, but the GM is also free to adjust this bonus, up or down, based on what the caster is attempting to discern.

ENHANCE
Alteration

Range: Touch
Duration: 1 hr./level
Area of Effect: Person touched
Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster increases one attribute of the subject by 4 points. The maximum attribute score that can be attained by this spell is 20. Each score above 18 requires 2 points to attain.

FLAMING SPHERE
Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: 6-ft. diameter sphere
Components: V, S
Casting Time: +2
Saving Throw: Reflex half

A burning globe of fire appears and rolls anywhere in range upon the commands of the caster. The sphere moves 30 feet per round and can jump up to 30 feet to strike something. The sphere easily rolls over any barrier 4 feet or shorter. Creatures struck by the sphere must save

or take 2d6 points of fire damage, and merely being within 5 feet of the burning globe requires a save to half 1d6 points of fire damage. Saving throws are only allowed for creatures able to dodge away from the ball.

The sphere is comprised of normal fire and it burns flammable materials and can be extinguished by the same means as any normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push unwilling creatures aside or batter down large obstacles.

The sphere winks out if commanded to move beyond close range.

FOG CLOUD
Evocation

Range: Medium
Duration: 5 min. + 1 min./level
Area of Effect: 40-foot diameter globe
Components: V, S
Casting Time: +2
Saving Throw: None

The caster creates a billowing fog cloud that obscures all sight, including enhanced vision, beyond 2 to 5 feet. A strong breeze disperses the fog in 1 minute; while a strong wind immediately ends the spell. The spell does not function underwater.

GOLDEN GLIMMER
Illusion/Phantasm

Range: Touch.
Duration: 1 hr./level
Area of Effect: N/A
Components: V, S
Casting Time: 1 full round
Saving Throw: Will negates

The caster touches an object or collection of objects weighing no more than 1 pound and temporarily causes the object(s) to appear to be made of pure gold. Any intelligent creature coming into contact with the object(s) has a chance to save. A successful save reveals the illusion.

If cast upon a series of coins to appear as if they were gold coins, a maximum of 50 coins can benefit from this spell.

FRIGHTENING AURA
Enchantment/Charm

Range: Personal
Duration: 1rd. + 1 rd./level
Area of Effect: 25-foot radius from caster
Components: V, S
Casting Time: +2
Saving Throw: Special

This spell causes creatures in the area of effect with less than 6 HD to become overwhelmed with fear toward the caster and act as if they were under the effects of the *frighten* spell. They attempt first to flee as far away as possible and, if trapped or cornered and forced to fight, suffer a –2 on all rolls.

Most creatures do not receive a saving throw; however, any creature with elven blood or those that possess the ability to cast divine spells do receive a Will save. Any non-living creature or one with less than Intelligence 2 is unaffected.

GLITTERDUST — Conjuration

Range: Medium	Components: V, S
Duration: 1d4 rd. + 1 rd./level	Casting Time: +2
Area of Effect: 10 ft. radius	Saving Throw: Will negates

This spell conjures a cloud of golden particles that covers everything in the area of effect. Those in the area must save or become blinded (-4 penalties to attack rolls, saving throws, and Armor Class) and be visibly outlined by the glitterdust for the duration of the spell.

HIDEOUS LAUGHTER — Enchantment/Charm

Range: Close	Components: V, S, M
Duration: 1 rd./level	Casting Time: +2
Area of Effect: 1 creature per 3 levels	Saving Throw: Will negates

This spell causes the targeted creature(s) to drop to the floor and laugh uncontrollably. The laughter only lasts one round, but it is so severe, exhaustion follows for the remainder of the spell. This exhaustion imposes a -1 penalty to all combat rolls and AC.

Creatures with Intelligence scores of 4 or less are totally unaffected by this spell. Creatures with Intelligence scores of 5-9 save with a -4 penalty and those with higher Intelligence scores receive a normal save.

HYPNOTIC PATTERN — Illusion/Phantasm

Range: Medium	Components: S
Duration: Special	Casting Time: +2
Area of Effect: 30-ft. cube	Saving Throw: Will negates

The caster creates a twisting pattern of subtle colors in the air that causes any creature in the area of effect to save or become fascinated by the colors, thereby stopping to gaze on them intently. The total number of HD affected by this spell is 2d12. These subjects will remain fixed on the colors until the caster stops concentrating on the spell or they are damaged in any way.

ILLUSORY TRAP — Illusion/Phantasm

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 1 full round
Area of Effect: Object touched	Saving Throw: None

This spell creates the illusion that a small object, such as a lock or jewelry box, is trapped. It can be detected, but cannot be disarmed since it does not exist. The trap is only intended to dissuade those that would attempt to either steal the item or gain entry into an area.

This spell requires wink dust, a magical component made of brownie or pixie hair. If not procured in the wild, it generally costs 200 gp for the requisite amount to cast this spell once.

IMPROVED PHANTASMAL IMAGE — Illusion/Phantasm

Range: Medium	Components: V, S
Duration: Concentration + 2 rounds	Casting Time: +2
Area of Effect: 400 sq. ft. + 100 sq. ft./level	Saving Throw: Special

This spell functions almost exactly like the 1st-level *phantasmal image* spell, except that minor sounds can emanate from the image, but not speech. Also, the improved phantasmal image continues its duration for two rounds after the caster stops concentrating on it.

INVISIBILITY — Illusion/Phantasm

Range: Touch	Components: V, S
Duration: 1 day (Special)	Casting Time: +2
Area of Effect: Personal or creature	Saving Throw: Special

The caster causes himself or a touched object or creature to become invisible and vanish from all non-magical sight. The subject's gear becomes invisible too; however, anything later dropped becomes visible. If the subject picks something up, it is not invisible until stored away. The spell does not magically silence the subject.

The spell expires after 1 full day, unless the subject attacks someone. For purposes of this spell, an attack is a purposeful attempt to adversely affect a living or animate target with anything, even a spell.

Invisibility is similar to other illusions in that a Will saving throw is allowed if the illusion is interacted with. This normally means that the invisible creature was heard or left an obvious trail or mark.

KNOCK — Alteration

REVERSIBLE

Range: Medium	Components: V
Duration: Special	Casting Time: +1
Area of Effect: Target 10 sq. ft./level	Saving Throw: None

The knock spell opens stuck, barred, locked, held, or magically locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains, if they are used to keep something shut. If used to open a magically locked door, the spell does not remove the former spell that keeps it locked, but simply suspends its functioning for 10 minutes. In all other cases, the effects of this spell are permanent. It does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. It also does not prevent later attempts to lock the object by mundane or magical means. Each casting of this spell can undo up to two means of preventing egress.

The reverse of this spell magically locks a targeted object.

LEVITATE — Alteration

Range: Close
Duration: 10 min./level
Area of Effect: 1 creature or object

Components: V, S
Casting Time: +2
Saving Throw: Fort negates

This spell allows the caster to move himself or another creature or object in range up and down as he wishes. The object or creature cannot weigh more than 100 pounds per caster level.

The caster cannot move the subject horizontally, but the recipient could scale along a wall or cliff if possible. Movement is restricted to 20 feet per round. If the subject is unwilling, or the object is held by someone, the subject receives a save.

A levitating creature finds it difficult to attack with melee or ranged weapons; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A round spent stabilizing and preparing for an attack allows the creature to begin again at -1.

LOCATE OBJECT — Divination

REVERSIBLE

Range: Personal
Duration: 1 min./level
Area of Effect: 100 ft../level

Components: V, S
Casting Time: +2
Saving Throw: None

The caster can sense the direction of a known or familiar object. As the spell's duration progresses, the caster moves and attempts to follow the spell, as it guides the caster to the object. A simple or nonspecific object, such as a key or ladder, can be found by simply visualizing it. To locate more specific or unique objects, the caster must be very familiar with the object either by having touched it or learned its specific history with impeccable precision. Note that creatures cannot be found with this spell.

The spell is blocked by a thin sheet of lead.

The reverse of this spell obscures the object from locate object and other magical means of divination for 8 hours.

MAGIC MOUTH — Alteration

Range: Close
Duration: Special
Area of Effect: 1 object or creature

Components: V, S
Casting Time: +2
Saving Throw: None

The caster imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message when a specified event occurs. The message, which must be twenty-five words or less, can be in any language known by the caster, and can be delivered over a period of 10 minutes. The mouth cannot cast spells or use command words to activate items. It does, however, move to the words articulated, so if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, the magic mouth can be placed on any object, excluding intelligent animals or sentient vegetables.

The spell functions when specific conditions are fulfilled, according to the command set at the time of casting. Commands can be very general or highly specific. Some examples of very general commands are to speak "to the first creature that walks by," or "to the first creature with two legs." An example of a specific command is to speak "to the first beautiful elven female wearing elven chain and accompanied by a blind and elderly human mage". A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb. Only visual and audible triggers can be set and the spell can be duped by illusions or disguises

Command range is 15 ft. per level of the caster, so a 6th-level caster can command the magic mouth to trigger and speak from a distance of 90 feet.

MIRROR IMAGE — Illusion/Phantasm

Range: Personal
Duration: 1 min./level
Area of Effect: Special

Components: V, S
Casting Time: +2
Saving Throw: None

Two to eight illusory duplicates of the caster come into being around him and perfectly mimic the moves and sounds made by the caster. Onlookers cannot discern which of the images is the real caster; each image must be struck to disappear. Every time an image disappears, or the actual caster is struck, the other images shuffle around and then continue to behave like the caster. The caster can also cause all the images to converge on him and then spread out when the caster moves, thereby making it impossible to track the caster's true location.

1d4 images plus 1 image for every three caster levels appear, to a maximum of eight images, when this spell is cast. Each image must remain within 5 feet of another image (or the caster).

MISDIRECTION — Illusion/Phantasm

Range: Close
Duration: 8 hrs.
Area of Effect: 1 creature/object

Components: V, S
Casting Time: +2
Saving Throw: Will negates

By means of this spell, the caster misdirects the information from a detection spell (*detect evil*, *detect invisibility*, and the like). The targeted recipient of this spell detects as if he, she or it were a) in a different place, b) an entirely different creature or object, provided there is a substitute in range, or c) composed of the opposite aura of alignment; whichever is most applicable. The caster or activator of the detection or divination spell or effect rolls the save. Success indicates the misdirection fails.

Note that this spell does not affect other types of divination (*augury*, *detect thoughts*, *clairvoyance*, etc.).

POCKET OF HOLDING — Alteration

Range: Touch
Duration: 1 hr./level
Area of Effect: Pouch or pocket

Components: V, S
Casting Time: 10 min.
Saving Throw: None

The caster touches one pouch or pocket and transforms it into a small extradimensional storage space. The space holds up to 100 pounds, but weighs nothing to whoever bears it. The pouch or pocket looks empty to others.

There are no space limitations in the pocket or pouch; however, the items placed inside must fit in the opening of the pouch or pocket.

If dispelled or expired, the extradimensional space spits out its contents.

PYROTECHNICS — Alteration

Range: Long
Duration: Special
Area of Effect: 1 fire up to 20 ft. cube

Components: V, S
Casting Time: +2
Saving Throw: See below

The caster chooses to turn an existing fire source into either a flashing burst of fireworks or a thick choking cloud of smoke.

Fireworks: This option causes the fire to erupt in a series of blinding firework flashes. Any creature within 120 feet with line of sight to the fireworks receive a Reflex save or become blinded for 1d4+1 rounds. Blinded subjects suffer a –4 on all rolls and AC.

Smoke: A thick, writhing stream of smoke billows forth from the fire and forms a choking cloud taking up a space 100 times greater in size than that of the fire. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even enhanced vision, is nullified. All within the cloud receive a Fortitude save or be partially blinded (-2 penalties to all rolls and AC). These effects last for 1d4+1 rounds after the cloud dissipates or after the subject leaves the area.

The spell may extinguish the fire source or damage a fire creature if used as a source. If the source is a 20-foot cube, the fire is extinguished; if much larger, it may be only diminished. Magical fires are never extinguished, but take 1 round to regain their former glory. Fire creatures receive a save to thwart the spell. Failure exposes the creature to 1 point of damage per caster level after the spell is complete.

RANDOM ACTION — Enchantment/Charm

Range: Close
Duration: 2 rounds
Area of Effect: 20 ft. radius

Components: V, S
Casting Time: +2
Saving Throw: Will negates

The caster forces 1d4 creatures in the area of effect to perform two full round's worth of random actions. These actions are never combative and cannot benefit either the subject or the subject's allies. Actions taken are purely random and always out of place, such as breaking out in song or dance, or breaking out a bag of dice to play bones. During the spell's duration, if any subjects feel threatened or suffer the effects of any mundane or magical attack, the spell immediately breaks. If threatened, subjects will protect themselves and so they retain their full AC.

RAY OF ENFEEBLEMENT — Necromancy

Range: Close
Duration: 1 min./level
Area of Effect: 1 creature

Components: V, S
Casting Time: +2
Saving Throw: Negates

A ray shoots forth from the caster's hand and strikes a target in range, weakening the target and reducing the target's Strength to 4, at which point the target suffers a –2 to all attack rolls and –1 on all damage. There may also be encumbrance issues, as well, which could impose additional penalties (see the *Combat* chapter for more.)

READ AURA — Divination

REVERSIBLE

Range: Close
Duration: Instantaneous (Special)
Area of Effect: N/A.

Components: V, S
Casting Time: +2
Saving Throw: Will negates

This spell allows the caster to see and read the aura of a creature or object. An aura not only reveals whether the creature or object is good, neutral or evil, but it also reveals lawful and chaotic emanations. Certain magical items and spells can thwart this spell.

The reverse of this spell is one such way to keep an alignment secret, but this lasts only for 1 hour.

ROPE TRICK — Alteration

Range: Touch
Duration: 1 hour/level
Area of Effect: Special

Components: V, S
Casting Time: +2
Saving Throw: None

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. The caster and up to seven others (a total of eight creatures) can climb up the rope and enter this extradimensional space, which is hidden from view to all those not in the space. The rope can be pulled up into the space and disappear. If the rope is visible, it can be pulled out of the extradimensional space.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if there were a 3-foot by 5-foot window centered on the rope. Those in the space are dropped out when the spell ends. The rope can be climbed by only one person at a time. Note that the spell also allows a climber to reach a normal, elevated height if they do not climb all the way to the extradimensional space.

There is a serious danger in creating or taking an extradimensional space into an existing extradimensional space.

SEE INVISIBILITY — Divination

Range: Personal
Duration: 10 min./level
Area of Effect: 30-ft. cone
Components: V, S
Casting Time: +2
Saving Throw: None

The caster sees any objects or beings that are hidden by magic, invisible or ethereal in close visual range (see the area of effect). The spell does not reveal the method used to obtain invisibility or etherealness, nor does it reveal illusions or enable you to see through opaque objects.

SHATTER — Alteration

Range: Medium
Duration: Instantaneous
Area of Effect: 5-ft. radius
Components: V, S
Casting Time: +2
Saving Throw: See below

A loud noise rings throughout the area and affects nonmagical objects of crystal, glass, ceramic, or porcelain, each weighing no more than 1 pound per caster level. All such objects in the area of effect that fail an appropriate save smash into dozens of pieces. Alternatively, the spell can target a single item or crystalline creature of up to 10 pounds per caster level. Crystalline creatures suffer 1d6 points of damage per caster level but can save for half damage.

The GM determines whether an object is strong or weak to sonic damage. (See the rules in the *Equipment* chapter on Item Saving Throws for more).

SPECTRAL HAND — Necromancy

Range: Medium
Duration: 1 min./level
Area of Effect: 1 target
Components: V, S
Casting Time: +2
Saving Throw: None

This spell creates a ghostly, glowing hand, shaped from the caster's life force, that the caster can freely move. Any touch attack spell of 4th level or lower that is cast by him during this spell's duration can be delivered by the spectral hand at +2 bonus to the caster's normal melee attack roll.

While controlling the hand, the caster should not perform any other actions. If another action is taken, the hand immediately returns to the caster and hovers nearby.

When engaged in melee, the hand receives flank and rear attack bonuses. The hand uses the caster's saving throws, has an Armor Class of 18 and has 1d4 hit points. If destroyed, the amount of hit points it had is the exact amount of hit point damage suffered by the caster.

STINKING CLOUD — Conjuration

Range: Medium
Duration: 1 rd./level
Area of Effect: 20-ft. radius globe
Components: V, S
Casting Time: +2
Saving Throw: Fort negates

The caster conjures a bank of nauseating vapors that billows forth from a point designated in range. Creatures caught in the cloud must save or be struck by nausea, (-2 AC and d20 rolls) which lasts until 1d4+1 rounds after the creature leaves the cloud. A creature that saves must still roll a new save every round it remains in the cloud thereafter.

A strong breeze lessens the duration to 1 round, while a strong wind immediately disperses it.

SUMMON SWARM — Conjuration/Summoning

Range: Medium
Duration: Special
Area of Effect: 10-ft.
Components: V, S
Casting Time: +2
Saving Throw: Ref negates

The caster summons a swarm of small animals or insects to attack any creatures in a 10-ft. area. The swarm is composed of real animals or insects, but, as a whole, the swarm is powered by magic, so it can be dispelled. Those in the area of effect that fail their save attract at least a portion of the swarm and must spend their rounds fending off the swarm, in which case they suffer only 1 point of damage. If not paying attention to the swarm and pursuing other actions, each round these subjects suffer 1d6 points of damage plus 1 point of damage per 2 caster levels.

As a whole, the swarm has 2 hit points per caster level. It only takes damage as a whole and only takes damage from fire and certain area effects that would sensibly affect the swarm, such as a blast of fire or gust of wind. Normal weapons do not harm the swarm.

Upon casting, the GM determines what type of animal or insect swarm appears. Swarms are composed of either crawlers (such as rats, spiders, beetles, or centipedes) or flyers (such as bats, bees, wasps, or mosquitoes). Once summoned, the swarm will respond to an immediate command by the caster and will respond to subsequent commands, if the caster concentrates. If the caster stops concentrating, the swarm usually continues to attack whatever creature it already focused on, but the swarm is free to act.

The swarm lasts until destroyed or it disperses on its own after the caster stops concentrating, an event that usually takes two rounds.

WEB — Evocation

Range: Close
Duration: 10 min./level
Area of Effect: One 10 ft. cube/level
Components: V, S
Casting Time: +2
Saving Throw: Ref negates

This spell creates a many-layered mass of strong, sticky strands that, in a manner similar to normal spider webs but much more potent, can trap those caught in them. These masses must be anchored to two or more solid and diametrically opposed points (e.g., floor and ceiling) or else the web collapses upon itself and disappears.

Creatures caught within the spell's area, or later coming into contact with it, must immediately save or become stuck. Note that simply attacking an entangled creature with a melee weapon (since ranged weapons are generally ineffective) does not subject the attacker to a save. Creatures having the web thrust upon them suffer a -2 to their saving throw; while later touching the web imposes no such penalty.

Creatures caught in the web with Strength scores of less than 15 cannot break out of the web and must wait for the spell to expire. Creatures with Strength scores of 15 or higher can break free of a 10 ft. cubicle area with either an Exceptional (TC 20) Strength check or two full round's worth of struggles.

Furthermore, the strands of a web spell are flammable. A magical flaming sword can slash them away as easily as a hand brushes away cobwebs. Any source of fire can set the web alight and burn them away in one round. All creatures within flaming webs suffer 2d4 points of fire damage from the flames.

WHISPERING WIND	Alteration

Range: Long
Duration: Special
Area of Effect: 2-ft. radius

Components: V, S
Casting Time: 2
Saving Throw: None

The caster sends a message or sound to a designated and familiar area up to one mile per caster level away. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The caster can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring of the air. The caster can likewise cause the whispering wind to move as slowly as a mile per hour or as quickly as 6 miles per hour. When the spell reaches its objective, it swirls and remains until delivered. As with magic mouth, this spell cannot be used to cast a second spell or to activate a magical item or effect.

LEVEL 3 ARCANE SPELLS

BLINK	Illusion/Phantasm

Range: Personal
Duration: 1 rd./level
Area of Effect: The caster

Components: V, S
Casting Time: +1
Saving Throw: None

Every round, on a random initiative roll, the caster turns invisible. The invisibility lasts until either the very beginning of the next round or until the caster acts in a hostile manner toward any creature or object.

The caster rolls two d10 initiative rolls, one for his initiative to act and one to determine when the invisibility takes hold. If the caster's personal initiative is less than the spell's, he can take a primary and secondary action before being rendered invisible. If the spell's initiative is less than the caster's, the caster is first rendered invisible and then, on his initiative, he may take his actions while invisible.

Opponents may affect the caster normally when the caster is visible. If an opponent pinpoints the location of the invisible caster, the caster still enjoys 90% concealment.

CLAIRAUDIENCE	Divination

Range: Extreme
Duration: 1 min./level
Area of Effect: 60-ft. radius

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster focuses on a familiar place on his current plane of existence and projects his hearing to that location. Unbeknownst to any in that area, the caster can then eavesdrop and hear any sounds he would normally hear if he were currently present.

The spell actually creates an invisible sensor that, if detected, can be dispelled but not otherwise interacted with.

CLAIRVOYANCE	Divination

Range: Extreme
Duration: 1 min./level
Area of Effect: 60-ft. radius

Components: V, S
Casting Time: 1 full round
Saving Throw: None

This spell functions similarly to *clairaudience*, except the caster can actually see through the invisible sensor. He cannot hear through it. The sensor has no enhanced vision, so it cannot transmit well in shadowy illumination or darkness.

DISPEL MAGIC	Abjuration

Range: Medium
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: +4
Saving Throw: None

This spell has two distinct functions. The first functions as an area effect and encompasses multiple magical emanations. The second function targets either a single creature or item.

If using this spell as an area effect, its area is a 30 ft. burst. All potions and magical effects that have a duration other than permanent are dispelled on a successful dispel check. A successful check will also disrupt any spellcasters in the midst of casting.

Permanent magical items and creatures composed entirely of magical essence must be specifically targeted with this spell. In this case, dispel magic only affects that single item or creature. The magic is rendered suppressed and the creature is decomposed for 1d4 rounds on a successful dispel check.

Area Dispel Checks: A dispel check is a d20 roll, with no modifiers. A check must be performed against every ongoing magical effect. If the caster can cast the spell from which the magic originates, the dispel is successful on an Average (TC 10) check. If the caster cannot cast the spell from which the magic originates, the complexity is Superior (TC 15).

Targeted Dispel Checks: This is still a d20 roll. Magical creatures are always temporarily decomposed on an Average (TC 10) check. Targeted magical items warrant a higher roll.

- Wands and Staves: Superior (TC 15)
- Other Magical Items: Exceptional (TC 20)

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DWARVEN EYES — Alteration

Range: Touch
Duration: 1 hr. /level
Area of Effect: Creature touched

Components: V, S
Casting Time: +3
Saving Throw: None

The recipient of this spell gains the same enhanced vision as that of the dwarf, allowing him to see in non-magical darkness up to 60 feet. With dwarven eyes, the recipient must ensure that any sources of light are behind his field of vision; direct light can prove damaging and blind the subject for 1 round

EXPLOSIVE RUNES — Alteration

Range: Touch
Duration: Special
Area of Effect: 10-ft. radius from object

Components: V, S
Casting Time: +3
Saving Throw: See below

The caster places mystical runes upon a small object, such as a book, scroll or box. When the runes are read, they explode and deal 4d6+6 points of damage to the reader, no save. Anybody within 10 feet of the explosive rune receives a Reflex save for half damage. The object that the explosive runes are cast upon receives an item saving throw to avoid destruction. (The caster can create a password bypass to avoid detonation.)

Finding explosive runes is difficult. Those skilled in detecting magical traps suffer a -10 penalty on the roll to detect them, regardless of skill level. Anyone able to cast this spell can more easily detect the trap, having no higher than a +1 bonus per caster level to notice it. Magical spells that solely function to find traps automatically reveal the explosive runes.

FIREBALL — Evocation

Range: Medium
Duration: Instantaneous
Area of Effect: 20-ft. radius burst

Components: V, S
Casting Time: +3
Saving Throw: Ref half

A beam of red light emanates from the caster's outstretched finger and ends at a point in range. A small bead then forms and begins to travel the beam. Unless the bead or beam is interrupted by a solid object or creature, the bead blossoms into a fireball as it approaches the end of the beam. The fireball explodes with a low roar when it reaches the end, dealing 1d6 points of damage per level (max 10d6) to those in the area of effect. Any unattended object must save or be destroyed (unless the object is immune to fire), and all surrounding combustibles, including worn cloaks of those that do not save, may catch fire.

FLAME MISSILES — Alteration

Range: Close
Duration: 1 rd
Area of Effect: 20 ft. radius

Components: V, S
Casting Time: +3
Saving Throw: None

The caster enflames all normal small missiles within 20 ft. of his current position. These ranged missiles retain the magical flame until the caster's initiative next round. These missiles deal an additional 1d6 points of fire damage on successful attacks and may affect combustibles. The magical fire wreathes the missiles, but doesn't actually touch the missile, so no damage is done.

FLY — Alteration

Range: Touch
Duration: 10 min./level
Area of Effect: Creature touched

Components: V, S
Casting Time: +3
Saving Throw: None

The caster imbues a touched subject with the power to fly at a speed double that of his base movement speed. A flying creature can act normally while flying, including casting spells if moving slowly or hovering in place. Melee combat suffers, since the flying creature has an awkward base of momentum, so a -2 penalty is applied to attack rolls. Furthermore, violent winds can make it impossible to fly and can take hold of the flyer.

Once the spell expires or is dispelled, the subject floats safely to the surface. Certain powerful magical items or fields may cause the flying creature to fall suddenly if the effect is anti-magic.

GASEOUS FORM — Alteration

Range: Touch
Duration: 2 min./level
Area of Effect: Subject touched

Components: S
Casting Time: +2
Saving Throw: See below

The touched subject and all his gear transform into gaseous form. This gaseous form is misty and translucent. The subject flies and floats about slowly and is able to pass through small holes or narrow openings and cracks. The subject is affected by winds and cannot pass through water.

In combat, the subject can only be harmed by magical weapons or magical attacks, or by creatures able to attack ghosts, wraiths, and other incorporeal creatures. By extension, the subject can only affect objects or creatures that would normally be affected by incorporeal creatures.

An interesting byproduct of this spell is the ability to dupe undead creatures into believing that the subject is, in fact, undead. Special undead creatures that succeed on a save see the spell for what it truly is.

GLOBE OF GOOD — Abjuration

REVERSIBLE

Range: Touch
Duration: 2 min./level
Area of Effect: 10-ft. radius from subject

Components: V, S
Casting Time: +3
Saving Throw: None

This spell functions identically to *protection from evil*, except it creates a 20 ft. globe, centered on the subject that provides the spell's benefits to all those in the globe at the time of casting.

The reverse of the spell, *globe of evil*, creates a globe that protects against good creatures and effects.

GLOBE OF INVISIBILITY — Illusion/Phantasm

Range: Touch (See below)
Duration: Special
Area of Effect: 10-ft. radius from subject

Components: V, S
Casting Time: +4
Saving Throw: None

This spell works exactly like *invisibility*, except it encompasses all creatures and objects within 10 feet of the subject of this spell as well. Creatures or objects later coming into the globe do not become invisible. Invisible creatures or objects that leave the globe, or are left behind by a moving globe, become visible. Similar to invisibility, any act of outward hostility also renders the creature immediately visible.

The globe moves with the touched subject. If the touched subjects take an outwardly hostile act, the globe is dispelled.

GUST OF WIND — Alteration

Range: Personal
Duration: 1 rd
Area of Effect: Line 30 ft./level

Components: V, S
Casting Time: +3
Saving Throw: None

A blast of wind originates from the caster and affects all creatures in a path directly in front of him. The wind is severe (about 50 mph) and is strong enough to extinguish small, unprotected flames and blow away small objects and gases. It is also strong enough to blow back flying creatures and disrupt those on the ground.

Small or tinier flying creatures get blasted to the end of the gust and suffer 1d6 points of damage from the force. Small or tinier creatures on the ground get blasted 1d6x10 feet and suffer 1d4 points of damage from rolling into a hard object, if that should happen.

Medium-sized flying creatures get blown back 1d6x10 feet unless they use their full round to fight the wind. Medium-sized creatures on the ground are rolled back 1d6x5 feet unless they use their full round to fight the wind and stand still.

Large creatures suffer a 50% reduction in movement speed, but are otherwise unaffected.

This spell cannot affect Huge-sized (or larger) creatures.

HASTE — Alteration

Range: Close
Duration: 1d4 rds. + 1 rd./level
Area of Effect: 20 ft. radius

Components: V, S
Casting Time: +3
Saving Throw: None

The caster hastens up to 1 creature per level in a 20 ft. radius centered at a point in range. These subjects have doubled movement speeds and receive one additional attack per primary action, even if they perform a secondary action in that round. Furthermore, hastened creatures always go first in a round, so need only roll an initiative against other hastened subjects.

This spell ages all subjects one year per casting. Although it counters slow and slow counters haste, this aging is not reversed.

HOLD PERSON — Enchantment/Charm

Range: Medium
Duration: 1 rd/level
Area of Effect: 10 ft. radius burst

Components: V, S
Casting Time: +3
Saving Throw: Will negates

The caster causes 1d4 targets in a 20 ft. area to freeze in place, becoming completely immobile. Held subjects can see and hear normally; in fact, they know exactly what is happening, but they cannot react. Inflicted damage accrues normally.

All medium-sized or smaller bipedal creatures are affected by this spell. This includes humans, humanoids (even the monstrous versions), dwarves, elves, halflings, half-elves, pixies, orcs, and so forth.

HOLD UNDEAD — Necromancy

Range: Medium
Duration: 1 rd./level
Area of Effect: 10 ft. radius burst

Components: V, S
Casting Time: +3
Saving Throw: Negates

This spell functions exactly like *hold person*, but the caster can affect 1d4 undead with necromancy instead. Dissimilar to *hold person*, however, is the fact that the caster cannot hold any undead creature having an equal or higher HD than the caster has in levels.

ILLUSIONARY SCRIPT — Illusion/Phantasm

Range: Touch
Duration: 1 day/level
Area of Effect: Touched object

Components: V, S
Casting Time: See below
Saving Throw: Special

The caster writes something on any suitable writing material and designates any number of specific people to be able to read the writing. To all others, the writing is indistinguishable, although specialist illusionists can easily recognize the spell.

Any unauthorized creature that attempts to read the script must succeed on a Will save or be subject to a mind-affecting suggestion. The suggestion is keyed at the time of casting and lasts 30 minutes. Common suggestions include shutting the book and leaving, running away, dropping to one's knees to pray, etc.

If dispelled, the suggestion and message vanish. An unauthorized creature must combine the true seeing spell with either read magic or comprehend languages to read the message.

The casting time is 1 minute and the maximum words that can be scribed is 50.

LIGHTNING BOLT — Evocation

Range: Medium
Duration: Instantaneous
Area of Effect: Special

Components: V, S
Casting Time: +3
Saving Throw: Ref half

The caster chooses a spot in range to serve as the origin point of a bolt of lightning that shoots forth from that origin up to 120 feet. The

bolt is always a straight line from the origin. On impact, it deals 1d6 points of damage per caster level (max 10d6), it can melt metals with a low melting point (copper, silver, gold, bronze, etc.), and can set fire to combustibles. Objects that take the full brunt of the bolt must save or be destroyed.

Any barriers that cannot be easily demolished usually disrupt the bolt's path. Breakable barriers are those not made of metal or stone that are no thicker than 1 inch per caster level. Some barriers prove highly dangerous, though, as they could reflect the bolt in any direction. There is a chance that the bolt will head back toward the caster.

MAJOR PHANTASMAL IMAGE	Illusion/Phantasm

Range: Medium
Duration: Concentration + 2 rounds
Area of Effect: 400 sq. ft. +
  100 sq. ft. /level

Components: V, S
Casting Time: +2
Saving Throw: Special

This spell is similar to *improved phantasmal image*, but creates an illusion in which sound, smell, and thermal illusions are included in the effect. It is otherwise similar to the *improved phantasmal image* spell. The spell lasts for 2 rounds after ceasing concentration.

MONSTER SUMMONING I	Conjuration/Summoning

Range: Personal (See below)
Duration: 1 rd. /level
Area of Effect: N/A

Components: V, S
Casting Time: +3
Saving Throw: None

The caster summons forth monsters. Upon the completion of this spell, 2d4 HD worth of creatures, none having more than 2HD, appear within 40 feet of the caster. The GM determines what is summoned.

The monsters obey the commands of the caster and vanish when slain or upon the expiration of the spell. Summoned monsters cannot automatically understand the caster, but the spell allows them to comprehend the context of simple commands.

Summoned monsters go on the last initiative in every round and can act in the round they are summoned.

NONDETECTION	Abjuration

Range: Touch
Duration: 1 hr. /level
Area of Effect: 1 creature or item

Components: V, S
Casting Time: +3
Saving Throw: None

The caster wards the creature or object touched against divination spells such as *clairaudience*, *clairvoyance*, *locate object*, *detect thoughts*, and other detect spells. The spell also prevents location by such magical items that specifically provide detections, such as crystal balls.

The warded creature must roll a save every time a divination or detection spell is cast upon him. A successful save renders the divination or detection spell moot.

NYAR'S EXPLOSIVE MISSILES	Evocation

Range: Long
Duration: Instantaneous
Area of Effect: 1 target/missile

Components: V, S
Casting Time: +3
Saving Throw: None

This spell mirrors the effects of the *magic missile* spell; however, the damage die is increased from d4 to d6. Furthermore, on impact, the magic missiles explode and deal 1d6 points of damage to anyone within 5 ft. of the target, no save.

PHANTOM STEED	Conjuration

Range: Immediate
Duration: 1 hr. /level
Area of Effect: Special

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster creates a quasi-real, horselike creature. The steed can be ridden only by the caster, or by any person for whom the caster specifically created the mount; it has a saddle, bit, and bridle. A phantom steed has a black head and body, gray mane and tail, white eyes, and smoke-colored insubstantial hooves that make no sound. It does not fight, but all normal animals shun it and only monstrous ones will attack.

The mount has an Armor Class of 18 and 7 hit points, plus 1 hit point per caster level. If it loses all of its hit points, the phantom steed disappears. A phantom steed has a movement rate of 20 feet per caster level, to a maximum movement rate of 240 feet.

These mounts gain certain powers according to the caster's level:

8th Level: The ability to ride over sandy, muddy, or even swampy ground without difficulty.

10th Level: The ability to ride over water as if it were the ground.

12th Level: The ability to travel in a straight line from one point to the other in the air. In essence, the mount treats the air as an extension of the ground; it cannot fly, per se.

14th Level: The ability to fly at a movement rate of 240 feet.

PROTECTION FROM PROJECTILES	Abjuration

Range: Touch
Duration: 10 min. /level
Area of Effect: Creature touched

Components: V, S
Casting Time: +3
Saving Throw: None

The caster wards a creature or object against any damage that would normally occur from being struck by a normal size ranged weapon, such as an arrow, javelin, crossbow bolt, throwing dagger, etc. The spell halves damage from large ranged weapons (such as a ballista or a giant's boulder) and magical ranged weapons.

SECRET PAGE — Alteration

Range: Touch
Duration: Permanent
Area of Effect: 1 page,
 up to 2 ft. square

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster alters the writing on a specific page to appear entirely different, even as that of a different spell. The caster sets a password at casting that allows him to decrypt the secret page and to renew its protection.

There are a few methods that reveal the ruse. A *detect magic* spell will highlight the magic, but not the specifics. A *comprehend languages* spell will do the same. A true seeing spell, cast alone, will also reveal the same information. Only by casting *comprehend languages* in conjunction with *true seeing* does another caster crack the magic and gain access to the true writings.

A failed *dispel magic* check destroys the actual writing and so too does the *erase* spell. A secret page may be additionally secured by the use of *sepia snake sigil* or *explosive runes*.

SEPIA SNAKE SIGIL — Conjuration/Summoning

Range: Touch
Duration: Special
Area of Effect: 1 sigil

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

An apparently readable sigil appears on any touched written work. When an onlooker attempts to decipher the sigil, the sepia snake leaps out of the sigil and attacks the reader.

The snake uses a d20 Modifier for attacks equal to the caster's level+4. On a failed attack, the snake erupts in a puff of lingering smoke in a 20 ft. globe that provides 50% concealment. The smoke dissipates after 2 rounds. On a successful attack, the reader is rendered immobile for 1d4 days plus 1 day per caster level. This immobilization can be dispelled.

While immobilized, the reader takes damage normally and can die while paralyzed. He can see and hear normally, but cannot move or react.

The sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical. To ward from detection, the caster can combine other spells that garble text, such as *secret page*. A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

SIPHON SPELL MEMORY — Alteration

Range: Close
Duration: Instantaneous (1 hour)
Area of Effect: 1 caster

Components: V, S
Casting Time: +3
Saving Throw: Will negates

The caster targets another caster or creature with arcane spell casting capabilities and attempts to siphon spell power. On a failed save, the target loses 1d2 spells of his highest spell level. The siphoning caster gains the knowledge of these spells and can cast them as if he normally prepared them, regardless of the level or school of the spell.

On a successful save, however, the target actually receives an influx of spell knowledge and gains an additional spell slot of his highest spell level.

Siphoned spells, and spell slots gained from a successful save, must be expended within 1 hour.

SLOW — Alteration

Range: Close
Duration: 1 rd. + 1 rd./level
Area of Effect: 20 ft. radius burst

Components: V, S
Casting Time: +3
Saving Throw: Fort negates

This spell literally slows down 1 creature per caster level in the area of effect. Slowed subjects receive a -4 penalty on attack and damage rolls, as well as AC. Affected creatures can only move at half their base movement speed. Any subjects that can take more than 1 attack each round as a primary action can only take 1 attack every round. Any subjects that can take only 1 attack each round may only attack once every other round.

Slow counters *haste*, and vice versa.

SUGGESTION — Enchantment/Charm

Range: Close
Duration: 1 hr./level (Special)
Area of Effect: 1 creature

Components: V, M
Casting Time: +3
Saving Throw: Will negates

The caster influences the actions of the target by uttering a seemingly reasonable suggestion. (The caster must be able to verbally communicate with the target.) The suggestion must not be outwardly dangerous.

Very reasonable suggestions impose a discretionary penalty to the target's saving throw from -1 to -3. The GM determines the penalty.

The spell lasts until the suggested course of action is complete. If it is not completed by the spell's duration, the target stops performing and is fully aware of what happened.

TINY HUT — Evocation

Range: Personal
Duration: 2 hrs./level
Area of Effect: 15-ft.-diameter sphere

Components: V, S
Casting Time: +3
Saving Throw: None

The caster creates an unmoving, opaque sphere of force of any desired color around his person and up to eight additional medium-sized creatures. Half of the force sphere projects above the ground, and the lower hemisphere passes through the ground. The caster's company may freely enter and exit the hut without dismissing the spell, but the spell ends immediately when the caster exits.

The temperature inside the hut is 70 degrees Fahrenheit if the exterior temperature is between 0 and 100 degrees Fahrenheit. An exterior temperature below 0 or above 100 degrees lowers or raises the interior temperature on a 1-for-1 basis. The hut also provides protection against the elements, such as rain, dust and sandstorms. The hut can withstand any wind of less than hurricane force, but wind force greater than 75 miles per hour destroys it.

The interior of the hut is a hemisphere. The caster can illuminate it dimly upon command or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the sphere without affecting it, although the occupants cannot be seen from outside the hut. The hut, of course, can be dispelled, immediately ejecting the occupants.

TONGUES	Alteration

REVERSIBLE

Range: Touch	Components: V, M
Duration: 10 min./level	Casting Time: +3
Area of Effect: Subject touched	Saving Throw: None

The subject can speak and understand one additional language per 2 caster levels, including slang, sign languages, and obscure local dialects. Although he can only speak one language at a time, he can understand multiple languages being spoken at one time.

The reverse of the spell causes a subject to speak in garbled phrases and misunderstand one language per 2 caster levels.

VAMPIRIC TOUCH	Necromancy

Range: Touch	Components: V, S
Duration: Instantaneous	Casting Time: +3
Area of Effect: 1 living creature	Saving Throw: None

With a successful touch attack, the target suffers 1d6 hit points per 2 caster levels (max 10d6). The hit points are then transferred to the caster. Any amount of hit points that exceed what is needed to fully heal the caster are added to the caster's maximum and treated as temporary hit points. After one hour, if not already expended, these temporary hit points vanish.

WATER BREATHING	Alteration

REVERSIBLE

Range: Touch	Components: V, S
Duration: 2 hrs. + 1 hr./level	Casting Time: +3
Area of Effect: Creatures touched	Saving Throw: None

Touched subjects can breathe freely underwater. The listed duration applies to one subject. Any additional subjects touched divide the duration equally.

The reverse of this spell grants touched subjects the ability to breathe air if they normally could not.

WIND WALL	Alteration

Range: Close	Components: V, S
Duration: 1 rd./level	Casting Time: +3
Area of Effect: Special	Saving Throw: None

The caster creates a 2 ft. thick wall from which a roaring wind emanates. The size of the wall created depends upon the level of the caster. The caster can make the wall 10 ft. long by 5 ft. high per caster level, so a 5th level caster can create a wall up to 50 ft. long and 25 ft. high.

The wind is strong enough to blow away any bird smaller than an eagle or tear papers and similar materials from unsuspecting hands. (A subject attempting to maintain his grip on something that could fly away must succeed on a Superior (TC 15) Strength check.) Flying creatures smaller than Medium cannot pass the wall from the windy side and cannot control their course if they enter through the calm side. Arrows and bolts are deflected upward and miss, while combatants trying to send other missiles, such as stones or javelins, suffer a -4 attack penalty. Gases, most vaporous breath weapons, and creatures in gaseous form cannot pass the wall, but incorporeal creatures are unaffected.

LEVEL 4 ARCANE SPELLS

ARCANE EYE	Divination

Range: See below	Components: V, S
Duration: 1 min./level	Casting Time: 10 minutes
Area of Effect: See below	Saving Throw: None

The caster creates an invisible magical sensor that sends the caster visual information. The arcane eye can appear at any point within the caster's line of sight, but it can then travel outside the caster's line of sight without hindrance. An arcane eye travels at 30 feet per round if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round if examining the ceiling and walls in addition to the floor ahead. It sees exactly as the caster would at the time of casting.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye cannot enter another plane of existence, even through a gate or similar magical portal. The eye is invisible, but can be detected with *detect invisibility* and similar magic.

The arcane eye persists until the caster stops concentrating on maintaining it. Thereafter, the arcane eye does not disappear; it merely becomes inert until the caster regains concentration.

BLACK TENTACLES — Conjuration/Summoning

Range: Close
Duration: 1 hr./level
Area of Effect: 20-ft. radius burst/level

Components: V, S
Casting Time: 1 rd.
Saving Throw: See below

This spell conjures a mass of rubbery black tentacles. 1d4 tentacles plus one per level appear and each is 10 feet long. They spring forth from the earth, floor, or whatever surface is underfoot, including water. The tentacles entwine creatures in the area, holding them fast and crushing them with great strength.

Each round, those in the area of effect must succeed on a Reflex saving throw to avoid being grabbed. Failure results in crushing damage equal to 3d4 points of damage. The tentacle holds fast and a subsequent save is required the following round to break out of the hold.

Each tentacle has AC 16 and has an amount of hit points equal to the level of the caster that conjured them. Once conjured, the tentacles sense the presence of all moving objects in the area, so anything moving can sensibly become a victim of this spell, including the caster.

CHANGE SELF — Alteration

Range: Personal
Duration: 10 min./level
Area of Effect: N/A

Components: V
Casting Time: +4
Saving Throw: None

The caster takes on the physical form and method of movement of any corporeal creature. The caster does not take on any other features. The caster retains his class, level, hp, alignment, attacks, saves, etc., but any abilities usable only in the caster's original form cannot be performed. The caster can cast spells only if permitted by the polymorphed form.

The spellcaster can change his form freely for the duration of the spell. Each change requires a full round action. The caster regains 1d12 hit points when he voluntarily expires the spell and returns to his original form; he regains no hit points if the effect is dispelled. The caster returns to his original form when slain.

When the change occurs, all held or worn equipment melds into the new form and becomes nonfunctional. Any held or worn equipment while in the polymorphed state simply falls to the ground upon reverting back or changing to a new form.

CHARM MONSTER — Enchantment/Charm

Range: Close
Duration: Special
Area of Effect: 20-ft. radius burst

Components: V, S
Casting Time: +4
Saving Throw: Will negates

This spell functions like *charm person*, except in the following ways. This spell affects up to 2d4+1 HD of any type of creature. The caster can charm multiple creatures only if each has less HD than the caster. Therefore, if any creature having an amount of HD equal to or higher than the caster succumbs to the spell, that creature is the only creature able to be charmed. Unless such a powerful creature is specifically targeted, the spell affects creatures with the lowest HD first.

The duration of the charm can be permanent, but subsequent saving throws are allowed to shake off the spell. The time in between each subsequent save depends on the target's HD. A target with less HD than the caster receives one save per week to shake off the charm. A target with an amount of HD equal to or greater than the caster receives on save per minute.

In a manner similar to *charm person*, any target who has fallen under the effects of this spell and later saves knows it was under a mind-affecting charm and remembers everything that happened.

CONFUSION — Enchantment/Charm

Range: Medium
Duration: 2 rds. + 1 rd./level
Area of Effect: Up to 60-ft. cube

Components: V, S
Casting Time: +4
Saving Throw: Will negates

This spell causes creatures in the area of effect to become confused and to act in a completely random way according to the chart below:

D6	Behavior
1-2	Attack nearest creature.
3	Attack nearest inanimate object.
4-5	Do nothing but babble incoherently.
6	Wander away

A subject under the effects of this spell will react in a hostile way toward someone the subject could view as an aggressor.

CONTAGION — Necromancy

Range: Short
Duration: 1 month
Area of Effect: 1 creature

Components: V, S
Casting Time: +4
Saving Throw: Fort negates

The caster causes a disease to take over a living creature in range. The afflicted creature becomes immediately stricken with the disease, as if the disease was fully matured. Only a *cure disease* spell removes the effects of contagion before the duration expires.

The disease is physically deforming and exhausting. The target's body becomes covered in festering boils and abscesses. The target takes on a ghastly appearance. By taking care not to strain the body (which requires the target to take only one secondary action per round), the target only suffers a -2 on all rolls. The penalty doubles in any round in which the target strains himself (performs more than one action or performs an activity that is physically straining, like combat).

DETECT SCRYING — Divination

Range: Personal
Duration: 24 hours
Area of Effect: 120-ft. radius burst

Components: V, S
Casting Time: 1 full round
Saving Throw: Special

The caster immediately becomes aware of any ongoing magical effects or spells designed to spy upon the area or upon a creature in the area of effect. Furthermore, while this spell is active, the caster immediately becomes aware of any scrying attempts.

There is a chance the caster of this spell will become aware of the specific origin of a scrying attempt that takes place during this spell's duration. The person attempting to scry must succeed on a Will saving throw. On a failed save, this spell imparts upon the caster the name of the person responsible for the attempt. The caster also learns the general location of the person's current whereabouts in very broad terms, such as the name of the town from which the attempt occurred.

Detect scrying works to uncover scrying attempts from spells and magical items.

DIMENSION DOOR	Alteration

Range: Personal
Duration: Instantaneous
Area of Effect: The caster

Components: V
Casting Time: +1
Saving Throw: None

The caster instantaneously disappears and reappears in any spot within 100 feet per level. The spot may be sighted or, if beyond immediate sight, the caster can declare the destination with as much particularity as possible, such as, "200 feet northwest beyond the tall tower".

If the caster arrives at a location occupied by a solid object or body, the caster has a 25% chance of remaining on the astral plane. Otherwise, the caster suffers 4d6 points of damage and is shunted off to the nearest open space.

The caster is always subject to whatever natural circumstance he appears in, such as if falling, drowning, etc.

ENERVATION	Necromancy

Range: Close
Duration: 1 hr./level
Area of Effect: 1 living creature

Components: V, S
Casting Time: +4
Saving Throw: Fort negates

Necromantic energy shoots forth from the caster's finger in a ray of black and crackling energy. The energy contained in the ray is very similar to the dark energies responsible for the life draining attacks of some powerful undead. Upon a failed saving throw, the target suffers a life draining debilitation. The caster rolls a 1d4. The result equals the penalty applied to all of the target's rolls for the duration of the spell. Furthermore, a spell caster loses that number of spell slots of his or her highest spell level.

The 1d4 roll serves a second, more deadly purpose. The target not only suffers in damage four times the rolled result, but the target dies instantly if he has less HD than the result.

FEAR	Illusion/Phantasm

Range: Personal
Duration: 1 round/level (see below)
Area of Effect: 60-ft. cone

Components: V, S
Casting Time: +4
Saving Throw: Will negates

An invisible cone of terror emits forth from the caster and causes living creatures in the area to save or flee in panic. Those living creatures that fail their saving throw run immediately from the caster and there is a base 25% chance an affected creature drops any held item in the process.

Creatures having more HD than the caster flee for 1 round only and do not drop held items.

FIRE CHARM	Enchantment/Charm

Range: Close
Duration: 2 rds./level
Area of Effect: 15-ft. radius

Components: V, S
Casting Time: +4
Saving Throw: Will negates

The caster causes a normal fire source, such as a torch or brazier, to morph into a multi-colored flame that undulates and hypnotically sways back and forth. Any creatures observing the fire within 15 feet must successfully roll a saving throw or be charmed into remaining motionless while staring transfixed at the flame. The amount of fire that can be enchanted cannot be less than a torch or greater than a 10-ft. wide bonfire.

All charmed creatures remain so for the duration and, during this time, the caster may give one suggestion, per the spell, to each charmed subject. The suggestion can be different for each subject, but the suggestion can last no longer than 1 hour.

The fire charm ends abruptly if a subject is attacked. The charm also ends for a subject if the subject's view of the fire is interrupted.

The enchanted fire is still real fire and deals normal damage if touched.

FIRE SHIELD	Abjuration, Evocation

Range: Personal
Duration: 1 rd./level
Area of Effect: The caster

Components: V, S
Casting Time: +4
Saving Throw: Ref half

The caster can choose to protect himself with a layer of hot red flames or cold blue flames. While both deal 1d6 points of damage to creatures making physical attacks against the caster, each different shield protects against a certain element, as well. The caster must choose heat or frost at the time of casting.

The Shield of Red Fire
The caster literally wreathes himself in red flames that deal no damage to the caster. Anyone touching the flames must roll a saving throw. A subject failing the save suffers 1d6 points of fire damage. A successful save halves the damage. The shield of red fire also grants a +2 bonus to any saving throw versus a cold-based magical attack. Any fire-based attack, however, from which the caster fails to save deals double damage, as the power of the shield of red fire also harms the caster.

The Shield of Blue Flames
The caster is wreathed in blue wispy flames. This version of the spell works exactly like the shield of red fire, except the damage is cold based. The bonus protects against fire-based magical attacks and the caster suffers double damage if he fails a save against any cold-based attack.

The damage dealt by either version of the spell has a chance to be tallied when a subject successfully attacks the caster in melee. The caster still takes normal damage and, at that moment, the attacker must perform the requisite saving throw.

FIRE TRAP — Abjuration, Evocation

Range: Touch
Duration: Until discharged
Area of Effect: 5-ft. radius burst centered on a specified point on the item

Components: V, S
Casting Time: 10 minutes
Saving Throw: Ref half

Any item that can be opened and closed can be warded with this spell. This spell causes a fiery explosion when the warded item is opened by anyone other than the caster or someone explicitly attuned to the item at the time of casting.

Once opened, the explosion deals 1d4 points of fire damage per caster level (maximum 10d4) to all creatures within the area of effect. The explosion must be centered on a particular point on the item and this point is considered the center of the area's radius.

A *knock* spell, or an unsuccessful dispel magic attempt, does nothing to reveal or thwart a fire trap. Fire trap disallows any other warding spell on the item, including magic that locks the item or divination magic that alters the item's aura.

HALLUCINATORY ROOM — Illusion/Phantasm

Range: Close
Duration: 1 hr./level
Area of Effect: 20-ft. cube per level

Components: V, S
Casting Time: 1 minute
Saving Throw: None

The caster causes an interior room to appear utterly disregarded. Dust, cobwebs and small insects fill the space. All nonliving matter is covered by the illusion, but living creatures remain visible. The illusion persists as a group of subjects enter. These subjects leave traces in the dust, can cut down the webs and even kill the insects. A roll to disbelieve is only allowed after touching a sizeable object that has been covered by an illusory web or pile of dust. A failed attempt to disbelieve removes the memory from the subject that he touched something at all.

Spells and items that reveal invisibility do not reveal the illusion; however, magic tailored to allow a person to see the true nature of things, such as *true seeing*, does reveal the room as it actually exists.

HALLUCINATORY TERRAIN — Illusion/Phantasm

Range: Medium
Duration: 1 hr./level
Area of Effect: 30 ft.-cube per level

Components: V, S
Casting Time: 1 minute
Saving Throw: None

The caster alters the landscape of an area by causing it to appear differently. The change can be drastic or subtle. For example, a lightly forested knoll can be made to appear as a baron wasteland or a heavily forested knoll. Those coming into contact with the illusion may not immediately uncover the rouse, unless the landscape has been made to appear so drastically different than its actual existence.

ICE STORM — Evocation

Range: Medium
Duration: See below
Area of Effect: See below

Components: V, S
Casting Time: +4
Saving Throw: None

This spell causes a sizeable area in range to become engulfed in a hail storm. The caster can choose to have the hail blast down in a blazing rage for one round only, wherein the hail causes 3d10 points of damage to any creatures in the area. Alternatively, the caster can choose to cause the hail to fall more steadily for one round per caster level. Movement in the slower storm is halved and all creatures taking any actions in the area must succeed on an Exceptional (TC 20) Dexterity check or fall prone.

Any natural fires are extinguished and all heat-based spells are negated, regardless of which convention the caster takes with this spell.

ILLUSIONARY SURFACE — Illusion/Phantasm

Range: Close
Duration: Permanent
Area of Effect: 1 x 10 x 10 ft.

Components: V, S
Casting Time: +4
Saving Throw: None

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed (even through magical means), but physical objects pass through it with ease. When the spell is used to hide something, such as a trap, mundane or magical abilities still work to locate the hidden object.

IMPROVED INVISIBILITY — Illusion

Range: Touch
Duration: 1 rd./level
Area of Effect: Creature touched

Components: V, S
Casting Time: +4
Saving Throw: None

This spell works similarly to *invisibility*, except that the subject can attack (and cast spells or engage in any other hostile activity) and remain invisible. Combat with an invisible subject is difficult. If the invisible subject makes his presence known, he receives 90% concealment, which imposes a -4 penalty to all attacks to harm the invisible subject.

INFUSE WEAPON — Enchantment

Range: Touch
Duration: 5 min./level
Area of Effect: Weapon(s) touched

Components: V, S
Casting Time: 1 minute
Saving Throw: None

This spell adds a +1 magical enhancement bonus to a touched weapon's attacks and damage. It works on magical and non-magical weapons. One medium or larger weapon or two smaller melee weapons can be infused. The equivalent of twenty arrows can also be infused.

This spell ends either upon expiration or when the weapon breaks in any fashion. Therefore, missile weapons thus infused lose the enhanced enchantment unless they did not break on impact.

Casting *permanency* on an infused weapon will work to create a permanent enhancement; however, the caster of the permanency spell must succeed on a Superior (TC 15) Intelligence check or the item is utterly destroyed.

MAGIC MIRROR   Divination

Range: See below
Duration: 1 min./level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 hour
Saving Throw: Will negates

The caster turns a mundane mirror into a magical scrying device that works similarly to a crystal ball (see the Game Master's Starter Guide). The caster can see and hear a specific creature that may currently be anywhere on the same plane of existence of the caster. The following spells can be cast through the scrying device with no chance of failure: *comprehend languages, read magic, tongues,* and *dwarven eyes.* The following spells have a 5% chance per caster level of operating correctly through the device: *detect magic, detect evil,* and *message.*

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Material Component: The mirror used must be ornate and worth at least 1,000 gp.

MINOR CREATION   Conjuration

Range: Immediate
Duration: 1 hr./level
Area of Effect: 1 cubic foot per level

Components: V, S
Casting Time: 1 minute
Saving Throw: None

The caster creates a non-living, unattended object of vegetable matter, such as rope, wood, clothing or a textile. The maximum volume of the object created is equal to the area of effect.

MINOR GLOBE OF INVULNERABILITY   Abjuration

Range: Personal
Duration: 1 rd./level
Area of Effect: 5-ft. radius

Components: V, S
Casting Time: +4
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere 5 feet around the caster. The sphere automatically dispels any magical effect or spell of levels 1-3 that try to enter the sphere, including spells or effects currently attached to a creature trying to enter. The sphere allows all spells and magical effects to exit the sphere from the inside.

MNEMONIC ENHANCER   Alteration

Range: Personal
Duration: 1 day (see below)
Area of Effect: N/A

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

Upon the completion of this spell, the caster automatically receives three additional spell levels that he must cast that day (three 1st-level spell or one 3rd-level spell, for instance). The caster can choose to prepare new spell(s) or simply rememorize spells already cast that day.

MONSTER SUMMONING II   Conjuration/Summoning

Range: Personal
Duration: 1 rd./level
Area of Effect: N/A

Components: V, S
Casting Time: +4
Saving Throw: None

This spell functions exactly like *monster summoning I*, except that 2d4 HD worth of creatures are summoned and none may have more than 5 HD.

PHANTASMAL KILLER   Illusion/Phantasm

Range: Medium
Duration: 1 rd./level
Area of Effect: N/A

Components: V, S
Casting Time: +4
Saving Throw: Special

The caster creates a phantasmal image of the most fearsome creature imaginable to the subject. The caster forms the fears of the subject's subconscious mind into something that its conscious mind can visualize. Only the spell's subject can see the phantasmal killer. The caster sees only a vague shadowy shape.

The image will attempt to attack the subject of this spell once per round. If it succeeds, the subject dies instantly. The image uses a d20 Modifier on attacks of +3. It cannot be harmed, since it only lives in the mind of the subject.

The subject may attempt to disbelieve the illusion, which requires a proactive Will saving throw modified as such:

Subject is a spell caster:	+1
Subject was attacked by this spell before:	+1
Subject is a specialist illusionist:	+2
Subject has means of telepathy:	+3
Caster has more HD than the subject:	-2

This spell can be deadly for the caster. If the subject disbelieves the illusion and has the means to telepathically command the image, the image will morph into the caster's most fearsome creature and the creature will attack the caster. The caster must then disbelieve (or avoid being struck by the image), or die.

PLANT GROWTH   Alteration

Range: Long
Duration: Permanent
Area of Effect: See below

Components: V, S
Casting Time: 1 minute
Saving Throw: None

The caster causes normal vegetation, such as grass, vines, briars or thickets, to grow and form a verdant overgrown barrier similar to a menacing jungle. The overgrowth persists until it is manually hacked down, burned or removed via *dispel magic*. Movement through the overgrowth is lessened to 5-ft. per round.
The total area affected is a 10 ft. x 10 ft. square per level. For example, the total square footage of plant growth cast by a 9th-level caster would by 90 ft. x 90 ft., or 8,100 square feet. This total square footage can be manipulated in any way to cover spaces not perfectly square.

POLYMORPH — Alteration

Range: Close
Duration: Permanent
Area of Effect: 1 living creature
Components: V, S, M
Casting Time: +4
Saving Throw: Fort negates

The caster completely alters the form of a living creature into any type of corporeal creature. The subject retains nothing of his former self and takes on all the capabilities of the new form, including any magical or supernatural abilities. Note that natural shapeshifters are immune to this spell and spell casting subjects can still cast spells if the polymorphed creature's form allows it.

Upon completion of the spell, all of the subject's belongings meld into his new form and become useless until the subject regains his original form.

The subject will retain his memories and insight into who or what is an enemy if the caster polymorphed the subject into a creature not having more than 4 HD above that of the caster. For each additional HD above 4, there is a cumulative 5% chance that the subject will take on the mentality of the new form entirely and will act as the GM deems appropriate.

Only the caster may dispel the magic and return the subject to his original form. If the caster is unavailable or unwilling, only a wish can revert the subject back to his original state. Any method of reversal is dangerous and the subject may perish. To survive the reversal, the subject must succeed on a Superior (TC 15) Constitution check. The subject uses his original Constitution check modifier for this roll.

Material Component: A piece of the subject's body is required. This piece can be as small as a strand of hair or a droplet of blood.

RAINBOW PATTERN — Illusion/Phantasm

Range: Close
Duration: Concentration + 1 rd./level
Area of Effect: 30-ft. cube
Components: S, M
Casting Time: +4
Saving Throw: Will negates

The caster holds up a special crystal prism and projects from the crystal a cube of glowing, rainbow-hued colors that slowly interweave and fascinate those within it. This spell affect up to 24 HD worth of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the center of the cube are affected first. An affected creature that fails its save is utterly fascinated by the pattern and will do nothing but follow the pattern's movement.

With a simple gesture (a free action), the caster can make the rainbow pattern move up to 30 feet per round. All fascinated creatures follow the moving rainbow, trying to get or remain within the cube. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If, at any time during the spell's duration a subject loses the ability to see the rainbow pattern, the spell no longer functions for that subject only.

Material Component: A crystal prism worth at least 500 gp.

REMOVE CURSE — Abjuration

REVERSIBLE

Range: Touch
Duration: Permanent (see below)
Area of Effect: Special
Components: V, S
Casting Time: +4
Saving Throw: Special

Remove curse instantaneously removes all Type I and Type II curses currently placed on an object or a creature and banishes any sentient curse in the form of an evil presence. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Type III, IV and certain special curses may not be countered by this spell or require either a caster of a certain level or a special substance. For instance, a werewolf can only be removed of its curse by a caster of at least 12th-level. Unwilling subjects, such as the werewolf, receive a Will save to thwart the spell.

The reverse of this spell is called bestow curse. Bestow curse debilitates a touched subject for 1 round per level on a failed save. To determine the extent of the debilitation, the caster rolls on the following chart:

d%	Result
01-50	One of the subject's attributes is reduced to 3. The GM rolls a d6 (Strength being 1 and Charisma being 6 and based on the standard listing).
51-85	The subject suffers a -4 on all d20 rolls.
86-00	The subject has a 50% each round to stand still and take no action.

Remove curse counters and dispels bestow curse.

RESILIENT SPHERE — Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: 1-ft. diameter/level
Components: V, S
Casting Time: +4
Saving Throw: Ref negates

A globe of shimmering force erupts and encloses around a creature, provided the creature is small enough to fit within the 1-ft. per level diameter of the sphere. The purpose of the sphere is to contain its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell or *dispel magic*. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle within the sphere to cause the sphere to move. This requires a successful Superior (TC 15) Strength check. The globe can also be physically moved by people pushing it from the outside, which also requires a Superior (TC 15) Strength check. While moveable, the sphere is resilient and can only be moved 5-ft. per round.

SECURE SHELTER — Conjuration

Range: Close
Duration: 2 hr./level
Area of Effect: 30 sq. ft./level
Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster calls into being a sturdy cottage or lodge made of a material that is commonly found in the area where the spell is cast. The square footage of the cottage or lodge is 30 square feet per level of the caster. The interior is clean and hospitable and the structure is sturdy and well-built. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

While the lodging is hospitable, the shelter has no way of heating or cooling. Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The lodging does, however, provide security from outside forces as a normal stone building does, regardless of its material composition, so it resists hurricane winds, flames and damage from small weapons.

The door, shutters, and even chimney are secure against intrusion, the former two being arcane locked and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter.

The inside of the lodging contains any type of décor desired and has comfortable quarters for eight Medium creatures.

SHADE MONSTERS — Illusion/Phantasm

Range: Medium
Duration: 1 rd./level
Area of Effect: 20-ft. cube
Components: V, S
Casting Time: +4
Saving Throw: Special

The caster plucks material from the Plane of Shadow to shape quasireal, shadowy illusions of one or more creatures having a total amount of HD equal to that of the caster. Shade monsters created by this spell must be of the same type. Thus an 8th-level caster could create four identical 2HD monsters.

The shade monsters created are almost identical to the true monsters and act similarly in battle; however, the shade monsters have only 20% of the monster's total hit points. Creatures who fail to disbelieve in the illusion (proactive Will save) suffer full damage from the shade monsters attacks (as if the true monster was attacking) and will act out the ramifications of any special effects the subject believes he has endured. For example, a subject believing to be under the effects of a petrifying gaze will stand motionless for the duration of the spell.

Any creatures who disbelieve the illusion (a proactive save made at -2) see vaguely transparent images over shadow forms and suffer only one-fifth damage from any of the shade's attacks or effects. Furthermore, creatures who disbelieve need only succeed at attacking a 10 AC, regardless of the AC of the actual monster being mimicked.

SHEER COURAGE — Enchantment/Charm

Range: Medium
Duration: 1 rd./level
Area of Effect: 20-ft. cube
Components: V,S
Casting Time: +4
Saving Throw: Special

The caster instills courage into all subjects in the area of effect. This courage grants a +1 bonus to attcks and saves and provides 5 temporary hit points that can be added to a subject already having full hit points.

The reverse of this spell is called *crushing despair*. The caster creates the feeling of utter despair in all creatures in the area affected by the spell. This despair requires a Will saving throw each round, and failure causes a subject to flee up to 100 feet away. Those that manage to remain nearby suffer a -2 penalty on attacks.

SHOUT — Evocation

Range: Personal
Duration: Instantaneous
Area of Effect: 30 ft. x 10 ft. cone
Components: V
Casting Time: +1
Saving Throw: Fort half

The caster emits a tremendously loud and powerful scream that is both ear-splitting and damaging. Any creature within the area of effect that fails to save suffers 2d6 points of damage and is deafened for an amount of rounds equal to the amount of damage taken. Successfully saving halves the damage and removes any chance of being deaf.

Any brittle or crystalline object in the possession of a subject caught in the spell breaks on a failed save. Unattended objects of the same fragility simply shatter.

Subjects deafened by this spell suffer a -1 to all combat rolls and a -10 on any Wisdom checks to avoid being surprised. Deafened casters must succeed on an Exceptional (TC 20) Intelligence check to avoid miscasting a spell with a verbal component.

This spell is dangerous to cast. There is a cumulative 5% chance per number of times in a day this spell is cast that the spell deafens the caster (no save).

Shout does not penetrate areas of magical silence.

SOLID FOG — Alteration

Range: Medium
Duration: 2 rd./level
Area of Effect: See below
Components: V, S
Casting Time: +4
Saving Throw: None

The caster calls into being a billowing mass of vapors that reduce sight exactly like *fog cloud*, except the vapors of this spell also reduce movement to 1 foot per movement and impose a -2 penalty to all combat rolls within the fog.

Only a very powerful wind can disperse this fog, but large amounts of fire (*fireball*, *wall of fire*, etc.) will burn the fog away in one round.

The fog can encompass a total area equal to 20 feet long, 10 feet high and 10 feet wide per caster level. The caster can morph the area of effect however he desires, provided at least one level's worth of volume is created.

STONESKIN	Abjuration/Alteration

Range: Touch
Duration: 10 min./level (see below)
Area of Effect: N/A

Components: V, S
Casting Time: +1
Saving Throw: None

Stoneskin protects a subject against any form of physical, non-force damage. For example, a vorpal sword would be protected against, but a magic missile would not.

This spell absorbs up to 10 points of damage each round for up to one round per two caster levels. These rounds may be broken up throughout the duration of the spell. Spell damage accrues normally and does not count for the purposes of this spell, thus a subject suffering only spell damage in a round does not count this round toward the total.

TRIGGERED EXTENSION	Alteration

Range: Personal
Duration: 16 hours
Area of Effect: Special

Components: V
Casting Time: See below
Saving Throw: None

The caster prepares this spell at any time of the day for later use. Whenever the caster wishes to double the duration of an ongoing spell of levels 1-3, the caster need only expend a secondary action to trigger this spell. The actual casting of triggered extension takes one full round, though.

WALL OF FIRE	Evocation

Range: Medium
Duration: Concentration (see below)
Area of Effect: See below

Components: V, S
Casting Time: +4
Saving Throw: None

An immobile, blazing curtain of shimmering fire springs into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those between 10 feet and 20 feet from the wall. The wall deals this damage to any nearby creatures when it appears and on the caster's initiative each round. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.

If the caster causes the wall to appear where creatures are, each creature takes damage as if passing through the wall.

The wall is always 20 feet high and can be created as a long wall up to 20-ft. per level in length or can be created as a ring with a radius of 10 ft. per caster level.

The wall lasts as long as the caster concentrates on maintaining it, thereafter lasting 1 round per caster level.

WALL OF ICE	Evocation

Range: Medium
Duration: See below
Area of Effect: See below

Components: V, S
Casting Time: +4
Saving Throw: See below

This spell creates either a) an anchored plane or hemisphere of ice, or b) a free-falling sheet of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created.

Magical fires and breath weapons melt a wall of ice in one round, though this creates a great cloud of fog that lasts 10 minutes and provides 50% concealment to all those in a 50-ft. radius burst from the wall. Normal fire melts the wall of ice after one hour of constant application.

The caster must choose one of the following three uses:

Falling Ice
A sheet of ice no larger than 10 square feet per level appears and drops to the ground, causing 3d10 points of damage to anyone in the area that fails a Reflex saving throw. This is an instantaneous use of the spell.

Ice Plane
A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so an 8th-level wizard can create a wall of ice 80 feet long and 10 feet high, a wall 40 feet long and 20 feet high, or some other combination of length and height that does not exceed 800 square feet). The plane can be oriented in any fashion as long as it is anchored on one side. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Any creature breaking through any section of the wall takes 1d4 points of cold damage per inch (no save).

The ice plane persists for 10 minutes per level.

Hemisphere
The wall takes the form of a hemisphere whose maximum radius is 3 feet plus 1 foot per caster level. The hemisphere persists until it is destroyed or dispelled. Breaking through the ice deals 1d6 points of damage. A successful Exceptional (TC 20) Intelligence check, performed with a -4, allows the caster to trap a mobile target.

ZONE OF INCOMPETENCE	Enchantment/Charm

Range: Close
Duration: 1 rd. per 2 levels
Area of Effect: 30-ft. cube

Components: V, S
Casting Time: +4
Saving Throw: Special

This spell creates in a creature the mistaken belief that he or she is untrained in their specialized form of combat. Casters forget the most intricate designs of spellcraft. Warriors forget the best way to wield their weapons.

All intelligent creatures caught in the area of effect at the time of casting must perform a Will saving throw. A failed result indicates that the creature has only a 50% chance each round thereafter to remember how to perform in combat; otherwise, the subject forgets how to employ his trade and will only take actions to defend himself.

LEVEL 5 ARCANE SPELLS

ADVANCED ILLUSIONARY IMAGE	Illusion/Phantasm

Range: Long
Duration: 1 min./level
Area of Effect: 400 sq. ft. +
    100 sq. ft/level

Components: V, S
Casting Time: 1 full round
Saving Throw: Special

This spell works exactly like *major phantasmal image*, except that the caster is not required to concentrate on the spell. Furthermore, the illusion created can be seen, heard, smelled and touched. Any viewer that wishes to disbelieve the illusion and rolls a successful Will save, can reveal the illusion to others. Any other viewers may then receive a saving throw at +4.

ANIMAL GROWTH	Alteration

REVERSIBLE

Range: Medium
Duration: 1 min./level
Area of Effect: Up to 8 animals
    in a 20-ft. radius

Components: V, S
Casting Time: +5
Saving Throw: None

The caster causes one normal animal per two caster levels to grow twice in size, which, in this case, doubles the animals' HD and doubles all damage dealt.

The reverse of this spell is called *shrink animal* and reduces the HD and damage dealt in half.

ANIMATE DEAD	Necromancy

Range: Immediate
Duration: Permanent
Area of Effect: 10 ft. radius

Components: V, S, M
Casting Time: 1 full round
Saving Throw: None

This spell animates dead remains into walking undead. Undead created by this spell follow the caster's spoken commands until they are destroyed, but commands must be very simple, such as waiting to attack intruders.

The caster can either animate one corpse per caster level into skeletons or can animate one corpse per two caster levels into zombies. In this way, all skeletons have 1 HD and all zombies have 2 HD. Corpses that are created as skeletons quickly shed all chunks of flesh.

The caster can also animate monsters having more than 1 or 2 HD. A monster corpse can rise as a skeleton and retain the amount of HD the monster had in life. Zombie monsters, however, rise with one additional HD. Animated monster corpses fight like more powerful skeletons or zombies; such creatures have none of their former special attacks. The caster can never animate a total HD that exceeds his caster level.

The animation is permanent. It cannot be dispelled, but can be destroyed or turned. Regardless of what method is chosen to create such undead, a caster cannot command more HD than four times his current level.

Material Component: a bone shard to create zombies and bone powder to create skeletons.

ATTRACTION	Enchantment/Charm

REVERSIBLE

Range: Close
Duration: 1 min./level
Area of Effect: N/A

Components: V, S
Casting Time: +5
Saving Throw: Will negates

The caster chooses one object or living creature and a secondary target for this spell; both must be within range. Upon a failed saving throw, the target feels an overwhelming attraction to the object or creature and will do nothing but attempt to hold it in his arms. Only a successful *dispel magic* or a successful Superior (TC 15) Strength check can free the target, who thrashes to regain his quarry.

The target will take the safest route to achieve his goal. If it is impossible to reach the object of his desire without being put in apparent harm, the spell fails.

The reverse of this spell is called *repulsion*. The target of this spell will actively attempt to stay at least 50 ft. from the object or creature. Unless dispelled, the target will fight anyone attempting to force him closer to the object or creature.

CLOUDKILL	Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: See below

Components: V, S
Casting Time: +5
Saving Throw: Special

This spell calls into existence a yellowish cloud of poisonous vapors. The caster determines the size of the cloud created; the largest cloud that can be created is 40 ft. long, 20 ft. tall and 20 ft. thick. The vapors instantaneously slay any creature in the area with 3 HD or less. It causes creatures with between 4 and 6 HD to succeed on a Fortitude save (at -4) or be slain. Creatures with more than 6 HD suffer 2d6 points of damage each round (no save) from poison unless they exit the area.

The cloud cannot be created in water, as it cannot penetrate liquids. An average to moderate wind may change the course of the cloud, but it will not disperse the cloud or cause the cloud to travel toward the caster. A stronger wind, such as that of a hurricane, will break up the cloud after 4 consecutive rounds of contact. The cloud is made of vapors that are heavier than air, so the cloud will hug to the ground and descend down hills, holes, etc.

The cloud moves 10 feet per round in a direction away from the caster. This cannot be controlled by the caster without some method of moving the cloud, such as with a moderate wind, per above.

CONE OF COLD	Evocation

Range: Personal
Duration: Instantaneous
Area of Effect: Cone (see below)

Components: V, S
Casting Time: +5
Saving Throw: Ref half

The spell creates a cone of extreme cold that saps the area of any warmth and deals 1d6+1 points of damage per caster level. The cone extends 40 ft. plus 1 ft. per caster level and is always 1 ft. per caster level wide.

Any unattended liquids automatically freeze. Liquids stored on a creature that fails his saving throw for half damage also freeze.

CONTACT OTHER PLANE	Divination

Range: Personal
Duration: Concentration (see below)
Area of Effect: Special

Components: V
Casting Time: 10 minutes
Saving Throw: None

You send your mind to another plane of existence (an Elemental Plane or some other more distant plane) in order to receive advice and information from powers that reside there. The being connected to replies in a language the caster understands, but they resent such contact and give only brief answers to your questions. (All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.)

The caster must concentrate on maintaining the spell, which requires a primary action each round. The caster may ask one question per round, to a maximum of one question per two caster levels.

Casting this spell is dangerous and not always beneficial. There is a chance the caster will be driven mad by the connection and/or that the being connected to does not answer the question in mind. There is also a chance (1%) that a higher being disrupts the connection or intercepts it and causes immediate death or insanity, no save.

A d% roll is performed to randomly determine the actual spell effect. The roll must meet or exceed the number indicated in each column. The insanity roll is first performed. If the caster is not rendered insane, the roll to determine whether the being has the specific knowledge is rolled. If successful, the final roll is to determine whether the being is truthful.

Plane	Insanity*	Knowledge **	Truth ***
Elemental Plane	80	45	50
Inner Plane	75	40	45
Astral Plane	70	35	40
Outer Plane (Int 19)	65	30	35
Outer Plane (Int 20)	60	25	30
Outer Plane (Int 21)	55	20	25
Outer Plane (Int 22)	50	15	20
Outer Plane (Int 23)	45	10	15
Outer Plane (Int 24)	40	5	10
Outer Plane (Int 25)	35	2	5

*The chance of insanity roll receives a cumulative 5% bonus for each point of Intelligence the caster has above 15. A roll of 00 always results in insanity. Insanity caused by this spell reduces 2d6 points from the caster's Intelligence, Wisdom and Charisma.

**A 25% bonus is added to the chance of knowledge roll if the knowledge sought pertains to the plane of existence in which the being resides.

***A 15% bonus is added to the chance of truthfulness roll if the knowledge sought pertains to the plane of existence in which the being resides.

DEMON WHIP	Evocation

Range: Personal
Duration: 1 rd./level
Area of Effect: N/A

Components: V, S
Casting Time: +5
Saving Throw: None

A fiendish and razor-sharp whip of crackling energy appears in the hand of the caster. The whip has a range of 20 ft. and is considered a +3 magical weapon for the purpose of immunity. It remains until the duration expires or the caster successfully attacks a target in range.

Although an attack roll is necessary, the caster is not penalized for non-proficiency and receives an additional +6 to his standard melee attack modifier. On a successful attack, the whip deals 6d6 points of damage. In addition, a natural roll 19 - 20 severs one random appendage. A d4 is rolled. A result of 1 severs the right arm; 2 severs the left arm; 3 severs the right leg; and 4 severs the left leg. The caster may only have one demon whip in existence at any given time.

DISMISSAL	Abjuration

Range: Close
Duration: Instantaneous
Area of Effect: 1 extraplanar creature

Components: V, S
Casting Time: +5
Saving Throw: Will negates

This spell instantaneously removes an extraplanar creature from the Prime Material Plane. If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

A saving throw is required (unless willing). The save is modified by the difference between the caster's HD and the HD of the targeted creature. (A penalty is applied to the save if the caster is stronger. A bonus is applied to the save if the creature is stronger. The penalty or bonus equals the difference in HD.)

DOMINATE	Enchantment/Charm

Range: Close
Duration: 1 day/level
Area of Effect: 1 person

Components: V, S
Casting Time: +5
Saving Throw: Will negates

The caster controls the actions of any humanoid with this spell. If the caster and target share the same language, the caster can force the dominated person to perform almost any task, however, obviously

harmful acts provide another saving throw roll. If the caster and target do not share the same language, the caster must succeed on a Superior (TC 15) Charisma check to effectively control the subject.

Once control is established, the distance between the caster and subject becomes irrelevant.

A *protection from evil* spell can prevent the caster from exercising control or using the telepathic link while the subject is so warded, but it cannot prevent the establishment of domination, nor does it dispel it.

DREAM	Illusion/Phantasm

Range: Unlimited

Duration: 24 hours (see below)

Area of Effect: N/A

Components: V, S

Casting Time: 1 minute

Saving Throw: None

Via this spell, the caster projects a phantasmal message (both visual and auditory) of any length that will seek out one identified living creature. At some point during the subject's next session of sleeping, the phantasmal message enters the subject's dream and implants the message. Upon waking, the subject perfectly remembers the message and knows that he or she has been visited in her sleep.

This form of communication is one-way. The spell will wait for up to 24 hours, thereafter, it will simply cease to exist. Therefore, subjects that do not sleep, such as elves, may never benefit from this spell.

FABRICATE — Alteration, Enchantment

Range: Close
Duration: Permanent
Area of Effect: 10 cu. ft./level (see below)

Components: V, S, M
Casting Time: See below
Saving Throw: None

You convert one type of material into a product that is made of that same material. Creatures or magic items cannot be created or altered by the spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet. This application has a casting time of 1 full round.

Items that require a substantial skill set can be created with this spell only if the caster has the requisite proficiency. In this case, a proficiency check is required and the casting time is replaced by how long it actually takes to perform the craft.

Material Component: source material.

FALSE VISION — Divination, Illusion

Range: Personal
Duration: 10 min./level
Area of Effect: 30-ft. radius
    centered on caster

Components: V, S
Casting Time: +5
Saving Throw: None

The caster wards the area of effect against any form of divination magic that is intended to scry upon the caster's surroundings. The area of effect looks and sounds differently to the person attempting to scry. By concentrating, the caster of false vision can manipulate the vision and sound to morph and change. Furthermore, the caster of false vision can send a message to the scryer.

FEEBLEMIND — Enchantment/Charm

Range: Close
Duration: Permanent
Area of Effect: N/A

Components: V, S
Casting Time: +5
Saving Throw: Will negates

The Intelligence score of the subject is permanently halved. Only *heal*, *wish* or *miracle* can restore the subject's former Intelligence. The subject thereafter acts accordingly and is subject to any limitations that may be applied to low Intelligence, such as the impossibility of spellcasting. Divine spellcasters enjoy a +1 bonus to their saving throw against this magic; however, other spellcasters suffer a -4 save penalty.

GLOBE OF ANGUISH — Abjuration

Range: Medium
Duration: 1 rd./level
Area of Effect: 20-ft. radius burst

Components: V, S
Casting Time: +5
Saving Throw: See below

The caster transforms the air in an immobile 20-ft. radius globe into popping and cracking arcane energy. The energy in the globe scratches away at the skin and innards of all living creatures. The damage is 1d6 points per two caster levels (maximum 10d6) and a Fortitude saving throw reduces the damage in half. Any creature coming into the globe must perform a save, regardless of whether that creature is reentering after previously saving or taking full damage.

Casters in the globe that fail their saving throw cannot cast spells with a vocal component until they leave the globe.

HOLD MONSTER — Enchantment/Charm

Range: Medium
Duration: 1 rd./level
Area of Effect: 10-ft. radius burst

Components: V, S
Casting Time: +5
Saving Throw: Will negates

As *hold person*, except any creature type can be held.

INTERPOSING HAND — Evocation

Range: Close
Duration: 1 rd./level
Area of Effect: Special

Components: V, S
Casting Time: +5
Saving Throw: None

The caster creates a hand between 5 and 25 feet wide that stands between the caster and one chosen creature. The targeted creature cannot fool the hand by any means, including invisibility. The hand will always remain between the caster and the target, regardless of what actions the caster and target take.

The caster chooses the exact size of the hand at casting. It provides cover to the caster of at least 75%, which imposes a -6 penalty to all those that try to attack the caster.

The hand can be attacked and destroyed. It has AC 20 and twice as many hit points as the caster had at the time of casting. If the original target dies during the duration of this spell, the caster may expend a free action to denote a second target.

MAGE'S FAITHFUL HOUND — Conjuration/Summoning

Range: Close
Duration: See below
Area of Effect: N/A

Components: V, S
Casting Time: +5
Saving Throw: None

The caster conjures up a phantom watchdog that is invisible to everyone but the caster. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any creature larger than Tiny sized approaches within 30 feet of it. (Those

within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to non-moving illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack, 2d6+3 points of damage) twice per round.

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite will damage any creature, regardless of special defenses. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If the caster ever moves more than 100 feet away from the hound, the spell also ends.

MAGIC JAR	Necromancy

Range: Close
Duration: Special
Area of Effect: 1 creature

Components: V, S
Casting Time: 1 full round
Saving Throw: See below

By casting magic jar, the caster places his soul in a gem or large crystal (known as the magic jar), leaving the caster's body lifeless. Then the caster can attempt to take control of a nearby body, forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range and the caster must know where it is. When the caster transfers his soul upon casting, the caster's body appears dead.

While in the magic jar, the caster can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). The caster cannot determine the exact creature types or positions of these creatures. In a group of life forces, the caster can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy.

The caster could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature the caster attempts to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds on a Fortitude save (as modified below). Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

The subject of this spell receives a modified save. The modifier is equal to the difference in HD between the caster and the target. Therefore, if the target is more powerful than the caster, the target receives a bonus

equal to the difference in HD. If the caster is more powerful, the target receives a penalty equal to the difference in HD.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the magic jar.

The caster keeps his Intelligence, Wisdom, Charisma, level, class, saving throw, class abilities, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow the caster to make more attacks (or more advantageous two-weapon attacks) than normal. The caster can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a primary action, the caster can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when the caster shifts from the jar to the caster's own body.

If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while the caster is in the magic jar, the caster returns to his body (or dies if the caster's body is out of range or destroyed). If the spell ends while the caster is in a host, the caster returns to his body (or dies, if it is out of range of the caster's current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or at the host's location. If the receptacle is destroyed while the caster's soul occupies it, the caster is slain.

MAJOR CREATION	Conjuration

Range: Immediate
Duration: 1 hour/level
Area of Effect: 1 cubic ft./level

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

This spell works exactly like *minor creation*, except that the caster may create mineral items, such as stone, crystal, metal, etc.

MONSTER SUMMONING III	Conjuration/Summoning

Range: Personal
Duration: 1 rd./level
Area of Effect: N/A

Components: V, S
Casting Time: +5
Saving Throw: None

This spell functions like *monster summoning II*, except that this spell conjures 1d4 creatures, none having more than 7 HD. The monsters appear in the immediate vicinity of the caster.

NIGHTMARE   Illusion/Phantasm

Range: Unlimited   Components: V, S
Duration: 24 hours (see below) Casting Time: 1 minute
Area of Effect: N/A   Saving Throw: Will negates

This spell functions like *dream*, except the caster sends forth a hideously frightening and harmful series of images to the subject. The phantasmal nightmare lingers for up to 24 hours before ceasing to exist.

A targeted subject receives a saving throw while sleeping to avoid the spell's effect. On a failed save, the subject suffers 1d6 points of damage that cannot be healed by any means short of a wish or miracle. In essence, the damage is permanent. The target shows some sign of trauma upon awakening, such as a scar or a patch of white hair. If the target is a spellcaster, no spells can be memorized or prepared that day.

If the target is under the watchful eye of clerics at the time the nightmare takes hold, a *dispel evil* spell cast upon the target will deal 4d6 points of damage to the caster of the nightmare. The nightmare spell would then have no effect on the target.

PASSWALL   Alteration

Range: Close   Components: V, S
Duration: 1 hr./level   Casting Time: +5
Area of Effect: See below   Saving Throw: None

The caster creates a passage through a wall specifically made of wood, plaster or stone. The passage is 8-ft. high and 5-ft. wide. It is 10-ft. deep plus an additional 5-ft. deep per three caster levels above 9th to a maximum of 25 ft. If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, for any reason, creatures within the passage are ejected out the nearest exit.

SECRET CHEST   Conjuration/Summoning

Range: Personal (see below)   Components: V, S, M
Duration: 60 days (see below)   Casting Time: 10 minutes
Area of Effect: One chest and   Saving Throw: None
  one cubic ft./level of contents

The caster hides a chest on the Ethereal Plane for as long as sixty days and can retrieve it whenever desired. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the caster can retrieve it by expending a primary action while holding a tiny replica of the chest.

The chest must be exceptionally well crafted and costing at least 5,000 gp. A tiny replica (of the same materials and perfect in every detail) must be crafted by the same craftsman for 50 gp. You can have but one pair of these chests at any given time—even a wish spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

There is a cumulative 1% chance each month that the chest is located on the Ethereal Plane.

SEEMING   Illusion/Phantasm

Range: Touch   Components: V, S
Duration: 1 hour/level   Casting Time: +5
Area of Effect: 1 person/2 levels Saving Throw: None

This spell functions like *alter self*, except that the caster can change the appearance of up to one other person per two levels. The spell cannot perfectly replicate the looks of another living person.

SENDING   Evocation

Range: Unlimited   Components: V, S
Duration: Instantaneous   Casting Time: 10 minutes
Area of Effect: N/A   Saving Throw: None

The caster contacts a particular creature with which he is familiar and sends a short message of twenty-five words or less to the subject. The subject recognizes the caster and, if desired, can respond with twenty-five words or less. A creature with an Intelligence score as low as 1 (animals) can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the caster and the targeted recipient are not on the same plane of existence, there is a 5% chance that the sending does not arrive. Local conditions on other planes may worsen this chance considerably.

SHADOW EVOCATION MAGIC   Illusion/Phantasm

Range: See below   Components: V, S
Duration: See below   Casting Time: +5
Area of Effect: See below   Saving Throw: See below

The caster taps into the Plane of Shadow to cast a quasi-real, illusory version of an arcane evocation spell of levels 1-3. The mimicked spell functions normally and allows a save as the mimicked spell does. Once the spell deals damage, the affected creature receives a second save (Will save) to discover the illusion. If the Will save is a success, the damage inflicted is 20% of what it should have been. If the save is failed, the subject takes damage per the mimicked spell and thereafter believes he was attacked by the mimicked spell.

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STONE SHAPE — Alteration

Range: Touch
Duration: Permanent
Area of Effect: 1 cu. ft./level

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster can mold and shape an existing piece of stone into any shape he desires. The shape is generally crude and so lacks fine details. Doors, statues, weapons and shields are common fabrications. Any creation that involves moving parts simply does not work on a d% roll of 1-30.

SUMMON ELEMENTAL — Conjuration/Summoning

Range: Medium
Duration: 10 min./level
Area of Effect: Special

Components: V, S, M
Casting Time: 10 minutes
Saving Throw: None

The caster sends forth a call of summoning to the elemental plane of air, earth, fire or water. Provided that a suitable body of the element is nearby to receive an elemental, the spell brings forth an 8 HD elemental from the chosen plane. The elemental is hostile toward everything and everyone, including the caster, so the caster must do nothing but concentrate on controlling the creature. The process of concentrating on controlling the elemental is a full round action and the slightest disruption breaks the spell. The elemental has a 5% chance, however, from thwarting the influence and, in this case, may act as the elemental pleases, including attacking the caster.

The spell expires upon either the destruction of the elemental in form or 4 rounds after the expiration of the caster's concentration. The elemental is destroyed if it takes enough damage or if it is taken out of the element to which it was summoned. For example, a water elemental taken out of the pool of water in which it was summoned would return to its native plane. Upon destruction in any way, the elemental simply vanishes and returns unharmed to its native plane.

An elemental that is controlled will obey any command by its master. An elemental that is out of control will do what it pleases. The caster may dispel his own spell, sending the creature back, but a Superior (TC 15) Intelligence check is required.

Material Component: The caster must not only summon the elemental into a free standing body of the pertinent element, but the caster must also present a gift to the elemental. Air elementals require the smell of burning incense; earth elementals require fresh dirt to be thrown at them; fire elementals require either sulphur or oil; water elementals actually need only the water in which they are summoned.

TELEKINISIS — Alteration

Range: Medium
Duration: See below
Area of Effect: See below

Components: V, S
Casting Time: +5
Saving Throw: See below

The caster can move objects though concentration. The spell can either provide sustained force, or a violent expenditure of energy.

The caster can use a sustained movement to manipulate an object weighing up to 25 pounds and the wizard can move the object up to 20 feet per round. The object can be moved in any fashion and can be manipulated as if held in one hand. The duration on this version of the spell is 1 round per level.

The caster may alternatively use this spell to create a violent telekinetic force that takes any amount of objects within a 10-ft. cube and violently hurls the objects in a certain direction. The total weight of the objects moved cannot exceed 25 pounds per level and the objects can be hurled up to 50 feet. Not only does the velocity threaten to destroy the hurled objects, any creatures in the path of the objects must succeed on a Reflex save or suffer 1d4 points of damage per caster level.

TELEPORT — Alteration

Range: Touch
Duration: Instantaneous
Area of Effect: Special

Components: V
Casting Time: +2
Saving Throw: None

The caster transports himself and up to 250 pounds to a destination on the same plane of existence. The transportation is instantaneous and the chances of a perfect trip depend upon the level of familiarity the caster has with the destination.

| | d% Probability of Teleporting: | | |
Destination Is:	Slightly Off	On Target	Dangerously
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Teleporting to a destination that is "slightly off" is generally 1 mile away in a random direction determined by a d4 roll: North (1); South (2); East (3); West (4). Teleporting "on target" means exactly that; it was a perfect trip. Teleporting "dangerously" means the caster and accompanying weight teleport into a nearby solid object. This instantly kills the caster.

High level casters can teleport with additional weight. For every level above 10, the caster can teleport an additional 150 pounds.

TRANSMUTE ROCK TO MUD — Alteration

REVERSIBLE

Range: Medium
Duration: See below
Area of Effect: 20-ft. cube/level

Components: V, S
Casting Time: +5
Saving Throw: None

The caster transforms natural unworked rock into mud. If a mud pit is being created, the depth cannot be greater than 5-ft. per level. The mud remains until dispelled, reversed (see below) or naturally evaporated, a process that takes approximately 1 week for every 10 cubic feet.

The reverse of this spell, *transmute mud to rock*, does exactly the opposite. It turns mud into stone and reverses transmute rock to mud.

WALL OF FORCE	Evocation

Range: Close
Duration: 1 min./level
Area of Effect: 10-ft. square/level

Components: V, S
Casting Time: +5
Saving Throw: None

A wall of force spell creates an immovable, invisible barrier of force whose area is no greater than one 10-ft. per level. The wall can be created as a standing wall, or it can be created as an open sphere or hemisphere. It cannot be created as an encapsulating globe.

Nothing passes through the wall. It is impervious to damage of any kind. Only a *disintegrate* spell, a rod of cancellation, a sphere of annihilation or a *mage's disjunction* spell can destroy it. Magical means of travel, such as *dimension door* or *teleport*, can bypass the wall.

The wall must be created without any openings. It must be one solid piece of force. A sphere must have an opening above and it can have a maximum radius equal to 1-ft. per level.

WALL OF IRON	Evocation

Range: Close
Duration: Permanent
Area of Effect: See below

Components: V, S
Casting Time: +5
Saving Throw: None

This spell forms a vertical iron wall that inserts itself into surrounding material. The wall can be no larger than one 5-ft. square per level. At this size, the wall is 1 inch thick per 4 caster levels. The length and width of the wall can be enlarged either by 50% or 100%, but the thickness is reduced by one-quarter and one-half, respectively.

The wall will form as a perfect wall into the surrounding material, provided the material is nonliving. Any section of the wall can sustain 100 hit points of damage before breaking. Consequently, any non-magical weapon or tool used to break the wall has a 20% chance per attack of breaking. The wall is natural iron and will age and rust appropriately. It can be destroyed by magical means similar to a *wall of force*, as well.

The caster may also create the wall to be freestanding and anchored only on its lower side. The wall will topple. A d6 roll is performed. An even result topples the wall forward; an odd result topples the wall backward. Casters generally use this application of the spell to catch certain targets under the falling wall. Thus, "forward" likely includes spaces that are occupied by targets of the spell. A freestanding wall can be pushed in a direction with a Superior (TC 20) Strength check. A falling wall can be stopped with an Exceptional (TC 20) check.

WALL OF STONE	Evocation

Range: Close
Duration: Permanent
Area of Effect: See below

Components: V, S
Casting Time: +5
Saving Throw: None

Wall of stone works similarly to *wall of iron*, except the wall is made of a like amount of stone. It must meld into stone, but need not be created as a vertical plane. Thus, the wall of stone can close an opening in the floor or ceiling. Any section of the wall of stone can sustain 25 points of damage before breaking. Non-magical weapons not designed for breaking stone have a 10% per attack of breaking.

The wall of stone differs from *wall of iron* in another way. The wall of stone requires anchoring on two sides, so a chasm can be bridged with this spell and crenellated battlements can be formed above a tower. If a bridge is to be fashioned, anything longer than 20 ft. requires certain supports (arches, buttresses, etc.), which halves the area of effect. A 10th-level caster, therefore, can create a bridge taking up no larger than 1,250 square feet, or a 10-ft. wide by 125-ft. long bridge.

The stone can be dispelled or disintegrated, as well.

DIVINE SPELLS

LEVEL 1 DIVINE SPELLS

BLESS	Conjuration/Summoning

REVERSIBLE

Sphere: All
Range: Close
Duration: 1 min./level
Area of Effect: 50-ft. radius

Components: V, S
Casting Time: +1
Saving Throw: None

The caster blesses all creatures in the area of effect. To accept the blessing, each creature must acknowledge the caster and the caster's deity, an act that cannot be done safely in battle. Those accepting the blessing enjoy a +1 bonus on all d20 rolls for the duration of the spell.

The caster may also bless an object, even a weapon; however, the duration of this type of blessing is only 1 round/level.

The reverse of this spell can be used in combat and targets every creature in the area of effect not recognizing the caster's deity, even allies if they have stubbornly refused to in the past. Affected creatures suffer a –1 penalty on all d20 rolls.

COMMAND	Enchantment/Charm

Sphere: Charm
Range: Close
Duration: 1 rd.
Area of Effect: 1 creature

Component: V
Casting Time: +1
Saving Throw: Special

This spell enables the caster to give a command to another creature, which the creature will obey to the best of its ability, provided the creature understands it and it is not obviously harmful. Commands that require the creature to harm itself or commands that simply cannot be completed in one round usually result in the target faking it. For example, a command to either die or sleep would cause the target to

TABLE 50: DIVINE SPELLS PER LEVEL

Level 1	Level 2	Level 3	Level 4
Bless*	Aid	Animate Dead	Aura of Fear
Command	Animal Messenger	Call Lightning	Command Plants
Create Water*	Augury	Continual Daylight*	Control Water
Cure Light Wounds*	Barkskin	Create Food or Water	Discern Lies*
Detect and Locate Animals	Calming Ray	Cure Serious Wounds*	Dismissal
Detect Danger	Charm Person	Dispel Magic	Divination
Detect Evil*	Delay Poison	Element Shield	Enlarge Insect
Detect Magic	Detect Alignment*	Elemental Immunity	Freedom of Movement
Detect Poison	Enthrall	Glyph of Warding	Globe of Protection
Endure Environment	Find Traps	Hold Animal	Imbue with Spell Ability
Entangle	Flame Blade	Locate Object*	Neutralize Poison*
Faerie Fire	Goodberry*	Magical Vestment	Protection from Elemental Energy
Hide from Animals	Heat Metal*	Meld Into Stone	Quench or Enhance Water
Hide from Undead	Hold Person	Meld Into Tree	Repel Insects
Light*	Monitor Ally	Plant Growth	Scrying Pool
Magic Stone	Obscuring Fog	Prayer	Snakes to Sticks*
Pass Without Trace	Resist Element	Protection from Necromantic Energy	Speak with Plants
Protection from Evil*	Silence	Pyrotechnics	Spell Immunity
Purify Food and Drink*	Speak with Animal	Ray of Blessed Light*	Summon Animals
Remove Fear*	Spiritual Warden	Remove Blindness or Deafness*	Tongues*
Sanctuary	Spiritual Weapon	Remove Curse*	
Shillelagh	Warp Wood*	Remove Disease*	**Level 5**
Summon Animal Companion		Remove Paralysis	
		Snare	Air Walk
		Speak with Dead	Animal Growth*
		Spike Growth	Antilife Shell
		Stone Shape	Atonement
		Summon Insect Swarm	Commune
		Water Breathing*	Commune with Nature
		Water Walk	Control Winds
			Cure Critical Wounds*
			Dispel Evil*
			Divine Scrying
			Flame Strike
			Geas/Quest
			Insect Plague
			Plane Shift
			Raise Dead
			Slay Living
			Spike Stones
			Transmute Rock to Mud*
			Tree Stride
			True Seeing
			Wall of Fire

* indicates reversible spell

fall to the ground and close its eyes. Commands that do not call for the creature to harm itself, and that are clear and without need for interpretation, are successful if they can be completed. These are generally commands such as approach, drop, stop, leave, etc.

Targets with Intelligence scores higher than 12, and those with more HD than the caster has in levels, receive a Will save. Others do not.

CREATE WATER — Alteration

REVERSIBLE

Sphere: Elemental (Water)
Range: Close — Components: V, S
Duration: Permanent — Casting Time: +2
Area of Effect: Special — Saving Throw: None

The caster creates water similar to clean rainwater that pours from one or more points in space. The caster can control the flow of the water to cause a drip or gush and can cause several spouts to open and fill various receptacles. The maximum amount of water that can be created, regardless of how many spouts are created, is two gallons per caster level. The reverse of the spell evaporates a like amount of water.

CURE LIGHT WOUNDS — Necromancy

REVERSIBLE

Sphere: Healing
Range: Touch — Components: V, S
Duration: Instantaneous — Casting Time: +2
Area of Effect: Creature touched — Saving Throw: None

The caster heals 1d8 points of damage to a living creature. This also mends minor scratches and bruises that accompany the damage.

The reverse of the spell, *inflict light wounds*, actually inflicts an equal amount of damage to a living creature touched.

DETECT AND LOCATE ANIMALS OR PLANTS — Divination

Sphere: Divination (Animal, Plant)
Range: Long — Components: V, S
Duration: 1 rd./level — Casting Time: 1 full round
Area of Effect: 60 ft. cone from caster — Saving Throw: None

The caster can detect the presence of, and discern the location of, any type of animal or plant he can visualize. Only one such animal or plant can be detected in any one round. The caster is guaranteed to detect and locate plants or animals with which he is intimately familiar; however, there is only a 50% chance to locate a plant or animal that the caster is only slightly familiar with. The GM determines the result of this spell and makes any roll, if necessary. Results of this spell are always determined by the DM.

DETECT DANGER — Divination

Sphere: Divination
Range: Personal — Components: V, S
Duration: 1 min./level — Casting Time: +4
Area of Effect: 60 ft. cone from caster — Saving Throw: None

The caster can detect a dangerous situation looming in the area of effect, but not the exact location. Such dangerous situations include, but are not limited to, simple traps, snares, natural hazards, poisonous flora, and hidden creatures with intent to attack. Only traps, hazards, and creatures poised to spring are detected. Therefore, defunct traps or creatures not poised to attack are not detected. The spell cannot detect magical traps or hazards, nor can it detect a very complex trap that has been constructed to only trigger in narrow and specific circumstances, such as a highly specialized *magic mouth* spell.

DETECT EVIL — Divination

REVERSIBLE

Sphere: Divination
Range: Personal — Components: V, S
Duration: 10 min./level (Concentration) — Casting Time: 1 full round
Area of Effect: 180 ft. cone from caster — Saving Throw: None

This spell mirrors its arcane version; however, this spell not only detects the evil alignment or the emanation of an evil item or area, but it also detects evil intentions in a creature not otherwise evil.

The degrees of evil or evil intentions provide a spectrum of visible auras (dim, faint, moderate, strong, or overwhelming), where more potent evil has a stronger aura. If the caster concentrates for at least one full round on an aura, there is a 10% chance per caster level (maximum 90%) that he can discern other aspects of the evil, such as whether it is tied to law or chaos, or whether the intention is murderous.

The reverse of this spell detects good emanations and intentions in the exact same way.

DETECT MAGIC — Divination

Sphere: Divination
Range: Personal — Components: V, S, M
Duration: 2 min./level (Concentration) — Casting Time: +1
Area of Effect: 60 ft. cone — Saving Throw: None

The caster sees magical auras in a cone. The intensity of the aura highlights the power level of the magic (dim for up to 2nd level, faint for 3rd to 5th, moderate for 6th to 8th, strong for 9th and overwhelming for artifacts). Also note that certain summoned creatures, while not magical themselves, may still resonate magic if they arrived just prior to casting.

While concentrating, the caster can maintain the spell as he looks around, but he cannot extend the spell past its duration. If the caster stops concentrating before the duration expires, the spell still ends.

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The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Note that the divine version of this spell does not allow the caster to discern the magic's school of origin.

DETECT POISON — Divination

Sphere: Divination
Range: Touch
Duration: Immediate
Area of Effect: One target or 5 ft. cube

Components: V, S
Casting Time: +2
Saving Throw: None

The caster detects whether an object or creature is subject to the effects of poison. If so, the caster determines the exact type of poison. This spell protects the caster from contact poisons touched as a result of casting this spell; however, it does not protect against any poisons that could enter through an injury, if such an injury should occur when targeting an object or creature with this spell.

ENDURE ENVIRONMENT — Alteration

Sphere: Protection
Range: Touch
Duration: 2 hrs./level
Area of Effect: Subject touched

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The subject (and any worn or held equipment) can endure extreme heat or cold and remain perfectly comfortable in temperatures ranging between -50 and 150 degrees Fahrenheit. The spell does not ward against any special type of elemental damage, such as from fire or a magical weapon, nor does it protect against environmental hazards, such as smoke. Magical or natural effects the spell does not protect against, such as a breath weapon or a mundane flame, end the spell's duration, but the spell first reduces 2d6 points from that source.

ENTANGLE — Alteration

Sphere: Plant
Range: Long
Duration: 10 min.
Area of Effect: 40-ft. radius

Components: V, S
Casting Time: +4
Saving Throw: Ref partial

The caster causes plant life in the area to entangle and entwine any creatures in the area or later entering it, cutting movement to 10 feet and imposing a -4 penalty on all attacks and Reflex saves. A successful save allows a creature to move freely, but they must save each round spent within the area of effect. Large creatures receive a +2 save bonus; bigger creatures do not suffer the effects of this spell.

FAERIE FIRE — Alteration

Sphere: Weather
Range: Long
Duration: 1 min./level
Area of Effect: 10 ft. radius

Component: V, M
Casting Time: +4
Saving Throw: None

This spell outlines creatures in the area with a pale blue, violet, or green glow. Outlined creatures can be seen in total darkness, granting opponents a +2 to attack, and can be seen better in low-light, granting opponents a +1 to attack. This spell can also outline invisible creatures or objects, but cannot affect anything incorporeal, ethereal, or gaseous. The faerie fire cannot cause any harm, even to those sensitive to light.

HIDE FROM ANIMALS — Abjuration

Sphere: Animal
Range: Touch
Duration: 10 min./level
Area of Effect: 1 target/level

Components: S
Casting Time: +4
Saving Throw: None

This spell renders touched creatures or objects totally invisible and undetectable (even with scent) to any normal and mundane animals. Note that animals with Intelligence scores higher than 6 are not considered normal and mundane, but size is not a factor, so even a dinosaur could be subject to the spell. Any recipient attacking while this spell is in effect immediately becomes both visible and detectable.

HIDE FROM UNDEAD — Abjuration

Sphere: Necromantic
Range: Touch
Duration: 10 min./level
Area of Effect: 1 creature

Components: S
Casting Time: +4
Saving Throw: None

This spell works exactly as *hide from animals*, except it affects any undead creature having 4 or fewer HD and can only be cast upon one touched subject or the caster. Any attack or turn attempt on affected undead immediately breaks the spell.

LIGHT — Alteration

REVERSIBLE

Sphere: Sun
Range: Medium
Duration: 10 min./level
Area of Effect: 20-ft. radius burst

Components: V
Casting Time: +1
Saving Throw: None

This spell creates a light equal to that of torchlight in a 20-ft. radius; the area immediately beyond this light is awash in shadowy illumination. The caster chooses a solid point he can clearly see (such as a rock) to serve as the center of the spell's area of effect.

If cast on a moveable object, the spell will travel with the object if moved. If cast on a creature, it will also move with the creature, but the target can cover the light. The spell originates at the very top of the targeted object or creature, i.e., the top of its head.

Light taken into an area of magical darkness does not function and if cast to emanate from within an area currently in magical darkness, the light will subdue the darkness.

MAGIC STONE — Enchantment

Sphere: Combat
Range: Touch
Duration: 30 minutes (Special)
Area of Effect: 3 pebbles

Components: V, S
Casting Time: +4
Saving Throw: None

The caster imbues up to three mundane pebbles with magical energy that transforms them into magical missiles that have a +1 attack bonus, deal 2d4+1 points of damage on impact and have a hurling range of 90 feet. Whoever throws them or uses them in a sling is granted a proficiency in their use, but must still perform a ranged attack. Undead creatures suffer 2d6+1 points of damage from a magic stone.

The pebbles retain their magic for 30 minutes or until discharged with the intent of striking a target.

PASS WITHOUT TRACE — Alteration

Sphere: Plant
Range: Touch
Duration: 1 hr./level
Area of Effect: 1 subject

Components: V, S
Casting Time: +4
Saving Throw: None

The subject or caster can move in any terrain and leave neither footprint nor scent, even in snow or mud. Nonmagical means of tracking are useless; however, as the spell does leave a slight residue of magic in the area for 10 minutes, magical means of tracking do exist.

PROTECTION FROM EVIL — Ajuration

REVERSIBLE

Sphere: Protection
Range: Touch
Duration: 2 min./level
Area of Effect: Subject touched

Components: V, S
Casting Time: +1
Saving Throw: None

This spell creates a 1-ft. thick magical barrier around the subject that moves with the subject. The barrier has three major effects:

First, all attacks against the subject made by evil creatures suffer a -2 penalty to the attack roll and the subject receives a +2 bonus on any saving throws required.

Second, the barrier blocks any attempt to possess the warded subject (by a magic jar, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person). The protection does not prevent such effects from targeting the protected subject, but it suppresses the effect for the duration of the protection from evil spell effect. If the protection from evil spell ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature. Second, any attempt to possess (as by a magic jar attack) or to exercise mental control over (as by a vampire's charm ability) the protected creature is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, but it does prevent the exercise of mental control through the barrier. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast.

This spell can be reversed to protect from good creatures and good-aligned effects, in which case the second and third benefits remain the same.

PURIFY FOOD & DRINK — Alteration

REVERSIBLE

Sphere: All
Range: Immediate
Duration: Permanent
Area of Effect: 1 cu. ft./lev of food/drink

Components: V, S
Casting Time: 1 full round
Saving Throw: None

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water, pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type or upon magical potions.

The reverse of the spell spoils the food and drink, even holy water; however, similar to the normal version, it also has no effect on creatures of any type or upon potions.

REMOVE FEAR — Abjuration

REVERSIBLE

Sphere: Charm
Range: Close
Duration: Special
Area of Effect: 1 living creature/4 levels

Components: V, S
Casting Time: +1
Saving Throw: Special

The caster instills courage in the subject(s) of this spell, granting them a +4 bonus on saving throws against fear effects, even those currently in effect.

The reverse of this spell causes fear in the area and forces those that fail a Will save to flee from the caster for 1d4 rounds.

SANCTUARY	Abjuration

Sphere: Protection
Range: Touch
Duration: 1 min./level
Area of Effect: 1 subject

Components: V, S
Casting Time: +4
Saving Throw: Will negates

This spell protects one touched subject or the caster. It forces any person wishing to attack or target the warded subject with a spell or effect to succeed on a Will saving throw. If unsuccessful, that person cannot attack or target the warded subject for the remainder of the spell. Note that this spell does not protect the warded subject from area effects.

The spell expires if the warded creature takes a hostile action.

SHILLELAGH	Alteration

Sphere: Combat, Plant
Range: Touch
Duration: 10 min./level
Area of Effect: 1 wooden weapon

Components: V, S
Casting Time: +2
Saving Throw: None

The caster enchants his own wooden melee weapon. It thereafter has a +1 bonus to attack and deals an additional die of damage. For example, a weapon that deals 1d4 points of damage normally would deal 2d4 with this spell.

The spell only functions when the enchanted weapon is held by the caster.

SUMMON ANIMAL COMPANION	Enchantment/Charm

Sphere: Animal
Range: Close
Duration: Permanent
Area of Effect: 1 animal

Components: V, S, M
Casting Time: 12 hr.
Saving Throw: Will negates

The caster performs this short magical ritual in the wilderness and attracts an animal native to the location with no more than 2 HD per caster level. (The GM first picks the animal and then gives the animal a saving throw; if successful, the animal appears but then runs away.) The animal becomes a lifelong friend of the caster and can be taught to perform minor tricks and tasks commensurate with its Intelligence. A period of training must follow the completion of this spell to train the animal; otherwise, the animal simply follows the caster around.

Two incidents cause the animal to leave its master. It if ever feels threatened by its master, a sensitive emotion stemming from the master's eventual intent to do harm to the animal, the animal flees. If the animal is caused to stray beyond 1 mile from its master, it also flees.

A caster can only maintain a number of HD equal to twice his caster level at any one time.

The caster must also have food and water from a natural spring ready for the animal.

LEVEL 2 DIVINE SPELLS

AID	Necromancy, Abjuration

Sphere: Necromantic
Range: Touch
Duration: 1 min./level
Area of Effect: 1 creature

Components: V, S
Casting Time: +5
Saving Throw: None

The recipient of this spell gains a +1 bonus on all d20 rolls and receives 1d8 hit points. These hit points are temporary and can exceed the subject's normal hit point maximum, but are reduced first and cannot be healed.

ANIMAL MESSENGER	Enchantment/Charm

Sphere: Animal
Range: Medium
Duration: 1 day/level
Area of Effect: 1 animal

Components: V, S
Casting Time: 1 full round
Saving Throw: None

This spell calls a Tiny animal to the vicinity. The caster then lures it with food and causes it to take a small item, such as a note, to a specific location. Once the animal arrives at the location, it will attempt to follow any basic instructions given and will remain at the location until the duration expires. The animal generally allows anyone at the location to approach it and retrieve its burden.

AUGURY	Divination

Sphere: Divination
Range: Personal
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 2 rds.
Saving Throw: None

This spell can tell the caster whether an action to be taken in the immediate future by himself or an ally will benefit or harm the party. The base chance for receiving a meaningful reply is 70%, plus 1% per caster level, to a maximum 90%.

Although the GM determines the exact response, the spell commonly responds with "weal" or "woe" to indicate a beneficial or harmful result, respectively. An often issued sidearm response would be in the form of a cryptic phrase.

To provide an example, if the question is, "Will we benefit from opening the sarcophagus?" and the sarcophagus is trapped, but leads to a treasure room, the spell might respond, "Blood stained treasure awaits." If the spell is a death trap, the spell might simply say, "Woe!" If the trap has not been reset, the spell might simply say, "Weal!"

BARKSKIN   Alteration

Sphere: Protection, Plant
Range: Touch   Components: V, S
Duration: 10min./level   Casting Time: +5
Area of Effect: 1 creature   Saving Throw: None

The caster or subject's skin hardens to that of bark, granting the subject a bonus to AC equal to 4 plus 1 per four caster levels. The AC bonus from hardened skin does not stack with that granted by normal armor; instead the higher AC is used. The AC bonus from hardened skin does stack with magical protection, such as that from bracers of armor or a ring of protection.

The spell also grants a +1 bonus to saving throws against spells or effects that use physical force, such as *fireball*.

CALMING RAY   Enchantment/Charm

Sphere: Charm
Range: Medium   Components: V, S
Duration: 1 rd. + 1 rd./level   Casting Time: +5
Area of Effect: 1 creature   Saving Throw: Will negates

The caster covers a subject in range with a calming, serene light. The subject feels at peace and is unmotivated to attack or otherwise harm anything. For the duration of the spell, the subject may only take actions that benefit others (often allies) and cannot attack or cast spells that adversely affect anyone.

CHARM PERSON   Enchantment/Charm

Sphere: Charm
Range: Medium   Components: V, S
Duration: Special   Casting Time: 1
Area of Effect: Targeted subject   Saving Throw: Will negates

The caster charms a humanoid target no larger than Medium. The target need not be human, or even a playable race; any monster that fits the description of humanoid can be affected by this spell.

The target receives a save and, as this is a mind-affecting spell, the target receives a bonus from Wisdom, if any. During the round this spell is cast, any hit point damage inflicted by the caster's allies accrues normally, but also provides a like bonus on the save vs. spell. For example, if the caster's allies inflict 10 points of damage while the caster is casting, the target receives a +10 bonus on his save.

On a failed save, the target does not automatically become the caster's thrall. The target simply views everything the caster says as that of a friend. Thus, suggestions to perform obviously dangerous tasks break the charm. Furthermore, any acts of aggression toward the target by the caster or the caster's allies also end the spell.

The duration of the charm, provided no intervening event disrupts it, can be permanent, but subsequent saves are allowed on a schedule based on the Intelligence of the target. Even after the spell expires, the target knows he was under a mind-affecting charm, remembers who cast it, and remembers everything that happened.

Intelligence Score	Time Between Checks
3 or less	2 months
4-9	1 month
10-12	2 weeks
13-14	1 week
15-16	2 days
17	1 day
18	1 hour
19 or more	1 minute

Note: There is one narrow exception to the bipedal humanoid requirement. This spell can be used on an animal companion. This application is most often used if the master needs to ensure his animal companion stays in a certain place for an extended period of time, regardless of where the master travels to.

DELAY POISON   Abjuration

Sphere: Healing
Range: Touch   Components: V, S
Duration: 1 hr./level   Casting Time: +2
Area of Effect: 1 creature   Saving Throw: None

While this spell does not neutralize poison, it does delay the onset period in a poisoned subject by the duration of the spell. During this delayed period, the poisoned subject may accept mundane or magical assistance to actually remove the toxin.

DETECT ALIGNMENT   Divination

REVERSIBLE

Sphere: Divination
Range: Close   Components: S
Duration: Instantaneous (Special)   Casting time: 1 full round
Area of Effect: 1 creature or object Saving Throw: See below

The caster detects the full alignment of a creature or object in range. Targeted creatures receive a Will save to thwart the spell.

The reverse of this spell renders the alignment of a touched subject or creature undetectable for 24 hours.

ENTHRALL   Enchantment/Charm

Sphere: Charm
Range: Personal   Components: V, S
Duration: Special   Casting Time: 1 full round
Area of Effect: 90-ft. radius   Saving Throw: Will negates

The caster is able to use this spell to enthrall any intelligent creatures currently paying attention to the caster. After one full round of casting aloud, all those that do not save become entranced with the caster and take no actions but to remain fixed and attentive. To maintain the crowd's attention, the caster must continue to preach.

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Any creature opposed to either the caster or his religion receives a +4 bonus to save against the spell. Furthermore, creatures with 4 or more HD, or having a Wisdom score of 16 or higher, remain indifferent and aware of their surroundings.

The spell lasts until the caster stops preaching, and then its effects linger for 1d3 rounds thereafter. If any enthralled listener is attacked, the spell immediately ends.

Those under the effects of this spell may be granted a saving throw each round in which sufficient debate and argument stems from those in the crowd not enthralled.

FIND TRAPS	Divination

Sphere: Divination
Range: Personal
Duration: See below
Area of Effect: 60 ft. cone from caster

Components: V, S
Casting Time: +5
Saving Throw: None

The caster can see any magical or mechanical traps ahead of him in his vantage. He sees a trap and is made aware of how the trap works, but the spell does not provide information on how to disarm it.

Natural hazards, such as an impending cave-in, are not detected.

The default duration of this spell is instantaneous, however, the caster may concentrate and maintain the spell for a maximum of 1 minute per caster level.

FIRE TRAP	Abjuration, Evocation

Sphere: Elemental (Fire)
Range: Touch
Duration: Permanent until discharged
Area of Effect: Object touched

Components: V, S
Casting Time: 10 min.
Saving Throw: Ref half

This spell causes a closeable object, such as a box, coffin, door, or the like, to explode in a fiery explosion once opened. The fire trap deals 1d4 points of damage per caster level (maximum 10d4). The explosion encompasses a 5-foot radius burst and catches all those in the area. The caster determines the exact point on the object that holds the spell, such as the lock or latch. Once this spell is placed upon an object, no other magical spell to close or lock it. Once the spell explodes, the object and any contents remain untouched.

A *knock* spell reacts weirdly to fire trap. It sounds as if a lock clicked open, even if a lock doesn't exist, but, in fact, this is a byproduct of the fire trap that actually does nothing but add false hope. An unsuccessful dispel magic spell will not detonate the spell. A person attempting to disable this magical trap sets it off if unsuccessful.

The caster can use the fire trapped object without setting it off, as can any individual to whom the spell was specifically attuned when cast, which usually involves setting a shared password.

FLAME BLADE	Evocation

Sphere: Elemental (Fire)
Range: Personal
Duration: 4 rds. + 1 rd./2 levels
Area of Effect: 3-ft. long blade

Components: V, S
Casting Time: +4
Saving Throw: None

A red-hot flame, in the shape of a scimitar, forms in the caster's hand. The flame blade deals 1d4+4 on a successful hit. The blade ignites combustibles and deals 2 additional points of damage to anything especially vulnerable to fire. Undead suffer 4 additional points.

This spell does not function underwater.

GOODBERRY	Alteration

REVERSIBLE

Sphere: Plant
Range: Touch
Duration: 1 day + 1 day/level
Area of Effect: 2d4 fresh berries touched

Components: V, S
Casting Time: +5
Saving Throw: None

Casting goodberry on a bunch of freshly picked berries makes 2d4 of them magical. Anyone able to cast this spell can easily recognize them as magical. Consuming one either fully nourishes the creature or cures 1d2 hit points of damage, but any one creature can only consume a maximum of 8 goodberries in any 24-hour period.

The reverse of the spell creates a batch of 2d4 poisonous berries that either sickens the consumer or removes a hit point.

HEAT METAL	Alteration

REVERSIBLE

Sphere: Elemental (Fire)
Range: Close
Duration: 7 rds.
Area of Effect: Special

Components: V, S
Casting Time: +5
Saving Throw: Special

The caster makes worn or carried metal become extremely warm and ultimately very hot. Unattended, nonmagical metal gets no saving throw. Attended or magical metal is allowed a saving throw against an effect to which the metal is weak (TC 15). See the item saving throw rules in the *Equipment* chapter.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes half of the rolled damage (to a minimum of 1 point) per round if it is wearing minimal metal or carrying minimal metal gear.

The intensity of the heat rises and falls based on the chart below and a wearer or holder of metal suffers the indicated damage.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3–5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

The GM has discretion to impose longer lasting effects on parts of a subject's body that may have continually taken heat damage, such as if the subject continued to hold a heated sword through several rounds of combat. The GM may also impose additional damage if a subject's clothing, or other worn combustibles, catches fire.

This spell is either countered or lessened by intense cold or a direct application of a large quantity of water or snow.

The reverse of this spell, which is handled in exactly the same way but with cold damage instead, counters heat metal.

Metal worn by one Medium-sized subject can be affected for every 2 caster levels.

HOLD PERSON   Enchantment/Charm

Sphere: Charm
Range: Medium
Duration: 1 rd. + 1 rd./level
Area of Effect: 20-ft. globe
Components: V, S
Casting Time: +5
Saving Throw: Will negates

This spell causes 1d4 humanoid creatures, no larger than Medium, in a 20-ft. globe to simply stop moving. This spell only works against living creatures, so constructs or undead creatures, for example, cannot be held. Held subjects are aware of what is happening and can breathe, but cannot take any actions and cannot talk. Each round on their turn, subjects may attempt a new saving throw to end the effect.

Targeted creatures in the middle of a physical activity immediately stop, even to their detriment. A winged creature that is held while flying cannot flap its wings and falls. A climber stops climbing, a swimmer stops swimming, etc.

MONITOR ALLY   Divination

Sphere: Protection
Range: Extreme
Duration: 1 hr./level
Area of Effect: Ally touched
Components: V, S, M
Casting Time: 1 full round
Saving Throw: None

The caster connects spiritually to the subject and, for the duration of the spell, remains aware of the subject's condition as long as the two remain on the same plane of existence. The caster knows the subject's current HP total, whether the subject contracts a magical or mundane ailment, becomes poisoned, charmed, controlled and the like. The caster also knows whether a spell was successfully cast against the subject. Although he cannot discern the exact spell, he knows the effects of

it. If the subject dies during the spell's duration, the caster knows the exact location of the body at the moment of death.

OBSCURING FOG   Alteration

Sphere: Weather
Range: Medium
Duration: 1 min/level
Area of Effect: See below
Components: V, S
Casting Time: +5
Saving Throw: None

The caster creates a wall of vaporous and misty fog that obscures all sight, including enhanced vision, beyond 2 to 5 feet. The duration of this spell can be cut in half by winds, and may even end by extremely powerful winds. The spell creates a wall of this obscuring mist that is 20 feet tall, 20 feet deep, and 10 feet/level long.

RESIST ELEMENT   Alteration

Sphere: Protection
Range: Touch
Duration: 10 min./level
Area of Effect: 1 creature
Components: V, S
Casting Time: +4
Saving Throw: None

The subject of this spell becomes immune to any extreme heat or cold from -50 to 150 degrees Fahrenheit, receives a +3 bonus on any save versus a damaging elemental attack, such as a breath weapon or fireball, and reduces all damage from any magical or mundane elemental attack by 5 points. This damage reduction applies to anything elemental, such a breath weapon, spell or magical element attached to a weapon.

SILENCE   Alteration

Sphere: Guardian
Range: Long
Duration: 2 min./level
Area of Effect: 15-ft. radius globe
Components: V, S
Casting Time: +6
Saving Throw: Will negates

Complete silence overcomes the affected area. All sound is stopped: Conversation is impossible, spells requiring a verbal component cannot be cast and no noise whatsoever issues from or enters the area. The spell can be cast on a point in space or can be cast on a moveable object or creature. An unwilling creature receives a saving throw against this spell if cast on the creature or an item possessed by the creature. This spell provides a defense against sound-based attacks.

SPEAK WITH ANIMAL   Alteration

Sphere: Animal
Range: Personal
Duration: 2 min./level
Area of Effect: 1 animal
Components: V, S
Casting Time: +8
Saving Throw: None

The caster can understand and speak with an animal. This spell in no way enhances the target animal's Intelligence, nor does it enhance its mood, but it may allow the caster to convince a friendly animal to perform some favor or service.

SPIRITUAL WARDEN	Illusion/Phantasm

Sphere: Guardian
Range: Immediate
Duration: 8 hrs.
Area of Effect: 100 sq. ft. area

Components: V, S
Casting Time: 1 minute
Saving Throw: Will negates

The caster wards a particular area with a force like replica of an angel or demon. Anyone breaching the warded area without first speaking a password that is set at casting springs the warden into action. The warden bellows forth with a horrendously powerful scream (that can be heard up to 200 ft. away) and a threatening gesture of imminent attack. The intruder must save or become frozen with fear. The intruder cannot move for one hour, unless the caster releases the paralysis. The warden is visible to those nearby, as well.

SPIRITUAL WEAPON	Evocation

Sphere: Combat
Range: Close
Duration: 1 rd. + 1 rd./level
Area of Effect: Special

Components: V, S
Casting Time: +5
Saving Throw: None

The caster's deity grants him a favored weapon of pure force that springs into being at any point in range. The caster can control the weapon by concentrating on it and can attack with it using the caster's attack bonus, including any bonuses for Strength. In addition, the force hammer deals 1d4 points of damage plus 1 point of damage per three caster levels. The weapon always strikes from the caster's direction. It does not get a flanking bonus or help an ally get one.

The weapon winks out the round after the caster stops concentrating on it or the weapon is commanded to travel outside the range of the spell.

WARP WOOD	Alteration

REVERSIBLE

Sphere: Plant
Range: Close
Duration: Permanent
Area of Effect: Special

Components: V, S
Casting Time: +5
Saving Throw: None

The caster causes a volume of unattended wood to bend and warp, permanently destroying its straightness, form, and strength. Up to 1 cubic foot of wood can be affected per caster level. Warped doors or chests spring open, warped melee weapons subject their wielders to a -4 penalty on attacks and damage, and warped missile weapons are useless.

Enchanted wood can be affected; however, the caster has only a 50% of success. If the wood was enchanted by a very powerful caster or is equal in power to an artifact, the caster only has a 1% chance per caster level.

The reverse of this spell actually straightens wood and can reverse the effects of this spell.

LEVEL 3 DIVINE SPELLS

ANIMATE DEAD	Necromancy

Sphere: Necromantic
Range: Close
Duration: Permanent
Area of Effect: One or more corpses

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster raises the bones or bodies of a certain amount of corpses into skeletons or zombies. Corpses that are mostly bone rise as skeletons; fresher corpses with intact flesh rise as zombies. The caster can animate up to 1 undead creature per caster level.

Animal corpses and medium-sized or smaller human or humankind corpses rise as standard skeletons or zombies, with 1 or 2 HD, respectively. Monsters generally rise as having 6 HD. Monster zombies always expend 1 level of the caster's capacity per HD.

Undead understand and follow the caster's simple, verbal commands.

CALL LIGHTNING	Alteration

Sphere: Weather
Range: Long
Duration: 1 min./level
Area of Effect: Special

Components: V, S
Casting Time: 1 minute
Saving Throw: Save for half

This spell only functions in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size having 7 or more HD) suffice. After completing the lengthy casting time, the caster summons electrical energy that circles his person. The caster may act normally, and even cast other spells, but he cannot move from his current location or the energy recedes back into the environment.

To control the lightning, the caster must concentrate for one round. Before initiative is rolled the next round, the caster unleashes a bolt of lightning that can strike any point in range. The bolt deals 2d8 points of electrical damage plus 2d8 additional damage per two caster levels to all those within 10 ft. of the lightning bolt's path and exploding point.

CONTINUAL DAYLIGHT	Alteration

REVERSIBLE

Sphere: Sun
Range: Medium
Duration: Permanent
Area of Effect: 60-ft. radius globe

Components: V, S
Casting Time: +3
Saving Throw: None

A globe of perpetual daylight emerges 60 ft. in all directions from a point in range. This daylight is magical in nature but is considered natural daylight for all purposes. If cast on an unwilling creature, the daylight emits from a point on the back of the creature's head and can be covered. The globe is stationary if placed on a point in space, but moveable if placed on an object or creature that later moves. If cast

inside a creature with visible organs, the daylight shines through the creature's eyes and blinds it.

Continual daylight brought into an area of magical darkness (or vice versa) cancels it so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a continual daylight spell against magical darkness of similar or lower level cancels the darkness and vice versa.

If cast on an object, the daylight will eventually consume the object, but this could take a few thousand years.

The reverse spell, continual darkness, creates a globe of deep darkness.

CREATE FOOD & WATER	Conjuration

Sphere: Creation
Range: Close	Components: V, S
Duration: Special	Casting Time: 10 min.
Area of Effect: 1 cu. ft./level	Saving Throw: None

The caster creates food and water, both of which are free of impurities, but neither of which are luxurious. The water is clean rain water and the food is rather bland. The food decays and rots within 24 hours, but the water does not.

CURE SERIOUS WOUNDS	Necromancy

REVERSIBLE

Sphere: Healing
Range: Touch	Components: V, S
Duration: Instantaneous	Casting Time: +3
Area of Effect: 1 living creature	Saving Throw: None

The caster heals 3d8+4 points of damage to the touched subject.

The reverse of this spell, *cause serious wounds*, inflicts 2d8+4 points of damage on a touched target.

DISPEL MAGIC	Abjuration

Sphere: Protection
Range: Medium	Components: V, S
Duration: Special	Casting Time: +4
Area of Effect: Special	Saving Throw: None

This spell has two distinct functions. The first functions as an area effect and encompasses multiple effects. The second function targets either a single creature or item.

If using this spell as an area effect, its area is a 30 ft. burst. All potions and magical effects that have a duration other than permanent are dispelled on a successful dispel check. A successful check will also disrupt any spellcasters in the midst of casting.

Permanent magical items and creatures composed entirely of magical essence must be specifically targeted with this spell. In this case, dispel magic only affects that single item or creature. The magic is rendered suppressed and the creature is decomposed for 1d4 rounds on a successful dispel check.

Area Dispel Checks: A dispel check is a d20 roll with no modifiers. A check must be performed against every ongoing magical effect. If the caster can cast the spell from which the magic originates, the dispel is successful on an Average (TC 10) check. If the caster cannot cast the spell from which the magic originates, the dispel is successful on a Superior (TC 15) check.

Targeted Dispel Checks: This is still a d20 roll with no modifiers. Magical creatures are always temporarily decomposed on an Average (TC 10) check. Targeted magical items warrant a higher roll.

- Wands and Staves: Superior (TC 15)
- Other Magical Items: Exceptional (TC 20)

Artifacts and Relics: Divine spellcasters cannot dispel artifacts or relics, but if the artifact or relic is divine in nature, a successful dispel check will identify the nature of the item. If the divine caster fails the check, he is rendered blind for 24 hours. This temporary blindness cannot be removed by anything short of miracle or wish spells.

ELEMENT SHIELD	Alteration

Sphere: Elemental (Fire, Cold, Electricity)
Range: Touch	Components: V, S
Duration: 1 rd. + 1 rd./level	Casting Time: +5
Area of Effect: Creature(s) touched	Saving Throw: None

The caster wards the subjects against mundane fire, cold, and electricity. By means of this spell, the creature takes no damage from fire, extreme cold, and natural electricity. The spell also grants a +2 save bonus against any magical fire, cold, or electricity spell effect. On a failed save, the subjects only take half damage. On a successful save, if they would normally take half damage, they instead take no damage.

ELEMENTAL IMMUNITY	Abjuration

Sphere: Protection, Elemental (Fire, Cold, Electricity)
Range: Personal	Components: V, S
Duration: 1 min./level	Casting Time: +6
Area of Effect: Caster	Saving Throw: None

A divine glow surrounds the caster and renders him completely immune to all damage from normal fire, cold, or electricity. Furthermore, the spell absorbs 50 points of damage from magical sources of these elements. Upon taking 50 hit points, the glow disappears. The effect of an elemental immunity spell differs according to whether the recipient of the magic is the caster or some other creature. In either case, the spell lasts no longer than one minute per caster level.

GLYPH OF WARDING — Abjuration, Evocation

Sphere: Guardian
Range: Touch
Duration: Permanent until discharged
Area of Effect: Special

Components: V, S, M
Casting Time: Special
Saving Throw: Special

The caster creates a powerful inscription that harms those who enter or pass through the warded area, or who open the warded object. A glyph of warding can be used to guard a bridge or passage, ward an entryway, trap a chest or box, and so on.

The caster sets the conditions of the ward. Typically, any creature that triggers the conditions must succeed on a save or suffer the magic it stores. Glyphs can be set according to physical characteristics (such as type, size, and weight). Glyphs can also be set with respect to alignment or religion. They cannot be set according to class, Hit Dice, or level. Multiple glyphs cannot be cast on the same area. However, if a cabinet had three drawers, each could be separately warded; if a robe had three pockets, each could also be separately warded.

The caster uses a special incense and diamond dust (costing 50 gp per square feet of warding) and weaves a tracery of faintly glowing lines around the warding sigil that quickly turns invisible upon the completion of the spell.

There are two common glyphs. The first is a damaging explosion of a chosen element that deals 1d8 points of damage per 2 caster levels. The second is a timed release of a divine spell of 3rd level or lower.
Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled and disabled (if detected) by a very skilled thief.

HOLD ANIMAL — Enchantment/Charm

Sphere: Charm
Range: Medium
Duration: 1 rd. + 1 rd./level
Area of Effect: 20-ft. globe

Components: V, S
Casting Time: +5
Saving Throw: Will negates

The spell woks exactly like *hold person*, except it affects up to 1d4 animals instead.

LOCATE OBJECT — Divination

REVERSIBLE

Sphere: Divination
Range: Long
Duration: 8 hrs.
Area of Effect: 1 object

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster senses the location of an object with which he is intimately familiar; it does not locate living creatures. The caster can also locate a general object and, in this case, senses the location of the nearest one in range. If the desired object is not in range, the spell ceases to work.

The spell is blocked by even a thin sheet of lead. A desired object can thwart the spell if polymorphed or warded against detection.

MAGICAL VESTMENT — Enchtantment

Sphere: Protection
Range: Personal
Duration: 1 min./level
Area of Effect: The caster's vestment

Components: V, S
Casting Time: +3
Saving Throw: None

The caster imbues his vestment with a magical AC bonus of 5 + 1 per every three levels the caster has attained above 5th level. If the caster is wearing armor, the vestment and armor bonus do not stack, but the higher AC bonus is used.

MELD INTO STONE — Alteration

Sphere: Elemental (Earth)
Range: Personal
Duration: 1 min. + 2d10 min.
Area of Effect: The caster

Components: V, S
Casting Time: +5
Saving Throw: None

The caster melds his body and possessions into a single block of stone. The stone must be large enough to accommodate his body in all three dimensions. When the casting is complete, the caster and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, the caster remains in contact with the face of the stone through which he melded. Everything that goes on immediately outside the stone can be seen and heard. While in this state, a *detect magic* spell reveals the magic of this spell and a *true seeing* spell reveals the caster.

Minor physical damage to the stone does not harm the priest, but if it is sufficiently destroyed to expel the caster, the caster suffers 4d8 points of damage. The caster must save if the stone is suddenly destroyed or the caster immediately dies.

The magic lasts for up to 21 minutes, with the variable part of the duration noted above rolled secretly by the DM. At any time before the duration expires, the priest can step out of the stone through the stone surface he entered. If the duration runs out, or the effect is dispelled before the priest exits the stone, he is violently expelled and suffers 4d8 points of damage.

Stone to flesh expels the caster and inflicts 4d8 points of damage; *stone shape* causes 2d8 points of damage, but does not expel the caster; *transmute rock to mud* expels and slays the caster instantly unless he rolls a successful saving throw; *passwall* expels the caster immediately, but deals no damage.

MELD INTO TREE — Alteration

Sphere: Plant
Range: Personal
Duration: 10 min. + 1d10 min.
Area of Effect: The caster

Components: V, S
Casting Time: +5
Saving Throw: None

This spell functions exactly like *meld into stone*, but uses and requires a tree of sufficient size, instead.

PLANT GROWTH — Alteration

Sphere: Plant
Range: Touch
Duration: Permanent
Area of Effect: Special

Components: V, S
Casting Time: +3
Saving Throw: Special

This spell functions in one of two ways: contained entanglement or sprawling invigoration.

The contained entanglement option allows the caster to designate an area no larger than a 20 ft. square per caster level. All normal growth in the area grows tremendously and wildly, making it incredibly difficult to traverse. The caster touches a point on the ground. The caster may then command the vegetation to grow once he exits the area. Those caught in the entanglement receive a Reflex save to move at half-movement, otherwise the subject moves only 5 feet per round.

The sprawling invigoration option forces a ½ mile radius from the touched point to become especially fruitful and yielding. The spell actually increases the land's bounty by 30%, but does not otherwise change the area's susceptibility to seasons and/or unexpected weather.

PRAYER — Conjuration/Summoning

Sphere: Combat
Range: Personal
Duration: 1 rd./level
Area of Effect: 60-ft. radius

Components: V, S
Casting Time: +4
Saving Throw: None

Prayer grants allies within the area of effect a +1 bonus to attacks, damage and saves; enemies in the area suffer a -1 penalty on the same.

One other divine caster of a compatible ethos may assist the prayer. This expends the primary action of the assisting caster, but it doubles the bonuses and penalties.

PROTECTION FROM NECROMANTIC ENERGY — Abjuration

Sphere: Protection
Range: Touch
Duration: 10 min./level or discharge
Area of Effect: 1 living creature touched

Components: V, S
Casting Time: +3
Saving Throw: None

The caster wreathes the subject in positive energy which remains for the spell's duration or until invoked by the subject. Any time the subject suffers an attack or effect rooted in necromancy or negative energy, the subject may instantaneously release the positive energy. Once that is done, any source of necromancy deals only half hit point damage and does not impose any additional adverse effect(s).

The subject may also invoke the positive energy if attacked by an undead with any form of energy drain. The subject still suffers any normal hit point damage from the attack, but does not suffer any loss of attributes, permanent hit point loss or other effects.

Once the positive energy protects against one necromantic or negative energy attack, the spell ends.

PYROTECHNICS — Alteration

Sphere: Elemental (Fire)
Range: Long
Duration: Special
Area of Effect: 1 fire up to 20 ft. cube

Components: V, S
Casting Time: +3
Saving Throw: None

The caster chooses to turn an existing fire source into either a flashing burst of fireworks or a thick choking cloud of smoke.

Fireworks: This option causes the fire to erupt in a series of blinding firework flashes. Any creature within 120 feet with line of sight to the fireworks must save or become blinded for 1d4+1 rounds. Blinded subjects suffer a –4 on all rolls and AC.

Smoke: A thick, writhing stream of smoke billows forth from the fire and forms a choking cloud taking up a space 100 times greater in size than that of the fire. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even enhanced vision, is ineffective. All within the cloud must save or be partially blinded (-2 penalties to all rolls and AC). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. The spell may extinguish the fire source or damage a fire creature if used as a source. If the source is a 20-foot cube, the fire is extinguished; if much larger, it may be only diminished. Magical fires are never extinguished, but take 1 round to regain their former glory. Fire creatures receive a save to thwart the spell. Failure suffers the creature to 1 point of damage per caster level after the spell is complete.

RAY OF BLESSED LIGHT — Necromancy

REVERSIBLE

Sphere: Healing
Range: Close
Duration: Instantaneous
Area of Effect: 1 subject

Components: V, S
Casting Time: +3
Saving Throw: None

This spell functions similar to *cure light wounds*, but the magic is instead delivered by a ray of light that emits from the caster's outstretched hand and the hit points healed equals 1d8+8.

The reverse of this spell requires a ranged attack against a hostile target. The target's AC does not factor any AC bonus from armor or shield.

This spell can be used for spontaneous healing.

REMOVE BLINDNESS OR DEAFNESS Abjuration

REVERSIBLE

Sphere: Necromantic
Range: Touch   Components: V, S
Duration: Permanent   Casting Time: +3
Area of Effect: 1 creature   Saving Throw: See below

The subject is permanently cured of either blindness or deafness, whether mundane or magical.

Its reverse is *cause blindness or deafness* and requires a failed Fortitude save to take effect.

REMOVE CURSE   Abjuration

REVERSIBLE

Sphere: Protection
Range: Touch   Components: V, S
Duration: Permanent   Casting Time: +6
Area of Effect: Special   Saving Throw: Special

The caster removes any curse from the touched creature or object. Unfortunately, not all curses can be cured by this spell. In addition, some require a caster to be of a certain level when casting this spell to functionally remove them, e.g., a 12th level caster removing lycanthropy.

No saving throw is generally required; however, if a cursed subject does not want the curse removed, he may perform a save to thwart the spell.

The reverse of this spell bestows a curse and requires a Fortitude saving throw. There are three versions of the bestow curse spell. The first removes 2d6 points from any attribute of the target. The second weakens the target and henceforth the target suffers a -4 on all attacks, damage, AC, and saving throws. The third is a specially crafted curse (with the GM's permission). An example of this third version would be cursing the target's right hand to drop anything held. A bestowed curse is countered by *remove curse*, and it cannot be dispelled.

REMOVE DISEASE   Abjuration

REVERSIBLE

Sphere: Necromantic
Range: Touch   Components: V, S
Duration: Permanent   Casting Time: 1 full round
Area of Effect: 1 creature   Saving Throw: Special

The caster cures and fully removes a disease from which the subject is suffering. The spell also removes parasites, including green slime. Certain diseases may not be countered by this spell until the caster has achieved a certain level. For example, only a 12th level caster, using this spell, may remove lycanthropy. Consult the specific unique disease for more information.

The disease may not immediately be cured. The GM has the discretion to state how long of a healing process the subject must wait through and this depends on the severity of the disease. Note that the spell does not provide a continuous ward against the disease. A reoccurrence can happen if later exposed.

The reverse of this spell causes a disease on a failed Fortitude saving throw. The GM once again has full discretion to inflict whatever disease he wants. It could range from a weakening disease that saps all Strength, a disease that requires 16 hours per day of rest, or a fatal disease that kills within weeks or months. Special and unique diseases, such as lycanthropy, cannot be caused by this spell.

REMOVE PARALYSIS   Abjuration

Sphere: Protection
Range: Close   Components: V, S
Duration: Permanent   Casting Time: +6
Area of Effect: 20-ft. area   Saving Throw: None

The caster can choose to target up to 1d4 creatures. If targeting one, the caster immediately removes any debilitating magic that cause slowing or paralysis. If targeting two creatures, these creatures immediately receive another save at +4 to shake off the effect. If targeting three or four creatures, each immediately receives another save at +2 to move freely.

SNARE   Enchantment

Sphere: Plant
Range: Touch   Components: V, S
Duration: Until triggered   Casting Time: 3 rds.
Area of Effect: 2-ft. diameter + 2 in./lev Saving Throw: None

This spell enables the caster to make a snare from a supple vine, rope, or thong. The ropelike object used in the spell blends almost perfectly into the surroundings and imposes a -10 penalty on any roll to detect the trap. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature moving inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The magic causes the tree to bend and then straighten when the loop is triggered, inflicting 1d6 points of damage to the creature trapped, and lifting it off the ground by whatever part of the body is trapped. If no such tree is available, the ropelike object tightens around the trapped creature to entangle the creature. This entanglement deals no damage, but strongly grapples the creature, requiring an Exceptional (TC 20) Strength check to break. The ropelike object can be cut with any slashing weapon, but is immune to any slashing weapon not having at least a +2 attack bonus from magic, specialization, or Strength.

SPEAK WITH DEAD — Necromancy

Sphere: Divination
Range: Close
Duration: Special
Area of Effect: 1 corpse

Components: V, S
Casting Time: 10 minutes
Saving Throw: Special

The caster grants a semblance of life to a dead creature in order to ask the corpse a number of questions. The corpse speaks whatever languages it knew in life and it draws not from memory, but from the imprints of information on its body. Therefore, the amount of questions that can be answered depends entirely on the amount of the corpse that is intact. Because it is increasingly difficult to receive proper information from corpses mostly decomposed, lower level casters cannot attempt to speak with dead unless the corpse is recently dead. The chart below has more information.

The caster may ask a number of questions equal to his caster level. The questions must be direct and easily understood. Any room for interpretation usually renders the question unanswerable. Corpses tend to give answers that are cryptic, but this is more of a function of the way the answer is delivered than an active attempt by the corpse to confuse the caster. A corpse's information is limited to what it knew in life.

Unwilling corpses receive a saving throw to avoid answering questions. The corpse saves as an item that is weak to the effect (TC 15 save required), but it receives a +4 bonus to the roll if it suffers this spell within one week of its death. Corpses of recently dead powerful creatures or people may use the Will saving throw they enjoyed in life, if the GM so permits.

Caster's Level	Max. Length of Time Dead	Time Questioned	Min. Amount of Corpse Intact
1-5	1 week	1 round	99%
6-8	1 month	1 minute	85%
9-12	1 year	10 minutes	65%
13-15	10 years	30 minutes	35%
16-20	100 years	1 hour	15%
21+	1,000 years	2 hours	5%

SPIKE GROWTH — Alteration, Enchantment

Sphere: Plant
Range: Medium
Duration: 1 hr + 1 hr./level
Area of Effect: 10-ft. sq./level

Components: V, S
Casting Time: +6
Saving Throw: None

Spikes grow from the underbrush and roots of an area with sufficient plant life. These spikes serve to damage and slow those in the area of effect at casting and who later enter. For each 5 feet of movement through the area, the victim suffers 1d4 points of damage and is then required to make a saving throw. A failed save reduces his movement speed by one half for 24 hours or until healed. One spell of magical healing only removes the hit point damage; it does not remove the slowed rate of movement. A second spell is necessary. Any mundane attempt at first aid takes 1 hour and the attribute check suffers a -4 penalty.

Spike growth can only be located with magical means of detecting traps or hidden objects. A thief, for example, has no chance to normally detect this spell.

STONE SHAPE — Alteration

Sphere: Elemental (Earth)
Range: Touch
Duration: Permanent
Area of Effect: 10 cu. ft. + 1 cu. ft./level

Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

The caster can shape and morph an existing piece of stone into any shape or object. The shape or object is not perfectly sturdy and any shape or object with moving parts has a 30% of not working. Weapons, coffers, doors, and statues are but a few of the various pieces that can be made.

SUMMON INSECT SWARM — Conjuration/Summoning

Sphere: Animal
Range: Close
Duration: 1 rd./level
Area of Effect: 1 swarm

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster summons the closest insect swarm to appear. A d10 roll is performed. A roll of 1 – 7 indicates the arrival of a swarm of flying insects (bees, flies, hornets, or wasps). A roll of 8 – 10 indicates the arrival of a crawling swarm (ants, spiders, earwigs, or beetles). If cast in a very exotic environment, like deep underground, certain giant versions of these insects may be summoned instead. The swarm quickly gathers at a point close to the caster and can be commanded to attack a single target in range.

The target suffers 1d6 points of damage per round he is attacked. The swarm also imposes a -2 penalty to attack and AC. The insect swarm gets an initiative every round to determine when in the round the damage is incurred. Spell casters that take damage before a spell goes off lose the spell due to the damage.

The swarm moves at 10 feet per round and can be fended off by a sufficient amount of fire, smoke, or rushing liquid. It can be commanded to move and attack another target.

WATER BREATHING — Alteration

REVERSIBLE

Elemental (Air, Water)
Range: Touch
Duration: 2 hrs. + 1 hr./level
Area of Effect: Creatures touched

Components: V, S
Casting Time: +3
Saving Throw: None

Touched subjects can breathe freely underwater. The listed duration applies to one subject. Any additional subjects touched divide the duration equally.

The reverse of this spell grants touched subjects the ability to breathe air if they normally could not.

WATER WALK   Alteration

Sphere: Elemental (Water)
Range: Touch
Duration: 10 min./level
Area of Effect: Special

Components: V, S
Casting Time: +6
Saving Throw: None

The subjects of this spell walk over any form of liquid, even snow, quicksand, or lava. The subjects remain 2 inches above the liquid surface, but feel solid ground beneath their feet. As such, they can move about as if on solid ground. If cast under water, the subjects quickly ascend to the surface.

The caster, at 3rd level, can affect one subject. For every level above 3rd, the caster can affect one additional subject with one casting.

LEVEL 4 DIVINE SPELLS

AURA OF FEAR   Abjuration

Sphere: Charm
Range: Touch
Duration: 1 rd./level
Area of Effect: 1 creature

Components: V, S
Casting Time: +4
Saving Throw: Will negates

The caster touches a single willing target and creates an aura of fear around the subject. All living creatures that come within 5-ft. of the subject must save or flee from the subject to a place where the subject can no longer be seen. If the subject of this spell pursues the victims and presses to fight, the only action the victims of this spell may take is to run away. If a victim of this spell is confronted by a different opponent, the victim suffers a -2 penalty on all combat rolls.

COMMAND PLANTS   Enchantment/Charm

Sphere: Plant
Range: Close
Duration: 1 rd./level
Area of Effect: 20-ft radius

Components: V, S
Casting Time: 1 full round
Saving Throw: See below

This spell causes 1d4 plants (or plant-type creatures) to follow the caster's commands. During the duration of this spell, the magic allows the plants to understand the verbal commands of the caster and causes the plants to view the caster in the most favorable light. Common commands include: hold still, entangle, move and attack.

This spell affects all plant creatures and vegetable matter, including magical plants (such as treants) and oozes and fungi. Intelligent or monster plants use their normal saving throw; inanimate plants save as an object as if the plant was weak to the effect (saving throw 15).

Note that inanimate plants do gain mobility from this spell.

CONTROL WATER   Alteration

Sphere: Elemental (Water)
Range: Medium
Duration: 1 min./level
Area of Effect: See below

Components: V, S
Casting Time: 10 minutes
Saving Throw: See below

The caster chooses one of the following three applications:

Lower Water
This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a square depression whose sides are up to 10-ft. long per caster level. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell. The spell has no effect on other creatures.

Raise Water
This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With lower water or raise water, the caster may reduce one horizontal dimension by half and double the other horizontal dimension.

Part Water
This causes water to move apart and form a 20-ft. wide corridor. The depth of the corridor is 5 ft. per level and the length is 30 ft. per level. If cast on water elementals and other water-based creatures, the spell deals 1d8 points of damage per caster level, but a saving throw is allowed to halve the damage. This version of the spell can be cast to create an air tunnel underwater of the same size.

DISCERN LIES   Divination

REVERSIBLE

Sphere: Divination
Range: Close
Duration: 1 rd./level
Area of Effect: See below

Components: V, S
Casting Time: +4
Saving Throw: Will negates

Each round, the caster concentrates on one target subject in range and immediately knows if the subject knowingly and deliberately tells a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, the caster may turn his concentration toward a different subject in range. Every targeted subject receives a save to thwart this spell.

The reverse of this spell, which is called *indiscernible lie*, protects one touched creature against discern lies for an equal amount of time.

DISMISSAL — Abjuration

Sphere: Summoning
Range: Close
Duration: Special
Area of Effect: 1 creature

Components: V, S
Casting Time: 1 full round
Saving Throw: Special

This spell sends an extraplanar creature back to a random spot on its home plane of existence. If the creature is unique, the caster must know its proper name or the name to which it is most commonly referred and utter that name at casting. Divine entities cannot be dismissed.

A bonus or penalty applies to the saving throw based on any level disparity between the caster and the creature. For each level, the modifier is a cumulative +/- 1. For example, the caster is 12th-level and the creature is 16th-level. The creature has a +4 bonus on the save. If the caster was 15th-level and the creature was 9th-level, the creature would suffer a -6 save penalty.

If the caster does not utter the correct name, in the case of a unique creature, or the creature saves, the caster cannot attempt to dismiss that particular creature until gaining a level of experience.

DIVINATION — Divination

Sphere: Divination
Range: Personal
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 10 minutes
Saving Throw: None

Similar to *augury* but more powerful, a divination spell can provide the caster with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. For example, suppose the party meets an ominous hole in the floor of a dungeon room and wishes to know whether to venture down. The caster uses divination and asks, "Will it be beneficial to the group's goal of locating the soul gem if we venture into the hole?" Suppose the hole leads to a purple worm lair. Further suppose that the purple worm has swallowed a group of adventurers that came through last week; each adventuring class is represented in the group that was swallowed, and each swallowed adventurer has magical items and equipment. The entity may reply, "Entering the great mouth will undoubtedly bring each of you closer to your personal goal."

If the caster's party does not act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 60% + 1% per caster level, to a maximum of 95%. The GM may adjust the percentage of success based on the specificity of the information sought. If the dice roll fails, the caster knows the spell failed, unless specific magic yielding false information is at work.

Material Component: This spell requires an offering to the entity employed. Most neutral or good-aligned entities accept the burning of amber incense costing 200 g.p. Malevolent beings generally require a sacrifice. Note that the spell fails if the entity disapproves of the offering, regardless of whether the d% roll is successful.

ENLARGE INSECT — Alteration

Sphere: Animal
Range: Close
Duration: 1 min./level
Area of Effect: 1 to 6 insects

Components: V, S
Casting Time: +4
Saving Throw: None

The caster enlarges 1d6 normal insects in range to Medium-sized. The insects' Hit Dice also increases, based upon the level of the caster:

Caster Level	Insect Hit Dice	Maximum Total HD
7-9	3	9
10-12	4	12
13+	6	15

Regardless of what type of insect is chosen to be enlarged, the new enhanced version has Armor Class 15 and bites (or stings) once per round for 4d6 points of damage. Flying insects have a flight speed of 90 feet per round. Crawling insects have a movement speed of 60 feet per round. Burrowing insects have a land movement speed of 40 feet per round and a burrowing speed of 20 feet per round. All enhanced insects can carry one Medium rider.

Note that any secondary or special attacks normally allowed to the insect are not useable when enlarged. Thus, a mosquito could sting for 4d6 points of damage, but it cannot drain a victim's blood. Likewise, a spider would gain a pincer attack that deals 4d6 points of damage, but it would not be poisonous.

An affected insect follows only simple commands from the caster, such as: attack, move and defend. Unless commanded to do otherwise, a giant insect will be hostile toward anyone other than the caster (including the caster's allies) and will attack accordingly.

FREEDOM OF MOVEMENT — Abjuration

Sphere: Protection
Range: Touch
Duration: 10 min./level
Area of Effect: 1 creature

Components: V, S
Casting Time: +4
Saving Throw: None

This spell enables the subject to move and attack normally for the duration of the spell, even when under the influence of magic that usually impedes movement, such as hold spells, web or paralysis. The subject automatically succeeds on any roll necessary to resist a grapple attempt or to escape bindings, as well.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

GLOBE OF PROTECTION — Abjuration

Sphere: Protection
Range: Touch
Duration: 10 min./level
Area of Effect: 10-ft. radius

Components: V, S
Casting Time: +4
Saving Throw: None

This globe of protection produces an identical effect to that of a *protection from evil* spell, except that a 10-ft. radius globe resonates from the touched subject. The effect remains centered on the subject and moves with the subject. Others may join the subject in the globe and enjoy the effects of protection from evil. Note that any protected creature within the globe that attacks an aligned, enchanted or summoned monster outside the globe will break the warding against that creature.

The globe can be created to ward against good or evil creatures. The alignment must be chosen at the time of casting.

IMBURE WITH SPELL ABILITY — Enchantment

Sphere: Charm
Range: Touch
Duration: Until used
Area of Effect: Person touched

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

The caster transfers some of his currently prepared spells and the ability to cast them to another creature. Only a creature with a Wisdom score of at least 9 can receive this bestowal. The creature must also possess the means to effectuate the spells' components. For example, the creature must speak to perform a spell with a verbal component.

Only divine spells from the schools of abjuration, divination, conjuration (healing), and enchantment can be transferred. The number and level of the transferred spells depends on the HD of the recipient; even multiple castings of imbue with spell ability can't exceed this limit.

Hit Dice of Recipient	Spells Imbued
2	One 1st level spell
3 - 4	Two 1st level spells
5+	Two 1st and one 2nd level spells

The transferred spell's variable characteristics (range, duration, area of effect, etc.) function according to the caster's level. Furthermore, the caster is still bound by any religious ethos and can be held responsible for the subject's misuse of the divine magic.

NEUTRALIZE POISON — Abjuration

REVERSIBLE

Sphere: Healing
Range: Touch
Duration: Instantaneous (see below)
Area of Effect: 1 creature or 1 cu. ft. of substance/2 levels

Components: V, S
Casting Time: +5
Saving Throw: Special

The caster touches a poisoned subject or a venomous substance and instantaneously detoxifies the poison. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that do not go away on their own. This application of the spell does not require a saving throw.

This spell can instead neutralize the poison in a poisonous creature for 1 round per level. This application of the spell requires a saving throw.

The reverse of this spell, *inflict poison*, requires a successful attack roll and the victim is allowed a Fortitude saving throw. If the save is unsuccessful, the victim suffers extreme pain that removes 1d4 hit points per hour until the subject either dies or receives some form of magic that neutralizes or slows the poison.

PROTECTION FROM ELEMENTAL ENERGY — Abjuration

Sphere: Protection, Weather
Range: Touch
Duration: Special
Area of Effect: 1 creature

Components: V, S
Casting Time: +5
Saving Throw: None

The caster chooses between two possible applications of this spell. The first application wards the touched subject from all forms of one of the following elemental energies: electricity, fire, or cold. The spell can sustain 10 points of damage of one of these energies per caster level before expiring. The type of energy must be chosen at the time of casting. The duration of this first application is 1 minute per caster level.

The second application renders the touched subject immune from the damage of one source of all the elemental energies. Thus, the subject would be immune to the effects of one source of electricity, fire or cold. The duration of this second application is 1 hour per caster level.

QUENCH OR ENHANCE FLAMES — Alteration

Sphere: Elemental (Fire)
Range: Medium
Duration: Instantaneous
Area of Effect: 20-ft. cube per level

Components: V, S
Casting Time: +4
Saving Throw: None

The caster can either put out or enhance an existing fire measuring no greater than one 20-ft. cube per level. Quenching the fire puts the fire entirely out. This creates a normal amount of smoke relative to the size of the fire. Enhancing the fire doubles its size and height.

This spell works on magical or mundane fire. Alternatively, the caster may target a fire-based item; however, the wielder or possessor of such an item receives a saving throw to thwart the spell.

If the quench version of this spell is cast on a fire elemental, the elemental suffers 4d6 points of damage. If the enhance flames application is cast on a fire elemental, the elemental heals 4d6 points of damage.

REPEL INSECTS — Abjuration

Sphere: Animal, Protection
Range: Personal
Duration: 10 min./level
Area of Effect: 10-ft. radius
Components: V, S
Casting Time: 1 full round
Saving Throw: See below

An invisible barrier holds back all forms of true insects. Insects with Hit Dice of less than one-third the caster level cannot penetrate the barrier. Insects with Hit Dice equal to or greater than one-third the caster level can penetrate it if it succeeds on a saving throw. Even so, an insect that crosses the barrier suffers 2d6 points of damage, and pressing against the barrier causes pain, which deters most insects.

SCRYING POOL — Divination

Sphere: Divination
Range: See below
Duration: 1 rd./level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 hour
Saving Throw: See below

The caster causes the surface of a pool of natural water to transform into a window that looks upon a named subject or area in the same way as a crystal ball. There is a 10% chance per caster level (to a maximum of 95%) that the spell reveals the desired person or location. If the person or location has never been seen, there is a 1% chance per caster level of success. If the person or location is on a different plane of existence at the time of casting, there is a 50% penalty applied. This penalty can reduce the chances to 0%, making it impossible to scry upon that specific creature or location at that time.

The caster may retain his vantage over the person or location for up to 1 round per level. The caster can see through the pool with any of his existing senses. For example, low-light vision or an on-going true seeing spell operates normally. The caster may also attempt to cast spells through the pool. There is a 5% chance per caster level (to a maximum of 95%) that the following spells operate correctly through the device: *detect magic, detect evil, detect lies* and *message*.

No saving throw is allowed if the caster plans to scry upon a subject for just one round. A Willl saving throw is allowed at the commencement of the second round of scrying. (The saving throw does not negate the spell. It reveals a small rippling sensor in the air that is caused by the scrying.)

SNAKES TO STICKS — Alteration

REVERSIBLE

Sphere: Plant
Range: Close
Duration: 1 min./level
Area of Effect: 1d4 snakes +
   1 snake/level in a 10-ft. cube
Components: V, S
Casting Time: +4
Saving Throw: See below

The caster turns a number of snakes in the area of effect into mundane pieces of wood. Subsequently breaking the sticks kills the snakes at the expiration of the spell.

Only normal, true snakes no larger than Small can be affected by this spell.

The reverse of this spell, *sticks to snakes*, turns an equal amount of normal, mundane pieces of wood into small vipers. Each viper has 2 Hit Dice, Armor Class 16, and a movement speed of 40 feet per round. They each get a venomous bite attack, which deals 1d4+1 point of damage and infuses a poison that causes immediate loss of muscle control on a failed Average (TC 10) Constitution check. This loss of muscle imposes a -2 penalty on all combat rounds until the end of the spell's duration.

No saving throw is generally required, unless a stick or snake is being held by a creature at the time of casting. In this situation, the creature receives a saving throw to negate the spell.

SPEAK WITH PLANTS — Alteration

Sphere: Plant
Range: Personal
Duration: 1 min./level
Area of Effect: 30-ft. radius
Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster can comprehend and communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell does not make plant creatures any more friendly or cooperative than normal. Hence, wary and cunning plant creatures are likely to be terse and evasive, while the less intelligent plants may make senseless comments. If a plant creature is friendly toward the caster, it may be persuaded to perform some favor or service.

SPELL IMMUNITY — Abjuration

Sphere: Protection
Range: Touch
Duration: 1 hour per level
Area of Effect: 1 creature
Components: V, S, M*
Casting Time: 1 full round
Saving Throw: None

The warded creature is immune to the effects of one specified spell. The spell must be of 4th level or lower. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against any supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. Furthermore, the warded creature must have at some time suffered the effects of that spell.

A creature can have only one spell immunity in effect on it at a time.

Material Components: If the spell to which the subject is immune requires material components, casting spell immunity for that spell requires the same materials.

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SUMMON ANIMAL	Conjuration/Summoning

Sphere: Animal, Summoning
Range: Personal
Duration: Special
Area of Effect: 1 mile radius

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster summons 1d8 natural animals that are common to the local terrain and geography. Each animal must have an amount of HD equal to or less than half the caster level and it cannot be a magical or enhanced creature.

The caster may determine the source of the animals. For example, if the caster were present in an area near both a forest and lake, the caster would summon from either the water or woods and receive animals native to that terrain type. An animal must remain in the terrain that supports it; thus, a porpoise would remain in the water. Once summoned, the animals will obey the caster for the duration of the spell and can be ordered to perform one task, such as fetch, track, fight, protect, etc. The animal remains until the caster releases it or the specific order is fulfilled.

TONGUES	Alteration

REVERSIBLE

Sphere: Divination
Range: Touch
Duration: 10 min./level
Area of Effect: 1 subject

Components: V, S
Casting Time: +4
Saving Throw: Special

This spell grants the subject the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject becomes fluent in one language per three caster levels. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

The reverse of the spell, *scramble*, either cancels the effect of the tongues spell or scrambles all verbal communication of any sort that a target creature utters. A Will saving throw is allowed to negate it.

LEVEL 5 DIVINE SPELLS

AIR WALK	Alteration

Sphere: Elemental (Air)
Range: Touch
Duration: 1 hour + 10 min./level
Area of Effect: 1 creature

Components: V, S
Casting Time: +5
Saving Throw: None

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to the air walker's normal speed.

Wind slows the subject down at a rate of 10 feet for each 10 mph, and strong winds may push the subject along or hold it back. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking normal falling damage. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled or negated.

This spell can benefit a specially trained mount so it can be ridden through the air. Only a mount trained for one week can sufficiently air walk, provided the trainer has successfully trained the animal.

ANIMAL GROWTH	Alteration

REVERSIBLE

Sphere: Animal
Range: Medium
Duration: 1 min./level
Area of Effect: 20-ft. radius burst

Components: V, S
Casting Time: +6
Saving Throw: None

The caster can affect up to one normal animal per two caster levels, all of which must be within the area of effect. Affected animals grow to about twice their current size, effectively increasing their size category one step. Medium creatures become Large, etc. The animals' maximum hit points double and their effective Hit Dice increases by +4.

The caster can cast certain magical spells on an enlarged animal, such as charm monster.
The reverse, *shrink animal*, reduces animals in the area to one-half their normal size, reduces their effective Hit Dice by 4 and halves their normal hit points.

ANTILIFE SHELL	Abjuration

Sphere: Plant, Protection
Range: Personal
Duration: 10 min./level
Area of Effect: 10-ft. radius burst

Components: V, S
Casting Time: +5
Saving Throw: None

The caster brings into being a mobile, hemispherical energy field that prevents the entrance of all animal and plant creatures. Any such creatures caught in the middle of the field at casting are either hedged out or rendered paralyzed.

This spell may be used only defensively, not aggressively. Forcing the energy against creatures that the spell keeps at bay, and attacking any paralyzed creatures caught within the globe, immediately collapses the barrier.

ATONEMENT — Abjuration

Sphere: All
Range: Touch
Duration: Permanent
Area of Effect: 1 subject

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell removes the burden of evil acts from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. The atoning creature must also have committed the evil act unwittingly or under some form of compulsion. Those creatures seeking to atone for deliberate acts of evil must first perform a quest for the caster's faith. Failure to agree or complete a quest is deadly. The caster's divine powers immediately snuff out the life of the penitent subject, no save.

Atonement may be cast for other purposes, such as: reversing a magical alignment change, or restoring class-based abilities that were lost as a result of misbehavior or acts against the mythos (paladins, clerics or druids).

COMMUNE — Divination

Sphere: Divination
Range: Personal
Duration: 1 minute
Area of Effect: N/A

Components: V, S, M
Casting Time: 10 minutes
Saving Throw: None

The caster contacts his deity—or agents thereof —and asks questions that can be answered by a simple yes or no. (A caster of no particular deity contacts a philosophically allied deity.) The caster is allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If the caster delays questioning past the duration, discusses the answers, or goes off to do anything else, the spell ends.

Material Components: Incense must be lit during the casting of this spell and, upon the completion of the casting process, the flaming incense must be extinguished in either holy or unholy water, based on the alignment of the entity to which the caster connected.

COMMUNE WITH NATURE — Divination

Sphere: Divination, Elemental
Range: Personal
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster becomes one with nature, attaining knowledge of the surrounding territory. The caster instantly gains knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

The spell operates outside in a radius of 1 mile per caster level. In natural enclosed settings—caves, caverns, and the like—the radius is 100 feet per caster level. The spell does not function where nature has been replaced by construction, such as in dungeons and towns.

CONTROL WINDS — Alteration

Sphere: Weather
Range: Personal
Duration: 10 min/level
Area of Effect: 40-ft radius./level

Components: V, S
Casting Time: 1 full round
Saving Throw: None

The caster alters wind force in a certain area of effect centered on the caster. The caster can make the wind blow in a certain direction, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until the caster chooses to alter his handiwork, which requires concentration for one full round. The caster creates a 40-ft. radius "eye" of calm air at the center of the area, with the caster as the most central point, and this eye is reduced to a minimum 10-ft. radius space if the control winds spell is cast underground or in an area that cannot sustain a 40-ft. radius eye.

By means of this spell, the caster is able to either change the direction of the wind (from a southerly wind to a northerly wind, for example) or change the intensity of the wind based on the caster's level. For every three levels of experience, the caster can increase or decrease wind force by one level of strength. Wind strengths are as follows:

Wind Force	Miles Per Hour
Light Breeze	2-9
Moderate Wind	10-19
Strong Wind	20-29
Gale	30-54
Storm	55-74
Hurricane	75+

Strong winds drive Small flying creatures from the sky, affect missile accuracy with a -2 attack penalty, and make sailing difficult. Gale force wind drives Medium-sized flying creatures from the sky and can cause minor ship damage. Storm winds force all flying creatures to perform Superior (TC 15) Strength checks to remain in place or force such creatures from the sky, and can damage structures and landscape. Hurricane winds automatically force flying creatures in the direction of the wind and cause substantial land and structure damage.

The winds do not affect those in the eye.

Upon the expiration of the spell, or after one full round of concentration, the winds slowly recede to their normal level.

CURE CRITICAL WOUNDS   Necromancy

REVERSIBLE

Sphere: Healing
Range: Touch
Duration: Instantaneous
Area of Effect: 1 creature

Components: V, S
Casting Time: +4
Saving Throw: None

As *cure light wounds*, except that the caster heals 5d8+8 points of damage and heals normal wounds.

The reverse, *cause critical wounds*, inflicts 3d8+8 points of damage on a successful touch attack.

DISPEL EVIL   Abjurration

REVERSIBLE

Sphere: Protection, Summoning
Range: Touch
Duration: 1 rd./level
Area of Effect: 1 subject

Components: V, S
Casting Time: +5
Saving Throw: Will negates

The subject enjoys a few effects. Firstly, dispel evil dismisses an evil summoned or extraplanar creature back to its home plane after the subject makes a successful attack on the creature. Secondly, the spell renders the subject immune to any magical enchantment or charm spell cast by an evil spellcaster or originating from an evil magical item or artifact. Thirdly, it provides a +2 AC bonus versus all evil creatures.

The reverse of the spell, *dispel good*, functions in a similar way versus only good creatures..

DIVINE SCRYING   Divination

Sphere: Divination
Range: See below
Duration: 1 min./level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 hour
Saving Throw: None

The caster turns a small pool of holy (or unholy) water into a magical scrying device that works similarly to a crystal ball (see the Game Master's Starter Guide for more). The caster can see and hear a specific creature that may currently be anywhere on the same plane of existence of the caster. The caster uses any enhanced vision and the following spells can be cast through the divine scrying device with no chance of failure: *detect magic, detect evil*, and *message*.

A subject that saves cannot be scryed upon for 24 hours.

Note that good-aligned casters must use holy water and evil casters must use unholy water. Neutral casters must use water more appropriately aligned to the divine being with whom he is connecting.

Material Component: The caster must have a font, basin or pool comprised of at least 10 gallons of holy (or unholy) water.

FLAME STRIKE   Evocation

Sphere: Combat
Range: Medium
Duration: Instantaneous
Area of Effect: 5 ft. radius wide
    x 30 ft. tall column

Components: V, S
Casting Time: +6
Saving Throw: Ref half

A vertical column of white flame roars downward and deals 4d8 points of damage plus an additional 1d8 per four caster levels.

GEAS/QUEST   Enchantment/Charm

Sphere: Charm
Range: Touch
Duration: See below
Area of Effect: 1 creature

Components: V, S
Casting Time: 10 minutes
Saving Throw: See below

The caster places a magical command on a creature to carry out some service or to refrain from some action or course of activity. While the command may be to undertake or refrain from any activity, the spell cannot compel a creature to kill itself or perform acts that would invariably result in certain death.

The commanded creature must follow the given instructions until the quest is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of one day per caster level. If the instructions are impossible to complete, the spell fails. If the divine being from which the caster draws for spell power disagrees with the quest, the spell also fails.

Even the cleverest subject cannot subvert a quest. If the subject is prevented from obeying the quest for 24 hours, whether by delay on his part or as a result of someone else's actions, the subject thereafter suffers 1 hit point of damage per hour until the subject returns to the quest or falls to 1 hit point. The damage will not return and cannot be healed until the quest is complete or forgiven. Nothing short of direct divine intervention can heal this damage prematurely.

An unwilling subject receives a Will saving throw, but unwilling subjects that belong to the same church or religion as the caster suffer a -2 penalty on the roll. Willing subjects do not receive a save. They normally seek out the caster to atone for misguided deeds.

Removing the geas/quest before it is completed or forgiven by the caster is difficult. Short of divine intervention, the commanded subject can receive a remove curse spell cast by a cleric at least one level higher than the caster of the geas/quest. Wish and miracle also work.

INSECT PLAGUE   Conjuration

Sphere: Combat
Range: Long
Duration: 1 rd/level
Area of Effect: 180 ft. x 60 ft. cloud

Components: V, S
Casting Time: 10 minutes
Saving Throw: None

The caster summons forth a massive cloud of flying, locust-type in-

sects. The plague of insects blocks vision beyond 5 feet. All melee attacks suffer a -6 penalty while ranged attacks are impossible. The plague also disrupts the physical component to spell casting.

All creatures caught within the plague suffer 1d4 points of damage each round. No attack roll is necessary and no save is allowed. This damage can only be avoided by fleeing the mass of insects or by completely covering oneself in metal. (Note that full plate armor reduces the damage to 1 point per round, but the various joints and holes in full plate provide the insects a means to attack the wearer.)

Without *dispel magic*, only heavy smoke, winds of at least 20 mph, or continuous fire disburse an insect plague. The origin of any wind, smoke or fire must be large enough to affect all the insects of the cloud. Thus, a torch would be insufficient, but a 20-ft. radius ring of 10-ft. tall flame would suffice.

PLANE SHIFT	Conjuration

Sphere: Astral
Range: Touch
Duration: Instantaneous
Area of Effect: See below

Components: V, S
Casting Time: +6
Saving Throw: Will negates

The caster moves himself or some other creature to another plane of existence. If several willing subjects link hands in a circle, as many as eight can be affected by the plane shift spell at the same time. Precise accuracy as to a particular arrival on the intended plane is nigh impossible. From the Material Plane, the caster can reach any other plane, though the travelers appear 5 to 500 miles (5d%) from the intended destination point.

Plane shift transports creatures instantaneously and then expires. The creatures need to find other means to travel back.

Unwilling subjects must be touched and they receive a saving throw to negate the transportation.

RAISE DEAD	Necromancy

Sphere: Necromantic
Range: Touch
Duration: Instantaneous
Area of Effect: 1 person

Components: V, S
Casting Time: 1 full round
Saving Throw: See below

The caster touches the corpse of a deceased creature and, if the creature's spirit is willing, the caster returns the creature to life. The creature must not have been dead for longer than 1 day per caster level.

The subject must succeed on a shock survival roll or the soul immediately returns to the afterlife and another raise dead attempt cannot be made for one week, which may or may not disqualify the caster from trying again.

The subject's body must be intact. If any limbs or vital organs are missing, the spell fails. Any magical poison or disease that is ongoing remains with the body, unless dispelled before raise dead is cast.

A raised subject has 1 hit point and requires 1 day of bed rest for each

day it was deceased. During this time, the subject may receive magical healing to speed up the healing process. Otherwise, normal healing rates apply. The subject also permanently loses 1 point of Constitution and Charisma.

SLAY LIVING	Necromancy

Sphere: Necromantic
Range: Touch
Duration: Instantaneous
Area of Effect: 1 person

Components: V, S
Casting Time: +8
Saving Throw: See below

The caster slays one living creature on a failed Fortitude save. A successful save inflicts 2d8 points of damage plus 1 point of damage per caster level.

SPIKE STONES	Alteration

Sphere: Elemental (Earth)
Range: Medium
Duration: 10 min./level
Area of Effect: 10 ft. sq./level

Components: V, S
Casting Time: +5
Saving Throw: None

Rocky unworked ground, worked stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. The area affected equals one 10-ft. square per caster level.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed with each secondary action.

In addition, each creature moving through the area takes 2d8 points of damage for each movement taken as one secondary action in the spiked area. If a full round's worth of actions is expended to move only 5 feet, then no damage is taken.

TRANSMUTE ROCK TO MUD	Alteration

REVERSIBLE

Sphere: Elemental (Earth, Water)
Range: Medium
Duration: Permanent
Area of Effect: One 10-ft. cube/level

Components: V, S
Casting Time: 1 full round
Saving Throw: See below

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on AC and on all combat rolls. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on a Reflex saving throw.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or the reverse of this spell, *transmute mud to rock*, restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

The reverse, *transmute mud to rock*, permanently changes normal mud or quicksand into stone. Creatures in the mud are allowed a Reflex saving throw to escape before being trapped in hardened stone. Dry sand cannot be transmuted.

TREE STRIDE	Conjuration

Sphere: Teleportation, Plant
Range: Touch — Components: V, S
Duration: Special — Casting Time: 1 full round
Area of Effect: Special — Saving Throw: None

By using this spell, the caster is able to enter a tree large enough to sustain the caster's size and exit from another tree of the same type in any direction he desires. The second tree must be alive and thick enough to support the size of the caster and must be within the range shown in the following table.

Type of Tree	Range of Area of Effect
Oak	1 mile
Ash	¾ mile
Yew	½ mile
Elm	¼ mile
Linden	1000 feet
Other deciduous	750 feet
Any coniferous	500 feet
All other trees	250 feet

By moving into an oak tree (for example), the caster instantly knows the location of all other oak trees within transport range (see above) and may choose whether he wants to pass into one or simply step back out of the tree he moved into. The caster may choose to pass to any tree of the appropriate kind within the transport range as shown on the above table.

The caster may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts for one hour or the caster exits a tree. Each transport takes one round.

The caster can also choose to remain within a tree without transporting. If the tree in which the caster is concealed is chopped down or burned, the caster is slain if he remains. If not prematurely slain or forced out of the tree, the caster is harmlessly expelled upon the spell's expiration.

TRUE SEEING	Divination

Sphere: Divination
Range: Touch — Components: V, S
Duration: 1 min./level — Casting Time: +8
Area of Effect: 1 creature — Saving Throw: None

The caster confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under magical effects that alter or distort their location, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus his vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball.

WALL OF FIRE	Evocation

Sphere: Elemental (Fire)
Range: Medium — Components: V, S
Duration: Concentration (see below) — Casting Time: +5
Area of Effect: See below — Saving Throw: None

An immobile, blazing curtain of shimmering fire springs into existence. The curtain of fire may be altered by the caster to portray the face of his deity or to blaze with white, yellow or black flames (each color represents the moral side of alignment: white-good, yellow-neutral, black-evil). One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those between 10 feet and 20 feet from the wall. The wall deals this damage to any nearby creatures when it appears and on the caster's initiative each round. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.

If the caster causes the wall to appear where creatures are, each creature takes damage as if passing through the wall.

The wall is always 20 feet high and can be created as a long wall up to 20-ft. per level in length or can be created as a ring with a radius of 10 ft. per caster level.

The wall lasts as long as the caster concentrates on maintaining it, thereafter lasting 1 round per caster level.

ARCANE SPELLS PER SCHOOL

Abjuration
Alarm
Arcane Armor
Dismissal
Dispel Magic
Fire Trap
Globe of Anguish
Globe of Good
Minor Globe of Invulnerability
Nondetection
Protection From Evil
Protection From Projectiles
Remove Curse
Themoc's Reflective Disk
Thermoc's Shield

Alteration
Air Pocket
Alter Self
Animal Growth
Arcane Lock
Arcane Mark
Cause Blindness
Cause Deafness
Color Spray
Comprehend Languages
Continual Light
Darkness
Dimension Door
Dwarven Eyes
Enhance
Enlarge
Erase
Explosive Runes
Fabricate
Feather Fall
Fire Shield
Flame Missiles
Fly
Gaseous Wraith
Gust of Wind
Haste
Hold Portal
Jump
Knock
Levitate

Magic Mouth
Manipulate Flames
Mending
Message
Mnemonic Enhancer
Passwall
Plant Growth
Pocket of Holding
Polymorph
Polymorph Self
Pyrotechnics
Rainbow Pattern
Rope Trick
Shatter
Siphon Spell Memory
Slow
Solid Fog
Spider Climb
Stone Shape
Stoneskin
Telekinesis
Teleport
Tongues
Transmute Rock to Mud
Triggered Extension
Water Breathing
Whispering Wind
Wind Wall

Conjuration
Acid Arrow
Arcane Armor
Black Tentacles
Glitterdust
Grease
Mage's Faithful Hound
Minor Creation
Monster Summoning I
Monster Summoning II
Monster Summoning III
Mount
Phantom Steed
Secret Chest
Secure Shelter
Sepia Snake Sigil
Stinking Cloud
Summon Elemental
Summon Familiar
Summon Swarm

Unseen Servant

Divination
Arcane Eye
Clairaudience
Clairvoyance
Contact Other Plane
Detect Evil
Detect Magic
Detect Scrying
Detect Thoughts
Detect Undead
False Vision
Identify
Locate Object
Magic Mirror
Read Aura
Read Magic
See Invisibility

Enchantment/Charm
Animate Ropelike Object
Attraction
Charm Monster
Charm Person
Confusion
Deflate
Dominate
Fabricate
Feeblemind
Fire Charm
Frightening Aura
Hideous Laughter
Hold Monster
Hold Person
Hypnotism
Infuse Weapon
Random Action
Sheer Courage
Sleep
Suggestion
Unhinge
Zone of Incompetence

Evocation
Burning Hands
Cloudkill
Cone of Cold

Dancing Lights
Demon Whip
Fire Shield
Fire Trap
Fireball
Flaming Sphere
Floating Disk
Fog Cloud
Ice Storm
Interposing Hand
Light
Lightning Bolt
Magic Missile
Nyar's Explosive Missiles
Obscuring Fog
Resilient Sphere
Sending
Shocking Grasp
Shout
Tiny Hut
Wall of Fire
Wall of Force
Wall of Ice
Wall of Iron
Wall of Stone
Web

Illusion/Phantasm
Advanced Illusionary Image
Audible Illusion
Blink
Blur
Change Self
Dream
Fear
Frighten
Gaseous Form
Globe of Invisibility
Golden Glimmer
Hallucinatory Room
Hallucinatory Terrain
Hypnotic Pattern
Illusionary Script
Illusionary Surface
Illusory Trap
Improved Invisibility
Improved Phantasmal Image
Invisibility
Magical Aura

Major Creation
Major Phantasmal Image
Mirror Image
Misdirection
Nightmare
Phantasmal Image
Phantasmal Killer
Phantom Steed
Rainbow Pattern
Seeming
Shade Monsters
Shadow Evocation Magic
Ventriloquism

Necromancy

Animate Dead
Chill Touch
Contagion
Detect Undead
Enervation
Hold Undead
Magic Jar
Ray of Enfeeblement
Spectral Hand
Vampiric Touch

DIVINE SPELLS PER SPHERE

Air
Air Walk

All
Atonement
Bless
Purify Food and Drink

Astral
Plane Shift

Animal
Animal Growth
Animal Messenger
Detect and Locate Animals
Enlarge Insect
Hide from Animals
Repel Insects
Speak with Animal
Summon Animal
Summon Animal Companion
Summon Insect Swarm

Charm

Aura of Fear
Calming Ray
Charm Person
Command
Enthrall
Geas/Quest
Hold Animal
Hold Person
Imbue With Spell Ability
Remove Fear

Combat
Flame Strike
Insect Plague
Magic Stone
Prayer
Shillelagh
Spiritual Weapon

Creation
Create Food or Water

Divination
Augury
Commune
Commune With Nature
Detect Alignment
Detect and Locate Animals
Detect Danger
Detect Evil
Detect Magic
Detect Poison
Discern Lies
Divination
Divine Scrying
Find Traps
Locate Object
Monitor Ally
Scrying Pool
Speak with Dead
Tongues
True Seeing

Elemental
Air Walk
Commune With Nature
Control Water
Create Water
Element Shield
Elemental Immunity
Flame Blade
Heat Metal
Meld Into Stone
Pyrotechnics
Quench or Enhance Flames
Spike Stones
Stone Shape
Transmute Rock to Mud
Wall of Fire

Water Breathing
Water Walk

Cold
Elemental Immunity
Element Shield

Earth
Meld Into Stone
Spike Stones
Stone Shape
Transmute Rock to Mud

Electricity
Elemental Immunity
Element Shield

Fire
Elemental Immunity
Element Shield
Flame Blade
Heat Metal
Pyrotechnics
Quench or Enhance Flames
Wall of Fire

Water
Control Water
Create Water
Transmute Rock to Mud
Water Breathing
Water Walk

Guardian
Glyph of Warding
Silence

Healing
Cure Critical Wounds
Cure Light Wounds
Cure Serious Wounds
Delay Poison
Neutralize Poison
Ray of Blessed Light

Necromantic
Aid
Animate Dead
Hide from Undead
Raise Dead
Remove Blindness or Deafness
Remove Disease
Slay Living

Plant
Antilife Shell
Barkskin
Command Plants
Detect and Locate Animals or

Plants
Entangle
Goodberry
Meld Into Tree
Pass Without Trace
Plant Growth
Repel Insects
Shillelagh
Snakes to Sticks
Snare
Speak With Plants
Spike Growth
Tree Stride
Warp Wood

Protection
Antilife Shell
Barkskin
Dispel Evil
Dispel Magic
Elemental Immunity
Endure Environment
Freedom of Movement
Globe of Protection
Magical Vestment
Protection from Elemental
Energy
Protection from Evil
Protection from Necromantic
Energy
Remove Curse
Remove Paralysis
Resist Element
Sanctuary
Spell Immunity

Summoning
Dismissal
Dispel Evil
Summon Animal

Sun
Continual Daylight
Light

Teleportation
Tree Stride

Weather
Call Lightning
Control Winds
Faerie Fire
Obscuring Fog
Protection from Elemental
Energy

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