

Myth & Magic

STARTER KIT

Basic Introduction to Levels 1 - 5



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A special thanks to the original Myth Lords who started the online community that is now a thriving *Myth & Magic* meeting place.



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Forewords

My madness fills enough of these pages, so I'll be brief.

Thank you for reading this book. It was a Herculean feat, one filled with valleys and peaks; so, in this small way, you help to validate our efforts. The era of Second Edition, and its emphasis on characters and campaigns, needed to be rekindled and so this is our attempt to bring back a time long-forgotten. If you need the final word - an arbitrator of these rules - I suppose that's me. While my knowledge of *Myth & Magic* and its lineage runs deep, this is not my game - it is our game - and I welcome suggestions that will help make *Myth & Magic* an honored member of the fantasy milieu.

My hopes are that you love this game and that, as a community, you support *Myth & Magic* on websites and at conventions. Almost the entire lot is given to you as open gaming content to ensure its growth.

Together, we can bring back better days.

Happy campaigning,

Tom Ryan
July, 2010

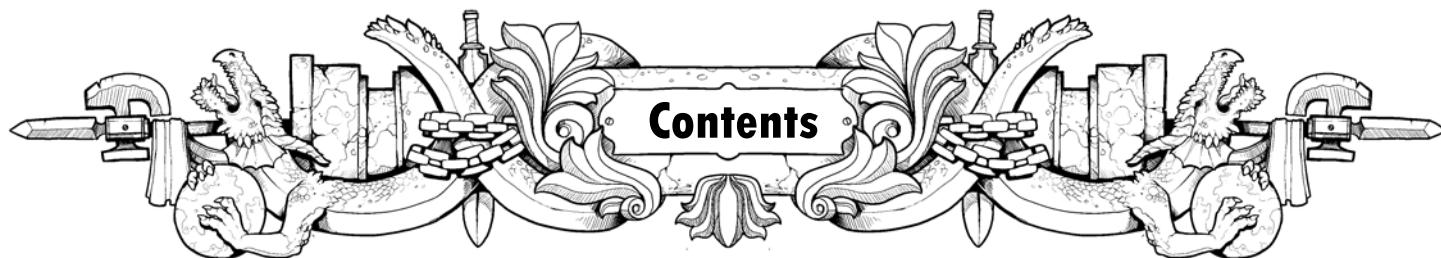
I started fantasy role playing in 1980 when, in a move I still find hard to believe, my 6th grade teacher, Mrs. Duke, took a small group of us through a dungeon filled with monsters, treasure, and traps. I remember the traps most of all, because that was my first encounter and that character's last! But the spark caught, and ignited a flame that has burned for 30 years. Between 1980 and 1988, there was rarely a day that went by that did not include thoughts of adventure, battle, and glory. Many nights it was just me and my brother, the glorious and legendary exploits of Arker Stonehammer, Dwarf Lord of Arag Aur, told between us, me at the helm, my brother playing the aforementioned shorty. Our father even joined once and thought the whole experience silly, serving only to, in my eyes, increase the game's appeal.

Then college, a new edition of my favorite game, and a group of like-minded individuals with whom I get to tell more mythic tales: a glorious combination, if a bit detrimental to a final GPA. I remember being amazed at how the game I loved so much had matured, had expanded into something more than I ever imagined. More so than before, the books being released proved to be great reading, even if played games were fewer than they had been in my youth (I did intend to get a degree, after all). I was an unapologetic collector and a voracious reader, and I gobbled the new edition up as it expanded, an all-you-can-eat buffet of role playing goodness. And as I also thought of myself as a writer and aspiring editor, I began to think of how the game could even be better.

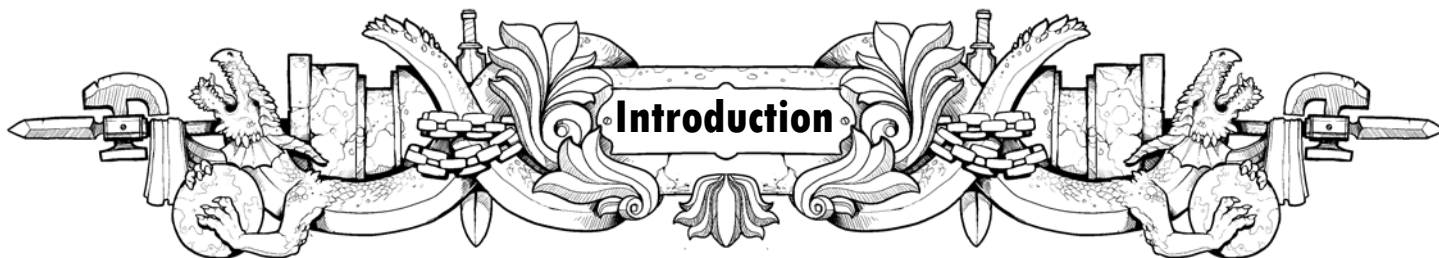
Enter the Dark Ages, where life intrudes, and a mark must be made. Years where gaming was a luxury, and all thoughts of revision or expansion relegated to a closet in the backside of memory. But life has a way of balancing itself, and after a wonderful marriage, entry into the world of the editor, and the successful launch of my own publishing company, I found myself again with that itch, that wanderlust. The mythic fields called again. I heeded the call, only to find that the game I adored had changed again. And this time, sadly, it wasn't the same game.

The book you hold in your hands (or stare at on the screen) represents a recapturing of that game I loved so much, albeit grown more mature and better able to acquit itself in the world of the 21st Century. I hope that it rekindles the same flames of imagination and wonder that it did in me when Tom and I first discussed the project. That's for all of you old school gamers like me and Tom. For all of you whipper snappers that never experienced the myth and magic of role playing in the 80s and 90s, I bid you welcome; you're in for a treat!

Vincent Harper
July, 2010



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Myth & Magic

Welcome back to the realms of *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 classic menaces that have plagued adventurers for decades. But, the realms hold so much more: epic struggles between warlords, warring merchant families, encroaching planes of wicked demons and devils. These are common concerns in a realm of *Myth & Magic*.

This is old-school. Make no mistake about it. Boards are replaced by the imagination and the Game Master replaces complex rules. Advancement is slick and streamlined. Character creation is still a breeze. *Myth & Magic* differs from other old-school games because the era of gaming from which *Myth & Magic* was born instilled an air of epic stories. The Second Edition was a time of campaigns. Even though we crawled through lairs, defeating and pillaging everything, there was a purpose and an overriding reason for our actions. We were adventurers and we were on an adventure.

So, it is with great pleasure that I again open the gates of *Myth & Magic*. It is indeed an enticing realm. Welcome!

What You Need

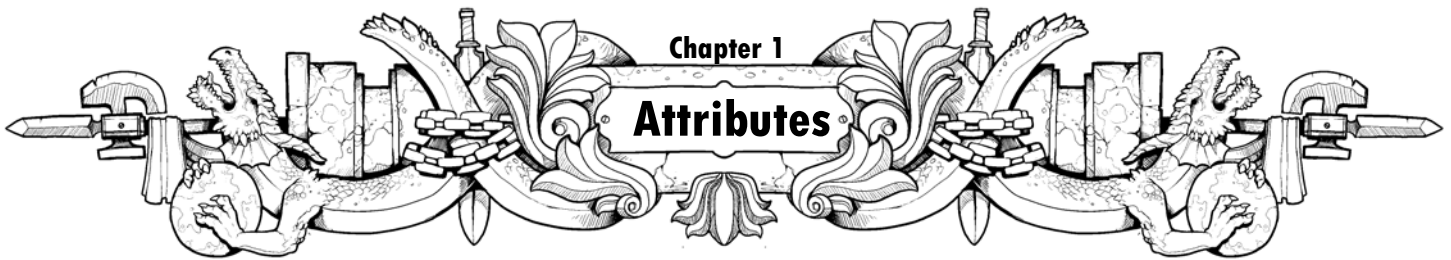
I wager a bet here that you know exactly what you need, so I'll be brief. First, you need your dice bag – we use the full array of standard polyhedron dice from d4 to d20. You need this book and the knowledge it contains. You also need a well-defined character, preferably scrawled on the provided character sheet. If you find yourself struggling for a character concept, many works of the Second Era will help to inspire you.

What to Expect

Myth & Magic is a game of high adventure. It is light on rules and heavily reliant on its players. It is not for the rules monger or the unimaginative. It is solely for players wishing to experience a more imaginative form of roleplaying.

In other words, *Myth & Magic* is for role-players, not roll-players, and ones that keep an open mind and find fun in all adventures.





Attributes

Attributes represent a character's physical, mental and social potential. At character creation, they portray his natural born talents. As he gains experience, one or more of his attributes may increase as a result of magic or training.

There are six attributes: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma; each has a number or "score", and is described in detail in the following pages. The process for determining and assigning these scores is discussed later in this chapter.

Strength

Strength is a character's physical power. A high Strength grants a modifier on attack and damage rolls, and makes it easier to break down doors and gates. It also serves as the core attribute for certain proficiencies, such as blacksmithing and swimming.

Attack Modifier: This is the number factored into the d20 Modifier for all of a character's weapons. It 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. Strong fighters add this to their weapon specialization modifier and any attack modifier from magical items to a d20 roll to determine their final d20 Modifier.

Damage Modifier: The same principle applies here. Characters add or subtract the value to all rolled damage resulting from successful melee attacks.

Doors: This column lists the percentile chances of a character breaking through a locked or stuck door. This act always triggers a hidden trap. Failed attempts, although loud, may be retried.

Bars/Gates: It is harder to bend or break down gates or bars, such as port-

Table 1: Strength Table

Score	Attack Modifier	Damage Modifier	Doors	Bars/Gates	Weight Allowance
1	-5	-4	3%	0%	1
2	-4	-3	5%	0%	3
3	-3	-2	10%	0%	6
4	-2	-1	15%	0%	10
5	-1	-1	20%	0%	16
6	-1	--	25%	0%	25
7	-1	--	30%	2%	30
8	--	--	35%	5%	40
9	--	--	40%	7%	50
10-11	--	--	45%	10%	80
12	--	--	50%	15%	100
13	--	+1	55%	18%	125
14	+1	+1	60%	20%	150
15	+1	+2	65%	25%	180
16	+1	+2(+3)	70%	30%	210
17	+1(+2)	+2(+4)	75%	35%	250
18	+2(+3)	+3(+6)	80%	40%	300
19	+3	+3(+7)	83%	50%	350
20	+3	+4(+8)	90%	60%	450
21	+4	+4(+9)	93%	70%	550
22	+4	+5(+10)	95%	80%	700
23	+5	+6(+11)	97%	90%	950
24	+6	+7(+12)	98%	95%	1250
25	+7	+8(+14)	99%	99%	1550

Parentetical values apply to fighters.

Attributes: Dexterity

cullises and jail cells than it is to break down a door. This column lists the percentile chance of attempting such a feat of strength. Unlike breaking down doors, a failed check here means that the set of bars or gate is simply too strong to budge. No further checks are allowed.

Weight Allowance: This is a loose standard of how much 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 by his equipment and treasure.

A character can generally lift over his head 150% of his weight allowance with no need for a Strength check.

Dexterity

Dexterity is a character's physical agility, hand-eye coordination, and reflexes. A high Dexterity aids in ranged attacks, increases Armor Class, and grants heightened reflexes. A high Dexterity is also critical for characters using the Finesse Fighting class proficiency.

Reflex Modifier: This is the value added to any d10 roll to determine whether or not the character is surprised and flat-footed. Note that a modified roll of 1-3 results in surprise. Surprised characters are caught flat-footed, which means the character cannot act and suffers a -2 AC penalty.

Table 2: Dexterity Chart

Score	Reflex Modifier	Ranged Attack Modifier	Armor Class Adjustment
1	-5	-5	-6
2	-4	-4	-5
3	-3	-3	-4
4	-2	-2	-3
5	-1	-1	-2
6	0	0	-1
7	0	0	0
8	0	0	0
9	0	0	0
10-13	0	0	0
14-15	+1	+1	+1
16	+1	+1	+2
17	+2	+2	+2
18	+2	+2	+3
19	+2	+3	+4
20	+2 (Immune)	+3	+4
21	+2 (Immune)	+4	+5
22	+2 (Immune)	+4	+6
23	+2 (Immune)	+5	+6
24	+2 (Immune)	+5	+7
25	+2 (Immune)	+6	+7

Characters with extremely high Dexterity still need to roll a surprise roll, but may be immune to being flat-footed. In this case, they cannot act, but suffer no AC penalty.

Ranged Attack Modifier: This value is applied to the d20 roll when making ranged attacks with any mechanical or muscle-based ranged weapon.

Armor Class Adjustment: Armor Class is a term that combines a character's ability to avoid being struck and any mundane or magical protection currently being worn. Dexterity helps to both reflexively dodge something 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 and or when wearing no armor at all.

Constitution

Constitution represents a character's physical sturdiness and his ability to withstand damage. It also 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 classes that rely heavily on hit points.

Table 3: Constitution Chart

Score	Hit Points	Shock Survival	Poison Modifier
1	-2	25%	-4
2	-2	30%	-3
3	-2	35%	-3
4	-1	40%	-2
5	-1	45%	-2
6	-1	50%	-1
7	0	55%	-1
8	0	60%	0
9	0	65%	0
10	0	70%	0
11	0	75%	0
12	0	80%	0
13-14	0	85%	0
15	+1 (+2)	90%	0
16	+1 (+2)	95%	0
17	+2 (+3)	98%	0
18	+2 (+4)	99%	0
19	+2 (+5)	99%	+1
20	+2 (+5)*	99%	+1
21	+2 (+6)	99%	+2
22	+2 (+6)	99%	+2
23	+2 (+7)	99%	+3
24	+2 (+7)	99%	+3
25	+2 (+7)	99%	+4

Hit Points: The number adds to or subtracts from any hit dice rolled at each level for hit points. The minimum number of hit points granted at each level is 1. The minimum number of hit points granted per level to a character with at least Constitution 20 is 3 + Con bonus, unless the hit point roll yields a higher amount. The parenthetical hit point bonus applies to fighters only.

Shock Survival: This column lists the percentile chance of living through a truly traumatic experience. The extent of its usage is vast, but a few scenarios that could invoke a roll are resurrection, reincarnation, polymorph and transformation, and seeing a deity or demon prince.

Poison Modifier: Non-magical poisons attack the victim's natural defenses, so apply the number listed to any applicable saving throw. Magical poisons that merely mirror the effects of regular poison bypass this modifier.

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

Bonus Languages: Every creature able to speak can speak its own language. Bonus languages are given for above average Intelligence. These languages are in addition to native tongues 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.

Bonus Spells per Day: Arcane spell casters, like mages and specialist 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 in the parentheses. For example, a caster with an Intelligence of 17 can memorize three additional spells per day than what is given in his class description, but these bonus spells must be 1st to 3rd level. Even if he casts 4th level spells, he may only memorize the amount of 4th level spells given in his casting chart.

Table 4: Intelligence Chart

Score	Bonus Languages	Bonus Spells/Day	Maximum Spells/Level	Learn New Spell	Maximum Spell Level
1	0	0	0	0%	--
2	0	0	0	0%	--
3	0	0	0	0%	--
4	0	0	0	0%	--
5	0	0	0	0%	--
6	0	0	0	0%	--
7	0	0	0	0%	--
8	0	0	0	0%	--
9	0	0	0	0%	--
10	0	0	7	40%	3rd
11	0	0	8	45%	4th
12	1	0	9	50%	5th
13	2	0	10	55%	5th
14	3	1 (1st – 2nd)	11	60%	6th
15	4	2 (1st – 3rd)	12	65%	7th
16	5	3 (1st – 3rd)	13	70%	8th
17	6	3 (1st – 3rd)	14	75%	8th
18	7	4 (1st – 3rd)	15	80%	9th
19	8	5 (1st – 4th)	16	85%	9th
20	9	6 (1st – 4th)	No limit	90%	No limit
21	10	7 (1st – 4th)	No limit	95%	No limit
22	11	7 (1st – 4th)	No limit	100%	No limit
23	12	8 (1st – 5th)	No limit	100%	No limit
24	13	8 (1st – 5th)	No limit	100%	No limit
25	14	8 (1st – 5th)	No limit	100%	No limit

Attributes: Wisdom

Maximum Spells per Level: A caster can only retain so much knowledge and the quest to learn spells from higher levels generally forces most spell 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 denotes the chance the caster can learn a specific spell. A failed roll indicates that the caster cannot understand the way in which the spell is being described. A different source must be sought.

Also consult this column whenever a caster is attempting to activate a scroll of a level higher than what he can currently cast. A failed roll means the scroll did not activate and it may be attempted again, unless a mishap or curse applies.

Maximum Spell Level: This is the maximum spell level he may learn.

Wisdom

Wisdom is the ability to reason and comprehend right from wrong, to listen to instincts, to see the true nature of things as they happen around you,

to discern character and truth, and to recognize the just path to legitimate ends. Wisdom is the all-seeing eye and inner voice of a person.

Wisdom is the principal attribute for divine spell casters, since they receive their spells through their link with their deity, a link fortified by Wisdom.

Saving Throw Modifier: This modifier affects only saving throws against mind-affecting spells, such as illusions or charms.

Bonus Spells: Divine spell casters rely on Wisdom as their prime attribute for casting. This column shows that those divine casters with high Wisdom receive bonus spells per day. The number outside the parentheses lists the amount of bonus spells and these spells must come from the listed levels in parentheses. For example, a cleric with Wisdom 17 receives three additional daily spells; all three must come from levels 1 through 4.

Spell Immunity: Characters with extremely high Wisdom 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.

Table 5: Wisdom Chart

Score	Saving Throw Modifier	Bonus Spells	Spell Immunity
1	-6	0	--
2	-5	0	--
3	-4	0	--
4	-3	0	--
5	-2	0	--
6	-1	0	--
7	-1	0	--
8	0	0	--
9	0	0	--
10	0	0	--
11	0	0	--
12	0	0	--
13	0	0	--
14	+1	1 (1st – 3rd)	--
15	+1	2 (1st – 3rd)	--
16	+2	2 (1st – 4th)	--
17	+3	3 (1st – 4th)	Cause Fear
18	+4	3 (1st – 5th)	Charm Person, Command
19	+5	4 (1st – 5th)	Ray of Enfeeblement
20	+6	4 (1st – 6th)	Silent Image
21	+6	5 (1st – 6th)	Suggestion, Mass suggestion
22	+6	5 (1st – 7th)	Major Image
23	+6	6 (1st – 7th)	Confusion
24	+6	6 (1st – 8th)	Lesser Geas, Illusory Wall
25	+6	7 (1st – 9th)	Dominate Person, Persistent Image

Charisma

Charisma measures 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 to storm into battle.

Every NPC interaction, including those with intelligent monsters, relies on Charisma. Battles can even be won with a silver tongue. So, although the chart below seems to have fairly few implications, take care to remember that Morale and Influence have infinite applications. **Morale:** Morale has two common functions. First, morale can be rolled to motivate the player characters’ henchmen or followers to remain courageous in a dangerous situation. This usage requires a secondary action on the part of the PC. Alternatively, morale is used by the GM to determine whether opponents flee when the advantage is obviously with the PCs. In both cases, 2d10 are rolled. A roll above the listed morale for the henchmen, follower or monster indicates a drop in morale, which usually causes them to flee. The value listed in this column subtracts from the roll to motivate a PC’s followers and also adds to the roll to spook off an opponent. For example, a PC with Charisma 15 has +/- 2 for morale rolls. The PC subtracts 2 from any rolls for henchmen or followers, which helps keep morale up. The GM adds 2 to the roll for any opponents, which helps drop morale.



Influence: Influence allows a player to roll for a beneficial social outcome. It is almost always easier to roleplay to receive what you want - the percentiles are purposefully difficult to attain.

Rolling for Attributes

There are three methods of rolling attribute scores.

- 1) 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 six attributes;
- 2) Roll 3d6 and add them for a number between 3 and 18. Do this six times. Then repeat to get three full series of six attribute scores. Pick the best series and distribute the six scores as you desire among the attributes.
- 3) Start with a 16 and 10. Place the two attribute scores wherever you desire. Then roll 3d6 four times. You may then distribute the results of the rolls to your remaining four attributes.

Attribute Checks

Throughout the game, players may be periodically asked by the GM to perform an “attribute check”. These are frequently called for when the character is performing a non-combat task. An attribute check is a d20 roll.

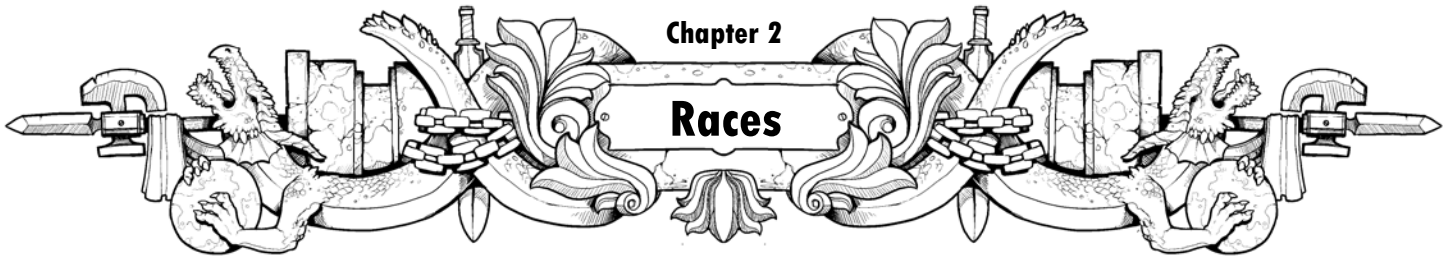
Target Number for Success: Players subtract their actual attribute number from 24 to determine the necessary number to meet or exceed on the d20. EMs may apply bonuses or penalties based on circumstance.

$$\text{Target Number on Attribute Check} = 24 - \text{Attribute Score}$$

Proficiencies and Checks: Training in a proficiency grants a bonus (usually +2) to the attribute check to help meet or exceed the target number. This is detailed again in *Chapter 4: Proficiencies*.

Table 6: Charisma Chart

Score	Morale	Influence
1	0	0
2	0	0
3	0	0
4	0	0
5	0	5%
6	0	5%
7	0	10%
8	0	10%
9	0	15%
10	0	15%
11	0	20%
12	0	20%
13	0	25%
14	+/-1	25%
15	+/-2	30%
16	+/-3	30%
17	+/-3	35%
18	+/-4	35%
19	+/-4	40%
20	+/-5	40%
21	+/-5	45%
22	+/-6	45%
23	+/-6	50%
24	+/-7	50%
25	+/-7	55%



Once attribute scores have been rolled and distributed, it is time to conceptualize the player character. The very basic components of a player character are his race and class. A race is his biological heritage – the genetic code with which he is born. While there are anomalies in every race, most members of a race have similar distinguishing characteristics, mostly in appearance but some rooted in personality. A class is an adventuring role, not simply a profession that earns one coin, but a distinct training path that leads to a life of adventure. Members of certain races will often embrace their traits and choose a class that makes great use of their innate talents. But, players are not bound by this prescription. So, in choosing a race, a player may want to keep one eye on racial traits, but not simply choose a race and class combination that makes better mechanical sense. The best player characters often spawn from the most ridiculous or constraining builds.

This Starter Kit of *Myth & Magic* contains four races: dwarf, half-elf, human and elf.

Dwarf



Dwarves are an ancient race of strong and hearty folk. They may likely be the most closeted race, preferring to dwell in hilly and mountainous regions far away from the civilizations of humans and elves. This isolation is a product of their love for mining and their general distaste for all non-dwarves.

Dwarves often build vast redoubts in the deep recesses of the world that keep safe massive mining operations. Dwarves are the foremost authorities in mining and engineering. Interestingly, dwarves do not mine solely for industry. They mine for the sake of mining. They long for precious metals and gems, preferring to work them into fine dwarven arms, armor, and jewelry. This love of gems and metal stems from a few things, tradition and beliefs among the most important. Dwarves are traditionalists, in the purest sense; entire clans often partake in the same trade, with barely one anomaly skilled in something else. They also believe they were forged underground by the early gods as mirror images of these gods and that their souls are each forged with a spiritual metal harder than mithral that still lays somewhere deep underground.

Dwarves can spend all their time working their mines, with no care for potential excessiveness, but holding a conversation with a non-dwarf for

longer than fifteen seconds is a Herculean feat. They simply do not care for other races that do not share the same traditions and outlook. Dwarves do not actually try to be rude or crass, but they are often interpreted so. If one wishes to speak to a dwarf, one is usually inclined to offer mead or ale, both come in at a short second to gems and metal.

As a result of their dour mood, dwarves are generally ill received. They fare well enough with gnomes and humans, but have an outward aversion to elves. They only accept the help of elves in great times of war. The two races have shed blood together numerous times, but it never helped to smooth their relations. Dwarves do not understand elven philosophy and usually mark it as aloofness. Each dwarf has a different stance on half-elves, though. It usually depends upon which of the two cultures (human or elven) the half-elf favors.

Eclipsing even that of the elves, 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. As an extension, they hate half-orcs and could hate a half-orc before an elf if the subterranean wind blew right.

Dwarves are much shorter than the average human, generally standing around four feet tall, but they can easily weigh more than the average human. They are strong and enjoy a physical fortitude unmatched by other playable races. Every male dwarf in a clan has a long and plentiful beard; to not have one is akin to being marked as an outcast of the dwarven culture and religion. Contrary to popular belief, dwarven females do not maintain facial hair. Whether they have the ability to grow one is an entirely different question.

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

Attributes & Speed

Dwarves are both sturdy and solid. They receive a +1 bonus to Constitution. They are also crass and misunderstood, so suffer 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.

Heightened Senses

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

Dwarves have also honed a great sense of underground gradations and

worked stone. If attempting to discern some interesting feature of a slope or worked stone within 10 feet, the dwarf rolls a d6 and consults the following chart to see whether or not they succeed:

Detect grade or slope	2-6 on 1d6
Detect new construction	2-6 on 1d6
Detect secret walls or rooms	3-6 on 1d6
Detect stonework traps and hazards	4-6 on 1d6
Determine depth underground	4-6 on 1d6

Great Fortitude

Dwarves have the ability to use their natural fortitude to fend off special attacks and magic. As a result, dwarves receive a bonus on all saving throws based on their Constitution score. This bonus applies to every saving throw, except versus Breath Weapon. Saves versus poisons enjoy the bonus, as well. (Note: If you are using the optional simplified saving throw system, this bonus applies to all saves.)

<u>Constitution Score</u>	<u>Saving Throw Bonus</u>
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5
21-24	+6
25+	+7

Magic Disruption

Dwarves have a natural aversion to most magic. Unless a magical item is specifically created to be used by a dwarf or by the dwarf's class, a % roll must be performed; a roll of 01 – 20 means that the item was not successfully activated. What happens at that point is up to the GM.

This resistance disrupts the casting of arcane spells. It does not allow the dwarf to allow the magic to course through the body in order to properly command it and eventually learn to master it. Divine spells are entirely different, as they are granted by the gods, and not through practice, so dwarves may still cast divine spells.

Heritage Enemies

As mentioned, dwarves continuously war with the orc and goblin-kind. They receive training to defeat these monsters at a very young age, so all dwarves add a +1 to attack rolls against orcs, half-orcs, goblins, and hobgoblins.

Giant Guard

Giants and their monstrous kin, such as ogres and trolls, often invade dwarven redoubts. As a result, 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.

Elf

Elves are a deeply historic race. They are long-lived, so it is very common for elven families to have patriarchs that recall events occurring 300 to 500 years ago. They take their history very seriously and are rooted in tradition. Although the world may expand and move 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 in fabled mystical forests or on shorelines untouched by exploration.

Elves, by their nature, are very patient. They tend not to deal in extremes, whether it is 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 aid any other race in the world's protection. The ancient elves were among civilization's first defenders.

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 to say that both male and female elves are “pretty”.

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 or orc.

Attributes & Speed

Elves are insightful and agile. They choose between Dexterity and Wisdom to receive a +1 attribute bonus at creation. They are also slender and slightly more fragile than some races. Elven PCs suffer a –1 on Constitution.

Elves' base movement speed is 40 feet.

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 their training. Elves always train their young for war.

Heightened Senses

Elves have enhanced sight and hearing. 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). Elves also receive a chance to notice secret or otherwise concealed objects, such as doors, if moving at their normal pace and not otherwise distracted. The GM rolls a d6 when an elf comes within close range of a concealed or secret object; a roll of 6 reveals it. If the elf is proactively attempting to locate something hidden, the GM rolls a d6, and a roll of 4-6 succeeds.

It is very difficult to surprise an elf. Elves are only surprised on a natural 1 result on the d10 surprise roll.

Strength of Mind

Elves are strong-willed and 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 from centuries of defending the world or is actually an adaptation to necessary behaviors of 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 saving throws versus any mind-affecting spell, including illusions and charms.

Half-Elf



Elves and humans are a common interracial union. Their offspring usually take on the characteristics of either parent, looking almost indistinguishable from that parent, but perhaps having 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 development or tutorship.

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.

Half-elves speak common and, if raised in an elven culture, speak elven.

Attributes & Speed

Half-elves do not receive bonuses or penalties to attribute scores.

Half-elves' base movement speed is 30 feet.

Weapons and Armor

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

Ambitious Start

Half-elves receive one additional proficiency slot at character creation.

Heightened Senses

Half-elves have the same enhanced 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). Half-elves also receive a chance to notice secret or otherwise concealed objects, such as doors, if moving at their normal pace and not otherwise distracted. The GM rolls a d6 when a half-elf comes within close range of a concealed or secret object; a roll of 6 reveals it. If the half-elf is proactively attempting to locate something hidden, the GM rolls a d6, and a roll of 5-6 succeeds.

Elven Strength of Mind

Half-elven characters have 50% magic resistance against magical sleep effects and receive a +1 saving throw bonus against any mind-affecting spell, including illusions and charms.

Human



Humans are the most eager and enterprising of the races. They live a relatively short life in good health and so reproduce often and young. A generation often comprises only 20 years and, within these generations, one finds at least three different varied clusters of like-aged humans. 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 the various crafts in less than a lifetime. This impatience and ambition has led many members of the human race to occupy the highest echelon 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 public relations.

Attributes & Speed

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

Humans' base movement speed is 30 feet.

Weapons and Armor

Humans are neither restricted, nor specifically gifted, in their use of weapons or armor.

Ambitious Start

Humans receive two additional proficiency slots at character creation.

Description

A player has total control over what the character looks like, but a few guidelines as to what an average member of each playable race looks like can help. Here are a few charts that show the average height and weight of a member of a race, as well as the 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 will also create a biographical history of the character that includes information on his family and the reasons for adventuring.

Table 7: Average Height and Weight for Races

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
Half-elf	60-72	58-70	110-150	85-125
Human	60-80	56-78	140-400	100-260

Table 8: Average Life Spans and Aging Effects for Races

Race	Middle Age*	Old Age**	Venerable***
Dwarf	125 years	167 years	250 years
Elf	175 years	233 years	350 years
Half-elf	62 years	83 years	125 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 must be chosen per the character's race. If the character has bonus language slots available after learning all the languages available to his race, he may then learn any other language in the known realms, per the GM's approval.

Race	Available Bonus Languages at Creation
Dwarves	Gnome, Goblin, Hobgoblin, Kobold and Orc.
Elves	Gnome, Halfling, Goblin, Hobgoblin, Orc, Gnoll and Sylvan.
Half-Elves	Gnome, Halfling, Goblin, Hobgoblin, Orc, Giant, Gnoll and Sylvan
Humans	Any

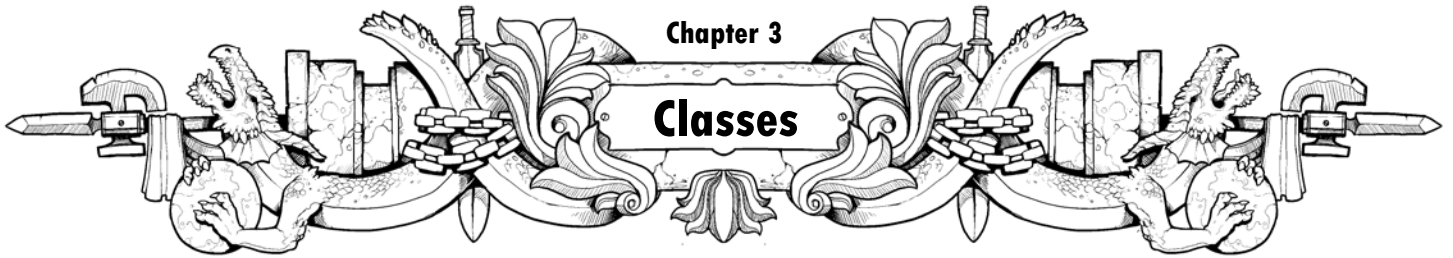
Other Languages

There are uncountable languages and dialects spoken. Here is a list, though, of the most commonly encountered:

- Common
- Elven
- Dwarven
- Halfling
- Undercommon
- Terran
- Sylvan
- Gnome
- Orc
- Celestial
- Draconic
- Goblin
- Abyssal
- Infernal
- Giant

Rare and Highly Specialized Languages

It is fair to assume that any race or monster could, if intelligent, have its own distinct language or strong dialect of a widely known language. Characters with experience dealing with such languages could start with one or more as bonus languages. This is also campaign specific. If stone giants in the campaign setting speak an incredibly guttural and clacky version of giant, characters in that setting may be required to have a background in that language to speak to them.



This Starter Kit contains four playable character classes: fighter, mage, cleric and thief. The full rules contain more. These rules also only cover Levels 1 – 5, while the expanded rules contain all the ability upgrades and boosts for Levels 1 – 20+.

Fighter

Fighters are the true combat specialists. They excel in melee combat more so than any other character class. Fighters have the fullest array of weapon and armor choices, incredible hit dice, and the fastest attack progression in the game. Although they have no magical aptitude and a limited choice of magical items to use, their ability with their choice weapon(s) can challenge most magic-users and serve as a strong complement to any ally casters.

Fighters seek perfection with a chosen set of weapons. They train tirelessly on new stabs, thrusts, slices, blocks, parries, and footwork.

Prerequisites

Not everyone is born to fight. Even if the glory of standing atop a pile of felled opponents piques a player's interest, if a character has a Strength attribute score of less than 10, he cannot become a fighter. The rigors of training in heavy armor with heavy weaponry simply break those too weak to endure it.

Restrictions

None.

Prime Class Attribute

The strongest fighters become the world's true legendary warriors, and so Strength is the fighter's prime attribute. All fighters with Strength 14 or 15 receive an increased experience point award equal to 5% of all XP awards. Those with Strength 16 or 17 receive an increased experience point award of 10%, while fighters with Strength 18 or higher receive 15% bonuses.

Weapons & Armor

Fighters can become proficient in any weapons they desire and can wear any armor. Fighters specifically train with multiple weapons before settling on which to use, so they usually have some form of training with all weapons. As such, there is no penalty for wielding a non-proficient weapon.

Magical Item Use

Fighters may enjoy the magical effects of potions, defensive or healing scrolls, rings (unless specifically forbidden), and all magically enhanced weapons, armor, and shields.



Table 9: Fighter Level Chart

Level	Base Hit Points	To Hit 0	Attacks Per Round	Combat Proficiencies	Non-Combat Proficiencies	Special
1	10	20	1 (3/2)	4	3	Weapon Specialization
2	+1d10	19	1 (3/2)	4	3	
3	+1d10	18	1 (3/2)	5	4	
4	+1d10	17	1 (3/2)	5	4	
5	+1d10	16	1 (3/2)	5	4	

Weapon Specialization

Fighters receive a free melee weapon specialization at 1st level and may choose to specialize in any number of additional weapons. This focus not only grants the fighter a +1 attack bonus and a +2 damage bonus on every attack, it also grants him additional attacks per round. The parenthetical attacks per round in the fighter's chart represent this. (As the fighter increases in level, he has the opportunity to enhance his specializations to the point of grand mastery.) At least one weapon specialization must be chosen at 1st level and 2 weapon proficiency slots are always required thereafter for each additional specialization chosen.

Weapon Specialization and Ranged Weaponry: The above chart assumes the fighter is wielding a melee weapon, which is his stock and trade. Some fighters still may wish to specialize in a ranged weapon; however, a specialization in a ranged weapon costs three (3) combat proficiency slots and a different number of attacks per round is granted, based on the type of ranged weapon.

Table 10: Fighter Ranged Specialist Chart

Fighter Level	Light/Hand Crossbow	Heavy Crossbow	Throwing Dagger	Dart	Other Missiles
1-6	1/1	1/2	3/1	4/1	3/2

Specializing in bows and crossbows also grants a +2 damage modifier on all successful shots within 30 feet of the fighter.

Saving Throws

The following table lists the fighter's saving throws.

Table 11: Fighter Saving Throws

Level	Class I Paralysis or Death	Class II Magical Item	Class III Petrification / Transformation	Class IV Breath Weapon	Class V Spell or Special Attack
1	14	16	15	17	17
3	13	15	14	16	16
5	11	13	12	13	14

Mage

Mages are spellcasters and, thus, employ magical spells as their stock and trade. Mages, unlike specialist wizards, have access to a wide array of magical incantations and can opt to learn spells from any of the several schools of magic. Mages are considered "wild" by their specialist brethren, while mages in turn view specialists as narrow-minded and limited. Both specialist wiz-

Table 12: Mage Level Chart

Level	Base Hit Points	To Hit 0	Attacks Per Round	Combat Proficiencies	Non-Combat Proficiencies	Special
1	4	20	1	2	4	Spellbook, Level 1 Spells
2	+1d4	20	1	2	4	
3	+1d4	20	1	2	5	Level 2 Spells
4	+1d4	19	1	2	5	
5	+1d4	19	1	3	5	Level 3 Spells



Classes: Mage

ards and mages train in the same type of arcane colleges. Specialists often hone their training on one or a few schools of magic, while mages prefer to dabble.

Prerequisites

The rigorous studies in the arcane colleges require a minimum Intelligence of 10 to graduate and, hence, all mages must have this prerequisite score. A higher Intelligence may be required to cast upper level spells.

Restrictions

Dwarves have innate boosts to save against magical spells. This disrupts the casting of magic. Unless this inherent protection is somehow permanently removed, a dwarf cannot become a mage. All other races are allowed. Mages can be of any alignment as well.

Prime Class Attribute

Intelligence determines how easily and to what extent the mage learns magic. All mages with Intelligence 14 or 15 earn an experience point award bonus of 5% of the total awarded XP. Intelligence 16 or 17 grants a bonus of 10%, while those mages with Intelligence 18 or higher receive an increased experience point award of 15%.

Weapons and Armor

Mages can only use staves, daggers, darts, knives, and slings, and cannot wear armor; use of any weapon outside this list, unless allowed by training in another class, imposes a -5 attack penalty. They are limited to choosing these weapons as proficiencies; each weapon costs 1 proficiency slot. There are two reasons that converge making it difficult for mages to wear any armor. First, the somatic components required in many of the mage's spells restrict the mage's ability to effectively cast these spells while wearing armor. More importantly, mages do not train in armor; they never traded time away from studies to become familiar with wearing armor. As such, unless the mage has spent time training and has also spent the requisite combat proficiency slots to employ spells while armored, the mage cannot cast while wearing any armor. If he does, he cannot cast spells with a somatic component.

Magical Item Use

Mages may use any magical item, weapon, suit of armor, or shield, provided 1) the item does not specifically forbid it; and 2) the mage's class(es) allow it. Therefore, a single-classed mage cannot use any magical shields, for example.

Spell Book

Mages retain their spell books from tutelage. A spell book is a collection of arcane spells, in literary and architectural form, which serves as an aid to the memorization of spells. A spell book contains spells known by the mage and may also contain blank pages for future needs. Each spell requires a number of pages equal to the spell's level, so most mages have multiple spell books in their library to accommodate a large store of knowledge. Most spell books contain a maximum of 100 pages and these are very expensive. Each page is magically enhanced to better withstand age and damage, so each page costs 50 gold pieces. It is good practice to have at least one "traveling" book with the mage's most useful and commonly cast spells, so as not to require the mage to tote around several large tomes.

Each book is drafted by an individual mage; therefore there are slight differences in the forms used by various mages to catalogue the necessary components of the spell. Picking up a fellow mage'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 mage 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 mages prefer to have at least their traveling tome with them. Mages rarely leave their library unguarded and do try to keep their books safe at all costs while in danger. Spell books are magical items, but are still subject to damage, especially by an opponent's fireball spell. All spell books make saving throws as +2 magical items.

Spells

Mages cast spells and, through them, muster magical effects. To cast a spell, a mage must have recently reviewed his spell book to remember the intricate components (verbal, physical, etc.) required to create that specific magical effect. Mages usually study their spell book at some point during the day in preparation of casting in that day, though mages can retain a memorized spell for days before casting. The length of time required to memorize a bunch of spells depends on the amount of spells the mage is attempting to retain, but each spell usually takes 5 - 10 minutes per level to memorize. This sort of studying is akin to "test-cramming"; once the mage 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 mage may memorize the same spell more than once, each time costing the mage a normal spell slot.

As the mage's chart above indicates, mages have access to different levels of spells as they progress in their career. Once they gain access to a higher spell level, they also receive one spell from that new level for free. In essence, they need not roll to see whether or not they competently learn that one spell. Subsequent spells from that level require a roll to learn them. (See the Intelligence attribute score entry for more information on the chance to learn a new spell.) A failed attempt requires the mage to seek out a different spell book or set of instructions. He simply cannot understand the way in which the specific author or teacher describes the spell.

Mages require less time to memorize spells once they have studied and cast those spells a sufficient number of times. All spells of a level four below the maximum spell level useable by the mage only require 1 minute per level to memorize. For example, once the mage can cast 6th-level spells, his 2nd-level spells take only 2 minutes to memorize.

Mages cannot learn a spell by studying a scroll. Scrolls are specifically enchanted to trigger a spell that has been, in essence, recorded or embed in shorter form to allow someone to easily cast the spell without suffering through the rigors of a full casting. Of course, even casting from scrolls is a skill that must be honed. Spell casters of any level and more-experienced rogues can both activate a scroll.

Starting Spells: Each mage starts his career knowing an amount of 1st-level spells equal to his Intelligence score. Adding more spells to his spell book requires a roll to learn the spell(s). Remember that the mage gets one free spell of the new level once it is opened up.

Max Spells Remembered Per Day: There are only so many spells the mage can have memorized at one time. This is not a limit on how many spells the mage may cast in one day, though. Once a memorized spell is cast and a slot opens up, the mage may attempt to re-memorize and fill the slot if he has his spell book and the concentration to study. An Intelligence check is rolled (with no bonuses). Success indicates a re-memorized spell slot. Failure removes both the chance to re-memorize that spell and also removes one other spell slot of the mage's highest level of spells until the next day. If the mage has no remaining spell slots and fails at re-memorizing a spell slot, his mind is too tired to attempt it again. He must wait until the next

Table 13: Mage Base Maximum Spells Remembered Per Day

Mage Level	Spell Level		
	1	2	3
1	1	--	--
2	2	--	--
3	2	1	--
4	3	2	--
5	3	2	1

day to resume normal casting. The GM may impose a discretionary penalty to the Intelligence check in times of panic or stress.

Bonus Spells Remembered Per Day: Mages that have high Intelligence scores may memorize additional spells per day above that given in the above chart. Consult the Intelligence chart in Chapter 1 for more details.

Saving Throws

The following table shows the mage's defensive saves versus magical or special attacks or effects. Mages have some of the strongest saves in the game. This is primarily due to their increased exposure to both magical and special effects upon their own bodies through study and experimentation. This is also due to their wide breadth of studies, some of which highlight the various ways a person can be affected by obscure, mystical, and extraordinary attacks.

The first level shows the saves to be recorded on the character sheet. At 6th, the mage's saving throws increase.

Table 14: Mage Saving Throws

	Class I	Class II	Class III	Class IV	Class V
Level	Paralysis or Death	Magical Item	Petrification / Transformation	Breath Weapon	Spell or Special Attack
1-5	14	11	13	15	12

Cleric

Clerics are the front-line defenders and mortal authorities of a divine order. They are deeply religious and spiritually close to their patron deity. Faithful clerics receive spells, combat skills and special gifts. Those that stray from their deity's ethos may find themselves on a path of redemption before having any additional access to divine spells or powers.

In a phrase, clerics are the spiritual combatants of a deity. It is a difficult and full-time profession, but with an extraordinary payoff.

Prerequisites

Deities connect to their clerics through the subconscious, all-seeing-eye. Therefore, all clerics must have a Wisdom score of 10 or higher.



Table 15: Cleric Level Chart

Level	Base Hit Points	To Hit 0	Attacks Per Round	Combat Proficiencies	Non-Combat Proficiencies	Special
1	8	20	1	2	4	Level 1 Spells, Turn Undead
2	+1d8	20	1	2	4	
3	+1d8	20	1	2	5	Level 2 Spells
4	+1d8	18	1	3	5	
5	+1d8	18	1	3	5	Level 3 Spells

Restrictions

All clerics must follow his deity's alignment order. Generally, this requires the cleric to be of the exact alignment as his deity's ethos.

Prime Class Attribute

Wisdom determines how strong of a bond a cleric forges with his god and how quickly he gains power. All clerics with Wisdom 14 or 15 earn an experience point award bonus of 5% of the total awarded XP. Wisdom 16 or 17 grants to the cleric a bonus of 10%, while those clerics with Wisdom 18 or higher receive an increased experience point award of 15%. A high Wisdom also guarantees the cleric access to the most powerful divine spells.

Weapons and Armor

The general rule is that all clerics can wear any armor and use any shield, but none may wield slashing or piercing weapons. The exception to this rule is that clerics may wield any weapons allowed by his deity. Therefore, it is rare, but not impossible, to find clerics wielding generally forbidden weaponry. Clerics who wield a non-proficient weapon receive a -2 attack penalty.

Magical Item Use

Clerics may use any clerical scroll, magical item (including wands, rods, staves, etc.), weapon, suit of armor, or shield, provided the item or the cleric's religion does not forbid it.

Spells

Clerics are granted spells from their respective deities. They receive these spells (often called miracles) after sufficient time praying, a ritual most often performed daily before breakfast. Through his deity, the cleric may choose which of his allowable spells he will accept for the day's adventures. Once cast, the magic is wiped from the cleric's mind, receding back to his deity's plane of existence. He cannot "re-memorize" spells like a mage or wizard can, but since his spells are divine gifts, clerics may wear armor while casting. This reflects the fact that vigilant clerics also train extensively in combat in honor of their deity and to better defend his allies. Since spells need not be learned, much more time in life has been spent in martial training.

A cleric is not guaranteed his spells, though. While a mage or wizard may simply study and move on, clerics must always perform in a manner pleasing to his god. If the cleric fails to do this, his god may restrict or even deny the cleric's access to divine magic. At that point, 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 chart below indicates, they receive different levels of spells as they gain experience and grow closer to their god. Once they gain access

Table 16: Cleric Base Maximum Spells Per Day

Cleric Level	Spell Level		
	1	2	3
1	1	--	--
2	2	--	--
3	2	1	--
4	3	2	--
5	3	2	1

to a higher spell level, they automatically receive all spells of that level as accessible for casting. Clerics need not attempt to "learn" a new spell. They are simply granted to him for his devotion.

Turn Undead

Evil necromantic energy binds the undead to the prime material plane and clerics are given the divine 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 turn undead. Turning usually forces the undead to flee away from the cleric until the cleric is out of sight, but, as the chart below indicates, 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 his symbol of faith, and to literally persuade and bend the energy to his will. At that point, the player rolls and cross references the chart below. The d20 roll must equal or exceed the number indicated on the chart. Anything other than a number requires no roll. "AT" means automatically turned (or controlled). "UD" means the undead creature is utterly destroyed - no roll is required. All successful turn or control attempts affects 2d6 undead creatures; the undead with the least HD are affected first.

Table 17: Cleric Turn Undead

Undead HD	Cleric Level					
	1	2	3	4	5	6
1	10	7	4	AT	AT	UD
2	13	10	7	4	AT	AT
3	16	13	10	7	4	AT
4	19	16	13	10	7	4
5	20	19	16	13	10	7
6	20	19	16	13	10	10

Saving Throws

The following table shows the cleric's saving throws.

Table 18: Cleric Saving Throws

Level	Class I	Class II	Class III	Class IV	Class V
	Paralysis or Death	Magical Item	Petrification / Transformation	Breath Weapon	Spell or Special Attack
1	10	14	13	16	15
4	9	13	12	15	15

Thief

Thieves are rogues that have learned to take from people what they must in order to both survive and grow in power. They are not all evil rascal-

lions. Some steal from the rich to feed others not so fortunate. Some trade in secrets to keep the political powers fresh and wary. Others are simply forced into a life of thievery to procure a meal and shelter. Regardless of the motivating factor, all thieves are survivalists. They all have the ability to rise above their station and to enjoy a place in high society.

Influential thieves use their skills to thrive and adapt. They pick up various proficiencies as they learn the behaviors of other character classes and sharpen their abilities to succeed in society. As such, most thieves aptly perform a number of different functions, including competent combat, spying, interacting with others, infiltration, and even activating magical scrolls.

Prerequisites

Thieves need to be stealthy and agile. In their early years, they survive from stealing and breaching secure areas, only to find themselves running and hiding from the guard. A Dexterity score of 10 or higher is required to become a competent thief and to avoid a life in chains. Dexterity remains important for those thieves who have excelled in their careers. The varied dungeons and cities of the realms both require quick feet and agile hands.

Races and Alignments

All races and alignments are allowed, except Lawful Good. A thief also cannot be bound by a social or moral code, other than that of thieves, of course. Such notions just get in the way.

Prime Class Attribute

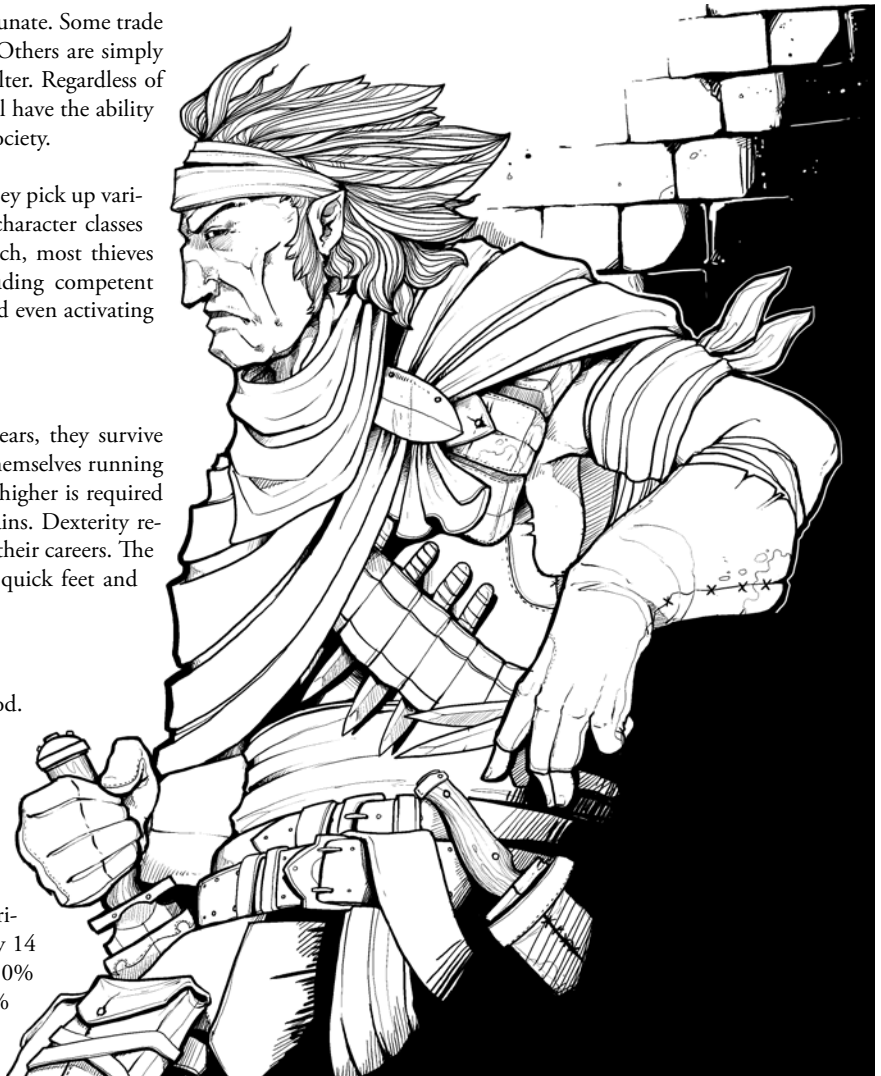
A dexterous thief is a better thief. Thieves with a sufficiently high Dexterity score receive a bonus on all experience point awards according to the following: Dexterity 14 or 15 grants a 5% bonus; Dexterity 16 or 17 grants a 10% bonus; and Dexterity scores of 18 or higher grant a 15% award.

Weapons and Armor

Thieves are limited in their selection of weapons and armor. They can become proficient in small slashing weapons, simple ranged weapons, hand crossbows, lassos, short bows, and staves. Wielding a non-proficient weapon applies a -2 penalty to attack rolls. They can wear leather, padded, studded, brigandine, or magically lightened chain (elven or mithral). Even though a thief may wear such armor, all still encumber slightly, which has an effect on his ability to perform his thievery skills. See the *Thievery Skills & Armor* section below for more information.

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. They may actually activate scrolls once of a sufficient level, and may use all magically enhanced weapons, armor, and shields, provided the thief class allows.



Thievery Skills

Each thief may begin with, and grow in experience in, the following skills: sleight of hand, open locks, detect and disable traps, move silently, hide, detect noise, climb, and comprehend languages. Each skill is detailed on the following page; charts follow the skill descriptions that show common adjustments that may apply.

Table 19: Thief Level Chart

Level	Base Hit Points	To Hit 0	Attacks Per Round	Combat Proficiencies	Non-Combat Proficiencies	Special
1	6	20	1	3	3	Thievery Skills (180), Sneak Attack x2
2	+1d6	20	1	3	3	Thievery Skills (+30)
3	+1d6	19	1	3	3	Thievery Skills (+30)
4	+1d6	19	1	4	4	Thievery Skills (+30)
5	+1d6	18	1	4	4	Thievery Skills (+30), Sneak Attack x3

Classes: Thief

At the beginning of a thief's career, he starts with a 0% chance of success on all skills and is given 180 points to distribute throughout the eight skills. No skill may be raised above 40%, except Climb Walls, which may be raised to 90%.

At each level after 1st level, the thief receives 30 additional points to distribute, no more than half this amount may be spent on any one skill.

Sleight of Hand: Sleight of hand includes 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 thief to procure an item or pouch from the victim. The size of the item and its placement on the target's person can be limiting factors. Anything unable to be palmed is generally too large. Anything out of easy reach is generally out of play, such as a belt worn under a cloak. The target may or may not notice a failed attempt. This is in the GM's discretion, but most rolls under 10% reveal the thief's intent if such a roll fails.

Open Locks: With this skill, thieves can open mechanical locks that keep shut doors, chests, etc., as well as crack more elaborate locks that require puzzling machinations. Some lesser word puzzles, if coupled by a mechanical mechanism, may also be overcome with this skill. In almost all situations, proper picks and wires must be used. These come in the standard "thief's tools" one can purchase. If tools are required and unavailable, there is a 50% penalty applied to the percentage roll for success. Opening a simple lock takes only 1 round, while more complex versions can take up to 10 minutes.

Detect and Disable Traps: Thieves are skilled at finding hidden traps and attempting to disable or bypass them. A thief need not move at a crawling speed to notice a trap; it can be done while moving normal speed; however, even a slightly speedy walk imposes a 50% penalty to detect a trap. Once noticed, a second roll is required to disable the trap. This skill only allows the thief to disable small manageable traps. Large traps constructed into the surroundings, such as crushing ceiling traps, can be detected, but not disabled. Magical or magically concealed traps impose a 30% penalty to the skill check to both locate and disable them. A failed attempt to locate a trap likely causes the thief and/or his party to trip the trap; a failed attempt to disable a located trap only triggers on a roll of 10 or less, if such a roll fails. Subsequent attempts to disable a trap may be made; however, each subsequent attempt imposes a cumulative 10% penalty to the roll (which also increases the chances of triggering the trap by an equal percentage, of course).

The GM rolls all players' checks to both detect and disable traps, never revealing failed attempts and leaving it up to the player to believe or disbelieve the result.

Move Silently: This skill allows the thief to move about silently. The thief must move 1/3 to 1/2 his normal movement speed. A successful attempt allows the thief to do such things as bypass nearby guards, sneak upon a target to backstab, or stealthily approach a bar patron to attempt to pick his pockets.

The GM rolls all players' checks to move silently. Failed attempts indicate that someone has heard the thief and the GM controls their reaction.

Hide: This skill allows the thief to blend into his immediate surroundings, whether they are tall boxes, draperies, or dark shadow. Although hiding

cannot be done if anyone remains looking at the thief, the thief may attempt to hide from those that subsequently look elsewhere. Hiding in this way is more about making oneself appear to part of the background, so those with enhanced vision are equally fooled. When hidden, the thief cannot move without being required to perform a subsequent roll.

The GM rolls for all players' check to hide. Thieves always feel as if they are perfectly hidden.

Detect Noise: There is a reason this skill is not named "hear noise". This is a proactive attempt to discern noise that would otherwise remain unnoticed passively. The thief actually attempts to listen intently and, if he is in relative silence, he has the chance to hear noises originating from another area, including areas beyond barriers, such as doors.

The GM rolls for all players' checks to detect noise. If the player rolls successfully and hears nothing, he would assume there is nothing there.

Climb: Thieves can scale most surfaces, except the perfectly flat wall, with no need for special equipment. One use of the climb walls skill gets the thief 20 feet up; thereafter, additional skill checks may be needed to complete a tall climb.

Comprehend Languages: Thieves are rogues and, as such, tend to study people and research various bits of knowledge that may someday prove useful. Since many hidden treasures lurk in foreign lands, often requiring travel, the thief studies many languages. Although he cannot actually speak the languages, he has accumulated enough knowledge that he can discern the contexts of a foreign writing or conversation. No specifics are gleaned, simply the context.

The GM rolls for all players' check to comprehend written or spoken languages. Thieves always feel as if they successfully pulled out some important pieces of information.

Thievery Skills & Races: Some races make better thieves than others. The following chart shows any racial adjustments that should be taken into account when determining the percentage target number. Racial adjustments do NOT alter the % roll for success; they alter the target number. These adjustments are made at Level 1.

Table 20: Racial Adjustments to Thievery Skills

Thievery Skill	Dwarf	Elf	Half-elf
Sleight of Hand	-5%	+5%	+10%
Open Locks	+10%	-5%	--
Traps	+10%	--	--
Move Silently	-5%	+10%	+5%
Hide	--	--	--
Detect Noise	--	+5%	--
Climb	-10%	-10%	-5%
Languages	--	--	--

Thievery Skills & Dexterity: Table 21 below shows the bonuses that apply to certain Thievery Skills from a high Dexterity score.

Dexterity	Sleight of Hand	Open Locks	Traps	Move Silently	Hide
16	--	+5%	--	--	--
17	+5%	+10%	+5%	+5%	+5%
18	+10%	+15%	+10%	+10%	+10%
19	+15%	+20%	+15%	+15%	+15%

Thievery Skills & Armor: Wearing no armor grants a slight bonus to some thievery skills, while wearing armor imposes a slight penalty, except when performing the following: detect and disarm traps, detect noise, and comprehend languages. Armor imposes a certain penalty on the die roll when attempting the other thievery skills. See the chart below.

Armor penalties do not alter the % target number for success; they alter the percentile roll for success. For example, studded leather grants 3 points of armor, so imposes a 30% penalty on the roll. This 30% reduces the percentile roll.

Thievery Skill	Armor Type			
	None	Padded/Studded	Brigandine	Elven Chain
Sleight of Hand	+5	-20%	-30%	-20%
Open Locks	--	-5%	-10%	-5%
Traps	--	-5%	-10%	-5%
Move Silently	+10	-10%	-20%	-10%
Hide	+5	--	-10%	-5%
Climb	+10	-20%	-30%	-20%

Sneak Attack

The thief is capable of dealing tremendous damage by catching a target unaware. If wielding a small and easily concealable weapon, such as a knife or short sword, the thief can attempt a move silently check to sneak up on a target. Once in melee range, the thief stabs his target in a sweet spot. Through the combination of the location of the blow and the surprising factor of it, the target suffers a multiple of damage based on the thief's level.

Not only must the thief succeed in sneaking upon the target, the thief must also attempt to hit his target. The thief receives a +4 to this attack. A failed attack roll does not indicate a miss, though. The thief is only able to deal normal damage by the blow.

A failed sneak attempt, though, can be far worse for the thief. The target may jump initiative on the thief, if he so desires, getting a full action against the thief to attack or flee.

Saving Throws

The following table shows the thief's defensive saves versus special and magical effects or attacks.

Level	Class I	Class II	Class III	Class IV	Class V
	Paralysis or Death	Magical Item	Petrification / Transformation	Breath Weapon	Spell or Special Attack
1	13	14	12	15	15
5	12	12	11	14	13

Multi-Class Characters

Multi-class characters have training 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 mage classes would be a Level 1 Fighter/Mage. You may rename the combined class if you wish. In this example, Swordmage may 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 will help.

Prime Class Attribute: Multi-class character do not receive experience points 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 first level, if the new class is Fighter/Mage (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 final die for hit points.

To Hit 0: Take the average, rounded down.

Proficiencies: You take the more favorable of each category, at each level.

Special: The new class enjoys the special abilities of all classes unless they cannot co-exist. Some abilities may be diametrically opposed to the tenets of another class. Check with your GM for a ruling if this occurs.

Classes: Multi-Class Characters

Saving Throws: First, you average the base saving throws (rounding down) for each saving throw class. For example, to determine the Class V Save vs. Spell for a Level 1 Swordmage, you would average the fighter's 17 with the mage's 12, which results in a 14. Repeat this for all other saving throws. Then, you use the slowest progression of any of the classes. Therefore, since the mage has a slower save progression than the fighter, the Swordmage uses the mage's progression chart. He would not improve his saves until 6th level and would use whatever modifier was listed in the mage's chart for that level.

Experience & Advancement: Chapter 6 has a chart with the required amount of experience points needed to level up. To calculate what is required for your new class, follow this formula:

$$\text{Highest XP Requirement} + ((500 \times \text{level}) \times (\text{No. of Add'l Classes}))$$

Example 1: To attain 2nd level, the fighter needs 2,001 points. To attain 2nd level, the mage needs 2,501 points. The formula calls for the highest, so we start with 2,501.

Then we multiply 500 times the level we are trying to attain (2), which equals 1,000. We then multiply 1,000 by the number of additional classes in the combo. We only have one additional class (fighter and mage), so the product is 1,000.

To finish the equation, we add 2,501 to 1,000, which results in 3,501. To attain 2nd level, the Swordmage must earn 3,501 points.

$$2,501 + (1,000 \times 1) = 3,501 \text{ experience points}$$

Example 2: Let's take a Level 1 Fighter/Mage/Thief and figure out how many experience points are required to reach 2nd level.

$$2,501 + (1000 \times 2) = 4,501 \text{ experience points}$$

In this second example, we multiplied the level by 2, because we have two additional classes.

Example 3: Let's advance the Fighter/Mage/Thief to 3rd level. The mage still has the highest requirement (5,001).

$$5,001 + ((500 \times 3) \times (2)) = 8,001$$

8,001 experience points are needed to attain 3rd level status as a Fighter/Mage/Thief.

In this third example, we used the mage's requirement and added 3,000. The 3,000 was the product of a) 500 times the level we wish to attain (1,500) and b) the number of additional classes (2).

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. Therefore, 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 his 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. Upon achieving this, he takes on Level 1 in the new class, but retains his levels 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 mage. Upon reaching 3rd level (4,000 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 (8,000 xp), he actually begins his career as a 1st level mage. The PC now has a Fighter 3/Mage 1 distribution. Henceforth, he retains his fighter abilities but progresses as a mage. He would need 2,500 experience points to attain Fighter 3/Mage 2 and receive 2nd level mage 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.

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.

To Hit 0: This does not change until the new class's base exceeds that of the old class. Thus, a 2nd level fighter base of 19 remains the same until his new class's base surpasses 19. He then progresses in the new class.

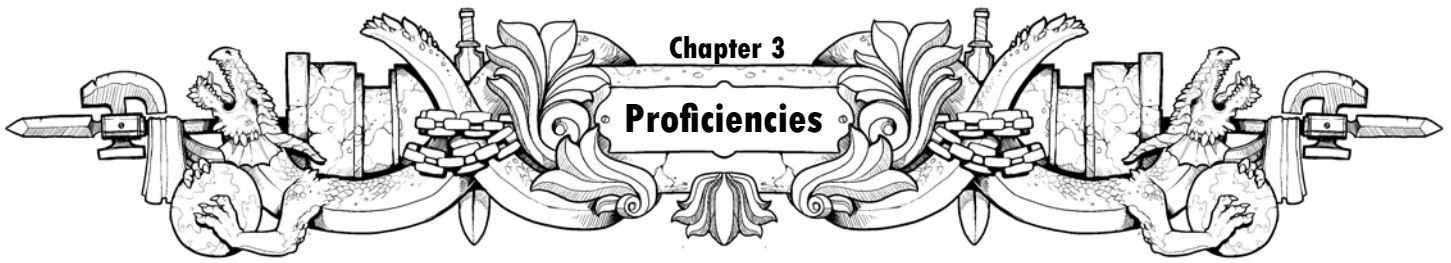
Proficiencies: If the new class grants more combat or non-combat proficiency slots at 1st level than what the old class granted at the last level, the PC receives these additional slots. Thereafter, he uses the progression of the new class.

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 best saving throw is used for each saving throw class. The PC then uses the progression of the new class only.

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.

All the foregoing rules procedures are followed again if a PC wishes to abandon a second class to enter a third.



Chapter 3

Proficiencies

Myth & Magic is a game of high adventure and epic quests. The PC's most important "job", then, is perfecting whatever skills are necessary to help defeat the mythic villains that create this enduring excitement. The PC should be fairly narrow-minded in this aspect. Having said that, he most definitely grew up somewhere and was raised in a society that fostered learning beyond the battlefield. Even Viking warriors learned to farm, build ships, sail, smith, etc. Furthermore, the character likely holds some interests outside his duties, perhaps minor tracts of study and training that flesh him out as a whole person, one well-versed in his required lot and skilled in an area of special interest. To boot, some of these secondary skills could actually help in his adventures.

This background and training add character depth. The PCs can spend most of their time exploring and raiding ancient tombs, defeating unspeakable horrors, and gaining treasure and power. They could also spend entire game sessions roleplaying in a coastal metropolis that offers both political intrigue and suspense. In either game, a fully developed player character adds immeasurable value to the gaming experience.

This development comes primarily from two sources. The first is the player's vision and his written character background. If approved by the GM, a wealth of opportunity springs from invoking this background in play. The second is the game's representation of the character, i.e., his race, class, attributes and proficiencies. A proficiency is a trained skill, an area of slight expertise, that the PC has gained before he became an adventurer. How many proficiencies a character starts play with depends on the character's class; some require so much devotion and time that less in the way of extracurricular activities could be accomplished.

Starting Proficiencies

Character class determines the amount of combat and non-combat proficiencies at 1st level, as well as how often additional proficiencies are earned throughout advancement. Simply follow the chart.

Class	Combat Proficiencies			Non-Combat Proficiencies		Available Groups
	Initial	One Every	Penalty	Initial	One Every	
Cleric	2	4	-2	4	3	Academic, General
Fighter	4	3	0	3	3	Craft/Trade, General, Nature-Based
Thief	3	4	-2	3	4	General, Urban
Mage	2	5	-5	4	3	Academic, General

Initial: This is the number of combat and non-combat proficiency slots received by characters of that class at 1st level.

1 Every: Another slot is gained at every level divisible by the number listed in these columns. For example, a cleric starts play at 1st level with 2 combat proficiencies. He receives a third at 4th level, a fourth at 8th level, and so on. Gained proficiency slots can be saved to later choose higher cost proficiencies.

Penalty: This is the modifier to the character's attack rolls when he uses a weapon that belongs to a weapon proficiency with which he is not familiar. Fighters never suffer a penalty, while mages suffer a -5 to all attacks with non-proficient weapons.

Available Groups: Without the GM's permission, a PC must choose non-combat proficiencies from the groups listed in this column.

Proficiencies belong to two general groups and each has a different set of rules for choosing and advancing.

Non-Combat Proficiencies

The first group is called non-combat proficiencies. These represent character background in terms of profession, trade and interests. If the PC was a blacksmith's assistant for most of his life, and spent his free time at his cousin's farm where he learned to ride horses and care for various animals, his non-combat proficiencies could be: blacksmithing, riding and animal handling. These initial starting proficiencies cannot be changed but can be advanced.

Choosing Non-Combat Proficiencies: This chapter includes a list of non-combat proficiencies broken into the following categories: academic, craft/trade, general, nature-based and urban. Academic proficiencies require a major investment of time spent in scholastic pursuits. Craft or trade proficiencies stem from spending time working in a trade. General proficiencies can be explored by anyone and may be based on full-time or part-time ventures. Nature-based proficiencies require time spent in the wilderness learning to understand and tame its bounties. Urban proficiencies reflect time spent in a settled area, where the character uses guile and physical nimbleness to take what he needs and escape.

Character class determines how many non-combat proficiency slots a character starts with and into which of these categories he has access. For example, fighters start with 3 non-combat proficiencies and have access to the craft/trade, general, and nature-based categories.

Each non-combat proficiency costs 1 slot.

Proficiencies: General

General Proficiencies

The following proficiencies may be chosen by any character and do not require a background dedicated to their use. In other words, these are minor and narrow proficiencies that one can learn regardless of trade.

Proficiency	Attribute	Description
Diplomacy	CHA	The character grasps the idea of high society and knows a bit about its customs and practices. A proficiency check would allow the character to glean the proper way of handling a situation with the upper class.
First Aid	INT	This skill does not encompass herbs or salves, but does allow the character to properly handle and treat wounds and to diagnose a common malady.
Jumping	STR	Anyone can jump, but those skilled in this proficiency can jump higher and longer than most. A skill proficiency check usually allows for a 15 ft. long jump and can reduce the falling damage by 2d6 (from the first 20 feet).
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.
Literacy	INT	Not everyone can read and write, even if a language is known. This proficiency should only be taken by those with Intelligence 8 or less; those with a 9 or higher are assumed to be able to read or write their native tongues.
Riding	DEX	This proficiency represents time spent training on riding land-based and air-based mounts. It does not represent the simple ability to remain mounted; a proficiency check can allow for truly amazing feats while riding.
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.

Academic Proficiencies (Knowledge-Based)

These proficiencies require a substantial commitment of time. It is assumed that the character has spent sufficient time studying these subjects and has developed a wide breadth of knowledge on the chosen topics. One's intellect determines one's ability to retain and recall, so these are all dependent upon a character's Intelligence.

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.
Healing	INT	The healing proficiency is not magical; it is the study of salves and herbs used to fend off infection and the study of proper medical practices for treating wounds. A successful heal check can stop bleeding, stabilize the wounded, or reveal the source of an ailment.
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.
Linguistics, Ancient	INT	Similar in every way to the modern linguistics proficiency, but instead helps in the area of lost or ancient languages.
Linguistics, Modern	INT	The character has a vast amount of limited knowledge on various modern languages. This skill does not encompass speaking or understanding the languages, but may help to decipher the meaning of a small body of text.
Monster Lore	INT	Studying monster ecology allows the character to attempt to recall a specific piece of information pertaining to a monster.
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 engineering and mathematics. The character chooses a particular science that fits the setting, and has studied the science.
Spellcraft	INT	The character has studied the art of magic in all its disciplines and spheres. This skill 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.

Nature-Based Proficiencies

These are proficiencies honed in the wild. Even if an apprenticeship began with studies in a city-based settlement, the training in these skills took place in nature. They all draw exclusively from Wisdom and rely on a trained intuition. Practice makes perfect here, so characters have generally spent a fair amount of time in training.

Proficiency	Attribute	Description
Animal Handling	WIS	The character knows how to care for and train animals. What types of animals depends upon the character's upbringing and geography. Regardless, this proficiency allows the character to attempt to calm a wild animal.
Nature Sense	WIS	The character can sense the correct direction to his destination in either the wilderness or at sea.
Fishing	WIS	A history of fishing helps the character to identify, catch, preserve, and prepare fish.
Hunting	WIS	The character can identify, hunt, preserve, and prepare wildlife.
Trekking	WIS	Trekking encompasses the skills to climb and find trails and paths in the wilderness. This can also be used for mountaineering.
Tracking	WIS	The character can identify and discern different types of tracks and can follow tracks without prints by analyzing underbrush, branches, etc. A successful check identifies the tracks and allows the character to follow them until the terrain or weather changes, which requires another check.
Trapping	WIS	This proficiency allows the character to construct basic 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.
Weather Sense	WIS	The character is both knowledgeable and intuitive about the likelihood of weather conditions in the near future.
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. It also encompasses the ability to build and maintain a fire in inhospitable weather.

Craft or Trade Proficiencies

These are background proficiencies that reflect time spent working in a trade or craft. Choosing one of these proficiencies is akin to choosing your character's past profession. More so than any other category of proficiencies, this list can be greatly expanded. You can easily add a new craft or trade if it suits your character's history and the GM's vision of the campaign.

Proficiency	Attribute	Description
Armorsmithing	STR	The character can create, alter, and repair all sorts of metal armor. A forge is generally necessary and it takes approximately 2 weeks per AC bonus. The character creates a sturdy and workable piece of armor with a successful check.
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/ 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 spend most of their days working their crops and so understand agriculture well. They also handle animals and have some sense of the weather.
Foraging	INT	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.

Proficiencies: Urban

Gemcutting	INT	Gemcutters are jewelers. They know how to cut and appraise gems and fine metals.
Leatherworking	INT	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	WIS	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	A character with a background in sailing could have been a pirate, captain, or large vessel fisherman. Sailing provides the knowledge to navigate and maintain a ship.
Weaponsmithing	INT	Weaponsmiths create all forms of weapons. While most weapons are created by those calling themselves “weaponsmiths”, there are specialist smiths called bowyers that create bows, and fletchers that create arrows. Creating a weapon requires a forge and it takes from as few as 4 days to create a simple weapon (club, spear, etc.) to as many as 40 days to create a two-handed sword.

Urban Proficiencies

A character must have a history that involves a significant time spent in an urban setting. In terms of this basic version of the rules, only thieves have access to these proficiencies.

Proficiency	Attribute	Description
Acrobatics	DEX	This encompasses all forms of acrobatic moves, including tumbles, gymnastics, jumps, and dives. It cannot be done with armor heavier than light. An acrobatics check can be used in combat as a full round action that increases AC and saves versus breath weapon by 4 for the remainder of the round.
Disguise	CHA	The character can disguise himself and his clothing to appear differently, but of the same type and sex. Attempting to pass as a specific person is very difficult and the GM may impose a -4 penalty.
Forgery	DEX	A successful skill check indicates that the character has perfectly mimicked the handwriting of another person or has designed an official document.
Lip Reading	INT	The character can read the lips of a person speaking within 30 feet. Not every word is discerned with a successful check, but the context is understood.
Local Knowledge	INT	This includes knowledge of the true power structure of a settled area, its laws, its prominent people, and all the rumors that roll down toward the local tavern. A local knowledge check can be used when information about a specific person, item, or location is desired.
Street Performing	CHA	This includes whatever forms of street entertainment the character fancies, such as juggling, singing, playing a musical instrument, etc. The performance is always geared toward earning a few extra coins.
Urban Survival	CHA	Urban survival differs from local knowledge. A character proficient in urban survival can get what he wants from people in the settled area. It is one thing to know the location of the local thieves' guild, but an entirely different thing negotiating a meeting with one of its recruiters.
Ventriloquism	INT	The character can throw his voice to trick a listener (or crowd) into believing that another person or object spoke instead. The GM may impose a penalty based on the Intelligence of the listener(s) and/or the supposed speaker.

Using Non-Combat Proficiencies

Non-combat proficiencies do NOT define what your character CAN-NOT do. They represent an area of past training. Therefore, many things you wish to do in-character that are considered second nature to someone trained in these areas do not require a roll. For example, calming or scaring off a sneering wolf may not always require a roll for someone with animal handling.

Attempting more difficult tasks, even in a trained area, requires an attribute check. For example, let us assume that the wolf is excited because one of your band members accidentally shot its mate with an arrow while target practicing in the woods and, trying to locate the arrow, he ventures into the wolf's den where the dead female lies next to several newborn wolves. Calming this wolf likely requires a roll, even for the animal handler.

Another example highlights the use of a proficiency task without training. Assume your PC does not have wilderness survival and wishes to make a fire. Anyone can start a fire under normal circumstances. Now, assume further that you and your band are attempting to set up camp. It just rained for two days straight and there is a strong wind cutting through the clearing. Preparing a nested fire that is protected from the gales is a task that may require a proficiency in wilderness survival. If a band member has wilderness survival, although this is almost impossible for you, he may not need to roll. If it were still raining, however, he may be required to perform a Wisdom check.

Rolling Checks for Proficiencies: Each non-combat proficiency has an associated attribute. If the GM requires a roll, the player must perform an "attribute check". As a reminder, an attribute check is a d20 roll, where you attempt to roll equal to or above a number equal to 24 minus attribute score. Proficiency checks are attribute checks, but the player receives a +2 on the roll.

$$\text{Proficiency Check} = \text{Attribute Check} + 2$$

For example, if a character's Wisdom is 13, all attribute checks require a roll equal to or higher than 11. Suppose the character has the wilderness survival proficiency and he wishes to employ it. The d20 roll is performed and the player receives a +2 bonus. If the modified roll equals or exceeds 11, he succeeds.

[Optional] Rolling Checks for Untrained Proficiencies: In cases where a character wishes to perform some task that, although covered by another non-combat proficiency, doesn't require specialized knowledge, the GM may allow the player to roll a standard attribute check, albeit with a -4 penalty. Please note that the GM has full discretion on whether or not you receive a chance to perform the task. Untrained proficiencies that may be attempted are usually the most basic and rudimentary.

$$\text{Penalty Applied to Attribute Check for Untrained Proficiencies} = -4$$

For example, if our example character's Wisdom is 13, so any allowed attribute check to perform a task belonging to an untrained proficiency requires a roll equal to or higher than 15.

Advancing Non-Combat Proficiencies: A character is awarded additional non-combat proficiency slots throughout advancement based on class. These additional slots may be used to represent the completion of training on new proficiencies, or may be used to advance existing proficiencies.

If a new proficiency is chosen, it is assumed that the character has been training on the new proficiency during the past few preceding levels. All

attribute checks performed to employ the new proficiency receive the standard +2 bonus for training. .

If a player chooses to advance an existing proficiency, the character receives an additional +2 bonus. Henceforth, the bonus applied to attribute checks to employ the proficiency is +4. This proficiency cannot be further increased and the attribute check will henceforth remain the same unless the attribute score is independently increased. The rule is that the bonus for proficiency cannot exceed +4.

Combat Proficiencies

Combat proficiencies are entirely class based and include anything that could be used in combat or that represent focussed class training. There are two sub-categories of combat proficiencies: weapon proficiencies and class proficiencies.

Weapon proficiencies represent training in a small category of similar weaponry, such as axes, hammers and pikes or swords. Classes may restrict weapon proficiencies to one or a few examples of each category; in these cases, the class restrictions must be adhered to.

Class proficiencies include such things as fighting styles, assassination, and silent casting, among others.

Weapon Proficiencies

Weapon proficiencies are purchased with combat proficiency slots. They each cost 1 slot. Weapon proficiencies may be purchased either as individual weapons or as a weapon group, if the class allows. Each character class lists what is available. If only certain weapons of a group are accessible, it still costs 1 proficiency slot to purchase proficiency in that one weapon. Players cannot choose a weapon or a weapon group if a class does not allow it.

Weapon Group Proficiencies

- Axes, Hammers & Picks
- Clubs, Flails & Maces (Morningstar)
- Polearms
- Daggers and Swords
- Simple Ranged (javelin, spear, etc.)
- Bows
- Crossbows
- Unique - very specialized weapons that require their own specializations, such as mancatcher and whip.

Each class has its own list of available combat proficiencies and a character cannot stray into another class list. The use of a non-proficient weapon imposes a penalty based on the class. Mages, for example, have little combat training, so suffer from a -5 attack penalty.

Weapon Specialization: Any character can choose to specialize in one weapon, which costs them two (2) combat proficiency slots total – one for the weapon proficiency in the group to which the weapon belongs (or the weapon itself, if limited), and the second for the specialization. The character must choose the exact weapon, not the weapon type, in which he specializes. Weapon specialization grants a +1 attack and +1 damage bonus.

Fighters and Weapon Specialization: Fighters receive a free weapon specialization at 1st level and may specialize in additional weapons, provided they pay the cost. Unlike any other class, fighters progress their specializations into ultimate mastery (rules on this are included in the full edition of the game). This is a class feature that is independent of the rules for weapon specialization. No other class can do this, regardless of how many combat proficiency slots are expended. Furthermore, specialist fighters gain additional attacks per round, and receive a larger damage bonus. Once again, no other class receives these benefits from specialization; they are purely a function of the fighter's class abilities.

Class Proficiencies

Each class also has several proficiencies that are tailored to their class. In essence, they represent a narrow and unique area of training that complements their core class abilities. Class proficiencies often individualize a member of a certain class.

Class proficiencies cost various amounts of slots, generally ranging from 1 to 4. You must have all the required slots to purchase one and you can hold earned proficiency slots to later buy a more expensive proficiency.

While the expanded rules set has many more proficiencies, here are the class proficiencies for the Starter Kit; the number in brackets represents cost in proficiency slots:

Cleric

- Exalted Scribe [1]
- Shield Mastery [2]
- Divine Conduit [2]
- Undead Hunter [1]

Fighter

- Blind Fighting [1]
- Dual Weapon Fighting [3]
- Finesse Fighting [2]
- Shield Mastery [2]

Mage

- Ardent Caster [1]
- Light Armor [1]
- Item Lore [1]
- Somatic Casting [3]

Thief

- Quick Kill [3]
- Blind Fighting [1]
- Dual Weapon Fighting [3]
- Finesse Fighting [2]
- Poison Use [2]

Cleric Class Proficiencies

Divine Conduit [Cost: 2]

Some clerics spend a considerable amount of time contemplating their connection with their deity and how that connection is used to heal others. They attempt to channel as much divine blessing as possible when transferring the life of their deity into the wounded. After a while, this training pays off and the cleric more efficiently channels divine life. Henceforth, the cleric may roll an additional die and swap out the lowest die for the result on the extra die. For example, if the cleric is rolling

2d8 points to determine the variable amount of healing, he would roll 3d8 and drop the lowest roll. If he would normally roll 1d8, he rolls 2d8 and drops the lowest. Furthermore, if he wishes, he can always take a 5 on all d8 dice instead of rolling.

Note: This is a divine gift that is perfected by training. It is also the first to be deducted from the cleric when he strays from his religious expectations.

Exalted Scribe [Cost: 1] - Requires 5th Level

Scribing a scroll is both costly and dangerous. Although not inherently dangerous to the scribe, a failed attempt to properly prepare a scroll can result in a cursed spell that wreaks havoc on the person who activates it. This class proficiency assumes a greater amount of time training in efficiently preparing scrolls. Special pens, inks and papers must still be used. However, the cleric reduces the cost of scribing scrolls by 25%. Furthermore, a failed attempt does not automatically consume all additional scroll pages and only creates a curse on a natural 01 result. As mentioned in the title, this proficiency also allows the cleric to begin scribing his own scrolls at 5th level, instead of at 7th.

Shield Mastery [Cost: 2]

This proficiency represents time spent training on using a shield as a greater means of defense and as an alternative weapon. If wielding a one-handed weapon, a shield can be carried and used once every two rounds to either inflict damage or push the opponent back. This attack is performed with a -2 attack penalty. A shield, regardless of size, is a bludgeoning weapon in the hand of a shield specialist that deals 1d4 points of damage on impact. A successful attack roll against a creature no larger than the cleric can also push the target opponent back 5 to 10 feet. These attacks, once every two rounds, are free attacks; the cleric may still perform his normal attack that round. Furthermore, any shield grants an additional +1 AC bonus.

Undead Hunter [Cost: 1]

Undead creatures are tied to the prime material plane by a blighted connection to the afterlife. They are animations of dark perversions. As such, all clerics have the power to banish or repel this connection. Some devote a considerable amount of time studying undead energies and learning how to destroy these energies. After research, most undead hunters go out on a hunting quest where they face an undead enemy too strong for their level of experience. Those that have successfully harnessed a greater power to turn and destroy undead return from this quest and live on. Some do not succeed. Undead hunting allows the cleric to turn undead as if they were one level higher. They also receive a save vs. death to thwart an energy draining attack (level loss) from any undead.

Fighter Class Proficiencies

Blind Fighting [Cost: 1]

The fighter has trained extensively while blindfolded to attune himself to his immediate surroundings in combat. If in total darkness or otherwise blinded, the fighter only suffers a -2 penalty on combat rolls (instead of -4).

Dual Weapon Fighting [Cost: 3]

This is a class proficiency that requires total dedication for a long period of time. The dual weapon fighter is ambidextrous and can wield two weapons, at one time, with ease. The fighter gains an offhand weapon,

one that is wielded in the hand opposite from his writing hand. This offhand weapon must be light. The fighter gains an additional attack every round with this offhand weapon. This attack is performed at -2 attack and damage. This style of fighting does require focused training. The fighter actually feels uncomfortable without two weapons, so suffers a -2 attack when wielding only one weapon.

Finesse Fighting [Cost: 2]

The finesse fighter has learned to use precision and speed, instead of pure power. The finesse fighter uses his ranged attack bonus from Dexterity for attack bonuses. Even if the finesse fighter has a high enough Strength to add a bonus to attack or damage, the finesse fighting style does not allow it. Although this class proficiency limits the fighter to one-handed slashing or piercing weapons, it can be combined with other styles, such as dual weapon fighting.

Shield Mastery [Cost: 2]

This proficiency represents time spent training on using a shield as a greater means of defense and as an alternative weapon. If wielding a one-handed weapon, a shield can be carried and used once every two rounds to either inflict damage or push the opponent back. This attack is performed with a -2 attack penalty. A shield, regardless of size, is a bludgeoning weapon in the hand of a shield specialist that deals 1d4 points of damage on impact. A successful attack roll against a creature no larger than the fighter can also push the target opponent back 5 to 10 feet. These attacks, once every two rounds, are free attacks; the fighter may still perform his normal attack that round. Furthermore, any shield grants an additional +1 AC bonus.

If the fighter has dual weapon fighting, he may opt for his shield to be his offhand weapon, in which case, he instead gets one additional attack with his shield every round, albeit at a -2.

Mage Class Proficiencies

Ardent Caster [Cost: 1]

Simply put, the mage is better than most other mages 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. 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 mage doesn't add anything to his d10 initiative roll. Second, unlike other mages, if the ardent caster suffers damage while casting, he does not automatically lose the spell. He must instead roll a d10 and gets the spell off if he rolls equal to or higher than the amount of damage dealt. For example, if he takes a long bow shot to the stomach and suffers 8 points of damage, he must roll an 8, 9 or 10 to successfully get the spell off. An obvious extension is that any attack dealing more than 10 points does not allow for a roll.

Light Armor [Cost: 1]

Most mages prefer to wear cloth, usually embroidered with mystical runes and ostentatious calling cards. Those mages with this class proficiency took a different route. They preferred to spend hours at a time perfecting the casting of spells with light armor. Sure, at first it was difficult; but with time, the mage was able to hone this skill. Light armor proficiency allows the mage to wear padded or leather armor, and any magical armor that is considered light and has the same feel as padded or leather. His spells do not suffer from wearing this type of armor.

Item Lore [Cost: 1] - Requires Spellcraft Proficiency

Some mages spend extra time studying magical items, their appearance and their properties. This lore is an extension of their spellcraft studies



Proficiencies: Class Proficiencies

and not only grants the mage an additional +1 to all spellcraft checks when dealing with a magical item, but also provides a base 25% chance to identify magical items. Unique and powerful magical items that are not commonly known in the arcane circles cannot be identified in this manner.

Somatic Casting [Cost: 3]

There are various components to casting most spells – verbal and somatic (physical). This means that the mage must announce his chant and perform the proper gestures to craft a physical manifestation of his magic. Somatic casting allows the mage to create these manifestations with only gestures. He learns to invoke magic with only precise physical movements.

Note: The training required for this proficiency forbids the mage from training on channeling. Also note that the GM may require such elaborate physical gestures that certain circumstances may debilitate casting.

Thief Class Proficiencies

Blind Fighting [Cost: 1]

The thief has trained extensively while blindfolded to attune himself to his immediate surroundings in combat. If in total darkness or otherwise blinded, the thief suffers only suffers a -2 penalty on combat rolls (instead of -4).

Quick Kill [Cost: 3]

There are some thieves that despise their moniker. They search for other ways to use their thievery talents to make quicker and larger pay days. They try to rise above the common rogue to become something sought and feared at the same time. The quick kill proficiency is a minor form of assassination, a way to quickly dispatch a foe with one fell strike. This is not an easy maneuver to perform. First, it requires at least 1 minute of constant observation so that the thief can ascertain any weaknesses in the target's protections and to generally observe the target's movements. Then, the thief must successfully sneak up on the target and perform a sneak attack. At that point, the thief must roll his assassination check.

Once a player chooses quick kill as a class proficiency, the thief gains an additional thievery skill called quick kill. The base chance is 40% once this proficiency is earned. As the thief progresses and earns additional percentage points to spend on thief skills, he may spend additional points on his quick kill attack to hone his craft.

Dual Weapon Fighting [Cost: 3]

This is a class proficiency that requires total dedication for a long period of time. The dual weapon thief is ambidextrous and can wield two weapons, at one time, with ease. The thief gains an offhand weapon, one that is wielded in the hand opposite from his writing hand. This offhand weapon must be light. The thief gains an additional attack every round with this offhand weapon. This attack is performed at -2 attack and damage. This style of fighting does require focused training. The thief actually feels uncomfortable without two weapons, so suffers a -2 attack when wielding only one weapon.

Finesse Fighting [Cost: 2]

The finesse fighting thief has learned to use precision and speed, instead of pure power. The finesse fighting thief uses his ranged attack bonus from Dexterity for attack bonuses. Even if he has a high enough Strength to add a bonus to attack or damage, the finesse fighting style

does not allow it. This class proficiency limits the thief to one-handed slashing or piercing weapons.

Poison Use [Cost: 2]

The thief has learned to concoct dangerous poisons, to apply these poisons to a weapon, and to use these poisons on intended targets out of combat. First, the thief must spend time learning the various ingredients that comprise poisons. Some contain simple herbs; others contain the blood of mystical monsters. Second, the thief must learn to apply poisons to ranged and melee weapons. Undoubtedly, this practice leads to many incidents where the thief mishandles the poison. As a result, the thief unintentionally builds a tolerance for poisons that gives him a +1 d20 modifier on any saving throws to resist poisons (save vs. death or paralysis). Lastly, the thief must learn to covertly slip poison into the food and drink of others. He spends numerous nights at the tavern, dosing the unwary patrons with simple poisons.

In the end, the thief truly masters the creation and use of poisons and their antitoxins. To create a poison or antitoxin, the thief must have all necessary ingredients and, while the GM may require certain exotic ingredients that require a short quest, the total cost to create the solution is the same based on the chart below.

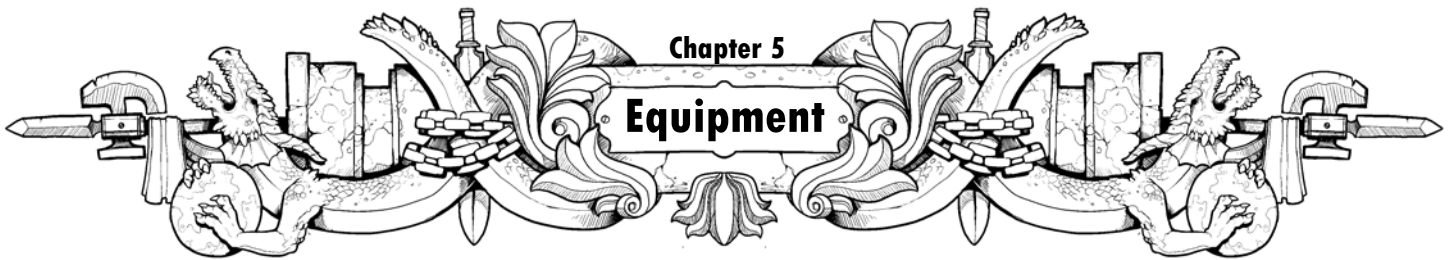
The thief gains an additional thievery skill called poison use. There is a base 50% chance of identifying and/or creating poisons or antitoxins of Type A. There is a penalty applied to the roll when working with higher types, thereby decreasing the base chance of creating these advanced formulae. Similar to all thievery skills, the thief may expend points he earns through level advancement to advance in poison use.

Type A poisons generally only disorient and 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 thief is well-advised to exercise caution when handling poisons that could easily affect the thief if mis-handled.

Table 25: Poison Creation

Poison Type	Cost to Create	Base Chance to Create
Type A	5 – 15 gp	50%
Type B	15 – 50 gp	40%
Type C	50 – 150 gp	30%
Type D	150 – 500 gp	20%



This chapter includes a huge range of adventuring equipment and rules on currency, exchange, item saving throws, etc. 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 the 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 pieces of the same mint may weigh slightly less, while platinum coins of a similar size generally weigh up to 50% more.

Table 26: Currency Conversions

	CP	SP	EP	GP	PP
CP	1:1	10:1	50:1	100:1	500:1
SP	1:10	1:1	5:1	10:1	50:1
EP	1:50	1:5	1:1	2:1	10:1
GP	1:100	1:10	2:1	1:1	5:1
PP	1:1,000	1:100	1:50	1:10	1:1

Starting Money

Each player character begins 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 27: Starting Money Per Class

Class	Starting Money in Gold
Fighter	3d6 x 10
Mage	1d6+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 and adventuring gear suitable for the Starter Kit. 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.

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

Equipment: Lists

Tabard	6 sp
Tunic	8 sp
Vest	6 sp

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

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

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

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

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

MISCELLANEOUS ITEMS

Item	Cost	Weight (lb.)
Acid (flask)	10 gp	--
Alchemy Lab	1,000 gp	50
Antitoxin (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
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, Good	100 gp	1
Lock, Poor	25 gp	1
Lock, Superior	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

Equipment: Lists

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
Thief Tools, Good	60 gp	1
Tindertwig	1 gp	--
Water Clock	1,000 gp	200
Whetstone	2 cp	1
Whistle	8 sp	--
Wineskin	8 sp	1
Writing Ink (per vial)	8 gp	--

Combat Gear

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

Armor

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 be 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.

ARMOR			
Name	AC Adjustment	Weight	Cost
Padded Cloth	+2	10	4 gp
Leather	+2	15	6 gp
Studded Leather	+3	25	20 gp
Ring Mail	+3	30	90 gp
Brigandine	+4	35	100 gp
Scale Mail	+4	40	120 gp
Hide	+4	30	12 gp

Chainmail	+5	40	75 gp
Splint Mail	+6	40	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

Shields

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 shields. Please note that no bonuses apply to a character merely storing or wearing a shield. Bonuses apply only when held, unless a rear attack could sensibly be blocked. Each shield entry includes the following information:

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

Weight: The weight in pounds of the shield is provided. Some wooden shields may waterlog, adding a discretionary amount of weight.

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

SHIELD TYPES

Name	AC Adjustment	Weight	Cost
Buckler	+1	3	1 gp
Small	+1	5	5 gp
Medium	+1	7	10 gp
Large	+2	15	15 gp
Tower	+3	40	40 gp

Weapons

The following list provides the statistics and costs for the various weaponry 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 number applies to all initiative rolls when wielding this 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 gauntlet. 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.

Some weapons have a superscript symbol identifying the fact that there is some sort of special feature of the weapon. 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.

[Optional] Range Increment Penalties: Ranged weapons have a primary range, a distance 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 incurs a -2 penalty to the attack roll and firing far out of range incurs a -5 attack penalty.

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

Masterly Crafted Weapons

Weapons forged with superior skill and metal grant a +1 bonus to both attack and damage rolls. These are rare and very expensive, usually cost-

MELEE WEAPONRY

Name	Damage	Damage vs. Large+	Initiative Modifier	Range (ft.)	Size	Type	Weight (lb.)	Cost
Axe,	--	--	--	--	--	--	--	--
Battle	1d8	1d10	--	--	M	S	7	10 gp
Great ²	1d10	1d12	+2	--	L	S	10	20 gp
Hand/Throwing	1d6	1d4	--	10	S	S	4	2 gp
Cat-O-Nine Tails	1d3	1d3	--	--	M	S	1	10 gp
Cleaver	1d4	1d3	--	5	S	S	1	5 sp
Club,	--	--	--	--	--	--	--	--
Barbed	1d8	1d6	--	--	M	B	5	1 sp
Common	1d6	1d3	--	--	M	B	3	5 cp
Great ²	2d4	1d6	+2	--	L	B	15	1 gp
Dagger	1d4	1d3	--	10	S	P/S	1	2 gp
Fist, Medium	1d3	1d2	--	--	--	B	--	--
Flail,	--	--	--	--	--	--	--	--
Dire ²	1d6+1	1d8	+2	--	L	B	25	15 gp
Light (Horseman's)	1d4+1	1d4	--	--	S	B	5	8 gp
Gauntlet, Spiked	1d4	1d3	--	--	--	B	--	5 gp
Hammer,	--	--	--	--	--	--	--	--
Maul ²	2d4	1d10	+2	--	L	B	16	15 gp
Throwing	1d3	1d2	--	10	S	B	1	1 gp
Warhammer	1d4+1	1d4	--	--	M	B	6	2 gp
Lance,	--	--	--	--	--	--	--	--
Jousting	1d3	1d2	+1	--	L	P	10	20 gp
Heavy	1d8+1	3d6	+1	--	L	P	15	18 gp
Light	1d6	1d8	+1	--	L	P	7	7 gp
Mancatcher ^R	--	--	+1	--	L	U	8	35 gp
Morningstar	2d4	1d6	--	--	M	B	10	10 gp
Pick,	--	--	--	--	--	--	--	--
Footman's	1d6+1	2d4	--	--	M	P	6	8 gp
Farmer's	1d6	1d6+1	--	--	M	P	8	4 gp
Polearms ^R	--	--	--	--	--	--	--	--
Awl Pike	1d6	2d6	+1	--	L	P	10	5 gp
Fork, Military	1d8	2d4+1	+1	--	L	P	8	7 gp

Equipment: Weapons

Glaive	1d6	1d10	+1	--	L	S	8	6 gp
Guisarme	2d4	1d8+1	+2	--	L	P/S	15	12 gp
Halberd	1d10	2d6	+2	--	L	P/S	15	10 gp
Lucern Hammer	2d4	1d6+1	+2	--	L	P/B	15	10 gp
Quarterstaff	1d6	1d4	--	--	L	B	4	1 gp
Sap	1d2	1d2	--	--	S	B	1	1 gp
Scythe	1d6+1	1d8	--	--	M	S	10	8 gp
Sickle	1d4+1	1d4	--	--	S	S	3	6 sp
Spear	1d6	1d6	--	20	M	P	3	1 gp
Sword,	--	--	--	--	--	--	--	--
Bastard	2d4	2d6	--	--	M	S	10	25 gp
Broad	2d4	2d4+1	--	--	M	S	5	12 gp
Elven Thin Blade	1d6+1	2d4	--	--	M	S	5	35 gp
Falchion	1d6+1	2d4	--	--	M	S	12	35 gp
Great ²	1d10	2d6+1	+2	--	L	S	15	50 gp
Katana	1d10	1d12	--	--	M	S	8	70 gp
Khopesh	2d4	2d4	--	--	M	S	7	10 gp
Long	1d8	1d10	--	--	M	S	4	15 gp
Rapier	1d6	1d6+1	--	--	M	S	2	25 gp
Scimitar	1d8	1d8	--	--	M	S	4	20 gp
Short	1d6	1d6+1	--	--	S	P/S	3	10 gp
Trident	1d6+1	2d4	+1	--	L	P	5	20 gp
Whip	1d2	1d2	--	--	M	U	2	2 sp

RANGED WEAPONRY

Name	Damage	Damage vs. Large+	Rate of Fire	Range (ft.)	Size	Type	Weight (lb.)	Cost
Blowgun,	--	--	2/1	10	L	--	3	6 gp
Dart	1d3	1d2	--	--	--	P	--	1 sp
Needle	1d2	1	--	--	--	P	--	2 cp
Bow, Long	--	--	1/1	--	L	--	3	75 gp
Flight Arrow	1d6	1d6	--	210	--	P	--	1 gp/20
Sheaf Arrow	1d8	1d8	--	150	--	P	--	6 sp/20
Stone Arrow	1d6	1d6	--	200	--	P	--	3 gp/20
Bow, Long Composite	--	--	1/1	--	M	--	3	150 gp
Flight Arrow	1d6	1d6	--	225	--	P	--	1 gp/20
Sheaf Arrow	1d8	1d8	--	175	--	P	--	6 sp/20
Stone Arrow	1d6	1d6	--	235	--	P	--	3 gp/20
Bow, Short	--	--	1/1	--	M	--	2	35 gp
Flight Arrow	1d6	1d6	--	150	--	P	--	1 gp/20
Sheaf Arrow	1d6	1d6	--	100	--	P	--	6 sp/20
Stone Arrow	1d8	1d8	--	120	--	P	--	3 gp/20
Bow, Short Composite	--	--	1/1	--	M	--	2	100 gp
Flight Arrow	1d6	1d6	--	175	--	P	--	1 gp/20
Sheaf Arrow	1d6	1d6	--	125	--	P	--	6 sp/20

Stone Arrow	1d8	1d8	--	140	--	P	--	3 gp/20
Crossbow, Hand	--	--	1/1	--	S	--	3	300 gp
Quarrel	1d3	1d2	--	60	--	P	--	1 gp/5
Crossbow, Heavy	--	--	1/2	--	M	--	15	50 gp
Quarrel	1d8+1	1d8+1	--	240	--	P	--	4 sp/5
Crossbow, Light	--	--	1/1	--	M	--	7	35 gp
Quarrel	1d6	1d6	--	180	--	P	--	2 sp/5
Sling	--	--	1/1	--	S	--	1	1 sp
Stone Bullet	1d3	1d2	--	120	--	B	--	5 cp/5
Metal Bullet	1d4+1	1d4	--	150	--	B	--	5 sp/5

Table 28: Weapon Groups

Group	List of Weapons
Axes, Hammers, Picks	All axes, hammers and picks
Clubs, Flails, Maces	All clubs, flails and morningstar
Polearms	All reach melee weapons
Daggers and Swords	All melee daggers and swords
Simple Ranged	Javelin, spear, sling, throwing dagger, throwing axe, throwing hammer
Bows	All bows, including composite
Crossbows	All crossbows
Unique	Each weapon requires a weapon specialization - one cannot be proficient in all unique weapons. Examples: whip, mancatcher,

Table 29: Item Saving Throws

Resilience	Saving Throw
Weak to Effect	15
Strong to Effect	5

Magical and Masterly Crafted Weapons

Magical and masterly crafted gear is tougher to destroy. Whatever standard bonus applies to attack and damage 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.

Item Saving Throws

When an item (including armor and weapons) could sensibly be damaged by a special attack or spell, the following rules are followed.

First, if the item is being held or worn, a save is only required when the EM feels that the item is particularly exposed. Instances where this may be required are: 1) when the owner fails a save against a particularly damaging effect or spell; and 2) when a worn or carried item is specifically targeted by an effect or spell. In either case, the owner rolls a saving throw.

Items that are not cared for are more susceptible to damaging effects. The EM rolls any item saving throws in this situation.

Items are either weak or strong to a particular. The EM 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.



Experience

The most noticeable result of playing one's character is the receipt of experience points, which track the PC's progress. This chapter includes the rules on leveling up and training.

Earning Experience Points

Each character earns experience through adventuring and each character progresses to the next level when they attain a certain amount of experience points. Experience points are awarded when a character:

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

The GM may also award experience points for excellence in roleplaying. This is not a function of what a PC faces, so doesn't necessarily represent experience, but may nonetheless be rewarded. These awards are personal to the player, so are only enjoyed by his PC. Many times, these personal experience point awards are based on the proper use of class abilities. Group awards are generally based on the above four items.

The GM has specific information on how many experience points are awarded. Each monsters and NPCs have an experience point value that is shared by all those that opposed them. Valuable treasure like magical items also have an experience point value and each gold piece could award one experience point, if the GM allows. Experience point awards for reaching milestones in the story, or for completing the adventure, are entirely up to the GM's discretion.

Progression

When a character begins his first adventure, 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.

Table: 30: Required Experience Points for Each Level Table

Level	Fighter	Cleric	Mage	Thief
1	0	0	0	0
2	2,001	1,501	2,501	1,251
3	4,001	3,001	5,001	2,501
4	8,001	6,001	10,001	5,001
5	16,001	13,001	20,001	10,001
6	32,001	27,501	40,001	20,001

Leveling Up

Once a character has earned enough experience points to reach the next level, the player consults the class chart in Chapter 3. Certain aspects of a character may change. The To Hit 0 value and saving throws may decrease, 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 combat and non-combat 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, so will require a player to seek out a tutor.



In the realms of *Myth & Magic*, a newly minted PC is hypothetically stuck standing in his doorway looking out at a vast world of adventure. He needs you to tell the GM that he steps outside and that he walks into the town proper and into the inn. He needs you to tell the GM that he scans the room for a group of people that seems adventurous and competent.

That is the simplest form of roleplaying. Without you, your PC would still be daydreaming on his doorstep. Now, as the GM looks down at you and awaits your first comments to the group of adventurers you found in the corner of the Nymph's Hollow Inn, you begin to shape your PC's personality. You begin to engage in a more advanced form of roleplaying.

How your character speaks and reacts to others, and the motivations behind these interactions, speak to the soul of the PC. How will you handle this? Will you simply roleplay your PC the way you would handle situations personally? You certainly have other options.

Creating a Persona

Instead of playing a character that mirrors real-life, players are encouraged to create a distinct persona for their PCs. Players should try to envision them as the main characters of a novel or movie, then envision how they would prioritize their goals, approach difficult situations and interact with others, all within the context of being the most important people in the story.

This is an incredibly fun exercise. Players have the freedom to craft a distinct hero. With great power, though, comes some responsibility. It is important for players to invoke their character's upbringing, training, and future plans of advancement; therefore, drawing from a PC's race, class and alignment is a functional component of roleplaying.

Using Race & Class

A PC's race and class provide more than just combat and exploration mechanics. A race's description provides some baseline examples of how a member of the race could view the world. It is a good launching pad for how he should behave. Furthermore, members of a certain class are usually attracted to the class for personality reasons as well. So, you could first look at your PC's race and class and begin to shape how and why he came to be. For example, elves rarely rush into battle, unless it is absolutely necessary. Fighters revel in martial combat and see combat as the truest means to overcome an obstacle. Elven fighters would 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 fight.

Playing Your Alignment

The next major component to assist you in properly roleplaying your character is your PC's alignment. An alignment is a code embed 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 neutral and chaotic evil.

An alignment is not a rule defining how you must roleplay your character. 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 orders 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 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 combining the character's outlook on order and morality, nine alignments are created. You must choose one that represents your view of your character.

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 freeform 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 a 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. They will not purposefully abide by any structure 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 likely 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 truly benevolent and caring. They focus on attaining the best situation for the underprivileged and to debilitate those in power that tend to control. They are free spirited individuals, with distaste for law, so they often have clever ways to avert the law in order to effectuate 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 mindset 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, storeowner 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 players 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, i.e., 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 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 usually seek out the more-experienced PCs (rules for which are covered in the expanded version), hirelings are very accessible and often used. 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.

Exploration

A great deal of time is spent traveling and exploring. Although the GM discretionarily handles most of what occurs while traveling overland or exploring deep and dark locations, this chapter provides basic rules for some common occurrences.

Travel

This section only handles foot travel and mounted travel. Magical travel is usually instantaneous. 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 defines the amount of feet that the PC can travel with one secondary action in combat. This presupposes a careful and deliberate movement. Overland movement is different. A PC 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: A forced march allows the PC to travel 150% of his overland movement in one day, but a -1 attack penalty is applied in any combats that occur during or immediately after the forced march. This penalty is removed after a full night's rest, but is cumulative if no rest is had.

Mounted Travel

The mount's overland movement speed is used for overland travel, but the same forced march penalty is applied to the PC's attacks if he forces his mount over his maximum speed. It is equally tiresome for the rider to constantly deal with a rigorous run.

Furthermore, a mount must succeed on a saving throw against a 12 if forced over the animal's maximum overland speed for longer than an hour. A roll of 1 - 2 kills the mount. A roll of 4 - 12 requires the mount to slow down to his maximum speed. For each subsequent hour the mount continues at an increased pace, the saving throw roll suffers a -1 penalty.

Exploration

Exploring dungeons and other sites of interest is exciting but dangerous work. While the GM will undoubtedly furnish you with a host of eventualities, here are few hazards that often creep up.

Darkness

This is perhaps the most frequent hazard faced by adventurers. By their trade, adventurers seek gold and glory, both of which often involve traveling into a dark and oft-forgotten place.

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 ranges provide some guidance as to how much light is granted:

Table 31: 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 in a foggy or smoky environment has concealment based on the thickness of the fog or smoke. The GM makes the determination. See the *Situational Modifiers* section of *Chapter 9: Combat* for more.

Climbing and Falling

Explorers often need to climb. Climbing requires a Strength check and some proficiencies provide training in climbing, such as mountaineering. A climber moves up or down at ¼ normal movement rate.

Tools: Climbing tools provide a +2 bonus to the check. Ropes, if properly anchored, provide the same benefit but can spell doom if not secured.

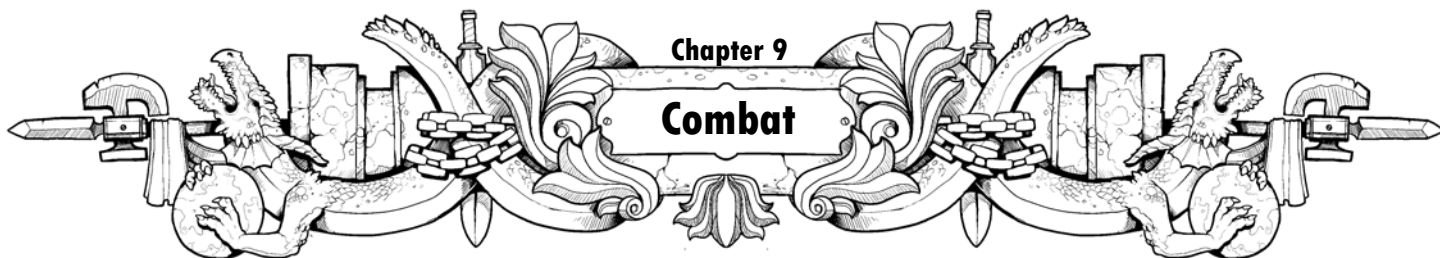
Falling: Those that fall suffer 1d6 points of damage per 10 feet of the fall. There are abilities and items that may reduce this damage and even allow damage from short falls to be ignored.

Swimming and Drowning

Characters can swim their full movement speed if proficient in swimming. If not, that speed is halved. Swimming is a Strength-based task and sometimes may require a roll, especially if the water is rough.

Characters can swim or tread water for 1 hour per point of Constitution. After that, a Strength check is rolled. For every hour thereafter, the character must perform another Strength check at a cumulative -1. If the player fails a roll, his character goes under.

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 component to all adventures. Player characters live to explore ancient tombs filled with scraping undead minions, and to storm hillside giant steadings.

This chapter includes all the basic rules necessary to play various combat situations. The rules are designed to leave the players and GM with as much freedom and flexibility to use their imaginations. There are no constricting rules of measurement or complex methods of handling obscure and uncommon situations. If you wish to perform some maneuver in combat, simply tell the GM and he will run with it.

This chapter is separated into four parts: Part One discusses the basics of combat; Part Two handles the finer aspects of melee and ranged combat; Part Three includes the rules on situational modifiers, including cover and concealment; and Part Four speaks on morale.

Combat encounters involve melee and ranged combat. Melee combat is that which 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.

Part One: Basics of Combat

There is a structure to every combat and a structure to how a player performs his actions. Combat is resolved in "rounds", which have no set time span. Combat actions are broken down into primary and secondary actions, after which the player 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 actually takes in character; but, if a time span is necessary, 6 seconds could be used. 10 rounds equal 1 turn, if that matters.

For ease of play, every combat round should follow these recommended 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 subsequent 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 use the provided Combat Tracker to keep it all organized and flowing.

1) Player Determinations

Each player must announce what their PC does before initiative is rolled. This accounts for missile weapons, slow melee weapons and spell castings. Most melee combat imposes no penalty to the initiative roll, but some slow weapons and spells cause a PC to suffer a penalty, causing their actions to possibly be resolved after others in the fight. Some missile weapons are fast and they actually provide a benefit to the initiative roll, making it more likely for them to go at the beginning of a round.

2) GM Determinations

The GM may or may not announce to the players what their 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 a d10 and adds or subtracts any given modifiers to the roll, if such a modifier applies. 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.

The d20 initiative roll may be modified based on either the weapon a character is wielding or the spell he is trying to cast.

Initiative Modifier: Most melee weapons have no modifier listed in their entry in *Chapter 5: Equipment*. Some do, and they usually come from either the heavy or range stock of weapons. Most large and cumbersome weapons have a speed factor that is expressed in a positive number, such as +2. This number is added to the d10 roll, worsening the initiative roll if a character wields such a weapon. Ranged weapons do not have a weapon speed, but, if an arrow is cocked or the pin on a crossbow set, the character receives a -2 on the initiative roll.

Spells: Almost every spell has a "Casting Time", which is expressed in a positive number, such as +2. This number is added to the d10 roll to determine when the spell goes off in the round. Remember, that all spellcasters begin casting at the beginning of the round, once the player declares his actions. Some spells have a casting time of 1 or more full rounds. If this is this case, these spells always go off at the beginning of the round that casting is complete. For example, a 1 full round casting time means that the caster is spending an entire round casting. At the beginning of the next round, before the players' declarations, the spell goes off.

The GM may also impose an additional penalty to someone's initiative roll based on circumstance. Remember that an initiative penalty is expressed as an additional modifier, a positive number, so that the combatant rolls a higher number, thereby granting him a later initiative.

Some common initiative modifiers include:

Combat: Actions Per Round

- 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

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.

Surprise

The GM must determine whether all or some combatants are surprised before the beginning of the first round. A surprised combatant cannot react and the attacker(s) receive a primary action before the first initiative is rolled.

The Surprise Roll

When the GM decides that one side of a battle is caught unaware, each member of the surprised group must roll a d10. A roll of 1 – 3 on the d10 indicates surprise. A Reflex Modifier from high Dexterity adds to the d10 roll and the modified roll is used.

Effect of Surprise

Surprised combatants cannot react and are considered flat-footed, which causes the combatant to remove any Armor Class Modifier granted by high Dexterity. Note that a very high Dexterity may actually immunize a combatant from becoming flat-footed. In this instance, the combatant is still surprised, but retains his full AC.

Actions Per Round

Each combatant receives a primary and secondary action per round. This is the ideal and maximum allotment 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.

Primary Actions

Primary actions are the bread and butter of a combat scenario. The following are the most common primary actions.

Attack

A combatant may take as many attacks as allowed for one round. For example, a fighter with 3 attacks every 2 rounds may use up to 2 attacks the first round and 1 attack the second round. In either round, he has expended his primary action. A monster may have 3 or 4 attacks in one round. Using all 3 or 4 attacks is still only one primary action. Ranged weapons have a rate of fire listed in the equipment chapter. Use this rate of fire, instead of the classes allowable attacks each round to determine how many attacks per round can be taken.

Multiple Attacks & Initiative: Please check with the GM on his decision

as to which method to use when combatants have multiple attacks each round. The GM's unit has the relevant information.

Cast a Spell

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 beginning of the next round, before the players' declarations.

Activate a Magical Item

Most magical items require a primary action to activate, since most, once activated, release some sort of magic that is beneficial to its wielder or affects a target. Therefore, unless the specific magical item notes otherwise, activation is a primary action.

Secondary Actions

Characters can also perform one secondary action in a round in which they performed a primary action. These 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, fall prone, 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. By storing things like potions in a belt pouch allows a combatant to retrieve one with one 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.

Other Actions

Sometimes characters wish to perform an action not listed. The GM will weigh how much time it takes and whether or not it affects an opponent, and will adjudicate appropriately. There are also other actions that require such little time that the GM may allow a character to do them as often as desired. For example, speaking aloud while fighting is generally not a secondary action (but standing still to deliver a motivational diatribe likely is). On the other side of the spectrum, some actions require the entire round. If performing one of these actions (full round actions), both the primary and secondary actions are expended.

Primary Actions in Combat

The most common primary action includes taking a character's *full round of attacks*. Each class chart in Chapter 3 shows how many attacks per round a character receives as a primary action. Regardless of this amount, if the character has spell casting capabilities or a magical item that requires activation, he may only cast one spell per round or activate one magical item. This one spell or item activation comprises the character's primary action.

Attacks

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.

Attack Rolls

Attacks are resolved on the d20 and the idea is to roll as high as possible. Players roll the d20, add their d20 Modifier for whatever attack they are performing, and tell the GM the final modified roll. He will do the rest. The GM knows exactly what a character needs on the d20 to succeed. There are few components to the roll:

To Hit 0: This is the necessary modified roll on the d20 to hit AC 0. Every class has a chart that lists their To Hit 0 value at each level. This is not a number a player needs to be concerned with. The player provides this number to the GM, who will make the appropriate calculation to know exactly what the character needs to attain on the roll.

D20 Modifier: The character sheet has a spot for a "d20 Modifier" next to all of a character's weapons. This is the number added to the d20. This is the only math required for the player and, usually, this is a small number and easy to calculate. The d20 Modifier is already the sum of a few attack bonuses a character may receive from high Strength, specialization, or weapon bonus.

Calculating the d20 Modifier

The d20 Modifier is, itself, a sum of all granted attack bonuses. Here are the sources of these bonuses (others may apply):

High Strength: Characters may receive an Attack Modifier based on the 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.

Specialization: A character may have decided to specialize in a weapon. If so, whatever attack bonus is granted based on the character's level of specialization also comprises the d20 Modifier.

Weapon Bonus: Some weapons have inherent attack bonuses, usually from magic. Hence, a +1 long sword grants an additional +1 to the d20 Modifier.

Damage

If the GM indicates a successful attack, the player will then roll damage. There is a column on the character sheet next to d20 Modifier that shows the amount of damage that can be dealt. This is in the form a die, such as 1d6. Players roll the damage die and add whatever bonuses apply.

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 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 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 he inflicted on the successful attack.

Casting Spells

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. Saving throws are discussed below.

Damage during Casting

All spellcasters begin casting a spell at the moment they declare their actions. The initiative roll determines the moment in that round the spell goes off. There is a chance, though, that the spellcaster 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.

Cover and Casting

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.

Activating Magical Items

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 activation on his declaration of actions. On his initiative, the magic of the item takes effect.

Disruption

There is a chance that the owner will be disrupted during an activation, even if the activation is purely mental. 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

The most common secondary action in combat is movement. A character may also perform other minor actions that take up only a small amount of time and that do not significantly affect the battlefield.

One secondary action may be performed in a round when a primary action is expended. A character may always perform two secondary actions as a full round, if he chooses not to perform a primary action.

Movement

Movement outside of combat is generally not important, but it is a critical function in battles. A combatant can move up to his movement rate as one secondary action. There are other considerations that must be noted:

Engaging: When engaging in melee combat, the PC moves a bit slower, perhaps half his normal movement speed, to safely close the distance.

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 readied, the target receives a defensive shot as a free attack but, even if a successful shot is made, the charge commences. After any charge, the PC suffers a -1 penalty to AC for the remainder of the round. This is a result of the PC's footing and center of balance after a charge is completed.

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, if any). Moving to establish a flank or rear attack is often a sound tactic.

Withdrawing: Withdrawing is a careful retreat that allows the PC to move one-third his normal movement rate away from engaged opponents.

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 receives a free attack action as soon as the PC attempts to retreat.

Movement rates are noted in the racial descriptions in Chapter 2.

Interacting with an Object

Retrieving something conveniently stored, picking something up from the ground, tossing something to a friend and other minor interactions with objects expend a secondary action. Most of the time, it is common sense, but the GM may periodically need to rule on whether something takes more than one secondary action. For example, picking up an object 10 feet away from where a character stands may expend all of a PC's round.

A good rule of thumb is to gauge how convenient and quick the interaction will be. If the character needs to fumble through her pockets or pouches, it probably cannot be done with one secondary action. If she can quickly spring it from a potion belt, it can be done.

Drinking a held potion is a secondary action.

Other Actions

Free attacks and full-round actions are the remaining two types of actions a character may take in a round.

Free Actions

Free actions take so little time they are considered non-actions. Saying something briefly, dropping a held item, and falling prone are the three most common examples.

Full-Round Actions

Taking two secondary actions is a full-round action, as well as casting spells with at least 1 full round as a casting time. There may be items that require a full round's worth of actions to activate and other activities that expend

allowable actions for a round. Nothing else may be done in a round in which a full-round action is performed.

Defenses

Defenses keep a character alive and make it more difficult for his villainous opponents to harm him. There are three defenses: Armor Class, Saving Throws and Magic Resistance.

Armor Class

Armor Class (AC) is a number that represents a character's martial defenses. It is a combination of the armor worn, natural Dexterity, and any magical boosts enjoyed from items or spells. Like the To Hit 0 value, this is a number for the GM. He calculates what is necessary for his opponents to hit the character.

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 character will add adjustments from three sources:

- 1) **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 -9 with the shield.
- 2) **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.
- 3) **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 -7 with this shield.

Calculate a character's AC by adding all the applicable adjustments, note on the character sheet, and provide it to the GM.

Penalties

There are penalties to AC that creep up in play. The most common is the reduction of one's AC from being attacked by surprise. Any normally applied Dexterity AC Adjustment does not apply here. Another 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.

Saving Throws

Saving throws are defenses against special types of attacks and special effects. There are five different saving throws and the values are determined by class and level. The GM will tell the player which to roll in any given situation. Like other combat rolls, the object is to roll equal to or higher than the listed saving throw.

Class I: Save vs. Paralysis or Death

This saving throw wards against paralysis or death. It usually saves a PC from a death spell, death trap, or poison. All poisons use this Class I saving throw, regardless of actual effect, because poison attacks the very same inner fortitude that paralyzing or death attacks do.

Class II: Save vs. Magical Item

Some magical items have spell charges that can affect a target in a manner similar to a cast spell. Some traps may also target characters with magic. This saving throw averts the affects of a charged spell from a magical item such as a scroll, rod, wand, and staff that specifically targets a character.

Class III: Save vs. Petrification or Transformation

This class of saving throw represents the body's natural defense mechanism against violent changes, including changing into stone or transforming into another shape or creature.

Class IV: Save vs. Breath Weapon

Class IV saves help to avoid area effects caused by a creature's special breath attack, such as the breath weapon of a dragon.

Class V: Save vs. Spell or Special Effect

This is the saving throw that defends against most magical spells cast by another person or creature. It is also the save used against special effects that seem not fit squarely into any of the saves.

Option: Alternate Saving Throw System

This is an optional, more-simplified approach to saving throws. It is not a perfect system; the five class approach is much more comprehensive, but it saves time and confusion. It essentially removes two saves, leaving you with the values of Class III, IV and V to worry about. It also removes the distinction between types of targeted effects. All targeted effects are now handled by one save.

There is a space on the character sheet for groups using this alternate system.

Save v. Targeted Effect

This save uses your character's Class III value and defends against any attack or effect that targets the PC, other than cast spells. All effects and attacks that would normally require a Class I, Class II or Class III saving throw now calls for a save vs. targeted effect, instead. Also note that clerics should receive a +2 bonus on these saves if against any death effects.

Save v. targeted effect is also the catch-all save used in situations where the effect is unusual or harder to define.

Save v. Breath Weapon

There are no changes here.

Save v. Spell

This save is used for cast spells, even those that specifically target the PC.

Improving Saving Throws: As a character progresses in levels, her class likely grants bonuses to her saves, which are represented by negative numbers, thereby reducing the saving throws and making it easier for her to

meet or exceed the value. Items and spells may also grant temporary or permanent adjustments to one or more saves.

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 a certain amount of hit points each level based on the class chart. A base number, usually represented as a die roll, is given at each level and any bonuses (or penalties) for high (or low) Constitution scores factor into the roll. In the end, characters have a number that represents the amount of damage they can take before they die.

Every time the GM successfully hits a character, he will tell the player how many points of damage are dealt. This number subtracts from a character's hit point total. When a PC reaches 0 hit points, she dies.

Massive Damage

Anyone taking 50 or more hit points from one source, such as from one attack or from falling, must succeed on a save vs. paralysis or death (Class I) or die.

Healing

Characters normally regain 1 hit point per level per 8 hours of rest. 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, will 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 incurred in instances outside of normal combat. Furthermore, there are special types of damage that may be suffered that require additional attention.

Falling

Falling victims suffer 1d6 points of damage per 10 feet of their fall.

Poison

Each poison has some effect on a failed saving throw. 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 is then recorded. Once the onset period for the secondary effect expires, those effects take hold. Some poisons impair, debilitate, paralyze, and even kill the victim. If no duration is listed, 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 actually drains experience points, removing a certain amount of levels from the victim. The most recently earned level(s) are drained, also removing all hit points, combat boosts and abilities granted by the associated level(s). Hit point loss is always the median (rounded down) of the die type. For example, if the victim lost one level and he gained 1d10 hit points that level, he loses 5 hit points. The victim then also has enough experience points to place him in the middle of whatever level he fell into.

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 reduces movement speed by three-quarters. The loss of an appendage may also cause continuing damage from bleeding out. 1 hit point per round (or 10 hit points per minute) is lost until and unless a successful heal or first aid proficiency 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, triggering the death by massive damage rule.

Part Two: Finer Details of Combat

The basics of combat are enough for a group of friends to handle most combat situations. With minimal reference to the rules and an GM with sound judgment, any conceivable action is possible. For example, if a character wishes to use a held melee weapon 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 enjoyable combat encounters; "I slash down across the orc's chest and scream in his face to taunt him" sounds so much better than, "I attack the orc".

There are some finer details to combat. While the expanded rules set has more, and even finer, rules for combat, this section handles some of the necessities.

Simple Ranged Combat

Ranged combat is very common. There is something simply exotic about having a PC rain arrows upon an encroaching crowd. The equipment chapter has many different types of ranged weapons and includes the information for the weapons' rate of fire, range, and damage. The simplest form of ranged combat is against a target that is wide open; no other information is needed.

Rate of Fire

Use whatever rate of fire is listed in the equipment chapter, instead of the number of attacks a class usually grants per round. (Specialists in a certain ranged weapon will likely receive more attacks per round than the standard rate of fire.)

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.

To determine where a target is in relation to range categories, the GM is consulted. He will inform the player whether the shot is in range, just out of range or long distance. The character takes whatever penalty applies.

Damage

Some muscle-pulled ranged weapons, like composite bows, do allow for a Strength damage modifier. Also, any hand-propelled ranged weapon receives a Strength damage modifier, if any, as well.

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.

Simple 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, but do not use a d20 Modifier. They use the natural roll of the d20. The defender's AC only includes a Dexterity modifier. (Note that magic travels through 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.

Untrained Dual-Weapon Fighting

Wielding two weapons simultaneously is difficult, even for those trained in the specific combat proficiency. Doing so untrained still increases a PC's primary action by one additional attack each round, but it imposes a -4 penalty on all attacks.

Complex Melee Combat

Close-quarters combat, which includes grappling and hand-to-hand combat, is more complex than standard melee combat. The expanded rules set expands on this concept but here are the basics.

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. The damage for all unarmed attacks is 1d2 + Strength Damage Modifier. Any natural 19 - 20 attack roll requires the victim to succeed on a save vs. paralysis or death or fall unconscious.

Grappling

Grappling is wrestling or overbearing. It includes an attacker grabbing hold of a defender. A normal attack roll is performed, with the d20 Modifier including only a Strength attack modifier, if any. 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.)

Size Differences: A size difference between grapplers grants bonuses to the larger and imposes penalties to the smaller. The larger opponent receives a +4 bonus on grapple attempts. The smaller opponent receives a -4 penalty on all grappling attempts.

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.

Part Three: Situational Modifiers

The GM may feel that circumstances in battle warrant a bonus or penalty to be applied to certain combatants' rolls. Most of these modifiers to the d20 roll relate to positioning, cover and concealment, but others can affect combat rolls as well.

Positioning

The following situations grant a bonus to the attacker:

- Defender is on lower ground: +2
- Defender is kneeling or off-balance: +2
- Defender's back is turned: +2
- Defender is stunned or prone: +4
- Defender is helpless or unconscious: Automatic

The following situations impose a penalty on the attacker:

- Defender is on higher ground: -2
- Attacker is off-balance or kneeling: -2
- Attacker is stunned: -4
- 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 save.

Concealment

When a target has soft cover, which obscures the target from the attacker and cannot effectively stop a fired missile, a penalty is applied because of the obscured line of sight and not because of solid cover. 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 yield

25% concealment, while a target behind a thick hedge may yield 75% concealment.

- 25% obscured: -1
- 50% obscured: -2
- 75% obscured: -3
- 90% obscured: -4

Faulty Gear

Rusty weapons impose a -2 penalty to attack rolls.

Broken weapons impose a -4 penalty to attack rolls.

Part Four: Avoiding or Ending Combat

Not every encounter needs to 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 – by affecting morale.

Morale

Morale is a function of an NPC's 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. EMs 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 any *Myth & Magic* campaign. The rules in this chapter govern most of what concerns a spellcasting PC or NPC.

Schools of Magic

There are eight schools of magic. Arcane spellcasters categorize their spells exclusively into schools. Divine spellcasters recognize the schools of magic, but also implement spheres of influence that more accurately reflect areas of common worship.

All spells, arcane and divine, fall into one of the following schools:

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 the structure of things. Its spells alter the form of living and inanimate things.

Conjuration/Summoning

Spells of this school bring forth living or inanimate things from a close or far-off place. Casters of conjuration and summoning spells often gain temporary control over whatever appears.

Divination

Divination spells impart knowledge, whether by sense or simple awareness. 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. 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. Arcane casters must memorize and divine casters must pray to prepare the reversal of the spell.

Sphere

Divine spells are also 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 effects take hold. 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. There are seven different ranges: personal, touch, immediate, close, medium, long and extreme. Unlike ranged weapons, which have a more definite range, spells are not so constant.

- **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.
- **Immediate:** The spell's range is usually within 10-20 feet of the caster.
- **Close:** Close range is generally within 50 feet of the caster.
- **Medium:** Medium range is generally out to 300 ft from the caster.
- **Long:** Long range can extend as far as 1 mile from the caster, but usually require line of sight, so the common long range spells originate within 300 yards of the caster.

Spells: Spell Description Entries

- **Extreme:** Extreme range spells can originate anywhere on the caster's plane and, if noted, can transcend planar boundaries.

The GM adjudicates whether a specific target or area 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. Casting times are usually expressed in initiative penalties, such as +5, in which a 1d10 initiative roll is performed and the number listed is added to the result. Casting would be complete on that modified initiative in that round. A spell sometimes has a casting time of 1 full round or longer, in which case the spell takes effect at the end of the round in which casting is complete. For example, a spell with a casting time of 1 full round would come into effect after all actions are taken in that same round.

Casters can be interrupted if an opponent's initiative is lower than the caster's modified roll. If the caster is damaged during casting, the spell is lost, but the spell slot is not. There are combat proficiencies that allow a caster to continue a spell's casting even after taking damage.

Saving Throw

This entry details whether a save is allowed and, if so, what affect a successful save has on the spell's effect. 'Save for half' means half damage is suffered on a successful save. '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. 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 saving throws.



Level 1

Alarm
 Arcane Armor
 Arcane Mark
 Audible Illusion
 Burning Hands
 Change Self
 Charm Person
 Chill Touch
 Color Spray
 Comprehend Languages
 Dancing Lights
 Deflate
 Detect Magic
 Detect Undead
 Enlarge
 Erase
 Feather Fall
 Floating Disc
 Frighten
 Grease
 Hold Portal
 Hypnotism
 Identify
 Jump
 Light
 Magic Missile
 Manipulate Flames
 Mending
 Message
 Mount
 Magical Aura
 Minor Cantrip
 Obscuring Fog
 Phantasmal Image
 Protection from Evil
 Read Magic
 Shocking Grasp
 Sleep
 Spider Climb
 Summon Familiar
 Thermoc's Reflective Disc
 Thermoc's Shield
 Unhinge
 Unseen Servant
 Ventriloquism

Level 2

Air Pocket
 Acid Arrow
 Alter Self
 Animate Ropelike Object
 Arcane Lock
 Blur
 Cause Blindness
 Cause Deafness
 Continual Light
 Darkness
 Detect Evil
 Detect Thoughts
 Enhance Attribute
 Flaming Sphere
 Fog Cloud
 Golden Glimmer
 Frightening Aura
 Glitterdust
 Hideous Laughter
 Hypnotic Pattern
 Illusory Trap
 Improved Phantasmal Image
 Invisibility
 Knock
 Levitate
 Locate Object
 Magic Mouth
 Mirror Image
 Misdirection
 Pocket of Holding
 Pyrotechnics
 Random Action
 Ray of Enfeeblement
 Read Aura
 Rope Trick
 See Invisibility
 Shatter
 Spectral Hand
 Stinking Cloud
 Summon Swarm
 Web
 Whispering Wind

Level 3

Blink
 Clairaudience
 Clairvoyance
 Dispel Magic
 Dwarven Eyes
 Explosive Runes
 Fireball
 Flame Missiles
 Fly
 Gaseous Wraith
 Globe of Good
 Globe of Invisibility
 Gust of Wind
 Haste
 Hold Person
 Hold Undead
 Illusionary Script
 Lightning Bolt
 Major Phantasmal Image
 Monster Summoning I
 Nondetection
 Nyar's Explosive Missiles
 Phantom Steed
 Protection from Projectiles
 Secret Page
 Sepia Snake Sigil
 Siphon Spell Memory
 Slow
 Suggestion
 Tiny Hut
 Tongues
 Vampiric Touch
 Water Breathing
 Wind Wall

First-Level Arcane Spells

Alarm (Abjuration)

Range: Personal
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 (Conjuration)

Range: Touch
Duration: 10 min/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 beneficial effects of this spell. 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.

Burning Hands (Evocation)

Range: Immediate
Duration: Instantaneous
Area of Effect: 10 ft. cone

Components: V, S
Casting Time: +1
Saving Throw: Save for 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: None

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 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: 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 (i.e. bipedal) can be affected by this spell.

The target receives a save vs. spell 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.

<u>Intelligence Score</u>	<u>Time Between Checks</u>
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: Negates

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 and Strength-based rolls, including damage and Strength-based proficiencies, for the duration of the spell.

Touching an undead creature deals no damage, but forces the undead creature to flee for 1d4 rounds +1 round per caster level unless the creature saves.

Color Spray (Alteration)

Range: Immediate
 Duration: Instantaneous
 Area of Effect: 20 ft. cone
 Components: V, S
 Casting Time: +1
 Saving Throw: See below

A cone of flashing colors erupts from the caster's outstretched hand. Up to 1d6 creatures in the area of effect around the caster are affected, unless they already blinded. Those that have an equal or greater amount of levels or HD to the caster's level receive a 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 written, 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: Negates

Creatures in the area of effect with Intelligence scores of 4 or higher feel a curb in motivation that causes them to subconsciously pull some of the power back from their attacks. All attacks suffer a -2 penalty to normal damage. 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 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). The caster has a 10% chance per level 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.

Spells: Arcane Spells Level 1

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: 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: Special

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 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.

The spell works only upon free-falling targets. It does not affect a sword blow or a charging or flying creature.

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: 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 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 vs. spell.

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 but impose a 25% penalty on any rolls to do so.

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: 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 has a 10% chance per level to succeed, but there is always a 10% chance of failure where the caster receives either no information or false information. 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 40 feet.

Light (Evocation)

Range: Medium
 Duration: 10 min./level
 Area of Effect: 20-ft. radius burst
 Components: V
 Casting Time: +1
 Saving Throw: Special

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 does receive a save to resist the spell. This spell generally requires a very finite point of origin, so if cast on a living creature with no visible organs, the spell always springs from the very top of the target, usually 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 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.

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 nonmagical fires 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.

Spells: Arcane Spells Level 1

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 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.

Magical Aura (Illusion/Phantasm)

Range: Touch
Duration: 1 day/level
Area of Effect: Special

Components: V, S
Casting Time: 1 full round
Saving Throw: Special

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 it cuts his normal chance of success in half. 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.

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. 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 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 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, such as an imp for example. 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.

Read Magic (Divination)

Range: Personal	Components: V, S
Duration: 2 min./level	Casting Time: 1 full round
Area of Effect: Special	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	Components: V, S
Duration: Special	Casting Time: +1
Area of Effect: Subject touched	Saving Throw: None

The caster's touch becomes an electrically-charged weapon that delivers 1d8 points of damage per level plus 1 point of damage per level.

Sleep (Enchantment/Charm)

Range: Medium	Components: V, S
Duration: 5 min./level	Casting Time: +1
Area of Effect: Special	Saving Throw: None

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 and, regardless of roll, no creature with more than 3HD is affected.

Slapping or wounding affected creatures rouses them (after one round) but normal noise does not.

Spider Climb (Alteration)

Range: Touch	Components: V, S
Duration: 10 min./level	Casting Time: +1
Area of Effect: Subject touched	Saving Throw: Negates

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	Components: V, S, M
Duration: Special	Casting Time: 24 hours
Area of Effect: N/A	Saving Throw: Special

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 in secret by the GM) a familiar appears. Familiars have an Intelligence score of 8, although they cannot speak normally, 4 additional hit points plus 1 hit point per caster level above that of the base creature, and an Armor Class of -7. The caster immediately receives the senses and animal instincts of his familiar, which grants him a +1 bonus to surprise rolls.

The caster links empathically to the familiar and can maintain a mental connection up to 1 mile away. 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. Although a mental link is present and the caster enjoys slightly heightened senses, the caster and familiar do not share senses.

The familiar can be damaged. First, it loses 1 hit point each day it is separated by more than 1 mile from its master. Second, it can be harmed in combat, although if in close proximity to its master, it shares its master's saving throws (and only suffers half damage from any failures). If the familiar dies, the master must roll a shock survival check. A failure kills the master. A successful check permanently removes 1 point of the master's Constitution.

Spells: Arcane Spells Level 1

The GM's roll chart follows, with 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 type of sensory gift rolled.

Thermoc's Reflective Disc (Evocation)

Range: Personal
Duration: 2 rds. + 1 rd./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 (Evocation)

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 the equivalent protection of AC -2 against larger ranged missiles (such as axes, javelins and spears), AC -3 against small ranged missiles (such as arrows, bolts and stones) and AC -4 against all other forms of attack, including melee attacks. If the caster's AC is equal to or higher than the relevant AC bonus from this spell, the shield adds an additional +1 to AC from frontal attacks.

Unhinge (Enchantment/Charm)

Range: Medium
Duration: 1 min.
Area of Effect: 1 creature

Components: V, S
Casting Time: +1
Saving Throw: Negates

This spell causes its target to hear a series of insults that forces the target to lose all composure and rush the supposed origin of the insults. 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 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 air 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 targeted creature. 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. Furthermore, a sharp object can pop the air pocket from either side of the pocket, 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: Special

The caster's hand shoots forth a magical arrow of acid at a target in range. The caster must roll an attack roll but uses the fighter's base to hit for a fighter of equal level to the caster and the roll assumes proficiency and does not factor normal ranges. A successful shot does not splash but 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 another round, dealing another 2d4 points of damage. So at 6th level, the acid lasts 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 must remain 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 mirrored 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 form upon the duration of this spell, or at the death of the caster, whichever comes first.

Animate Ropelike Object (Enchantment)

Range: Close
Duration: 1 min./level
Area of Effect: 50 ft. + 5 ft./level

Components: V, S
Casting Time: +2
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 vs. spell) to fall.

Note that the rope itself, and any knots tied in it, are not magical and that a typical hemp rope might have AC -6 and take 2-4 points of damage.

Arcane Lock (Alteration)

Range: Touch
Duration: Permanent
Area of Effect: Object 30 sq. ft./level

Components: V, S
Casting Time: +2
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 at a time. Unlike hold portal, extraplanar creatures have no power over these locks.

Blur (Illusion/Phantasm)

Range: Personal
Duration: 2 min. + 1 min./level
Area of Effect: N/A

Components: V, S
Casting Time: +2
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 versus magical attacks targeting the caster. A detect invisibility spell does not counter this spell, but effects at least equivalent to true seeing do.

Cause Blindness (Illusion/Phantasm)

Range: Medium
Duration: Special
Area of Effect: 1 targeted creature

Component: V
Casting Time: +2
Saving Throw: 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 (Illusion/Phantasm)

Range: Medium
Duration: Special
Area of Effect: 1 targeted creature

Component: V
Casting Time: +2
Saving Throw: Negates

The caster causes the targeted creature to become deaf, able to hear nothing. Deafened creatures suffer a -2 on all rolls and deafened casters must roll a percentile spell check to properly cast all spells with a verbal component. A roll equal to or lower than 20 means the caster miscast the spell.

Spells: Arcane Spells Level 2

and either targets another area or subject, or simply fails to get the spell off. In either case, the spell slot is used. This is permanent and can only be removed by the caster or by being dispelled.

Continual Light (Alteration)

Range: Medium
Duration: Permanent
Area of Effect: 60-ft. radius

Components: V, S
Casting Time: +2
Saving Throw: Special

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 perpetual 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.

Darkness (Alteration)

Range: Medium
Duration: 10 min. + 1 min./level
Area of Effect: 15-ft. radius burst

Components: V, S
Casting Time: +2
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 power 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. In fact, once the caster stops concentrating, the spell ends.

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: None

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 com-

mon 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 Attribute (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 1d8 points. The maximum attribute score that can be attained by this spell is 18. The only exception is Strength, which can be raised to 23. Each score above 18 requires 2 points to attain.

If the subject does not have a noted list of attributes, it receives a +1 to anything the attribute links to combat, such as attacks and damage for Strength, or AC for Dexterity.

Flaming Sphere (Evocation)

Range: Close
Duration: 1 rd./level
Area of Effect: 6-ft. diameter sphere

Components: V, S
Casting Time: +2
Saving Throw: Negates

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 2d4 points of fire damage, and merely being within 5 feet of the burning globe requires a save to thwart 1d4 points of fire damage. Saving throws are only allowed for creatures able to dodge away from the ball.

The sphere is normal fire and so 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: Negates

Spells: Arcane Spells Level 2

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 target, by either 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 the same targeted object(s).

Levitate (Alteration)

Range: Close
Duration: 10 min./level
Area of Effect: 1 creature or object

Components: V, S
Casting Time: +2
Saving Throw: 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. General objects can be found by simply visualizing one, such as a key or ladder. More specific or unique objects must be very familiar to the caster, and may require the caster to have held the object at least once. The spell is blocked by a thin sheet of lead. Creatures cannot be found by this spell.

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 speak magical 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/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. Those trying to discern which of the images the real caster is simply cannot; 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: 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: N/A

Components: V, S
Casting Time: 10 min.
Saving Throw: None

Spells: Arcane Spells Level 2

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 vs. crushing 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.

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 melee attack roll.

While controlling the hand, the caster cannot perform any other actions. If so, it 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 2 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: Special

The caster conjures a bank of nauseating vapors that billows forth from a point designated in range. Creatures caught in the cloud must save vs. paralysis or be struck by nausea, which lasts until 1d4+1 rounds after the creature leaves the cloud. Even if a creature saves, a new save must be rolled every round it remains.

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: 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: 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 to 18 can break free of a 10 ft. cubicle area with two full round's worth of struggles, while those with Scores higher than 18 may more easily break free.

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. 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 a roll of 11 or higher. If the caster cannot cast the spell from which the magic originates, the dispel is successful on a 16 or higher.

Targeted Dispel Checks: This is still a d20 roll. Magical creatures are always temporarily decomposed on a roll of 11 or higher. Targeted magical items warrant a higher roll.

- Wands and Staves: 12 or higher
- Other Magical Items: 14 or higher

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: Special

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 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 have only a 5% chance to detect it, regardless of experience level. Anyone able to cast this spell can more easily detect the trap, having a 5% chance 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: Save for half

Spells: Arcane Spells Level 3

The caster points his finger and determines the exact point within range for a fireball to explode. A bright beam of red light emanates from his finger and a bead emanates forth. Unless the bead or beam is interrupted by a solid object or creature, the bead blossoms into a fireball as it closes in. The fireball explodes with a low roar when it reaches the destination and deals 1d6 points of damage per level (max 10d6) to every creature in the area of effect. In addition to causing damage, any unattended object must save or be destroyed (unless the object is immune to fire). Surrounding combustibles may also catch fire or be utterly destroyed.

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 may suffer, 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 Wraith (Alteration, Illusion)

Range: Touch
Duration: 2 min./level
Area of Effect: Subject touched

Components: S
Casting Time: +2
Saving Throw: None

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 subject takes 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.

Any small or tinier flying creatures get blasted to the end of the gust and suffer 1d6 points of damage from the force. Any 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.

Any medium sized flying creatures are blown back 1d6x10 feet unless they use their full round to fight the wind. Any medium sized creatures on the ground are rolled back 1d6x5 feet unless they use their full round to fight the wind and stand still.

Any large creatures flying or standing suffer a 50% reduction in movement speed, but are otherwise unaffected.

This spell cannot hinder any huge or larger creature.

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 twice as many attacks per primary action. Furthermore, hastened creatures always go first in a round, so need only roll an initiative against other hastened subjects.

This spell ages all subjects 1 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: 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 (Special)

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: 1 min/50 words
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 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.

Lightning Bolt (Evocation)

Range: Medium
Duration: Instantaneous
Area of Effect: Special
Components: V, S
Casting Time: +3
Saving Throw: Save for 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 two 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 monsters, 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

Spells: Arcane Spells Level 3

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, Alteration)

Range: Long
Duration: Instantaneous
Area of Effect: 1 target/meteor

Components: V, S
Casting Time: +3
Saving Throw: None

This spell mirrors the effects of the magic missile spell; however, the damage is increased from a d4 to a d6. Furthermore, on impact, the magic missiles explode and deal 1d4+1 points of damage to anyone within 5 ft. of the target, no save.

Phantom Steed (Conjuration, Phantasm)

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 -2 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 also halves any 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 To Hit value of a fighter equal to the caster's level. 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: 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 of 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: Negates

This spell literally slows up to 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: 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 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
Duration: 10 min./level
Area of Effect: Subject touched
Components: V, M
Casting Time: +3
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 counters tongues, but also causes a subject to speak in garbled phrases and misunderstand the words of one language per 2 caster levels.

Vampiric Touch (Necromancy)

Range: Touch
Duration: Instantaneous
Area of Effect: 1 living creature touched
Components: V, S
Casting Time: +3
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
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.

Wind Wall (Alteration)

Range: Close
Duration: 1 rd./level
Area of Effect: Special
Components: V, S
Casting Time: +3
Saving Throw: Special

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 save vs. spell.) 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.

Spells: Divine Spell Lists

Level 1

Bless
Command
Create Water
Cure Light Wounds
Detect and Locate Animals
Detect Danger
Detect Evil
Detect Magic
Detect Poison
Endure Environment
Entangle
Faerie Fire
Hide from Animals
Hide from Undead
Light
Magic Stone
Pass Without Trace
Protection from Evil
Purify Food and Drink
Remove Fear
Sanctuary
Shillelagh
Summon Animal Companion

Level 2

Aid
Animal Messenger
Augury
Barkskin
Calming Ray
Charm Person
Delay Poison
Detect Alignment
Enthrall
Find Traps
Flame Blade
Goodberry
Heat Metal
Hold Person
Monitor Ally
Obscuring Fog
Resist Element
Silence
Speak with Animal
Spiritual Warden
Spiritual Weapon
Warp Wood

Level 3

Animate Dead
Call Lightning
Continual Daylight
Create Food or Water
Dispel Magic
Element Shield
Elemental Immunity
Glyph of Warding
Hold Animal
Locate Object
Magical Vestment
Meld Into Stone
Plant Growth
Prayer
Protection from Necromantic Energy
Pyrotechnics
Ray of Blessed Light
Remove Blindness or Deafness
Remove Curse
Remove Disease
Remove Paralysis
Snare
Speak with Dead
Spike Growth
Stone Shape
Summon Insect Swarm
Water Breathing
Water Walk

Divine Spells, Schools & Spheres

In addition to the standard spell casting information, each divine spell entry also has an associated school of magic and a sphere. The spheres are listed to help with those playing divine hands or a character class that has only limited access to divine magic. The school of magic is listed purely to allow the player to know whether the spell is mind-affecting (in which case, a Wisdom bonus may apply) or whether the spell is from a school against which a magical item or special effect wards.

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 combat 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 combat 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 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 save. Others do not.

Create Water (Alteration) *Reversible*

Sphere: Elemental (Water)
Range: Close
Duration: Permanent
Area of Effect: Special

Components: V, S
Casting Time: +2
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 the water to drip or gush forth 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.

Cure Light Wounds (Necromancy) *Reversible*

Sphere: Healing
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched

Components: V, S
Casting Time: +6
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 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
Duration: 1 rd./level
Area of Effect: 60 ft. cone from caster

Components: V, S
Casting Time: 1 full round
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
Duration: 1 min./level
Area of Effect: 60 ft. cone from caster

Components: V, S
Casting Time: +4
Saving Throw: None

The caster can detect a dangerous situation looming in the area of effect. Such dangerous situations include, but are not limited to, simple traps, snares, natural hazards, poisonous flora, and hidden creatures. 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 from narrow and specific actions.

Spells: Divine Spells Level 1

Detect Evil (Divination)

Reversible

Sphere: Divination
Range: Personal
Duration: 10 min./level (Concentration) Casting Time: 1 rd.
Area of Effect: 180 ft. cone from caster Saving Throw: None

This spell almost 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 maligned.

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
Duration: 2 min./level (Concentration) Casting Time: +1
Area of Effect: 60 ft. cone
Components: V, S, M
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.

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 that are not protected, 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: Save for partial

The caster causes plant life in the area to entangle and entwine any creatures in the area or later entering it. A successful save allows a creature to move at 10 feet per round, so the creature may be subject to a subsequent save if still within the area the next round. Exceptionally strong creatures, usually those much larger than normal humans, may 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 toward affected undead immediately breaks the spell and, for this spell, an attack does include attempts to turn.

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: Special

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 does receive a save to resist the spell. This spell generally requires a very finite point of origin, so if cast on a living creature with no visible organs, the spell always springs from the very top of the target, usually 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 (Abjuration)

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, such as an imp for example. 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

Spells: Divine Spells Level 1

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 all 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 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: None

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 save vs. spell. 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: Neg.

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. If it 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 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, Conjuraton)

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 combat rolls and receives 1d8 hit points. These hit points are temporary and can exceed the subject's normal hit point maximum, but are used 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: Neg.

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
 Duration: 10min./level
 Area of Effect: 1 creature
 Components: V, S
 Casting Time: +5
 Saving Throw: None

The caster or subject's skin hardens to that of bark, granting the subject a base AC -6 and adding +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 all saving throws against physical force.

Calming Ray (Enchantment/Charm)

Sphere: Charm
 Range: Medium
 Duration: 1 rd. + 1 rd./level
 Area of Effect: 1 creature
 Components: V, S
 Casting Time: +5
 Saving Throw: Neg.

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
 Duration: Special
 Area of Effect: Targeted subject
 Components: V, S
 Casting Time: 1
 Saving Throw: Neg.

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 (i.e. bipedal) can be affected by this spell.

The target receives a save vs. spell 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.

<u>Intelligence Score</u>	<u>Time Between Checks</u>
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

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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.

Delay Poison (Necromancy)

Sphere: Healing
Range: Touch
Duration: 1 hr./level
Area of Effect: 1 creature

Components: V, S
Casting Time: +2
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
Duration: Instantaneous (Special)
Area of Effect: 1 creature or object

Components: S
Casting time: 1 full round
Saving Throw: Neg.

The caster detects the full alignment of a creature or object in range.

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
Duration: Special
Area of Effect: 90-ft. radius

Components: V, S
Casting Time: 1 full round
Saving Throw: Neg.

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.

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: 10 min./level
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 ceiling collapse, are not detected.

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: Save for 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 plus 1 point of damage per caster level. 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, Evocation) *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 equipment extremely warm and ultimately very hot. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against magic. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

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 with cold damage, counters it.

Metal worn by one average-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: Neg.

This spell holds still 1d4 humanoid creatures, no larger than Medium, in a 20-ft. globe. This spell only works against living creatures, so constructs or undead creatures cannot be held, for example. 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

Components: V, S

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Duration: 2 min./level Casting Time: +6
Area of Effect: 15-ft. radius globe Saving Throw: Neg.

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 Components: V, S
Duration: 2 min./level Casting Time: +8
Area of Effect: 1 animal 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 (Evocation)

Sphere: Guardian
Range: Immediate Components: V, S
Duration: 8 hrs. Casting Time: 1 full round
Area of Effect: 100 sq. ft. area Saving Throw: Neg.

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 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 vs. spell or become frozen with fear. The intruder cannot move for one hour, unless the caster releases the paralysis. The warden is visible and may be seen by a would-be intruder.

Spiritual Weapon (Invocation)

Sphere: Combat
Range: Close Components: V, S
Duration: 1 rd. + 1 rd./level Casting Time: +5
Area of Effect: Special Saving Throw: None

The caster's deity grants him a war hammer 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 Components: V, S
Duration: Permanent Casting Time: +5
Area of Effect: Special Saving Throw: Special

The caster causes a volume of wood to bend and warp, permanently destroying its straightness, form, and strength. He can affect up to 1 cubic foot of wood per caster level. Warped doors or chests spring open, warped melee weapons subject their wielders to a -4 penalty on attacks, 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: 1 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). 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 up to long 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 or 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: Special

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 creature receives a saving throw. On a failed save, the daylight emits from a point on the back of the creature's head. 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
 Duration: Special
 Area of Effect: 1 cu. ft./level
 Components: V, S
 Casting Time: 10 min.
 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.

Dispel Magic (Abjuration)

Sphere: Protection
 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 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. 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 a roll of 11 or higher. If the caster cannot cast the spell from which the magic originates, the dispel is successful on a 16 or higher.

Targeted Dispel Checks: This is still a d20 roll. Magical creatures are always temporarily decomposed on a roll of 11 or higher. Targeted magical items warrant a higher roll.

- Wands and Staves: 12 or higher
- Other Magical Items: 14 or higher

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

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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
Duration: 1 rd. + 1 rd./level
Area of Effect: Creature(s) touched

Components: V, S
Casting Time: +5
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
Duration: 1 min./level
Area of Effect: Caster

Components: V, S
Casting Time: +6
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 a protection from fire 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 that a caster's scribe. 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: Negates

The spell works 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 (Enchantment)

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 enhancement. First, the vestment provides a base of AC -5 and, for every three levels the caster has above 5th, a +1 additional AC bonus is added. If the caster is wearing armor, the bases of vestment and armor do not stack, but the +1 additional AC bonus for high levels is granted.

Meld Into Stone (Alteration)

Sphere: Elemental (Earth)
Range: Personal
Duration: 10 min. + 1d10 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 vs. paralysis or death if the stone is suddenly destroyed or the caster immediately dies.

The magic lasts for 1d8+8 rounds, with the variable part of the duration 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 vs. paralysis or death. 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.

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

A 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 things.

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 hit point damage from the attack, but does not suffer any loss of attributes or levels.

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 retain 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 exactly like cure light wounds, but the magic is instead delivered by a ray of light that emits from the caster's outstretched hand.

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The reverse of this spell requires a ranged touch attack against a hostile target. The target's AC does not factor any AC bonus from armor or shield.

Remove Blindness or Deafness (Abjuration)

Reversible

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: 1 creature

Components: V, S
Casting Time: +3
Saving Throw: Neg. if reverse

The subject is permanently cured of either blindness or deafness, whether mundane or magical. In no way does this spell regenerate lost ears or eyes.

Its reverse is inflict blindness or deafness and requires a failed save to take effect.

Blinded subjects suffer a -4 penalty on all attack rolls and AC, as well as a +4 penalty on initiative rolls. Blinded casters cannot successfully cast any spells requiring line of sight. Deafened subjects must roll a d% when attempting to cast a spell with a verbal component. A roll of 1 – 19 results in a failed casting attempt. Both blinded and deafened creatures suffer a -1 on surprise rolls.

Remove Curse (Abjuration)

Reversible

Sphere: Protection
Range: Touch
Duration: Permanent
Area of Effect: Special

Components: V, S
Casting Time: +6
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 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 certain 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 this spell, but it cannot be dispelled.

Remove Disease (Abjuration)

Reversible

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: 1 creature

Components: V, S
Casting Time: 1 full round
Saving Throw: Neg. if reverse

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 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
Duration: Permanent
Area of Effect: 20-ft. area

Components: V, S
Casting Time: +6
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
Duration: Until triggered
Area of Effect: 2-ft. diameter + 2 in./lev

Components: V, S
Casting Time: 3 rds.
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 is found by a roll of 91 – 100 on a d% roll to detect the trap, regardless of the person's normal detect and disable traps percentage. 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 Strength 23 or higher 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 his 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 comprehended. 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 usually saves as an item (15 or higher on a d20 is a success), but it receives a +4 bonus to the roll if it suffered this spell within one week of its death. Corpses of recently dead powerful creatures or people may use the saving throw they enjoyed in life, if it is better than 15.

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)

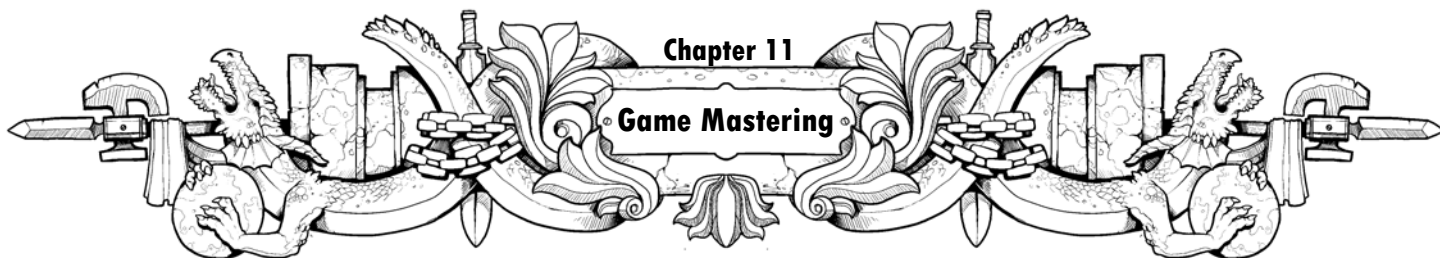
Sphere: Elemental (Water)
 Range: Touch
 Duration: 10 min./level
 Area of Effect: Special
 Components: V, S
 Casting Time: +6
 Saving Throw: None

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.

Game Master's Section





As the Game Master, you truly are the master of the game. You control what rules are played, how each rule is interpreted, the flow of combat, the power of the world, and the level of villainy within. You control, or master, everything that takes place. The position of GM grants tremendous power and responsibility, and, unless properly performed, can be the undoing thread in an otherwise sturdy knit.

Not everyone can be a good GM. There are certain qualities that every good GM must have - some can be honed and others cannot. You need an imagination fraught with the good and villainous. You need solid communication skills. You need an intuition to read people. You need dramatic flair. You need the intelligence to understand each rule and its intent and the aptitude to construct the adventures. Some of these qualities can be taught. For example, we can teach you to understand the rule's intent and we can help you create encounters. Some of these qualities can also be honed. With time, your communication skills and intuition to read your players' reactions will improve.

This chapter contains a sampling of some of the advice and methodologies in the expanded Game Master's Guide. At this point, as an introduction to the grander rules set, you get only a small push in the right direction. Practice makes perfect and, since you cannot be taught everything that is necessary to become the world's best Game Master, what we can help with is given proper service.

The Rules

The first requirement is to have a thorough understanding of the rules and their intent. *Myth & Magic* is not heavy on rules, so that portion of the task is simple. Read the entire player's unit once and you should retain the major chunks. Read it twice and you'll practically remember them. The intent of the guide is to provide a minimal amount of workable rules to serve as a structure for play. Combat is intended to be descriptive, so the rules tend to allow room for a lot of narration. The action and rounds system portrays a rapid and chaotic nature to combat, but the actual thrusts, movements and damaging effects are meant to be filled in by players and the GM. The rules for role-playing and non-combat tasks are equally liberal. As an example, there is no hard rule as to when a character must roll to perform a task. It is intended that the GM look at the task and the training of the PC and use his best judgment. Characters with non-combat proficiencies will rarely perform a roll unless they are attempting to succeed at a task that would be judged difficult, even for an expert. The intent here is to allow the players to role-play the actions of their characters based on their chosen strong points.

House Rules

As the master of the game, it is natural to have a preference for how certain aspects of the game are played. This is accomplished by setting house rules, which can be tweaks to an existing rule, decisions on optional rules, or creating a new rule entirely.

Three house rules that must be decided upon deal with extreme rolls, the saving throw system and multiple attacks per round.

Extreme Rolls

Rules for extreme rolls are purposefully left out of the player's section so that GMs may introduce them. Extreme rolls are the lowest and highest result on any given die. A few options for extreme rolls are: a) automatic successes and failures, b) critical successes and failures, and c) nothing special.

Automatic Success/Failure: A result of 1 on the d20 could be an automatic failure. A result of 20 could be an automatic success. This provides a 5% chance for a wild result. No other special penalties or benefits apply.

Critical Success/Failure: This adds a layer of drama to the previous option. Critical failures open up the attacker to a free attack from his opponent. Out of combat, a critical failure usually exposes the character to some miserable fate. Non-combat critical failures result in the exact opposite of what was intended, with an added grain of hopelessness, such as a thief who sprains his ankle on a jump or a ranger who uses a poisonous herb accidentally for healing. Natural 20s result in a critical success. In combat, that usually translates into double damage and, at the GM's discretion, an additional debilitating factor. Out of combat, critical successes mean major benefits. Perhaps the nimble thief sprang effortlessly from one rooftop to the next, and did so silently and under the cover of a passing cloud. Perhaps the mage not only stopped the magical wound from spilling out, he actually healed the character a few hit points as well.

Nothing Special: All results are equally weighed for success or failure and no special circumstances result from extremely low or high rolls.

Saving Throw System

The rules indicate that one of two saving throw systems can be used. The first is a five-part save system that is detailed and slightly more discretionary. The five categories of saves are:

- Class I (Paralysis or Death);
- Class II (Magical Item);
- Class III (Petrification or Transformation);
- Class IV (Breath Weapon); and
- Class V (Spell or Special Effect).

The general rule is that if an effect could sensibly call for more than one class of saves, the lower class number wins. The practical effect of this system is for the GM to require whatever class he wants, within reason.

The *optional saving throw system* is much more simplified and uses only three saving throws. It essentially removes any difference between Classes I through III and uses a saving throw versus any targeted effect that is not a spell from a caster. This "Save vs. Targeted Effect" uses the same saving throw values from the PCs' Class III (Petrification or Transformation) save. The remaining two saves are Save vs. Breath Weapon and Save vs. Spell. These saves work the same way, and retain the same values, as the PCs' Class IV and Class V saves. In play, the Save vs. Targeted Effect is used most often and becomes a sort of catch-all category.

- Save vs. Targeted Effect
- Save vs. Breath Weapon
- Save vs. Spell

The right saving throw system serves the interests of its gamers. Those gaming groups preferring to adhere to classical saving throw systems will prefer the 5-save system. Those groups wishing to streamline play will prefer the 3-save option.

Multiple Attacks & Initiative

There are three options from which to choose when deciding on how to handle combatants with multiple attacks each round. They are: a) one initiative for all attacks, b) an initiative for each attack, or c) delayed attack.

One Initiative for All Attacks: Each combatant expends his entire primary action (all his round's attacks) on one initiative. This is the fastest and least cumbersome approach, but generally nets a noticeable advantage to those with the earliest initiative.

Each Attack on Different Initiatives: Each combatant rolls a separate initiative for each attack. His attacks then fall into the round normally.

Delayed Attack: The combatants all roll one initiative. All but one attack is handled on that initiative. The remaining attack is then resolved at the end of the round, but before any spells, alternating per initiative.

Situational Rules

Many times over the course of a game, GMs are called upon to adjudicate how a rule should be handled in a given situation. This is a function of the Game Master. Those with a clear understanding of both the rules and their intent will find it easier to make judgment calls. The truth is that while players have no standing at the table to question a GM's adjudication, a proper and fair ruling builds up the GM's credibility, which, in turn, provides a longer rope for the GM to experiment and play off the cuff.

While this is a difficult area to lend support and advice, GMs should take note that whatever ruling is considered fair in light of the situation is the ruling that stands without question. The game must then move on without delay.

Understanding the Player Characters

An important function of being the Game Master is providing the players with situations that invoke the characters' strengths and goals. It is also important to periodically present them with challenges and obstacles that defy their strengths, requiring them to either seek help or taste utter defeat. Game Masters must place their PCs at the center of their stories and at the center of each adventure along the way. This keeps each player happily involved and creates a better game.

The secret is understanding that each player feels a sense of entitlement. This not only comes from controlling uber-strong warriors or mages that throw spiraling fireballs, but also comes from the idea that, as a social game, the characters are the main spokes in the wheel. So, what happens when a player never draws from his character's heroic repertoire or when he sits for session after session watching the personal history of another player become the focal point of an entire campaign? The player loses interest, and rightfully so. Suddenly, what could have been a great and epic campaign turns into a chore for one or more players.

This is a game and, similar to all games, each player must have a part in the

game, and the rules must facilitate player involvement. Just for a second imagine a baseball game with two people. Although one could serve as the pitcher and the other as hitter, only the very basic component of the game could be played. The rest of what makes a baseball game fun is missing.

GMs must then craft, and run, games with the players' sense of entitlement in mind. In essence, the GM writes and runs adventures for the PCs. This is accomplished by understanding the composition of a player character and understanding that how a player creates his character translates into how he wants to play.

Player Characters

At the basic level, a PC is composed of only a few things: race, class, and alignment. His equipment may provide other benefits and may speak to the PC's personality, but this is secondary to the basic building blocks. The GM can learn a tremendous deal about the character and can plan accordingly by simply understanding how one's race, class, and alignment converge.

Races provide certain benefits. Dwarves discern properties of stone, and have a slight resistance to magic. Elves can quickly spot hidden objects and doors, and have are immune to sleep. Half-elves have enhanced senses and a strong resistance to sleep and mind-affecting intrusions. Humans have no special benefits, but do start out ambitiously with extra training.

Classes are the major providers of abilities. Fighters are the weapon specialists and experts. Clerics are religious warriors that heal and spread the dogma of their god. Mages are wielders of arcane magic and the researchers of its secrets. Thieves infiltrate – thieves survive.

Alignments are moral compasses. They answer the most difficult question, "What would my character do?" There is a drastic difference between law and chaos and between good and evil. Each alignment is thoroughly detailed in the player's section.

Putting It All Together

This information is important to GMs in constructing stories and adventures. On a minor level, the merger of these three basic building blocks can serve as fuel for situations in game. On a grander scale, they can help shape an entire campaign. In looking at the information above and remembering the advice on using a PC's strengths and weaknesses, we can create a few scenarios at the adventure level that help to visualize what a good GM can construct:

If a player chooses to play a dwarven fighter of lawful neutral alignment, there could be a time in the campaign where he notices an illusory block of stone that actually houses a weapon of fine quality and history. This plays off the PC's strengths. Perhaps the weapon was even forged on a Plane of Law and sent to the Prime Material Plane to destroy a Chaos Dragon. This plays off the PC's alignment and beliefs. Perhaps the weapon houses the soul of the Chaos Dragon it destroyed, thereby warping the properties of the weapon and the mind of the lawful soul that wields it. This opposes the PC's strengths and forces him to action. This dwarven fighter must see to it that the majesty of this divine weapon is restored.

If a player chooses to play an elven mage of the lawful evil alignment, there could be a point in an adventure where the elf notices a secret wooden door. This door is magically sealed and marked by an invisible arcane sigil. Through the use of magic, the elven mage discerns the sigil to be a warning, so he casts detect magic through the thin wooden door,

breaches it and discovers a very powerful source of magic behind the door. A third spell removes the magical lock. Thus far, the elven mage's strengths have helped to create an opportunity of adventure. The mage dares not tell the band of the warning; perhaps the warning and the room beyond peak his curiosity and thirst for power. The mage slyly informs the band's thief that no magic remains, but a search of the door before entering would perhaps be good form. The thief searches the door, finds no traps, and opens the door with confidence. The elven mage smiles inwardly.

By forging situations from the convergence of race, class, and alignment, a GM tailors the encounters to the players. This draws players more intently into the game.

Understanding the Players

Unfortunately, there exist no maps to follow that help you to deliver the perfect game for every player. There is no magic bullet. Having said that, there are a few assumptions upon which most GMs may rely. First, all players want to have fun. Again, there is nothing concrete on which to hang a hat, but open communication between player and GM helps to teach the GM what works and what does not. Second, all players want advancement. This could be advancement in power or advancement in story. Regardless, a standstill in both is certain to kill a campaign, so GMs should provide a steady flow of both story and XP. Third, all players want treasure, including toys. This is different than advancement. Toys are the fun things the player characters get to walk around with that we, as human beings in the working world, cannot: flaming and speaking swords, lenses of x-ray vision, love potions, and any of the many other magical items of the world.

Understanding what the players want is half the battle; delivering what they want is the key to winning it.

Setting Up Encounters

An encounter is any exchange between the players and the non-player characters that has an inherent challenge involved. It could be a fight with a monster, or it could be a bartering exchange with a centaur smith. When setting up non-combat encounters, the GM has full discretion to craft whatever type of encounter he wishes. In this aspect, the GM's imagination is the only limiting factor.

When designing combat encounters, the GM should exercise more caution. A poorly planned combat could destroy an entire party and, unless a "TPK" is intended, the encounter's "level" should be noted.

There is a mathematical system that helps to gauge the relative difficulty of an encounter. Each monster and NPC has a level. (The only difference between monster and NPC levels is that monsters can have lower levels than 1 and higher levels than 20). Levels are numeric representations of how powerful a monster or NPC is.

Calculating an Encounter Level

To determine how challenging an encounter is, first calculate the average of the levels opposing the PCs. For example, a 2nd level thief is fighting alongside five orcs and each orc is Level 1. The average is 1.

Now, add the number of enemies to the average. One thief plus five orcs equals six enemies. The encounter level is 7.

Gauging Difficulty

The group of PCs also has an encounter level, which is equal to their average level plus the number of PCs. For example, a group of four 2nd level PCs has an encounter level of 6 (level average of 2 plus 4 PCs equals 6).

A common challenge is usually equal to the party's encounter level, but a group of PCs can usually survive an encounter that is within 4-6 levels of them.

Table 32: Relative Difficulty of Encounter

Enemy's Encounter Level	Difficulty
4 or more levels below the PCs' encounter level	Simple
2 to 4 levels below the PCs' encounter level	Basic
Within 1 level below or above PCs' encounter level	Average
2 to 4 levels above the PCs' encounter level	Tough
4 to 6 levels above the PCs' encounter level	Exceptional
7 or more levels above the PCs' encounter level	Superior

Only a Guideline

Myth & Magic is a game that gives the Game Master a tremendous amount of discretion. The foregoing section, then, is only a guideline to serve as a springboard for setting up encounters. Each GM should start here when building combat encounters, but must also factor in any special powers or items his specific adventuring group has been given. For example, suppose a GM allows her group's mage to find a tome of magic that is possessed by the soul of an evil, yet powerful, magic user. Further suppose that this tome imparts upon the mage a considerable amount of excess power. This skews the party's encounter level, so it must be factored in when trying to create challenging encounters.

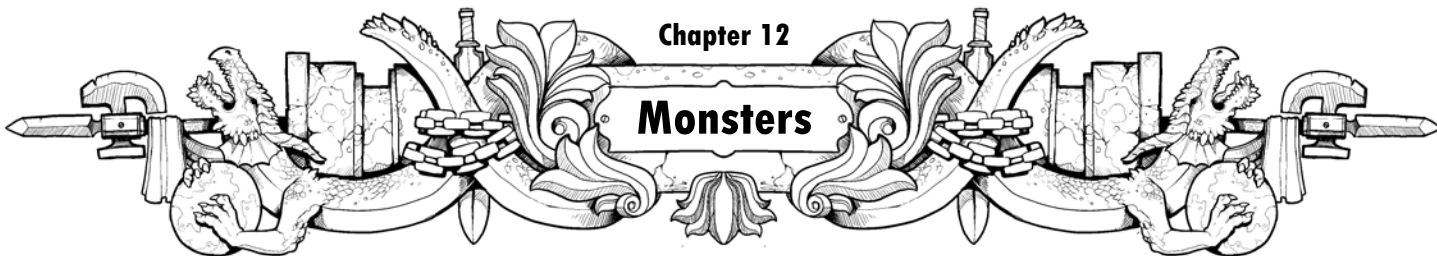
The lesson here is that although there exists a mathematical starting point, it may not make sense in every situation where the PCs have at their disposal items or powers that increase (or decrease!) their power level.

Running Combat

The best habit in running combat encounters is to write down all the players' To Hit 0 values. You have the Armor Class values of their enemies. Before a battle, quickly determine what each player is required to roll to succeed on a hit. Simply modify the To Hit 0 value with the AC. Use straight math - no reverse logic. Doing these quick calculations before a battle drastically speeds up combat.

Final Thoughts

As the Game Master, although you have been presented with options and advice, you have the freedom and power to morph this game into whatever form you desire for your home campaign. Create any trap or poison, advance any monster, reward any player character with whatever magical item you want - do whatever you want, whenever you want.



This chapter contains twenty-five of the more iconic monsters to challenge players of levels 1 – 5. The full and expanded version of the rules contains one hundred fully detailed monsters and the stat blocks for many more.

Monster Entries

The statistics for each monster represent the average and may be easily manipulated to individualize or advance a monster.

Name: This is the name by which the monster is commonly referred.

Level: The level of the monster corresponds to how challenging it is compared to other monsters. A monster level is much different than a PC level. Generally, a level 1 player character will be more powerful than a level 1 monster. To compute a sensible challenge for a group of PCs, the GM adds the quantity of player characters to the average party level. For example, a group of four Level 2 PCs has an average party level of 2 and four players. Considering $2 + 4 = 6$, any monster of 6th-level or lower is a suitable challenge. The Setting Up Encounters section of the *Game Mastering* chapter has more details on crafting proper encounters.

EXP: The number listed is the amount of experience points awarded for surviving a threatening encounter with the monster.

Hit Dice: This is the hit dice and hit points of the creature. The Hit Dice becomes important when certain spells or effects that only affect monsters of a certain Hit Dice target the monster. The hit point total is the sum of a number of d8 rolls equal to the Hit Dice. The parenthesis lists the exact roll. Roll when a random number of hit points is desired.

To Hit 0: This represents the modified d20 result that is necessary to hit Armor Class 0. It is adjusted based on the actual AC of the target and noted by the GM. Thus, the GM knows the minimum d20 result needed to hit the monster.

No. of Attacks: The number listed here is the amount of attacks the monster receives with its primary action. The information in the parenthesis is the type of attack and damage. For multiple attacks, some monsters follow a distinct series, such as claw-claw-bite; if so, the series is noted.

Special Attacks: Any special attacks are listed here and explained in the description of the monster.

Special Qualities: Any special qualities, including senses, are listed here. Not all special qualities are further described. Senses, such as Infravision or scent, simply indicate how the monster can sense the PCs and are not explained. Unless a specific range is listed, all special senses work up to Short range.

Morale: A morale roll is 2d10. Any result equal to or greater than the monster's morale indicates a faltering resolve and the potential for retreat or surrender. Morale is only rolled in times where it is sensible to question the monster's spirit. There is more information on morale in Part 4 of the *Combat* chapter.

Armor Class: The AC of the monster is listed here. If the monster's AC includes armor, this fact is noted and the type of armor should equate to the AC. For ease of play, the monster's AC does not change if surprised or attacked from behind. A +2 attack bonus to the attacker suffices.

Special Defenses: Any special defenses are listed here in the stat block and further explained in the entry.

Saving Throw: A monster has one saving throw versus any spell or effect mustered by the PCs. This number tracks the save vs. spell classification for the player character class that most resembles the monster. The HD of the monster equals the class level in this regard. Most often, a monster relates best to a fighter, but if there are any spells or divine powers, the better class to use could be mage or cleric.

Size: The size and height (or length) of the monster is listed here. As a rule of thumb, smaller than Medium monsters have a fixed amount of damage they can deal, regardless of weapon type. Large monsters often use increased damage dice or have a flat bonus to damage.

Movement: The listed movement speed indicates the distance traveled in combat using one secondary action. If only one entry is listed, it corresponds to land movement.

Intelligence: The only attribute listed for a monster is its Intelligence. This allows the GM to setup and commence combat per the monster's aptitude. Non- and semi-intelligent monsters fight on instinct.

Alignment: This is the alignment of the monster.

No. of Appearing: This entry is only a guideline. There is no rule that requires the GM to follow the suggested number of appearing monsters. This entry describes the monster's commonly encountered lot and also helps in determining random encounters.

Treasure Rating: If the monster is determined to have treasure, this entry lists the treasure type rolled in the *Treasure* chapter. The GM chooses which of the listed ratings apply.

Bandit (Level 1)

EXP: 15

Hit Dice: 1 (1d8-1 hp)

To Hit 0: 20

No. of Attacks: 1 (damage by weapon)

Special Attacks: None

Special Qualities: None

Morale: 9

Armor Class: -6 (armored)

Special Defenses: None

Saving Throw: 17

Size: Medium (5 to 6 ft. tall)

Movement: 30 feet

Intelligence: Any

Alignment: Any

No. Appearing: 2-200 (2d%)

Treasure Rating: JJ or QQ

Bandits are thuggish thieves that live off the fruits of their raids. They live in gangs and haunt any location sensibly feeding their opportunistic appetites (cities, villages, wilderness areas, and sewers alike), but most bandit groups live in areas that provide easy access to and from major trade routes. Bandit gangs of 10-20 usually follow a leader having 3 - 6 HD or being a 3rd-level fighter. Bandit clans of over 100 have a much stronger leader of 6 - 8 HD or being a 6th-level fighter.

Bandits usually speak at least Common.

Combat: Bandits take advantage of the element of surprise and use their terrain to help launch an assault. They never fight alone and usually attack in bands of at least 10. Bandits generally flee from the threat of death.

Bear, Black (Level 5)

EXP: 175

Hit Dice: 3 (3d8+3 hp)

To Hit 0: 17

No. of Attacks: 3 (claw 1d3, claw 1d3, bite 1d6)

Special Attacks: Bear hug

Special Qualities: Low-light vision, scent

Morale: 10

Armor Class: -7

Special Defenses: None

Saving Throw: 16

Size: Medium (30 feet movement)

Intelligence: 4

Alignment: Neutral

No. Appearing: 1-4 (1d4)

Treasure Rating: None

Black bears range in color from black to light brown. They live in small families and usually inhabit caves near a water source. They are fiercely territorial if threatened, but will not always attack seemingly non-threatening passers-by.

Combat: Bears start a melee round with two claw attacks and, if successful, finish with a bite. If the bear scores a natural 18 - 20 on a claw attack, it will automatically grapple the defender into a bear hug. Bears are tough and courageous but will flee an overwhelming foe.

Bear Hug: Once a bear succeeds in landing a well-placed claw attack, the bear will attempt to hug the target. This hug is a non-action and deals 2d4 points of damage. The bear will then commence with his round of attacks.

Bugbear (Level 4)

EXP: 120

Hit Dice: 3 (1d8+3 hp)

To Hit 0: 17

No. of Attacks: 1 (slam 2d4+2 or by weapon +2)

Special Attacks: Ambush, Strength +2 damage

Special Qualities: Infravision, scent

Morale: 12

Armor Class: -5 (armor)

Special Defenses: None

Saving Throw: 16

Size: Medium (6 to 7 ft. tall)

Movement: 30 feet

Intelligence: 8

Alignment: Chaotic Evil

No. Appearing: 2-8 (2d4) party, 6-30 (2d10 x 3) tribe

Treasure Rating: JJ, KK, LL or MM

Bugbears are large and strong cousins of the goblins. Their muscular bodies are covered in hair ranging from yellowish brown to rust red. They have wide and tall ears, a wide face, and a mouth full of sharp teeth. Their snouts appear similarly to that of bears. While they do appear humanoid, they also appear savage. They are consummate hunters and prefer to ambush when possible.

Bugbears often belong to a tribe that is lead by an advanced bugbear chief (6 HD, TH0 14, AC -2, +4 damage) and several of the chief's offspring (4 HD, TH0 16, AC -4, +3 damage).

Bugbears speak Goblin, but have their own distinct dialect, and Common.

Combat: Bugbears are hunters that have perfected the art of ambush. In combat, they prefer to attack in pairs and will almost always target the biggest enemy first. Bugbears prefer melee weapons, but a few members of a bugbear party may have short-range weapons and, if so, often attempt to attack spell casters while casting.

Ambush: Opponents surprised by a bugbear ambush suffer a -2 on their d10 surprise roll. Furthermore, any attribute checks made to detect a hidden bugbear suffer a -2.

Strength +2: All successful melee attacks by the bugbear add +2 damage.

Centipede, Giant (Level 2)

EXP: 35

Hit Dice: 1 (1-2 hp)
To Hit 0: 20
No. of Attacks: 1 (no damage)
Special Attacks: Poison
Special Qualities: Infravision
Morale: 7

Armor Class: -9
Special Defenses: None
Saving Throw: 18

Size: Tiny (12 to 16 inches long)
Movement: 20 feet
Intelligence: 0
Alignment: Neutral
No. Appearing: 2-24 (2d12)
Treasure Rating: None

Giant centipedes are found in dark and dank places and look like 1-ft long replicas of their diminutive cousins. They are hungry bottom feeders and usually lurk in corners or on ceilings waiting for any source of food to appear. Giant centipedes have a dark color that helps them effortlessly blend into shadowy surroundings.

Combat: Giant centipedes generally drop from the ceiling or scurry quickly from a hole to attack. They are always hungry and attack without prejudice for food. If they attack in numbers, they are known to fight over food once a battle ceases.

Poison: The bite of a giant centipede is laced with a Type I poison that causes one's muscles to cramp. Unless a save vs. paralysis (or targeted effect) is successful, the victim becomes slightly paralyzed, suffering a -2 on all combat rolls, saves and AC. The poison wears off with 8 hours of rest.

Cockatrice (Level 8)

EXP: 650

Hit Dice: 5 (5d8)
To Hit 0: 15
No. of Attacks: 1 (peck 1d3 plus petrification)
Special Attacks: Petrification Touch
Special Qualities: Infravision, low-light vision
Morale: 12

Armor Class: -6
Special Defenses: None
Saving Throw: 14

Size: Small (3 ft. tall)
Movement: 20 feet, 60 feet fly
Intelligence: 2
Alignment: Neutral
No. Appearing: 1-6 (1d6)
Treasure Rating: DD

Cockatrices appear to be hens with a snake-like tail and bat wings. The feathers of a cockatrice range in color from pale yellow to red-brown.

Some cockatrices have scales in place of feathers. They stand 3 feet from floor to skull and weigh up to 60 pounds.

It is believed that cockatrices hatch from an egg, and are then incubated in a magical serpent nest under the care of a spell caster.

Combat: A cockatrice responds fiercely to the slightest threat and will always attack anything entering what it considers its home. It understands its beak's power to turn a target into stone and it also understands the attack's inability to breach metal, so a cockatrice will always attack open skin or skin covered in something other than metal. A cockatrice usually flaps its wings chaotically in the face of its target to confuse and corrupt its target's vision. The face also provides a good target for its touch attack.

Petrification Touch: The cockatrice's beak turns its victim into stone instantly unless the victim saves versus petrification (or targeted effect). This is a touch attack, but is always performed as part of a vicious beak attack.

Gargoyle (Level 7)

EXP: 420

Hit Dice: 4 (4d8+4)
To Hit 0: 15
No. of Attacks: 4 (claw 1d3, claw 1d3, bite 1d6, horn 1d4)
Special Attacks: Swooping Attack
Special Qualities: Infravision
Morale: 11

Armor Class: -5
Special Defenses: Stone Skin (at least +1 magic weapon)
Saving Throw: 16

Size: Medium (6 ft. tall)
Movement: 40 feet, 60 feet fly
Intelligence: 7
Alignment: Chaotic Evil
No. Appearing: 2-16 (2d8)
Treasure Rating: CC or MM (x10)

Gargoyles are ferocious, stone-like creatures that are often found perched among statuary, serving as guardians or scouts. Most gargoyles appear as bipedal, winged creatures with large, fang-filled mouths and bodies covered in a stone-textured skin. They are usually dark brown to black in color. Gargoyles have the ability to appear as a stone statue and can maintain this ruse for as long as desired.

Gargoyles speak Common and Terran.

Combat: Gargoyles make strategic use of their flying, often gaining a small bonus (+1) on attacks against those targets grounded below the creature. Gargoyles have powerful claw, horn, and bite attacks that they attempt to employ; some gargoyles wield man-made weapons, including ranged weaponry, but only advanced gargoyles with at least 5 hit dice can do this.

Swooping Attack: Gargoyles can swoop down upon a target and take either two claw attacks or one bite attack, all in one primary action.

Stone Skin: Gargoyles not only have hardened skin, but they have a magical protection. Non-magical weapons have no effect on a gargoyle.

Ghoul (Level 5)

EXP: 175

Hit Dice: 2 (2d8 hp)

To Hit 0: 19

No. of Attacks: 3 (claw 1d3, claw 1d3, bite 1d6)

Special Attacks: Paralysis

Special Qualities: Infravision

Morale: 12

Armor Class: -6

Special Defenses: Immunities

Saving Throw: 17

Size: Medium (6 ft. tall)

Movement: 30 feet

Intelligence: 6

Alignment: Chaotic Evil

No. Appearing: 2-12 (2d6)

Treasure Rating: BB or TT

Ghouls are terribly foul-smelling grave dwellers. They slightly resemble their former appearance; however, ghouls have thin, bluish skin and a set of large, razor-sharp teeth. They usually frequent, and feed from, crypts and graveyards, but ghouls can be found wherever there exists a fleshy food source.

A ghoul speaks the languages it knew in life.

Combat: Ghouls have insatiable appetites. They use their claw, claw, bite attack as frequently as possible and appear to be fighting while they feed. Those that die at the hands of a ghoul rise as a ghoul unless properly warded by a cleric. Ghouls pay no mind to this fact during and after a fight. Ghouls prefer to eat their prey whole, instead.

Paralysis: Any touch or bite attack by the ghoul forces the target of the attack to roll a save vs. paralysis (or targeted effect) or become paralyzed for 1d6+2 rounds. Elves are immune to this effect.

Immunities: Ghouls are immune to sleep and charm effects.

Gnoll (Level 2)

EXP: 35

Hit Dice: 2 (2d8 hp)

To Hit 0: 19

No. of Attacks: 1 (weapon 2d4)

Special Attacks: None

Special Qualities: Infravision

Morale: 11

Armor Class: -5

Special Defenses: None

Saving Throw: 17

Size: Medium (6 to 7 ft. tall)

Movement: 30 feet

Intelligence: 7

Alignment: Chaotic Evil

No. Appearing: 2 – 12 (2d6) party, 20 – 200 (2d10 x 100) lair

Treasure Rating: DD (x5) QQ (x5)

Gnolls are hyena-headed, bipedal monsters with dark gray, matted, and often-spotted fur. They have yellow manes.

They often belong to a large tribe lead by a 4HD gnoll. Large lairs have up to 10 stronger (3HD) guard gnolls. They can be seen wandering old castles, dungeons, and ruins, and only prowl above ground at night.

Gnolls speak their own language and there is a 50% chance any leader also speaks Common.

Combat: Gnolls wield weapons and prefer pole arms (like halberds) and axes, but also use ranged weapons such as short bows. They usually set up ambushes with ranged attackers honed to unleash a volley before the gnolls engage in melee. Gnolls that seem to be fighting in unison and with a purpose are usually commanded to do so by a stronger leader.

Goblin (Level 1)

EXP: 15

Hit Dice: 1 (1d8-1 hp)

To Hit 0: 20

No. of Attacks: 1 (damage by weapon)

Special Attacks: None

Special Qualities: Infravision

Morale: 10

Armor Class: -10 to -6

Special Defenses: None

Saving Throw: 17

Size: Small (4 ft. tall)

Movement: 20 feet

Intelligence: 8

Alignment: Lawful Evil

No. Appearing: 4-24 (4d6) gang, 100 – 400 (4d%) tribe

Treasure Rating: CC



Goblins form the base of the goblinoid ranks. These creatures often live in a hive-like society underground, but masses of goblins can lair in any dank, dark areas above ground, in places such as mountain holes, abandoned ruins, sewers, etc. They prefer to live and move about in large numbers.

Tribes often have goblin shamans that take levels of cleric and warriors that become fighters. Shamans serve as spiritual leaders, while the warriors serve as leaders in war. Tribes usually name the strongest goblin as king.

Goblins speak Goblin. Those with higher Intelligence scores may also speak Common.

Combat: Goblins fight in numbers and, frankly, find it difficult to survive in small squads. As a result, goblins prefer surrounding one or two common enemies rather than spread to affect a larger group. Once the numbers of a goblin squad dwindle, goblins often flee unless something more awful than death awaits those that retreat.

Goblins are cave dwellers and, as such, can see in the dark up to 60 ft., but they cannot see in sunlight. In fact, any bright light shown in the face of a goblin causes the goblin to suffer a -1 on all combat rolls, saves, and AC.

Hobgoblin (Level 2)

EXP: 35

Hit Dice: 1 (1d8+1 hp)
To Hit 0: 19
No. of Attacks: 1 (damage by weapon)
Special Attacks: None
Special Qualities: Infravision
Morale: 12

Armor Class: -10 to -5
Special Defenses: None
Saving Throw: 17

Size: Medium (6 ft. tall)
Movement: 30 feet
Intelligence: 10
Alignment: Lawful Evil
No. Appearing: 2-20 (2d10) gang, 3-300 (3d%) tribe
Treasure Rating: JJ, DD (x5), MM or QQ

Hobgoblins are sturdier and larger than goblins. They range in color from burnt orange to black, and have blue or red noses. Hobgoblins' eyes are often red and their teeth are often yellow. They tend well to their weapons and armor, often preferring to display their gear with brightly colored tassels and straps.

Hobgoblins speak Goblin, Common, Hobgoblin, and Orc.

Combat: Hobgoblins possess the combative capability to employ strategic combat, utilizing advantageous doubling up, terrain, and movement. They often have ranged attackers positioned in well-covered places while a wave of melee combatants attack. Hobgoblins flee to either end a battle or regroup when the combat advantage swings toward their opponents. Unlike goblins, they are unaffected by light. Similar to goblins, they can see up to 60 ft. in the dark.

Homunculus (Level 6)

EXP: 270

Hit Dice: 2 (2d8 hp)
To Hit 0: 19
No. of Attacks: 1 (bite 1d3 plus sleep poison)
Special Attacks: Poisonous Bite
Special Qualities: Infravision, low-light vision
Morale: 14

Armor Class: -6
Special Defenses: None
Saving Throw: 12 (See below)

Size: Tiny (14 to 18 inches tall)
Movement: 20 feet, 50 feet fly
Intelligence: Per master
Alignment: Per master
No. Appearing: 1
Treasure Rating: None

Homunculi (pl.) are magical constructs created with the sole purpose to assist a spell caster. Homunculi are magical constructs, but they possess

the alignment of their master, as well as an Intelligence score equal to their master's minus 4. They can understand and follow multiple, complex instructions and never tire. As a result, they are the perfect magical automatons.

The look similarly to an imp, with bat-like wings, scaly skin and snout-like mouths, but a homunculus will sharply resemble its master and so too will its mannerism.

The vile process of creating a homunculus consists of several ingredients, including different types of the caster's bodily fluids and flesh, as well as additional components costing 1,000 gp. The ingredients must fester for 1d4 weeks before a mending spell must be cast upon them. This coagulates the goo into form. A mirror image spell is then cast on the form, which links the master with the creation. Arcane eye is last to be cast upon the form, granting the homunculus sight and forging a sensory bond. The special ingredient, however, is a strand of hair from the model creature. Once the magic is infused, a 1-foot tall fleshy replica of that creature appears, although the actual body contours and features are extremely muted. Homunculi serve only their creators and so no homunculi market exists.

Combat: Homunculi fly up and around combatants, swooping down to bite and incapacitate a target. Homunculi know when to flee and will always retreat with its master. If one is destroyed, its master suffers 2d10 points of damage. If its master dies, the homunculus will melt instantly into a small puddle of reddish gel.

Poisonous Bite: A bite victim must succeed on a save vs death or paralysis (or targeted effect) or fall asleep for 5d6 minutes.

Imp (Level 10)

EXP: 1,400

Hit Dice: 2 (2d8+2 hp)
To Hit 0: 19
No. of Attacks: 1 (stinger 1d4 plus poison)
Special Attacks: Poisonous Sting, Spells
Special Qualities: Regeneration, Animal Shape (Polymorph), Familiar, Infravision
Morale: 10

Armor Class: -2
Special Defenses: Magic Resistance 25, Immunities
Saving Throw: 10

Size: Tiny (24 to 36 in. tall)
Movement: 20 feet, 50 feet fly
Intelligence: 12
Alignment: Lawful Evil
No. Appearing: 1
Treasure Rating: OO

Imps often serve as the familiars to powerful spell casters, demons, and other malevolent creatures. Some imps prefer the wandering life, traveling the Material Plane in search of opportunities to further whatever goal they harbor.

Imps naturally birth other imps only on the Infinite Lower Planes. A few powerful people and creatures have found the secret to creating these creatures on other planes. Only an imp spawned outside of the Infinite Lower

Planes has a chance to be anything other than evil.

Imps appear as a very small, hairless humanoid with enlarged ears, noses, lips, eyes, and chins. They stand about 2 feet, 6 inches, have small leathery wings, two small fangs, and a tail ending in a wicked stinger. Although these parameters seem to suggest a rather homogenous look, no two imps look identically alike.

Imps speak Common and Infernal. Some also speak Elven, Goblin, and Dwarven.

Combat: Imps actually despise standard combat. If an imp's master requires the imp to engage in combat, the imp will not delay, but it prefers to gain the upper hand by more cunning means. Most imps prefer to learn about potential enemies and will use invisibility and polymorph to help get close and gather information. They often cast detect magic in an area while invisible to gauge the gear of an enemy. When actually in combat, imps employ a staggered strategy every other round of invisibility and attacks with their vicious stinger. This allows them to move about invisibly before attacking. The staggered rounds help them to position for a strike, wait to strike at the beginning of their next turn and then fly away to cast invisibility again next round.

Poisonous Sting: An injurious sting by an imp requires a save vs. death (or targeted effect). Failure indicates that the victim instantly dies.

Spells: An imp may cast the following spells whenever desired —detect good, detect magic, and invisibility. An imp may cast suggestion once per day.

Immunities: Imps are immune to cold, electricity, and fire. They are also immune to any weapon that is neither magical nor silvered.

Regeneration: Imps regenerate 1 hit point per round.

Animal Shape (Polymorph): An imp can assume an animal form whenever desired. Each imp can assume one or two forms from the following list: goat, giant spider, raven, or rat.

Familiar: Imps will respond when a summon familiar spell is cast by someone they feel is worthy to receive their companionship. At that point, an imp begins to assume the role of "familiar", but in reality, the imp is slowly taking control over its master. The telepathic and empathic link that is formed allows the imp to covertly cast suggestion when necessary, but it also allows the imp to share its spells and other powers with the master (including its 25% magic resistance and regeneration). This link dissipates beyond 1 mile and the imp becomes so attuned to the master after a short while that if the link is lost the master temporarily loses 1 level based on his reliance on the imp's sensory inputs. If a master's imp is slain, the master actually loses 4 levels until he gains another imp familiar.

Kobold (Level ½)

EXP: 7

Hit Dice: 1/2 (1-4 hp)

To Hit 0: 20

No. of Attacks: 1 (claw 1d2 or weapon 1d4)

Special Attacks: None

Special Qualities: Infravision, Vulnerability to Sunlight

Morale: 9

Armor Class: -7

Special Defenses: None

Saving Throw: 19

Size: Small (3 ft. tall)

Movement: 30 feet

Intelligence: 9

Alignment: Lawful Evil

No. Appearing: 5-20 (5d4) party, 40-400 (4d10 x 10) tribe

Treasure Rating: JJ, OO

Kobolds are short, scaly humanoids with beady red eyes, short horns, and a tail. They are sometimes referred to as "dogs". This is a fitting reference since they have a pronounced jaw bone and ears that resemble a dog's, they emit an odor of wet dog, and their own language sounds strangely like yapping hounds. Their scales range in color from dark red to black.

Kobolds usually belong to a larger tribe from an underground or deep forest location. Kobolds are often encountered wandering in parties of up to 20. These parties are charged with hunting and scavenging. Tribes usually have a chieftain (4 HD, TH0 17, AC -4) and several strong bodyguards (1 HD, TH0 19, AC -6). Some tribes have 1st level mages and clerics (called shaman).

They speak their own language and most speak Goblin and/or Orc, as well.

Combat: Kobolds encountered in the wilderness prefer to use ranged weapons, such as spears and javelins, before engaging in melee combat. If brought to 25% of their original number, they must roll morale to stay engaged. Kobolds encountered in their lair are heavily fortified with multiple traps and hiding places. They will hide in nooks and crannies, waiting with oil and flame and will usually set up an ambush point located in a place beyond many traps.

Kobolds despise gnomes and are wary of spell casters, so will fight accordingly.

Vulnerability to Sunlight: Kobolds suffer a -1 penalty on combat rolls if affected by light as bright as the sun.

Lizardfolk (Level 3)

EXP: 65

Hit Dice: 2 (2d8+1 hp)

To Hit 0: 19

No. of Attacks: 3 (claw 1d2, claw 1d2, bite 1d6) or 1 (by weapon)

Special Attacks: None

Special Qualities: Amphibious, low-light vision

Morale: 14

Armor Class: -5

Special Defenses: None

Saving Throw: 17

Size: Medium (6 to 7 ft. tall)

Movement: 30 feet

Intelligence: 8

Alignment: Neutral (or evil)

No. Appearing: 4-16 (4d4) hunting party, 10-60 (10d6) tribe

Monsters: Minotaur

Treasure Rating: DD

Lizardfolk appear as bipedal lizards covered with thick scales ranging in color from green to brown. Their heads are not as prolonged as an average lizard, but their mouths are still wide and filled with short, jagged teeth. Each has a tail it uses for balance and support.

Lizardfolk live in large, tribal societies in the deep wet jungles of the realms. They normally convert an old, abandoned village or town. Every lizardfolk society has a central shrine or temple in which they revere their deity, Isis, an aspect of a more prominent nature god, regardless of alignment.

Lizardfolk speak Draconic and those with higher Intelligence scores also speak Common.

Combat: Lizardfolk fight much like most humanoids in tribal societies. They use their surroundings to trap, surround, and attack their foes, while always having a leg toward a speedy retreat. They fight in numbers, often utilizing a barrage of ranged weaponry like shortbows and blowguns. They are not very intelligent, so collaborative attacks are often disjointed and a bit misplayed. Most lizardfolk understand natural Type I poisons and use them on their weapons. Any lizardfolk with spell casting levels usually takes an offensive stance in combat.

Minotaur (Level 10)

EXP: 1,400

Hit Dice: 6 (6d8+3 hp)

To Hit 0: 13

No. of Attacks: 2 (head butt 2d4, head butt 2d4) or
2 (bite 1d4, great axe, maul, or large flail 2d6+2)

Special Attacks: Charge

Special Qualities: Heightened Senses, infravision, low-light vision, scent

Morale: 16

Armor Class: -6

Special Defenses: Immunity to maze

Saving Throw: 14

Size: Large (7 to 8 ft. tall)

Movement: 30 feet

Intelligence: 6

Alignment: Chaotic Evil

No. Appearing: 1-8 (1d8)

Treasure Rating: CC

Minotaurs are tall, strong representations of a human and ox hybrid. These bipedal behemoths stand on thick cloven feet, have coarse hair covering their body, and have a set of fiercely sharp and curved horns. Their natural underground direction sense seems to draw most minotaurs to underground lairs that remain hidden in labyrinthine passages.

Minotaurs speak Giant.

Combat: Minotaurs deliver in battle exactly what one would expect from a human/ox hybrid - blunt force trauma. Most wield an oversized, huge maul (called a Minos bar) to devastating ends. They rarely flee, and face death with courage.

Charge: A minotaur can travel up to twice its movement speed and gore a

target with its horns as a full round action. If successful, the charge deals 2d8+4 points of damage.

Heightened Senses: Minotaurs have sharpened senses that allow them to track with scent (50%), receive a +2 bonus on surprise rolls, and instinctively know their way around labyrinthine passages. Minotaurs have an uncanny direction sense, which immunizes them from maze and otherwise becoming lost.

Mummy (Level 13)

EXP: 3,000

Hit Dice: 6 (6d8+3 hp)

To Hit 0: 13

No. of Attacks: 1 (slam 1d12)

Special Attacks: Fear, Rotting Touch

Special Qualities: Vulnerability to Fire and Holy Water, infravision

Morale: 15

Armor Class: -3

Special Defenses: Immunities, Weapon Resistance

Saving Throw: 14

Size: Medium (5 to 7 ft. tall)

Movement: 30 feet

Intelligence: 7

Alignment: Lawful Evil

No. Appearing: 2-8 (2d4)

Treasure Rating: DD, PP

Mummies are embalmed corpses usually found wrapped in tattered linen strips. A mummy generally stands as tall as it did in life, and retains some semblance of its former shape. In undeath, they all enjoy a profoundly powerful slam regardless of size or former Strength.

Mummies can speak at least one language it knew in life.

Combat: Mummies hate all living things and will attack on sight. They employ their slam attack liberally, and attempt, at least once per encounter, to inflict its disease on at least one living creature. Creatures that die from a mummy's slam attack immediately rot to dust and can never be raised unless the ashes are first cured of the disease.

Fear: The mere sight of a mummy is enough to shake a person to his core. A save vs. death or paralysis (or targeted effect) is required and a failed save results in paralyzing fear for 1d4 rounds. A +1 bonus to this save can be conferred if the subject is a member of a group attacking the mummy together.

Rotting Touch: A mummy's touch spreads a disease that rots the victim, draining 2 points of Charisma each month, for six months. The subject dies upon reaching 0 Charisma, but will die after the sixth month, regardless. A subject dying of this rot rises as a mummy, unless completely burned beforehand.

Vulnerability to Fire and Holy Water: The touch of normal fire deals 1d3 points of damage and any flaming weapons or magical fire effects deal an additional +1 hp per die. Alchemist's fire or other fire-based grenade weapons deal 1d8 points of damage and double that each round if the mummy catches fire. Holy water splashed or thrown at a mummy deals

2d4 points of damage.

Immunities: Mummies are immune to poison and cold, as well as any mundane weapons or paralyzing effects. They are immune to any sleep-based, charm-based, or hold spell.

Weapon Resistance: Only magical weapons deal damage to a mummy, and only deal half-damage (rounded down).

Ogre (Level 6)

EXP: 270

Hit Dice: 4 (4d8+1 hp)

To Hit 0: 17

No. of Attacks: 1 (slam 1d10+3 or by weapon +3)

Special Attacks: +2 to attack/+3 damage

Special Qualities: Infravision, low-light vision

Morale: 11

Armor Class: -5

Special Defenses: None

Saving Throw: 16

Size: Large (9 ft. tall)

Movement: 40 feet

Intelligence: 8

Alignment: Chaotic Evil

No. Appearing: 1-19 (2d10-1)

Treasure Rating: BB, MM

Ogres are big, strong brutes that rain blunt force onto their foes. Most are controlled by more intelligent (and nefarious) folk, but ogres are known to roam the wilderness in search of food and shelter, so it is not uncommon to wander into a roaming ogre. They are 9-ft. tall, 500 pounds, with mangled humanoid features.

Ogres speak Giant and some speak Common as well.

Combat: Ogres fight in response to a command or instincts. They need to eat and do fear death, so they attack anything that appears to be a meal or an intruder. Most ogres, although dull by any measure, understand how to fight. They club or slam the largest opponents, moving about the field to avoid being surrounded. Ogres flee if they feel death is imminent. The problem is that most ogres don't realize they will lose a fight until they have already lost.

Ogres receive a +2 Strength bonus to attack and a +3 bonus to damage when attacking.

Orc (Level 1)

EXP: 15

Hit Dice: 1 (1d8 hp)

To Hit 0: 19

No. of Attacks: 1 (by weapon)

Special Attacks: None

Special Qualities: Infravision

Morale: 12

Armor Class: -10 to -6

Special Defenses: None

Saving Throw: 17

Size: Medium (6 ft. tall)

Movement: 30 feet

Intelligence: 9

Alignment: Lawful Evil

No. Appearing: 4 – 12 (3d4+1) band,

30-300 (3d% x 10) tribe

Treasure Rating: CC, LL or QQ

Orcs live in the dark and filthy holes of the realms. Like many humanoid monsters, orcs segregate into tribes or family clans. If congregated in massive numbers by a motivated and intelligent leader, orcs can pose a very dangerous threat.

Orcs speak their own language and most speak Common as well.

Combat: Orc combat varies with the tribe and individual creature. Some prefer larger weapons to deal massive damage, while others prefer ranged combat. Orcs do not have a firm grasp of tactical battle, but will surround an obviously powerful foe and move around the battlefield to gain an advantage.



Owlbear (Level 7)

EXP: 420

Hit Dice: 5 (5d8+2 hp)

To Hit 0: 15

No. of Attacks: 3 (claw 1d6, claw 1d6, bite 1d8)

Special Attacks: Hug

Special Qualities: Low-light vision, scent

Morale: 12

Armor Class: -5

Special Defenses: None

Saving Throw: 14

Size: Large (8 ft. tall)

Movement: 30 feet

Intelligence: 6

Alignment: Neutral

No. Appearing: 1 or 2

Treasure Rating: CC

Owlbears look exactly like their name suggests they do – a cross between a bear and an owl. An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory to yellow color. A full-grown male stands 8 feet and weighs up to 1,500 pounds. A bestial madness is evidenced in its red-rimmed eyes. It is clear from looking at it that this creature is the product of bizarre magical experimentation.

Owlbears live in the deep temperate forests of the realms, far from civilization. They speak their own strange squeaky language.

Combat: Owlbears are vicious creatures. They attack without provocation and without reason or pattern. If encountered in the wilderness, there is an

80% chance an owlbear will be accompanied by its mate. If encountered in its lair, there is a 40% chance that 1d6 eggs are near to hatching or have recently spawned young.

Rat, Giant (Level 1)

EXP: 15

Hit Dice: ½ (1-4 hp)

To Hit 0: 20

No. of Attacks: 1 (bite 1d3 plus disease)

Special Attacks: Diseased bite

Special Qualities: Low-light vision, scent

Morale: 6

Armor Class: -7

Special Defenses: None

Saving Throw: 19

Size: Tiny (2 ft. long)

Movement: 20 feet

Intelligence: 3

Alignment: Neutral or Neutral Evil

No. Appearing: 5 – 50 (5d10)

Treasure Rating: CC

Giant rats are vile rodents that carry disease as they feed along the floors of underground areas, such as sewers and dungeons. They are often black with a fat body. Their teeth are short but sharp.

Combat: Giant rats attack to feed and will attack as if attempting to desperately feed. They are afraid of fire and must make a morale check (at -2) if threatened by fire. They are consummate swimmers and can attack with their bite while swimming without penalty.

Diseased Bite: 5% of all injurious bites from a giant rat require a save vs. death or paralysis (or targeted effect). Failure indicates that the victim contracts a rabid disease that debilitates the victim until magically removed.

Skeleton (Level 3)

EXP: 65

Hit Dice: 1 (1d8 hp)

To Hit 0: 19

No. of Attacks: 1 (by weapon)

Special Attacks: None

Special Qualities: Infravision

Morale: Not Applicable

Armor Class: -7

Special Defenses: Immunities,

Weapon Resistance

Special Qualities: None

Saving Throw: 17

Size: Medium (5 to 6 ft. tall)

Movement: 30 feet

Intelligence: Not Applicable

Alignment: Neutral



No. Appearing: 3-30 (3d10)

Treasure Rating: None

Skeletons are animated corpses of the long dead. Necromantic magic (and in some cases divine power) control the movements and motivations of these mindless automatons. On average, they understand and follow very simple instructions, but do so to robotic efficiency.

The above statistics correspond to a medium-sized skeleton. Small skeletons and much larger skeletons exist, and an advanced build is suitable for the animated remains of once-powerful creatures.

Combat: Skeletons require commands to act. Being mindless, they do not employ tactical combat since they only follow simple instructions. They take normal damage from bludgeoning weapons, 2d4 points of damage from holy water, and normal damage from fire.

Immunities: Skeletons are immune to cold. They are also immune to sleep-based, charm-based, hold, and fear spells and effects.

Weapon Resistance: Skeletons take half damage from slashing and piercing weapons.

Skeleton, Animal (Level 3)

EXP: 65

Hit Dice: 1 (1d8-1 hp)

To Hit 0: 20

No. of Attacks: 1 (bite or other natural attack 1d4)

Special Attacks: None

Special Qualities: Infravision,

Morale: Not Applicable

Armor Class: -8

Special Defenses: Immunities, Weapon Resistance

Special Qualities: None

Saving Throw: 19

Size: Small to Medium (per animal)

Movement: 50 feet

Intelligence: Not Applicable

Alignment: Neutral

No. Appearing: 2-20 (2d10)

Treasure Rating: None

Animal skeletons are animated corpses of long dead animals. They function in exactly the same manner as standard skeletons, above.

Spider, Giant Deadly (Level 7)

EXP: 420

Hit Dice: 3 (3d8+3)

To Hit 0: 17

No. of Attacks: 1 (bite or pincer 1d8 plus poison)

Special Attacks: Poison, Web

Special Qualities: Infravision, tremorsense

Morale: 14

Armor Class: -4
 Special Defenses: None
 Saving Throw: 16

Size: Large (10 ft. long)
 Movement: 30 feet
 Intelligence: 6
 Alignment: Chaotic Evil
 No. Appearing: 1-8 (1d8)
 Treasure Rating: JJ

Giant deadly spiders come in different sub-species, each with a different color and look. They can be found in large dark and dank places. Some create lairs and live a solitary life feeding off animals and adventurers that wander in.

Combat: Giant deadly spiders are either hunters or spinners. Hunters do not spin webs but can inject a deadly poison. Spinners have a much less lethal poison but spin webs capable of holding fast most victims.

Poison: The bite of a hunter contains a Type D poison that kills instantly on a failed save vs. paralysis or death (or targeted effect). The bite of a spinner contains a Type B poison that causes lower body paralysis on a failed save. The victim cannot stand and falls prone, but otherwise may act normally. The paralysis lasts for one hour.

Web: The web of a spinner is very sticky. A Strength of 19 is required to immediately break free from it, and for every 1 point of Strength below 19, one full round of struggle is required to escape. Multiple spiders can attack a stuck victim. All attacks on the stuck victim receive a +4 bonus against the victim's AC without a Dexterity adjustment.

Spider, Deadly (Level 5)

EXP: 175

Hit Dice: 1 (1d8+1 hp)
 To Hit 0: 19
 No. of Attacks: 1 (bite 1 hp plus poison)
 Special Attacks: Poison, Web
 Special Qualities: Infravision, tremorsense
 Morale: 7

Armor Class: -8
 Special Defenses: None
 Saving Throw: 17

Size: Small (2 to 3 ft. diameter body)
 Movement: 30 feet
 Intelligence: 1
 Alignment: Neutral
 No. Appearing: 2-20 (2d10)
 Treasure Rating: JJ

Deadly spiders are generally brown to black, with a bulbous hairy abdomen and thin legs. Giant spiders come in different sub-species, each with a different color, but having the same bulbous appearance. Deadly spiders can be found anywhere, but usually congregate in forests and large cavernous areas. They are often pets or in the protective care of a giant deadly spider.



Combat: Deadly spiders are web spinners and tend to wait near a system of webs for a meal to haphazardly drop in. Once something becomes stuck in the web, many deadly spiders will crawl to attack at once. If encountered away from its webs, a deadly spider will keep its distance from its target, preferring to move away after an attack with a bite. While their name would suggest a more lethal poison, the poison of a deadly spider is Type A.

Poison: The bite of a deadly spider contains a Type A poison that deals 1d8+10 points of damage on a failed save vs. death or paralysis (or targeted effect).

Web: The web of a deadly spider is very sticky. A Strength of 19 is required to immediately break free from it, and for every 1 point of Strength below 19, one full round of struggle is required to escape. Multiple spiders can attack a stuck victim. All attacks on the stuck victim receive a +4 bonus against the victim's AC without a Dexterity adjustment.

Stirge (Level 5)

EXP: 175

Hit Dice: 1 (1d8+1 hp)
 To Hit 0: 17
 No. of Attacks: 1 (1d3 plus blood drain)
 Special Attacks: Attach, Blood Drain
 Special Qualities: Infravision, low-light vision
 Morale: 8

Armor Class: -8
 Special Defenses: None
 Saving Throw: 17

Size: Small (2 ft. span)
 Movement: 10 land, 40 fly
 Intelligence: 2
 Alignment: Neutral
 No. Appearing: 3-21 (2d10+1)
 Treasure Rating: DD

Stirges are bird-like creatures with four appendages ending in sticky pincers, and sport long, sharp, hairless proboscises. Each stirge has large, bat-like wings that range in color from dark gray to dull ash. Their stomachs appear either full and bloated, or shriveled and emaciated, depending on the time of their last feeding. They hunt in packs and can sometimes be found in a hive with dozens to hundreds of other stirges, as well as a hive queen.

Combat: Stirges have one attack, an attach. A stirge flies toward an opponent and attempts to latch on to the victim to allow for an extraction of the victim's blood. They approach in packs but often will separate in pairs to allow each in the lot an opportunity to feed from multiple targets.

Attach: The stirge attaches with its four pincers to a part of the victim's body that is not covered by metal. This is a secondary action. Once attached, the stirge maintains the hold until it either voluntarily detaches or is killed. Any attack made against a stirge that misses requires a second roll against the attached victim. If the second roll succeeds against the victim's AC, the victim takes damage.

Blood Drain: Once attached, the stirge attempts to penetrate the victim's

Monsters: Troll

skin with its proboscis. A successful attack deals 1d3 points of damage and allows the stirge to begin draining the victim's blood. 1d4 points of damage are suffered each round the stirge drains. Once 12 hit points of damage have been drained, the stirge voluntarily detaches and flies away.

Troll (Level 10)

EXP: 1,400

Hit Dice: 6 (6d8+6 hp)

To Hit 0: 13

No. of Attacks: 3 (claw 1d4+4, claw 1d4+4, bite 1d8+4) or
1 (by weapon +8)

Special Attacks: None

Special Qualities: Regeneration, infravision, low-light vision, scent

Morale: 14

Armor Class: -4

Special Defenses: Regeneration

Saving Throw: 14

Size: Large (9 to 10 ft. tall)

Movement: 30 feet

Intelligence: 7

Alignment: Chaotic Evil

No. Appearing: 1-10 (1d10)

Treasure Rating: DD, QQ

Trolls are large, green, ugly, and mean. They rank high among the most revolting creatures in the world, with a mangled and hunched body covered in moss-colored hide. They have long and thin, but powerful, arms ending in large claws. Their heads are covered in a tangling mass of swampy hair and their eyes are black and sunken. Trolls frequent marshes, swamps, dank caverns, and other remote and despicable places. These creatures attack non-trolls without provocation, hoping to muster up a good meal before resorting back to the filth they usually eat.

Trolls speak Giant, but some of the more intelligent ones speak Common as well.

Combat: Trolls fight mercilessly. Their ferocious appetite is clear with each attack. Fire seems to be the only viable repellent, since fire damage negates the troll's natural regeneration. Trolls usually proceed in battle with caution if a source of fire is visible.

Regeneration: Each round, the troll regenerates 3 hit points on its turn. Only fire and acid damage does not regenerate. If any of the troll's arms (or claws) are severed (which occurs on a natural 20 with a slashing weapon at least Medium-sized), that part will continue to fight using the troll's normal combat statistics and movement speed. Severed parts can be instantly reattached or re-grown in one week. If reduced to 0 hit points, the troll will become temporarily incapacitated until regaining 3 hp the next round. Only by consuming the incapacitated body in fire or acid can one actually kill a troll.

Wolf (Level 3)

EXP: 65

Hit Dice: 3 (3d8 hp)

To Hit 0: 18

No. of Attacks: 1 (claw or bite 1d4+1)

Special Attacks: None

Special Qualities: Low-light vision, scent

Morale: 10

Armor Class: -7

Special Defenses: None

Saving Throw: 17

Size: Medium (4 to 6 ft. long)

Movement: 50 feet

Intelligence: 3

Alignment: Alignment

No. Appearing: 2-12 (2d6) hunting pack, 4-20 (5d4) lair

Treasure Rating: None

Wolves are animals that live in familial packs in the outskirts of the wilderness. They generally measure between 4 and 6 feet long and have colored fur based on their surroundings. Many mountain and northern wolves have white fur, while those in temperate forests have a much darker fur.

Combat: Wolves hunt in packs. If encountered in the wilderness, there is a good chance (75%) that a pack is nearby. Wolves encountered close to their lairs will not immediately attack unless they are protecting young. In combat, they prefer to have 2 to 4 wolves attack from the front while the rest of the pack stealthily flanks the enemies.

Zombie (Level 3)

EXP: 65

Hit Dice: 2 (2d8 hp)

To Hit 0: 19

No. of Attacks: 1 (slam 1d8)

Special Attacks: None

Special Qualities: Infravision

Morale: Not Applicable

Armor Class: -8

Special Defenses: Immunities

Saving Throw: 17

Size: Medium (5 to 6 ft. tall)

Movement: 30 feet

Intelligence: Not Applicable

Alignment: Neutral

No. Appearing: 3-24 (3d8)

Treasure Rating: None

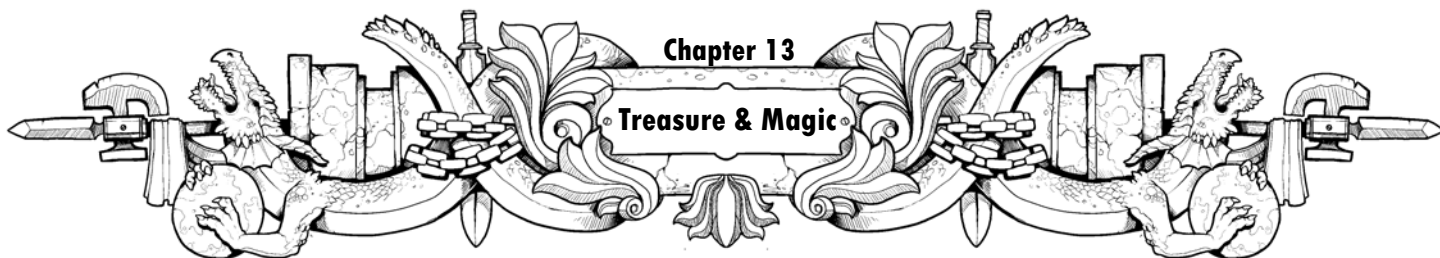
Zombies are the animated corpses of the somewhat-recently dead. Enough flesh still clings to the bones of these automatons to differentiate their appearance and capabilities from skeletons. They are slow, but strong.

Combat: Zombies fight on either instinct or command and employ a constant and simple barrage of attacks. A zombie will usually attack the first open target it sees. Because they have slow reflexes, zombies always take last initiative in each round.

Zombies suffer 2d4 points of damage from holy water.

Immunities: Zombies are immune to cold-based, sleep-based, and charm-based spells and effects, as well as hold spells.





A point must first be made: The awarding of treasure is completely discretionary. Every monster and NPC has whatever treasure the GM sees fit. There is no rule gauging the relative treasure value for an encounter of a certain challenge. High-level adventurers in an open field may fight a dragon miles from its horde, leaving nothing but the prospect of finding an empty lair one day. A lone and weak kobold may later find the dragon's horde and provide a windfall for an upstart adventuring group that crosses it. In this circumstance, the epic adventurers have but a tale to be told, while the 1st-level adventurers get rich.

The Right Amount

The first and only determination that a GM makes is how much treasure the PCs should earn at each point of the campaign. This is related to the story and the world. There is nothing stopping a group of 1st level adventurers from finding themselves entwined in an epic campaign. If that is the GM's intention, providing a certain amount of treasure, including magical items, early in the campaign may be warranted. On the other hand, a campaign focused on the PCs' struggles to rise above slavery and start a revolution against a tyrannical ruler may not provide much treasure. It may not be needed.

Too much treasure is not good for a campaign, unless it is planned and required. PCs that can buy and sell their way to the end of an adventure find little satisfaction in adventuring. Too little treasure, when money and equipment are necessary, can be equally counter-productive. The players may find little motivation in starting out on the next quest if there is little hope of gaining wealth. GMs that find their campaigns wavering toward either extreme are cautioned to adjust and regulate the treasure. Take some away. Give some more. There is a perfect balance that may only reveal itself with play.

Where It Lies

Adventurers often find treasure, in any form, in one of three places: in dungeons or lairs, on an NPC or monster, or by way of gift or reward.

Dungeons or Lairs

This is often lost or hoarded treasure. Treasure found in a dungeon should complement the inhabitants of the dungeon or the era in which the dungeon was built. Some of the most coveted and sought after treasure lies in ancient tombs and ruins. On the other hand, treasure in a lair is brought to the lair by whatever inhabits it. Hoarded treasure is often a collection of various findings and can be very interesting. The type of treasure found in a lair usually relates to the Intelligence and greed of the inhabitants and their past endeavors. Although even non-Intelligent creatures may find and keep shiny things, most lairs of instinctual beasts and monsters have little treasure. Dragons, however, maintain a vast store of treasure.

NPCs or Monsters

Some enemies will have treasure. This type of treasure is often coins, gems and items, and often corresponds to whatever the enemy uses in combat.

For example, an enemy fighter may have magical items that add to his Armor Class and attacks. An enemy mage may have a wand, staff, rod, etc. A monster, such as an orc or goblin, has equipment and some coin, while its leaders may have magical items. More so than in other cases, the relative power level of the NPC or monster has a relation to its treasure.

Gift or Reward

Treasure is a motivator. It often serves as consideration by the benefactor to convince the adventuring group to undertake a dangerous mission. Perhaps the benefactor gifts enough gold to purchase necessary equipment. Perhaps a valuable magic item is given instead. Once the mission is complete, the PCs may earn yet more treasure as a reward for success.

The Open Market

Adventurers will undoubtedly deal with the open market at some point to either sell or buy goods. For most mundane items, even artwork, this is a common practice. When buying items, the cost of the item listed in the book, if any, is the price commonly paid; however, negotiation can move the price. If the item has a value instead of a price (as is commonly the case with pieces of art), the value is not always what is paid. It serves as a launching point for discussions. Selling an item with a value usually nets the seller about 33 – 50% of the value. A buyer usually purchases such an item for about 75-90% of its value. It should be noted that items costing more than 1,000 gold pieces are not sold in standard stores. In fact, most stores rarely carry items worth over 50 gold pieces. More expensive items require a specialized craftsman or dealer.

Trying to buy or sell magical items is very difficult. It is hard to find the right merchant willing and able to afford a magical item for sale, unless the merchant is absolutely sure of a quick profit. Similar to items of value, magical items are sold by adventurers at 33-50% of their value, but always purchased by these adventurers for at least full value.

There are few markets for magical items or other valuable goods. A PC usually must search out a proper channel for such dealings.

Random or Planned Treasure

Treasure can be determined randomly. In this case, GMs consult the charts that follow. There are charts for individual and lair treasures. Individual charts should be consulted if the enemy (which is usually a monster) is encountered away from its lair.

Treasure can also be planned. This is often the case with NPCs. Choosing an NPC enemy's gear is essentially the same thing.

Treasure Tables

The following treasure tables are often consulted for random treasure. Each monster has a treasure rating in its entry. Consult that rating on the table

Treasure: Random Lair Treasure and Gems

and make the appropriate rolls to determine what treasure is found.

Treasure ratings correspond to the treasure type. Most monsters have only lair ratings, but some have both. If a monster had a treasure rating of CC and LL, the GM refers to the CC lair entry if encountered in the lair, and to the LL individual entry if encountered away from its lair.

The chart below has a column for each type of treasure that can be found. The chance percentage is rolled first on the d%. If successful, the quantity

roll is then made. Gems and art each have a separate random table below to help determine what types are found. The magical items section has its own tables.

Any treasure type having a '--' reference in a column means that no such coin or object of that type is generally found in that treasure. Of course, GMs add treasure here if desired.

Table 33: Random Lair Treasure

Type	Lairs or Hordes						
	Copper	Silver	Gold	Other Coin	Gems	Art	Magic
AA	25% 1d3 x 1,000	30% 2d10 x 100	40% 1d6 x 1,000	35% 3d6 x 100	60% 1d4 x 10	50% 2d6	30% Any 3
BB	50% 1d6 x 1,000	25% 1d3 x 1,000	25% 2d10 x 100	25% 1d10 x 100	30% 1d8	20% 1d4	10% 1 Armor or Weapon
CC	20% 1d10 x 1,000	30% 1d6 x 1,000	-- --	10% 1d6 x 100	25% 1d6	20% 1d3	10% Any 2
DD	10% 1d6 x 1,000	15% 1d10 x 1,000	50% 1d3 x 1,000	15% 1d6 x 100	30% 1d10	25% 1d6	15% Any 2 + 1 potion
EE	5% 1d6 x 1,000	25% 1d10 x 1,000	25% 1d4 x 1,000	25% 3d6 x 100	15% 1d12	10% 1d6	25% Any 3 + 1 scroll
FF	-- --	10% 3d6 x 1,000	40% 1d6 x 1,000	15% 1d4 x 1,000	20% 2d10	10% 1d8	30% Any 5 except weapons
GG	-- --	-- --	50% 2d10 x 1,000	50% 1d10 x 1,000	30% 3d6	25% 1d6	35% Any 5
HH	25% 3d6 x 1,000	40% 2d10 x 1,000	55% 2d10 x 1,000	40% 1d8 x 1,000	50% 3d10	50% 2d10	15% Any 6
II	-- --	-- --	-- --	30% 1d6 x 100	55% 2d6	50% 2d4	15% Any 1

Table 34: Gems

d%	Value	Average	Flawed	Examples
01-25	4d4 gp	10 gp	10%	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26-50	2d4 x 10 gp	50 gp	10%	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51-70	4d4 x 10 gp	100 gp	15%	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71-90	2d4 x 100 gp	500 gp	15%	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91-99	4d4 x 100 gp	1,000 gp	15%	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4 x 1,000 gp	5,000 gp	15%	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

Table 35: Random Treasure Out of Lair

Type	Outside Lair or Horde						
	Copper	Silver	Gold	Other Coin	Gems	Art	Magic
JJ	100%	--	--	--	--	--	--
	3d8	--	--	--	--	--	--
KK	--	100%	--	--	--	--	--
	--	3d6	--	--	--	--	--
LL	--	--	--	100%	--	--	--
	--	--	--	2d6	--	--	--
MM	--	--	100%	--	--	--	--
	--	--	--	--	--	--	--
NN	--	--	--	100%	--	--	--
	--	--	--	1d6	--	--	--
OO	100%	100%	--	--	--	--	--
	1d4 x 10	1d3 x 10	--	--	--	--	--
PP	--	100%	--	100%	--	--	--
	--	1d6 x 10	--	1d20	--	--	--
QQ	--	--	--	--	100%	--	--
	--	--	--	--	1d4	--	--
RR	--	--	100%	100%	100%	100%	--
	--	--	2d10	1d6 x 10	2d4	1d3	--
SS	--	--	--	--	--	--	100%
	--	--	--	--	--	--	1d8 potions
TT	--	--	--	--	--	--	100%
	--	--	--	--	--	--	1d4 scrolls
UU	--	--	--	--	90%	80%	70%
	--	--	--	--	2d8	1d6	1
VV	--	--	--	--	--	--	100%
	--	--	--	--	--	--	2
WW	--	--	100%	100%	60%	50%	60%
	--	--	5d6	1d8	2d8	1d8	2
XX	--	--	--	--	--	--	100%
	--	--	--	--	--	--	2 potions
YY	--	--	100%	--	--	--	--
	--	--	2d6 x 100	--	--	--	--
ZZ	100%	100%	100%	100%	55%	50%	50%
	1d3 x 100	1d4 x 100	1d6 x 100	1d4 x 100	1d6	2d6	Any 3

Table 36: Objects of Art

d% Result	Value	Average	Examples
01-10	1d10 × 10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
11-25	3d6 × 10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26-40	1d6 × 100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41-50	1d10 × 100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51-60	2d6 × 100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61-70	3d6 × 100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
71-80	4d6 × 100 gp	1,400 gp	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81-85	5d6 × 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86-90	1d4 × 1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91-95	1d6 × 1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96-99	2d4 × 1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6 × 1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

Magical Items

The following section details the various types of magical weapons, armor, scrolls, wands, staves, rods, potions, rings and wondrous items suitable for low to mid-level play.

Magical Weapons & Bane Weapons

Magical weapons are either simple (and self-explanatory) or highly specialized. Simple magical weapons have enhancement bonuses to attack and damage or have a magical property that needs no elaborate explanation. A +1 long sword grants a +1 bonus to attack and damage rolls against all targets. An invisible long sword is a long sword that is invisible. There are millions of possible examples of simple magical weapons.

Some enhanced weapons have two sets of bonuses, a standard bonus and a higher bonus versus certain targets. For example, a +1 long sword/+2 versus giants grants a +1 bonus to hit and damage against almost all enemies, but grants a +2 bonus to attacks and damage when employed against a giant. These are often referred to as bane weapons.

Examples of Bane Weapons: +1 lance/+3 versus dragonkind, +1 dagger/+2 versus sneak attack victim, +2 long sword/+4 versus good-aligned creatures, +1 maul/+5 versus skeletons.

Specific Magical Weapons

Some magical weapons are special. They were crafted to perform a specialized task. Most special magical weapons have a simple enhancement that constantly applies to attacks and damage, as well. Some special magical weapons follow. The list is a sample of the larger list contained in the full rules set.

Arrow of Slaying: This is the perfect bane weapon. These arrows have a standard attack and damage bonus of +1 to +3 versus all targets, but are created to slay a certain creature upon impact. The arrow must be specifically crafted with an actual piece of the creature or a symbol of the creature

that easily tips off the true intent of the weapon. An arrow of slaying can be tied to any specific monster type, racial subtype, or player character class. They cannot be tied to playable character races in whole.

Axe of Throwing: This +2 throwing axe can be thrown up to Medium range and it retains its bonus to hit and damage when thrown or wielded.

Dagger of Throwing: This dagger has a +1 to +4 enhancement to attack and damage whether thrown or wielded. If thrown, however, it can reach up to Medium range and deals 2d4 points of damage (plus enhancement bonus) on impact.

Dragon Slayer: Dragon slayers are usually lances or swords, but any weapon can be imbued with this magic. This is a type of special bane weapon. Dragon slayers are always +2 weapons; however that bonus doubles to +4 when used against any metallic or chromatic dragon, not merely against any dragonkind, and the damage is tripled. Furthermore, each dragon slayer is specifically tied to one type of dragon in the same way as an arrow of slaying. Roll a d% first. A roll of 1 – 75 indicates the slayer is forged against an evil dragon type. A roll of 76 – 100 indicates it is tied to a good dragon type. Then roll a d6 on either the good or evil chart to determine exactly what type of dragon the weapon is attuned to slay:

(d6) Good Dragons:

1. Gold
2. Bronze
3. Silver
4. Brass
5. Copper
6. GM's Choice

(d6) Evil Dragons:

1. Red
2. White
3. Black
4. Green
5. Blue
6. GM's Choice

Javelin of Lightning: These javelins have a standard +1 to +3 enhancement bonus. Activated by a command word during flight, the javelin turns into a lightning bolt with a Medium range that deals an additional 20 points of damage on impact. This lightning bolt has a line of attack similar to the

Table 37: Magical Weapons, Armor & Items

d20	Magical Weapons	d%	Potions & Oils
1	+1 Weapon	01-05	Animal Control
2	+1/+2 versus Creature	06-10	Clairaudience
3	+1/+3 versus Creature	11-15	Clairvoyance
4	+2 Weapon	16-20	Climbing
5	+2/+3 versus Creature	21-25	Diminution
6	+3 Weapon	26-28	Extra Healing
7	Arrow of Slaying	29-32	Fire Resistance
8	Axe of Throwing	33-35	Flying
9	Dagger of Throwing	36-40	Gaseous Form
10	Dragon Slayer	41	Giant Strength
11	Foot Dagger	42-50	Healing
12	Javelin of Lightning	51-54	Health & Wellbeing
13	Net of Entrapment	55-58	Heroism
14	Quarterstaff, Magical	59-63	Invisibility
15	Spear, Cursed Backbiter	64-68	Oil of Bludgeoning Impact
16	Sword of Speed	69-70	Oil of Fumbling
17	Sword, Flame Tongue	71-75	Oil of Slipperiness
18	Sword, Mage Bane	76-80	Poison
19	Sword, Wolfsbane	81-85	Potion of Delusion
20	Thirst Weapon	86-90	Speed
		91-95	Sweet Water
		96-100	Water Breathing
d8	Magical Scrolls	d20	Rings
1 - 2	1st Level Scroll	1-2	Animal Friendship
3	2nd Level Scroll	3	Chameleon Power
4	3rd Level Scroll	4	Clumsiness
5	Cursed Scroll of Level 1 - 3	5	Feather Fall
6	Protection from Element or Energy	6-7	Fire Resistance
7	Protection from Poison	8	Ghostwalk
8	Protection from Spells	9	Invisibility
		10-13	Protection
		14-15	Ram
		16	Shock
		17	Sustenance
		18-19	Warmth (Cold Resistance)
		20	Weakness
d20	Magical Armor & Shields	d20	Wands, Staves & Rods
1-6	+1 Armor	1-3	Wand of Detect Magic
7-10	+1 Shield	4-5	Wand of Illuminating Lights
11	+2 Armor	6-10	Level 1 Spell Wand
12-13	+2 Shield		
14	+3 Armor		
15	+3 Shield		
16	Armor of Attraction		
17	Armor of Blending Glamer		
18	Elven Chain Mail		
19	Plate Mail of Command		
20	Shield of Missile Protection		

Treasure: Magical Items Table

Table 37 (Cont.)			
11-12	Level 2 Spell Wand	73-74	Pearl of Power
13	Level 3 Spell Wand	75-76	Periap of Health
14-17	Wand of Magic Missiles	77	Pipes of Haunting
18	Staff of Commanding	78	Pipes of Persistent Pain
19	Rod of Flailing	79	Robe of Powerlessness
20	Rod of Splendor	80-81	Robe of Useful Items
		82-83	Rope of Constricting
d%	Wondrous Items	84-87	Slippers of Spider Climbing
01-02	Amulet of Inescapable Location	88-90	Sovereign Glue
03-04	Bag of Devouring	91-92	Stone of Weight
05-08	Bag of Holding	93-95	Universal Solvent
09-12	Bead of Force	96-97	Vacuous Grimoire
13-14	Boots of Elvenkind	98-100	Wind Fan
15-16	Boots of Speed		
17-18	Bracers of Archery	d%	Cursed Items Only
19-21	Bracers of Defense	01-04	Amulet of Inescapable Location
22-23	Bracers of Defenselessness	05-08	Armor of Attraction
24-26	Brooch of Shielding	09-12	Bag of Devouring
27-30	Cloak of Elvenkind	13-16	Bracers of Defenselessness
31	Crystal Ball	17-20	Crystal Hypnosis Ball
32	Crystal Hypnosis Ball	21-24	Cursed Rod, Staff, or Wand
33-34	Dust of Appearance	25-28	Cursed Scroll
35-36	Dust of Disappearance	29-32	Dust of Sneezing and Choking
37-38	Dust of Sneezing and Choking	33-37	Flask of Curses
39-40	Dust of Tracelessness	38-41	Foot Dagger
41-42	Flask of Curses	42-45	Gauntlets of Fumbling
43	Gauntlets of Fumbling	46-49	Helm of Opposite Alignment
44	Gauntlets of Ogre Power	50-53	Incense of Obsession
45-46	Gem of Seeing	54-57	Medallion of Thought Projection
47	Girdle of Giant Strength	58-61	Oil of Fumbling
48-50	Handy Haversack	62-65	Pipes of Persistent Pain
51-52	Hat of Disguise	66-69	Potion of Delusion
53-55	Helm of Comp Lang & Read Mag.	70-73	Ring of Clumsiness
56	Helm of Opposite Alignment	74-77	Ring of Weakness
57-58	Horn of Fog	78-81	Robe of Powerlessness
59-60	Horn of Goodness/Evil	82-85	Rope of Constricting
61-62	Incense of Meditation	86-89	Spear, Cursed Backbiter
63-64	Incense of Obsession	90-93	Stone of Weight
65-67	Ioun Stones	94-97	Thirst Weapon
68-70	Lens of Detection	98-100	Vacuous Grimoire
71-72	Medallion of Thought Projection		

arcane spell, so those near the direct path of the lightning bolt may suffer half damage on a failed save.

Net of Entrapment: On command, a thrown net of entrapment can reach Short range and encompass a 10 ft. square area. All those in the 10 ft. space must save vs. breath weapon or suffer the net's effects. The net is very strong and it cannot be cut unless 5 points of damage are dealt to the net, which, for purposes of these attacks, has Armor Class 10. The net can be thrown, set on the floor to snatch upward, hanged from a ceiling as a trap, etc. The magical property of the net causes it to purposefully entrap with ease.

Quarterstaff, Magical: This appears to merely be an ornately finished quarterstaff and, in fact, if a detect magic spell is cast upon it, it resonates no magic. A command word wreathes the staff in a soft glow that illuminates an area half as large as that of the light spell. It also can be commanded to elongate up to 12 feet or to shorten up to 6 feet. In battle, it deals normal quarterstaff damage, but each magical quarterstaff is enhanced with a +1 to +5 bonus to attack and damage.

Sword, Flame Tongue: This +1 sword can also be commanded to crackle with natural flames. While the flames deal no damage to the wielder of the sword, they empower the weapon when used against creatures or objects susceptible to flame. As such, the sword grants a +2 enhancement bonus versus any regenerating creature, a +3 versus any cold-based creatures or those with cold-based attacks, and a +4 against any undead creature not specifically immune to fire. The flames on this sword radiate light equivalent to a torch.

Sword, Mage Bane: This is a specific and special bane weapon that resonates no magic upon detection. In fact, the sword is always a +1 sword, but is a +2 versus spell casters and magically enchanted creatures.

Sword of Speed: Any small or medium-sized sword can be a sword of speed. A sword of speed always grants its wielder one free attack action before initiative is rolled each round. Thereafter, the wielder rolls initiative and attacks normally. Swords of speed all have a base enhancement bonus between +1 and +3.

Sword, Wolfsbane: This is also a specific and special bane weapon. It normally functions as a +1 sword, but grants a +3 bonus to attack and damage versus any shape-shifters. The sword is laced and infused with mystical wolf's bane, as well. On command, the sword exudes an aura of the herb which, on a failed save, keeps at bay any werewolves or natural wolves. Furthermore, a natural 20 attack roll against a werewolf temporarily forces the werewolf to revert to its original form for 1 hour.

Basic Enchanted Armor & Shields

Armor and shields can receive a magical enhancement bonus, usually between +1 and +5. This enhancement bonus adds to the wearer's AC. For example, +1 leather armor grants leather armor's normal AC bonus, but also adds +1 due to the magical enhancement.

Specific Magical Armor & Shields

Armor of Blending Glamer: This armor can be of any type. Upon command, the armor can disguise itself via an illusion to appear as mundane clothing of the wearer's choice. This illusion cannot be disbelieved, however. Only magical detection reveals it. The most common form of this armor provides no AC enhancement; enhanced versions do exist, but they are very expensive.

Elven Chain Mail: This is the epitome of finely crafted armor. Although not magical, elven chain is crafted to provide the same bonus to AC as chain mail, but be only slightly more restrictive than leather armor. It is thin and can be concealed under mundane clothing. It is also lighter than chain mail, so classes restricted to light armor often can wear elven chain with slight penalties.

Plate Mail of Command: This +1 suit of plate mail grants its wearer an 18 Charisma when wearing the armor. It also grants clerics a 1 level increase in turn checks.

Shield of Missile Protection: This +1 shield is always a large shield. It grants a +4 bonus to AC versus any small and medium projectile and grants Magic Resistance 20 versus all magical missiles, including those that unerringly strike.

Magical Scrolls

Scrolls hold a number of spells that can be activated by a reader. There are generally two types of scrolls, those that can be activated by anyone – these are called trigger scrolls – and those that require a spell caster of the appropriate type – these are commonly called spell scrolls.

Activating Trigger Scrolls

To activate a trigger scroll, the reader need only read the scroll. If the scroll is written in a foreign language, it will need to first be translated. Note that most cursed scrolls are trigger scrolls and simply activate upon attempting to read them. Trigger scrolls use the minimum required caster level for calculations to a maximum of 9th level. If no caster level can be discerned, they are considered 9th level.

Activating Spell Scrolls

To activate a spell scroll, the reader must first cast read magic, unless the written spell is already known. Some scrolls may be written in a language that is unknown to the reader, thus requiring a comprehend languages spell, as well. Once deciphered, the caster reads the mystical words. This activates the spell. If the caster has the spell on his list of known spells, there is no chance of failure. If the spell is of a level and type that the caster has access to, there is no chance of failure. If the spell is of a level too high for the caster, there is a cumulative 5% chance that the spell fails for every level between the caster's current level and the level required to cast the spell. For example, a 5th level mage is attempting to activate a 7th level spell scroll. One needs to be 13th level to cast 7th level spells. Therefore, the gap is 8 levels and the failure chance is 40%; a % roll of 61 to 100 results in failure.

Failed Attempts: More often than not, a failed attempt simply indicates the caster failed to invoke the spell's energy. The attempt can be retried. Sometimes, though, the failed attempt results in an unfortunate mistake that either harms the reader or invokes the exact reverse of the spell scroll. An unfortunate miscast occurs on all rolls of 90 – 100, unless there is less than a 10% chance of failure. In that case, only a roll of 99 – 100 results in an accident.

- | | |
|------------------|--|
| Explosion: | 1d6 points of damage per spell level to the reader only. |
| Reversed Effect: | The reader or reader's allies suffer the spell's effects, receiving a save if allowed. |

The GM has discretion, based on the circumstances, whether the scroll explodes or the effect is channeled in reverse.

Casting Time and Duration

Unless otherwise stated, the casting time for all scrolls is +4 and the duration of the spell's effects lasts 1d4+4 rounds.

Examples of Trigger Scrolls

Almost every protection spell is a trigger scroll, allowing any class to enjoy the benefits of the protection. Here are three common types:

Protection from Element or Energy: These scrolls protect against acid, fire, cold, electricity, gas, and water. Once activated, a 10-ft. radius globe appears around the reader and shields those within from any form of natural element or energy. In the case of water, the globe creates an air pocket. Those in the globe are rendered immune to any damaging effects of existing sources of the energy or element. Targeted effects, however, still require a save, but are performed with a +6 to the roll and always deal half damage on a failed save.

Protection from Poison: These scrolls render the reader immune to all forms of poisons for 1d4+10 rounds.

Protection from Spells: These scrolls provide the reader with a +4 bonus on all saving throws versus spells cast at the subject. Spells that target the reader from a triggered effect (such as a trap) do not enjoy the bonus.

Spell Scrolls

Spell scrolls hold a number of spells that can be found in the spell descriptions in the *Spells* chapter. These spells work exactly as they read in that chapter and, unless otherwise stated, use a caster level equal to the minimum required to cast the spell, to a maximum of 9th level.

Spell scrolls may contain more than one spell.

Potions & Oils

Potions are liquid shots of magic. They are usually stored in flasks or vials, a process that protects the potion from disintegration, and with enough liquid to serve as one dose for one subject. Potion brewers have unique processes, so it is impossible to guess a potion's effects by sight or even scent. Only by tasting a small portion of the potion does one glean its effects. Drinking a potion imposes a +1 initiative penalty. Once imbibed, the potion's effects take effect before initiative the next round.

Oils are magically infused and activated when they are sufficiently spread over a creature or object. The process for applying oil takes one full round and the oil's effects take hold before initiative the next round.

Duration

Unless otherwise stated, the effect of a potion or oil lasts 1d4+4 rounds.

Combining Potion Effects

The introduction of a potion while one is under the effects of another potion can be a very disastrous occasion. Simply put, some potion effects interact dangerously with others. As a general mode of precaution then, the standard operating procedure of adventurers is to never combine potions.

Although the GM has full discretion to adjudicate the complications involved in mixing potions, the chart below can be consulted on the fly.

Table 37: Combining Potion Results

d%	Result
01 – 05	Internal explosion causing 6d10 points of damage. If the amount of damage suffered is enough to kill the subject, the body explodes, dealing 1d10 points of damage to all those within 5 feet.
06 – 19	The subject retches up both potions, losing the effects of any previously enjoyed effect. The retching continues for 1d4 minutes, during which the subject can take no other actions.
19 – 30	Mild poisoning of the subject causes a loss of 2 points from Strength, Dexterity, and Constitution for 24 hours.
31 – 40	Deadly poisoning of subject that, unless neutralized within 1 hour, kills the subject.
41 – 65	Absolutely nothing happens. The first potion remains active.
66 – 75	The second potion safely overrides the first potion. The second potion's effects take effect normally.
76 – 80	The second potion actually empowers the first potion, extending the first potion's duration by an additional 1d4+4 rounds.
81 – 90	The two potions work in harmony. The subject enjoys both effects normally.
91 – 95	A totally new magical effect takes hold of the subject and a new potion is discovered.
96 – 100	The mixture causes the subject to exude a beacon of antimagic. All magical items worn, stored, or carried by the subject, including armor and weapons, become completely and permanently non-magical.

Specific Potions & Oils

Animal Control: The subject can control the emotions of an animal through an instant empathic link. If the subject can actually communicate with the animal, this potion will render the animal charmed and under the complete control of the subject for 1d4+4 rounds. Animals with an Intelligence score of 5 or higher may receive a saving throw to thwart the effects, but, unless threatened, most animals simply waive the save. The following chart can be used to randomly generate the type of animal controlled:

D%	Animal
01 – 14	Avians/Birds
15 – 24	Water-based/Fish
25 – 65	Land-based mammal
66 – 79	Amphibians
80 – 89	Reptiles
90 – 96	Insects
97 – 100	Any animal

Clairaudience: The subject enjoys the effects of the clairaudience spell for 1d4+4 rounds, although nearby areas (within close range) do not require the subject to have any form of familiarity.

Clairvoyance: The subject enjoys the effects of the clairvoyance spell for 1d4+4 rounds, although nearby areas (within close range) do not require the subject to have any form of familiarity.

Climbing: The subject is given the thief's Climb ability at 99% for 2 minutes. Although no racial modifications apply, the subject does suffer from wearing armor based on the following chart. A carried shield shifts the armor type one category.

Penalty	Armor Type
1%	Any magically enchanted armor
1%	Studded Leather/Elven Chain Mail
2%	Ring Mail
4%	Scale Mail
7%	Chain Mail
8%	Banded or Splint Mail
10%	Plate Mail or Field Plate
12%	Full Plate
15%	Full Plate with Shield

Diminution: The subject shrinks down in size a percentage equal to the percentage of the potion drunk. For example, drinking 50% of the potion reduces the subject 50% in size. If the entire potion is consumed, the subject shrinks down to as small as a few inches tall.

Extra Healing: This potion need not be entirely consumed. It essentially holds three doses of a healing potion (which heals 1d8+1 hp) in concentrated form. If entirely consumed, the subject enjoys the effects of the three potions at once.

Fire Resistance: The subject becomes immune to all mundane fire or heat sources and gains a +4 saving throw versus all heat-based magical or special effects and spells (including a fiery breath weapon from a dragon or a fireball spell). Whenever the subject takes fire or heat damage from a magical or special effect, two points of damage are subtracted from each die of damage rolled.

Flying: The subject flies as if he was the subject of the fly spell.

Gaseous Form: For 1d4+4 minutes, the subject and all his gear turn into a gaseous form and can float about at a speed of 30 feet per round. The gas can penetrate the smallest holes, cracks and gaps. While in this form, the subject is rendered immune to all normal attacks, but can be harmed by magical fire and lightning.

Giant Strength: The subject enjoys a Strength score of 20 for 1d4+4 rounds. The magic only works on those with a giant-like mentality, so it only works for fighters.

Healing: This potion heals 1d8+1 point of damage to the subject.

Health & Wellbeing: This potion does not actually heal hit point damage, but it does remove any natural or magical ailment, poison, mental defect, or physical impairment (such as blindness or deafness). If the subject suffers from more than one malady, he must consume the entire potion to remove all defects. If less than the entire potion is consumed, only one (randomly determined) issue is resolved.

Heroism: The subject magically gains a certain amount of levels and the associated bonuses in combat based on the new level. Temporary hit points are also gained at a rate of 1d10+1 per every increased level.

Old Level	Levels Gained
1-3	3
4-6	2
7-9	1

Invisibility: This potion imbues the subject with the effects of the invisibility spell. It can commonly be found or purchased as an 8-dose potion, each dose granting the subject invisibility for 2d3 minutes. Any outwardly hostile action dispels the effects, requiring another dose.

Oil of Bludgeoning Impact: If spread on a bludgeoning weapon, the oil enchants the weapon with a temporary +3 enhancement bonus. Two-handed weapons deal 3 additional points of damage (total +6). Melee weapons so enchanted last for 1d4+8 rounds. Ranged weapons remain enchanted for 1d4+8 rounds, or until hurled. Ranged weapons do not deal any additional damage above the +3 enhancement.

Oil of Slipperiness: If spread on an object or creature, the subject cannot be grabbed, grappled, entangled, or constricted in any way. The oil allows a creature to easily spring from any sort of restraint, even webs. If placed on a floor, any creature that steps on the oil must roll a d%; a roll of 1 – 95 causes the creature to fall. Subsequent percentile rolls must be rolled when attempting to regain footing, with the same percentage chance of failure. Any form of alcohol, if poured on the oil, will dilute its effectiveness.

Poison: This is a magical poison that affects its subject via contact, injury, or ingestion. In any case, a Class I saving throw (or save versus targeted effect, if the alternate system is used) is required; failure results in immediate death. Older potions of poison may be weak, in which case a bonus to the saving throw of between +1 and +4 can be granted. Likewise, horribly potent potions exist that actually impose a penalty to the save!

Speed: This potion doubles the movement speed of the subject and grants the subject one additional attack action before initiative in every round. The subject ages one year upon the expiration of the potion's duration, which is 5d4 rounds.

Sweet Water: This potion utterly cleanses up to 100,000 cubic feet of contaminated liquid (even poison). The effect is permanent and for 5d4 rounds after the introduction of sweet water into the polluted liquid, the liquid cannot be re-contaminated.

Water Breathing: The subject can breathe underwater. Potions of water breathing usually contain two doses, but rarer potions may contain up to four doses. Any single dose provides water breathing for 1 hour.

Rings

Magical rings must be worn on a finger to impart their magic, and only one magical ring may be worn on a hand. There is no required style of crafting a magical ring, and so two magical rings of the same type may have two different styles. Examining a magical ring is useless; they never seem magical. Only through magical detection or experimentation does one learn what a particular magical ring does.

Treasure: Magical Rings

Although a ring may be found to be too small or large, all magical rings change their size to fit its wearer. Furthermore, all magical rings are considered 12th level casters, unless a higher level is required for the spell.

Specific Magical Rings

Animal Friendship: Whenever the wearer of this ring approaches within short distance of a non-magical and mundane animal, the animal must save or be forced to become a temporary friend of the wearer. Up to 12HD of animals can be affected at one time.

Chameleon Power: Similar to the way a thief can hide in shadows, the wearer of this ring can hide in his surroundings with a 90% chance of success.

Feather Fall: The wearer is always under the effects of a feather fall spell. Any time the wearer falls more than 5 ft., the ring's magic takes effect.

Fire Resistance: The wearer becomes immune to all mundane fire or heat sources and gains a +4 saving throw versus all heat-based magical or special effects and spells (including a fiery breath weapon from a dragon or a fireball spell). Whenever the subject takes fire or heat damage from a magical or special effect, two points of damage are subtracted from each die of damage rolled. Furthermore, if completely engulfed in a source of extreme heat, such as lava, the wearer suffers only 1d6+6 points of damage each round.

Ghostwalk: These are actually rings of invisibility (see below) but also render the wearer completely silent. Speaking breaks the silence effect instantly, but does not affect the invisibility.

Invisibility: The wearer enjoys the ability to render himself invisible per the spell invisibility. Similar to the spell, any outward act of hostility immediately dispels the effect.

Protection: A ring of protection covers its wearer in an invisible layer of force that provides a bonus to AC.

Ram: The ring of the ram is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device.



The wearer can cause the ring to shoot forth a ram-like force up to 30 ft. that is shaped to resemble the head of a ram or goat. This force strikes a single target, dealing 1d6 points of damage if one charge is expended, 2d6 points if two charges are expended, or 3d6 points if the maximum three charges are expended. The force of the blow can also open magical or mundane doors that are stuck naturally or via magic with an 80% chance of success. Expending two charges increases this chance to 85%, while expending three charges increases it to 90%.

A ring of the ram can be used in a few additional ways, all of which relate to the use of a powerful force. For example, the ring could be used to knock a target off a ladder or ledge (requiring a save with a bonus equal to any damage bonus for high Strength). It could be used to knock someone prone or into a dangerous object. It could also be used to smash an item (requiring an item saving throw). Expending three charges will cause a magical item to save or be smashed.

A newly created ring has 50 charges, but those found usually do not have more than 10. When all the charges are expended, the ring becomes a nonmagical item until recharged.

Shock: The wearer may expend one charge upon touching someone or something and deal 1d8+6 points of electrical damage.

Sustenance: After 1 week of wearing this ring, the wearer need only sleep two hours per day to be completely refreshed, and needs no food or drink. If it is removed, even for a second, it will not function again until it has been worn for another week.

Warmth (Cold Resistance): The wearer is never affected by cold environments and enjoys a +2 saving throw bonus against any cold-based special attack. Even on a failed save, the damage suffered by a cold-based effect is reduced by 1 point per every die rolled.

Wands

Wands are small and thin shards of any sturdy material, such as bone, wood, or ivory, that store a certain number of charges of a specific magical spell or effect. Wands must be commanded to expend a charge, which usually requires the knowledge of a command word or phrase. Some wands have their commands written magically on their shaft. A simple read magic spell suffices if this is the case. Other wands deliver their command via an empathic or telepathic connection. The GM determines how secretive the command word or phrase is, and what is required to attain it.

All wands are created with 10 to 100 (1d10 x 10) charges, but are usually found with far less than the original lot. The GM determines the exact amount of remaining charges. Once all of the charges are expended, the wand could disappear, turn to dust, explode, or simply become an inert piece of material.

Activating a wand, unless otherwise stated, adds a +4 penalty to the initiative roll. Furthermore, all wands are considered 6th level casters for calculations, unless the specific wand states a different level is to be used.

Specific Wands

Illuminating Lights: A wand of illuminating lights produces one of a few different illuminating effects, based on the amount of charges expended. One charge musters a light spell or dancing lights spell. Two charges muster a continual light spell. When three charges are expended, the wand summons forth a 20 ft. radius ray of light, equal in intensity to sunlight, that can strike a point at up to medium range. Any living creatures in the area of effect must save versus magical item (or save versus breath weapon,

if the optional save system is used) or be blinded for 1 round. Any undead in the area suffer 6d6 points of damage, no save.

Detect Magic: A wand of detect magic locates the strongest magical aura within 30 feet of the wielder. This initial detection takes one round. The wielder can expend an additional charge to spend a full round discerning the properties of the magical aura (similar to the detect magic spell) or can locate the second most-powerful magical aura within range. Every attempt to locate magic or discern magic requires one round and costs one charge.

Magic Missiles: A wand of magic missiles functions exactly like the spell of the same name. The wielder can use one or two charges each round to expel one or two magic missiles that deal 1d4+1 points of damage on impact.

Staves

Magical staves are tall and relatively slender shafts of any sturdy material, such as bone or wood. They are frequently carved in elaborate fashion with metal bands and/or gems. Similar to wands, staves store a certain number of charges of a specific magical spell or effect. Staves must be commanded to expend a charge, which usually requires the knowledge of a command word or phrase. Some have their commands written magically on their shaft. A simple read magic spell suffices if this is the case. Other staves deliver their command via an empathic or telepathic connection; some even speak to the wielder in the wielder's dreams. The GM determines how secretive the command word or phrase is, and what is required to attain it.

All staves are created with 24 charges, but are usually found with far less than the original lot. The GM determines the exact amount of remaining charges. Once all the charges are expended, someone trained to do so can recharge the staff.

Activating a staff, unless otherwise stated, adds a +4 penalty to the initiative roll. Furthermore, all staves are considered 8th level casters for calculations, unless a specific staff states a different level is to be used.

Types of Magical Staves

There are many magical staves. Most are crafted for a specific spell caster who has a predetermined vision of the staff's functions. As such, a magical staff can have any number of various spells and spell effects attuned to it.

Specific Magical Staves

The following is but one example of a type of magical staff that can be created or found.

Staff of Commanding: When in the hands of an arcane spell caster, a charge can be expended to cast the suggestion spell or to activate an effect similar to that of a ring of animal control. A divine caster can also use the suggestion and animal control powers, but may also use a charge to control plants and plant-creatures in a 10-ft area.

Rods

Rods are only slightly longer than wands but are about twice as thick and sturdy. They can be fashioned from any hard material and are usually ornately and gaudily adorned. Similar to wands and staves, rods store a certain number of charges of a specific magical spell or effect. Rods must be commanded to expend a charge, which usually requires the knowledge of a command word or phrase. Some rods have their commands written

magically on their shaft. A simple read magic spell suffices if this is the case. Other rods deliver their command via an empathic or telepathic connection. The GM determines how secretive the command word or phrase is and what is required to attain it.

Almost all rods are created with 50 charges, but are usually found with far less than the original lot. The GM determines the exact amount of remaining charges. Once all of the charges are expended, someone trained to do so can recharge the rod.

Activating a rod, unless otherwise stated, adds a +4 penalty to the initiative roll.

Specific Rods

Rod of Flailing: There are two distinct functions of this rod. The first function, which expends one charge, is to grant the wielder a +4 bonus to both AC and saves for one minute. The second function, which does not expend a charge, is to transform upon command into a double-headed flail. In its weapon form, the flail is a +3 weapon. The wielder can choose to transform the rod into either a footman's or horseman's flail. In either case, the flail has two heads, and so an additional attack action each round can be taken against a single opponent or against an opponent standing adjacent to the primary target. If the wielder is restricted to only one attack per round, he may expend five charges to receive a second attack immediately after the first attack is rolled.

Rod of Splendor: Firstly, the wielder of this rod enjoys a Charisma score of 18. This is automatic and does not expend any of the rod's charges. Secondly, the wielder may expend one charge to garb himself in an outfit of the finest clothing (including jewels and furs) worth 1d10 x 1,000 gold pieces. This entire outfit disappears if any part of it is removed from the wielder. Thirdly, the wielder may expend one charge to create a palatial tent that is large enough to fit up to 100 people comfortably. The tent is equipped with food and magical instruments that can feed and entertain up to 100 people. The tent remains for 1 day before it, and all of its contents, disappears. Anything taken out of the tent immediately teleports back inside. The wielder can expend one additional charge per day to maintain the tent. Once all charges are expended, the wielder's Charisma returns to its former score, a created outfit or tent disappears, and the rod can never again be recharged.

Wondrous Items

Wondrous items are the miscellaneous magical items of the worlds, such as boots, books, gloves, bags, dusts, etc. Most wondrous items do not appear magical and some require a detailed procedure for detecting their magical nature. All items of clothing shrink or enlarge to fit the wielder, and items that are broken usually lose all magical properties forever.

Wondrous items do not usually require a casting level, but, if necessary, the specific item's description will list a level. Furthermore, any class can use a wondrous item, unless specifically forbidden by the item or the subject's race.

Specific Wondrous Items

Bag of Holding: All bags of holding are 2 feet by 4 feet cloth sacks. The inside is a non-dimensional space that holds far more than what the outside of the bag suggests. The type of bag rolled determines the amount of weight and space the non-dimensional space can hold. Regardless of how much is actually placed inside a bag of holding, all bags of holding of a certain type weigh what is indicated below:

d%	Result
01-30	Type I bag always weighing 15 pounds and able to hold 250 pounds, or 30 cubic feet, of contents
31-70	Type II bag always weighing 25 pounds and able to hold 500 pounds, or 70 cubic feet, of contents
71-90	Type III bag always weighing 35 pounds and able to hold 1,000 pounds, or 150 cubic feet, of contents
91-100	Type IV bag always weighing 60 pounds and able to hold 1,500 pounds, or 250 cubic feet, of contents

If overloaded, pierced, or torn, the magical properties of the bag cease and all contents are forever lost.

Bead of Force: A bead of force is a small black pearl that, once thrown, can be targeted to strike a point within Medium range. On impact, all those within 10 feet take 5d4 points of damage and must perform a Class V save (or save versus spell). The bead explodes outward at the same time as it forms a globe of force. Those that succeed are forced outward and are not captured. Those that fail are caught within the globe of force for 3d4 rounds. Nothing can penetrate either side of the globe until it is magically dispelled.

Brooch of Shielding: This appears to be a mundane brooch that is used to fasten a cape or cloak. The brooch absorbs a total of 101 hit points of magic missile damage (regardless of source) before it loses its magical properties.

Boots of Elvenkind: These soft boots allow their wearer to enjoy a 95% chance of moving silently in any imperfect condition. Perfect conditions require no roll for success.

Boots of Speed: The wearer of these boots can command them to activate a haste spell on the wearer for 2 rounds. The wearer ages 6 months after each activation.

Bracers of Archery: These bracers grant the wearer an automatic proficiency in all bows (not crossbows). If the wearer already has a proficiency in bows, the wearer instead enjoys a stackable +1 bonus to attack/+2 bonus to damage rolls.

Bracers of Defense: These seemingly mundane bracers grant the wearer an Armor Class as if wearing armor. They do not function if armor is worn and do not function if only one bracer is worn. The magic of the bracers does, however, stack with other types of bonuses from protective magic, such as a ring or cloak of protection, and does stack with a Dexterity AC adjustment. The type of AC conferred is based on a random d% roll:

d%	Result
01-05	-8
07-16	-7
17-36	-6
37-50	-5
51-71	-4
72-86	-3
87-96	-2
97-99	-1
100	0

Cloak of Elvenkind: This cloak is always a dull gray and indistinguishable from a normal cloak. When the hood is drawn, the wearer blends almost perfectly with his surroundings. In natural outdoor environments, the chance of total concealment is 98%; in shadowy interior environments or when outside in an urban area, the chance is 90%. If indoors and in a lit area, the chance of concealment is 50%.

Cloak of Protection: These cloaks add a bonus to the wearer's AC when not worn in conjunction with the use of magical armor, metal armor, or shields.

Crystal Ball: This 6-in. crystal sphere is the most common form of scrying device, and is used by mages to find and look upon a person or object with which the mage is familiar. Familiarity may be from personal experiences with the target or through accumulated information from third party sources. The level of familiarity is critical and affects the chances of location, duration, and maximum attempts per day. Magical protections against divination thwart an attempt, revealing a hazy and incomprehensible image. Scrying attempts against a target on another plane of existence suffer a 25% penalty.

Level of Familiarity	Chance of Locating*	Maximum Duration	Maximum Views per Day
Intimately familiar	100%	1 hour	3
Slightly familiar	85%	30 min.	2
Detailed information & picture	50%	30 min.	1
Body part in possession	50%	30 min.	1
Belonging in possession	25%	15 min.	1
Detailed accurate information	25%	15 min.	1
Rumors, vague information	20%	10 min.	1

As with many other types of divination magic, the image granted by the crystal ball uses the mage's full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the ball: detect good, detect evil, detect magic, and message. Spells that enhance a subject's sight may improve the user's chances of a successful scry.

Targets with Intelligence 12 have a 5% chance to notice the scry. Those with higher Intelligence scores have an additional cumulative 5% bonus per Intelligence point above 12. Spell casters receive an additional base 5%.

Monsters have a 1% chance per HD, and monsters that have spell-like abilities or the ability to cast spells enjoy an additional +5%.

Certain crystal balls have the clauraudience spell (caster level 10) attached to them, allowing their user to hear the target and the target's immediate surroundings.

A dispel magic spell causes the item to cease functioning for 1 day.

Dust of Appearance: This fine metallic dust can be blown or spread to reveal magically or naturally hidden or distorted objects and creatures. Often, a handful of dust can be thrown up to 10 feet (to cover a 10-foot area) or blown through a tube up to 20 feet to affect a 15-foot area. The effects of spread dust lasts for 2d10 minutes.

Dust of Disappearance: This looks and works similarly to dust of appearance; however, any object or creature touched by it turns invisible. No magic or mundane means of sight can reveal the invisibility, except dust

of appearance. Invisible creatures that take outward acts of hostility still remain invisible. The effects last for 2d10 minutes.

Dust of Tracelessness: A handful of this dust can be thrown in the air to perform one of two functions. If used indoors, the dust spreads throughout a maximum space of 100 x 100 ft., replacing any traces of traffic with cobwebs and dust. This effectively causes the space to appear as if unmo- lested for ages. If used outdoors, the dust spreads over a path as far as 1 mile and removes any tracks made by up to 12 men and accompanying horses. The dust does not resonate magic. A bag of this dust commonly contains 12 to 24 handfuls.

Gauntlets of Ogre Power: These are heavy gauntlets and only a person with a Strength 15 or higher can put them on. Once on, the weight of the gauntlets diminishes and the wearer henceforth enjoys 18 Strength as a fighter. If one gauntlet is lost, destroyed or dispelled, the magic ceases to function.

Gem of Seeing: A gem of seeing appears as a fine stone with flattened opposite sides and does not appear magical. When one looks through one side of the gem, the viewer can see all things magically hidden and can discern the true property of things. Mundane disguises and naturally hid- den objects cannot be seen. It takes the gem one full round to focus and the magic of the gem can sometimes malfunction. On a roll of 1 on a d20, the gem actually shows the viewer false images.

Girdle of Giant Strength: The wearer of this seemingly ragged belt enjoys the Strength and boulder-throwing ability of a giant. Each belt is laced with the muscle of a specific giant, a determination made by a % roll and consulting the following chart:

%	Result
01-60	Hill Giant (Strength 19)
61-80	Stone Giant (Strength 20)
81-90	Frost Giant (Strength 21)
91-95	Fire Giant (Strength 22)
96-98	Cloud Giant (Strength 23)
99-00	Storm Giant (Strength 24)

Handy Haversack: This is a finely crafted and tanned leather backpack with two outside pouches and a central hold. The two outside pouches are actually bags of holding that can hold up to 20 pounds, or 2 cubic feet, of contents. The central compartment is another bag of holding that can hold up to 80 pounds, or 8 cubic feet, of contents. Any sought object appears at the top of the bag when commanded. While this item performs saving throws as a magical item, it also receives a +2 bonus. On a failed save, all the sack's contents are lost forever. On a successful save, all the items inside also save.

Hat of Disguise: The wearer of this hat can change his form per the alter self spell. The hat itself can be disguised to appear as any headpiece.

Helm of Comprehend Languages and Read Magic: The wearer of this helm can understand the spoken words of any language with a 90% chance of success and can read the writings of any language with an 80% chance of success.

Horn of Fog: This bugle emanates a deep, fog horn noise, which abruptly drops in register at the end. During each round during which the bugle is

blown, it emits a burst of thick fog in a 10-foot cube centered on the user. The fog can be enlarged with subsequent rounds of use. Each burst of fog remains for 2d4 rounds and reduces vision to 2 - 5 feet. Strong winds can immediately disperse the fog and slighter winds can reduce the duration of a blast by 50%.

Horn of Goodness/Evil: In the hands of a good-aligned user, the horn produces a protection from evil spell effect in a 10-ft radius around the user. In the hands of an evil-aligned user, the horn produces the reverse of the spell in the same space. In either case, the horn can be blown but once per day and its effects last for 1 minute.

Ioun Stones: These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first ac- quires a stone, he must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from his head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 4, 10 hit points, and save as a +1 magical item. The following list shows the available stones in the intro rules:

Type (d8)	Shape	Effect
1. Clear	Spindle	Sustains creature without food or water
2. Dusty rose	Prism	+1 bonus to Armor Class
3. Deep red	Sphere	+1 to Dexterity
4. Incandescent blue	Sphere	+1 to Wisdom
5. Pale blue	Rhomboid	+1 to Strength
6. Pink	Rhomboid	+1 to Constitution
7. Pink and green	Sphere	+1 to Charisma
8. Scarlet and blue	Sphere	+1 to Intelligence

Lens of Detection: This item is a framed 6 in. prism with a handle. It allows its user to see much better at a distance of 1 foot, granting a 25% bonus on any attempts to find a trap, and increasing the range on the d6 to locate a secret or hidden object or door by 1 number on the d6 if actively searching. Furthermore, it allows its user to find and follow tracks in the wilderness. This requires a Wisdom attribute check, but is made with a +3 bonus. Other bonuses may be conferred if used to notice small irregularities, such as when attempting to appraise something or recognize a forgery.

Pearl of Power: A pearl of power looks like a mundane pearl but is quite magical and useful to any spellcaster. Each pearl is keyed to a certain level of spells. Once per day, the owner can use the pearl to recall one previously cast spell of the pearl's given level. For example, a 1st level pearl of power allows its owner to recast a 1st level spell already used that day. 50% of all pearls of power are either keyed to the 1st or 2nd level of power, and 5% are actually cursed. These cursed pearls permanently remove one spell per day until the caster sufficiently breaks the curse.

Periapt of Health: This appears to be a fine gem, but when claimed and worn somewhere on the owner's body, the gem immunizes the owner against all diseases.

Treasure: Cursed Items

Pipes of Haunting: This magical item appears to be a small set of pan pipes and resonates magic when detected. When played by a person proficient in musical instruments, the pipes create an eerie, spell-binding tune. Those hearing the tune must make a save vs. spell or become frightened. This panic calls for a morale roll if in combat and imposes a –2 penalty to the check. If under the effects of the pipes before combat and a surprise roll is required, those panicked suffer a –1 to the roll.

Robe of Useful Items: This appears to be an unremarkable robe to everyone but the person who dons it. The wearer sees that the robe is covered in small cloth patches of various shapes and colors. The wearer alone may detach one patch each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created robe of useful items always has two each of the following patches:

- * Dagger
- * Bullseye lantern (filled and lit)
- * Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- * Pole (10-foot length)
- * Hempen rope (50-foot coil)
- * Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature:

d%	Result
01-08	Bag of 100 gold pieces
09-15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16-22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)
23-30	Gems, 10 (100 gp value each)
31-44	Ladder, wooden (24 ft. long)
45-51	Mule (with saddle bags)
52-59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60-68	Extra healing potion
69-75	Rowboat (12 ft. long)
76-83	Random scroll
84-90	War dogs, pair (treat as riding dogs)
91-96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97-99	Portable ram
00	Roll twice

Slippers of Spider Climbing: The wearer of these slippers can climb vertically along walls with a 20 ft. base movement speed and can climb on ceilings with a 60 ft. speed. Any slippery surface can cause the spider climber to slide or fall.

Sovereign Glue: This pale amber substance is thick and viscous and always stored in a flask lined with oil of slipperiness. Any given flask found will have 1-10 ounces of the glue. Because of its particular powers, each time any amount of the glue is poured from the flask, a new 1-ounce application of oil of slipperiness must be put on the flask within 1 round to prevent the container and its stopper from being coated with the glue, making it difficult to touch. If left open and kept completely stable, a flask

of sovereign glue will not lose its magical properties. Any amount of glue that spills from a resting and open flask, however, will likely fasten the flask to whatever surface on which it rests.

One ounce of the adhesive will cover approximately 1 square foot of surface and will permanently bond together virtually any two substances. The glue takes 1 full round to set; if the objects are pulled apart before that time has elapsed, that application of the glue will lose its stickiness and be worthless. If the glue sets, then attempting to separate the two bonded objects is impossible, unless universal solvent is applied.

Universal Solvent: This is a very thin and watery solvent that is commonly contained in a large 24-ounce glass decanter. When a certain amount of this solvent is poured on any material covered in an adhesive or sticky material, the solvent immediately dissolves the adhesive. Universal solvent also works to dissolve cement-based adhesives and sovereign glue. One ounce of the solvent can dissolve about 1 square foot of adhesion. More than 1 ounce may be required to dissolve a larger amount and three times as much universal solvent is required to dissolve sovereign glue.

Universal solvent resonates as a magical substance and further investigation reveals a strange convergence of dispel magic and disintegrate with an oil of slipperiness. If the solvent is alchemically concentrated down to remove 66% of its fillers, this concentrated liquid is actually an oil of disintegration, which can be poured on any one-foot cube of living or inanimate matter to disintegrate it. A save vs. spell is required if poured on living matter or on a magical item.

Wind Fan: A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. The utterance of a preset command word causes the fan to generate air movement duplicating a gust of wind spell (as a 5th-level caster). The fan can be used once per day with no risk. If it is used more frequently than once in a single day, there is a cumulative 20% chance per additional usage that the device will tear into useless, nonmagical tatters.

Cursed Items

Cursed items are magical items that suffered an anomaly during the creation process or were purposefully tainted. Cursed items can be accidentally created and often result from a failed attempt to properly create the item. Crafters can also actively attempt to imbue an item with a general or specific curse. Any magical item could be cursed, including scrolls, rings, wands, and wondrous items. Most of these cursed items detect as a normal magical item and do not reveal their curse until used.

Types of Curses

Curses come in many varied forms, but often reflect the nature of the curse's origin. Curses as a result of an accident usually reverse the effects on the user. They could target the user instead of another target or area: a scroll of fireball would erupt in the face of the reader, or a ring of shocking grasp would instead shock its wearer when used. Items cursed in this way could also grant the exact opposite effect: a ring of protection +1 would actually impose a –1 penalty to AC; a +1 sword would actually be a –1 sword. The effect of an item cursed as a result of the creation process almost always retains some semblance to the intended magical effect.

An item purposefully cursed can go one of two ways. First, the item may react in an unintended but related way – similar to the items cursed by accident – and may be created to constantly impose the cursed effect or be keyed to unleash its curse at a specific time or in response to a specific stimulus. For example, a –1 sword could be crafted to work as a normal +1

sword until used against a giant, when it then converts to a -1 or -2 sword. The alternative is to create an item that appears to perform one function but instead imposes a cursed effect that is totally unrelated and surprising. For example, a set of bracers that appear to increase Armor Class could instead change the wearer's gender.

Removing a Curse

Most curses require a remove curse spell. This does not necessarily remove the curse permanently from the item. It more often allows the owner of the item to part with it, thereafter suffering no more ill effects. Unless specifically noted, the GM determines how a cursed item is dealt with.

Specific Cursed Items

The various realms of *Myth & Magic* are filled with uncountable cursed items. The following lists only those most commonly encountered at low levels.

Cursed Weapons

Foot Dagger: Foot daggers resonate as magically enhanced throwing daggers. When hurled, the dagger automatically strikes its thrower in the foot, dealing normal damage. From that point, until the curse is removed by a remove curse spell, the owner feels compelled to continue to use it at least once every encounter.

Spear, Cursed Backbiter: This weapon seems like a normal +1 or +2 spear and, in fact, will function as such until a natural 1 is rolled in combat with it. At that exact moment, the spear will curve around the wielder and strike the wielder in the back, dealing normal damage. Henceforth, the wielder is compelled to always use the spear and each time a natural 1 is again rolled, the wielder is struck in the back. If the wielder uses the spear as a ranged weapon, and a natural 1 result is rolled, the spear will reverse its direction, fly past the wielder, curl around and strike the wielder in his back, dealing double damage.

Thirst: A weapon of thirst can come in any form, even a bow, and with any apparent magical enhancement. When wielded in combat, the cursed weapon requires its wielder to continue using it until at least one creature perishes, including the wielder. This curse is not readily apparent upon magical inspection and usually springs forth after the wielder's first actual kill with the weapon.

Cursed Armor

Armor of Attraction: This cursed armor can come in any type, and with any apparent enhancement. If attacked in earnest, the armor of attraction reveals its curse. When multiple targets exist, this cursed armor makes the wearer twice as likely to become the target. Armor of attraction can attract either melee or ranged attacks and this designation is made at the time of the cursed armor's creation. Armor of Melee Attraction causes nearby foes to engage in melee combat. Armor of Missile Attraction causes ranged attackers to target the wearer. Whatever magical enhancement is tied to the armor does not function against its designated attacks. For instance, a +2 suit of full plate under an Armor of Missile Attraction curse would grant its +2 bonus against melee attacks but not against missile attacks.

Cursed Scrolls

There is no single cursed scroll. Scrolls can be cursed to reverse their effect or target the reader with the normal spell's effect. Other scrolls can be purposefully cursed to trigger upon anyone even looking at the scroll. These scrolls may have strange effects, such as perpetual clumsiness, change of alignment, reduction of Strength, etc. The GM normally creates his own unique cursed scrolls.

Cursed Potions & Oils

Delusion: A potion or oil of delusion simply tricks its user into believing that the potion or oil granted some magical effect when, in reality, nothing happened. This trickery lasts for 15 minutes and, during this time, no amount of persuasiveness can detract the user from the truth. If multiple people drink the same potion or use the same oil, there is a 90% chance that they are all equally duped.

Fumbling: A potion or oil of fumbling does not take effect until the next time the user is in a stressful combat situation. The user then suffers a 50% chance each action to drop a held or affected weapon or item. If in potion form, the cursed elixir causes the subject to drop whatever weapon he is attempting to use at the time or whatever held item is earning his attention. Oil of fumbling must be applied to a single item or weapon, but once activated through a stressful combat situation, the affected object slips from the owner's hand but remains easy to regain. Each subsequent round requires another 50% chance roll.

Cursed Rings

Ring of Clumsiness: A ring of clumsiness will detect, and actually function as, any other magical ring. At some point, during a stressful situation, the ring will revert to its true cursed form, thereafter imposing a 50% penalty to the Dexterity score (and any skills that require stealth or manual dexterity) of its wielder (rounded down). Any attempts to cast spells after the curse takes effect require a successful save vs. spell. Once the curse of the ring is activated, only a 12th-level caster using dispel magic can attempt to remove the curse. If successful, both the curse and former magical effect are dispelled.

Ring of Weakness: Once worn, the ring depletes the wearer's Strength and Constitution to a minimum of 3 in each attribute at a rate of 1 point per round. The results are only reversed after a dispel magic spell is successfully cast after a remove curse spell. An unsuccessful dispel magic attempt forces the subject to wait one day per lost attribute point before regaining full strength and vitality. If a natural 20 is rolled on the dispel check, the ring of weakness actually turns into a magical ring that grants 2 points of both Strength and Constitution.

Cursed Wands, Staves, and Rods

Cursed wands, staves, and rods are similar to cursed spell scrolls in that they usually appear as a normal magical wand, staff, or rod until activation. At that point, the item either targets the activator or imposes the exact opposite of its intended effect.

Cursed Wondrous Items

Amulet of Inescapable Location: This appears and detects as if it wards against divination spells and effects. In truth, this amulet either doubles the chances of divination for the other party or imposes a -6 on the wearer's save, whichever results in a greater chance of the wearer suffering the divination.

Bag of Devouring: This appears and detects to be a Type I bag of holding but is actually one of the feeding orifices of a creature lurking in another dimension. Upon the initial introduction of any substance or item into the bag, there is a 90% chance that the bag will ignore this intrusion. Thereafter, there is a 60% chance the bag will attempt to bite and swallow any living flesh that enters. So, if its owner places something in the bag without simply dropping it in, the owner may be sucked into the bag. There is a 75% chance of the bag successfully eating the person, with a 5% modification to the chance per Strength modifier of the target. Swallowed

Treasure: Cursed Items

creatures are gone forever unless they can manage in 1 round to cross the dimensional barrier, which requires powerful magic. Before this happens, however, the bag will act like a Type I bag of holding, but each round that it stores anything, there is a 5% chance the bag will purge its contents onto another plane.

Bracers of Defenselessness: These bracers detect as bracers of defense of any enhancement; however, when attacked in earnest, the wearer's AC becomes -10 regardless of any bonuses for other armor, magic, or Dexterity. A remove curse spell is required to remove them.

Crystal Hypnosis Ball: This cursed item appears to be a standard crystal ball and will detect as such. However, when used, the item actually connects the user to a powerful being or caster. The user believes that he has been granted whatever vision for which he was searching, but he was actually hypnotized and under a suggestion spell from the being or caster. With each use, the user may fall deeper under the control of the other party and the GM determines to what extent the user is controlled and when full control has been assumed.

Dust of Sneezing and Choking: This magical dust detects as another magical dust, e.g., dust of disappearance, etc. When a handful is thrown or scattered, all living creatures in a 20-ft spread, including the originator, must save vs. death (or targeted effect). Regardless of the result, all those in the area break down in a fit of coughing and sneezing. Those that failed their save, die. Those that succeeded stop coughing and sneezing in 5d4 rounds and are considered stunned during this period.

Flask of Curses: This can be any small container with a stopper. The contents are unimportant. They can be anything, such as liquid, smoke, gel, or body parts. Once the container is opened, all those within 20 ft suffer a curse created by the GM. The most common curse is one that distracts the subjects, causing them to suffer -2 on all combat rolls, saves, and AC.

Gauntlets of Fumbling: These gauntlets may be of supple leather (gloves) or heavy protective material (gauntlets) suitable for use with armor (ring, scale, chain, etc.). In glove form, they appear to be gauntlets of dexterity; in the latter case, they appear to be gauntlets of ogre power. They perform according to every test as if they were actually their ruse. However, when the wearer is under immense stress from a life and death situation, the curse takes hold. The wearer becomes very clumsy, with a 50% chance each round of dropping anything held in either hand. The curse also lowers Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of divine intervention, wish, or remove curse.

Helm of Opposite Alignment: This metal hat looks like a typical helmet and detects as magical, often as a helm of comprehend languages and read magic. Once placed upon the head, however, its curse immediately takes effect, and the alignment of the wearer is altered to as radically different an alignment as possible. Good becomes evil, law becomes chaos, and neutrality takes a sharp approach to either good or evil. Once under the effects of this helm, the wearer actually desires to exemplify his new alignment and will not purposefully or willingly attempt to return to his former alignment. This is a 1 charge item and once the curse takes hold, the helm never again radiates magic.

Only a wish spell can restore the subject's former alignment, but if a paladin is concerned, wish has no effect. He must undergo a special quest and atone before the curse is actually lifted.

Incense of Obsession: This cursed item resembles and detects as incense of meditation. A divine caster burning them, however, suffers a curse that deludes them into becoming obsessed with casting their divine spells with

reckless abandon. The curse lasts until all the caster's spells are expended or after 24 hours has elapsed. The curse also has a 10% chance of causing the caster to expend any divine scrolls or potions in his possession once he casts his daily spells.

Medallion of Thought Projection: This device detects as a medallion able to discern others' thoughts, but actually conjures and delivers false thoughts. The wearer actually believes that the targeted people are saying what is heard. Worse yet, the targets pick up the thoughts of the wearer on a roll of 1-5 on a d6.

Pipes of Persistent Pain: These pipes appear as any normal set of musical pipes and, once played, sound truly wonderful. All those within Short range of the piper must save vs. spell or become overwhelmed with peace and tranquility, only able to perform a calm sway. Once the pipes stop, and for 1d4 rounds thereafter, any normal noise heard by these subjects is painfully amplified, causing 1d4 points of damage. Naturally loud sounds deal 3d4 points of damage. After this initial period of time, the subjects' hearing is quite sensitive and still requires constant attention to block loud sounds. The subjects suffer a -2 on all combat rolls, saves, and AC until the curse is removed by a remove curse spell or forget spell.

Robe of Powerlessness: This appears to be a robe of another sort, and detection reveals only the fact that it is magical. As soon as it is donned, the wearer's Strength and Intelligence scores instantly drop to 3 and the wearer forgets all spells and magical knowledge accordingly. The robe can be removed easily, but in order to restore mind and body, the character must have a remove curse spell cast upon him, followed immediately by a heal spell.

Rope of Constricting: This 50-ft. rope detects as magical and seems to be a rope of climbing; however, when used as a rope of climbing, it instead lashes around the user's neck and begins constricting like a strong snake. The next round, the rope extends itself outward to constrict around the necks of 1d4 other targets within 20 feet. A save vs. spell is required to avoid being strangled and suffering 2d6 points of damage. Only a successful dispel magic cast against the rope will stop the entire rope from constricting. A small portion of the rope can be temporarily subdued by cutting a portion of it off. The rope has AC 2 and 22 hit points. One round later, the severed portion re-grows.

Subjects caught by the rope are considered grappled and entangled, so cannot cast spells with somatic components.

Stone of Weight: This stone appears as a normal stone or gem and does not radiate magic. When placed in a pouch, the curse takes effect. The person who placed the stone into the pouch cannot remove the stone. If the stone is tossed away or destroyed, it simply returns and places itself somewhere on the person's body. Upon the first instance of physical stress and danger, the owner of the stone becomes weighted down to a point where his movement is halved and he suffers a +5 penalty on all initiative rolls. The subject may take only 1 attack per round and suffers a -2 on all combat rolls, saves vs. breath weapon, and AC.

Vacuous Grimoire: A book of this sort conforms its look and title to complement surrounding works and, aside from detecting as magical, it appears otherwise normal. Anyone who opens the work and reads a single word therein must make two saves vs. spell. The first is to determine if the reader loses 1 point of Intelligence. The second is to find out if the reader loses 2 points of Wisdom. To destroy the book, a remove curse spell must be cast upon it while the book is burning.

Appendix A: Player Character Reference Tables

Table 1: Strength Table

Score	Attack Modifier	Damage Modifier	Doors	Bars/Gates	Weight Allowance
1	-5	-4	3%	0%	1
2	-4	-3	5%	0%	3
3	-3	-2	10%	0%	6
4	-2	-1	15%	0%	10
5	-1	-1	20%	0%	16
6	-1	--	25%	0%	25
7	-1	--	30%	2%	30
8	--	--	35%	5%	40
9	--	--	40%	7%	50
10-11	--	--	45%	10%	80
12	--	--	50%	15%	100
13	--	+1	55%	18%	125
14	+1	+1	60%	20%	150
15	+1	+2	65%	25%	180
16	+1	+2(+3)	70%	30%	210
17	+1(+2)	+2(+4)	75%	35%	250
18	+2(+3)	+3(+6)	80%	40%	300
19	+3	+3(+7)	83%	50%	350
20	+3	+4(+8)	90%	60%	450
21	+4	+4(+9)	93%	70%	550
22	+4	+5(+10)	95%	80%	700
23	+5	+6(+11)	97%	90%	950
24	+6	+7(+12)	98%	95%	1250
25	+7	+8(+14)	99%	99%	1550

Parentetical values apply to fighters.

Table 2: Dexterity Chart

Score	Reflex Modifier	Ranged Attack Modifier	Armor Class Adjustment
1	-5	-5	-6
2	-4	-4	-5
3	-3	-3	-4
4	-2	-2	-3
5	-1	-1	-2
6	0	0	-1
7	0	0	0
8	0	0	0
9	0	0	0
10-13	0	0	0
14-15	+1	+1	+1
16	+1	+1	+2
17	+2	+2	+2
18	+2	+2	+3
19	+2	+3	+4
20	+2 (Immune)	+3	+4
21	+2 (Immune)	+4	+5
22	+2 (Immune)	+4	+6
23	+2 (Immune)	+5	+6
24	+2 (Immune)	+5	+7
25	+2 (Immune)	+6	+7

Table 3: Constitution Chart

Score	Hit Points	Shock Survival	Poison Modifier
1	-2	25%	-4
2	-2	30%	-3
3	-2	35%	-3
4	-1	40%	-2
5	-1	45%	-2
6	-1	50%	-1
7	0	55%	-1
8	0	60%	0
9	0	65%	0
10	0	70%	0
11	0	75%	0
12	0	80%	0
13-14	0	85%	0
15	+1 (+2)	90%	0
16	+1 (+2)	95%	0
17	+2 (+3)	98%	0
18	+2 (+4)	99%	0
19	+2 (+5)	99%	+1
20	+2 (+5)*	99%	+1
21	+2 (+6)	99%	+2
22	+2 (+6)	99%	+2
23	+2 (+7)	99%	+3
24	+2 (+7)	99%	+3
25	+2 (+7)	99%	+4

Appendix A: Player Character Reference Tables

Table 4: Intelligence Chart

Score	Bonus Languages	Bonus Spells/Day	Maximum Spells/Level	Learn New Spell	Maximum Spell Level
1	0	0	0	0%	--
2	0	0	0	0%	--
3	0	0	0	0%	--
4	0	0	0	0%	--
5	0	0	0	0%	--
6	0	0	0	0%	--
7	0	0	0	0%	--
8	0	0	0	0%	--
9	0	0	0	0%	--
10	0	0	7	40%	3rd
11	0	0	8	45%	4th
12	1	0	9	50%	5th
13	2	0	10	55%	5th
14	3	1 (1st – 2nd)	11	60%	6th
15	4	2 (1st – 3rd)	12	65%	7th
16	5	3 (1st – 3rd)	13	70%	8th
17	6	3 (1st – 3rd)	14	75%	8th
18	7	4 (1st – 3rd)	15	80%	9th
19	8	5 (1st – 4th)	16	85%	9th
20	9	6 (1st – 4th)	No limit	90%	No limit
21	10	7 (1st – 4th)	No limit	95%	No limit
22	11	7 (1st – 4th)	No limit	100%	No limit
23	12	8 (1st – 5th)	No limit	100%	No limit
24	13	8 (1st – 5th)	No limit	100%	No limit
25	14	8 (1st – 5th)	No limit	100%	No limit

Table 5: Wisdom Chart

Score	Saving Throw Modifier	Bonus Spells	Spell Immunity
1	-6	0	--
2	-5	0	--
3	-4	0	--
4	-3	0	--
5	-2	0	--
6	-1	0	--
7	-1	0	--
8	0	0	--
9	0	0	--
10	0	0	--
11	0	0	--
12	0	0	--
13	0	0	--
14	+1	1 (1st – 3rd)	--
15	+1	2 (1st – 3rd)	--
16	+2	2 (1st – 4th)	--
17	+3	3 (1st – 4th)	Cause Fear
18	+4	3 (1st – 5th)	Charm Person, Command
19	+5	4 (1st – 5th)	Ray of Enfeeblement
20	+6	4 (1st – 6th)	Silent Image
21	+6	5 (1st – 6th)	Suggestion, Mass suggestion
22	+6	5 (1st – 7th)	Major Image
23	+6	6 (1st – 7th)	Confusion
24	+6	6 (1st – 8th)	Lesser Geas, Illusory Wall
25	+6	7 (1st – 9th)	Dominate Person, Persistent Image

Appendix A: Player Character Reference Tables

Table 6: Charisma Chart

Score	Morale	Influence
1	0	0
2	0	0
3	0	0
4	0	0
5	0	5%
6	0	5%
7	0	10%
8	0	10%
9	0	15%
10	0	15%
11	0	20%
12	0	20%
13	0	25%
14	+/-1	25%
15	+/-2	30%
16	+/-3	30%
17	+/-3	35%
18	+/-4	35%
19	+/-4	40%
20	+/-5	40%
21	+/-5	45%
22	+/-6	45%
23	+/-6	50%
24	+/-7	50%
25	+/-7	55%

Table 10: Fighter Ranged Specialist Chart

Fighter Level	Light/Hand Crossbow	Heavy Crossbow	Throwing Dagger	Dart	Other Missiles
1-6	1/1	1/2	3/1	4/1	3/2

Table 11: Fighter Saving Throws

Level	Class I	Class II	Class III	Class IV	Class V
	Paralysis or Death	Magical Item	Petrification / Transformation	Breath Weapon	Spell or Special Attack
1	14	16	15	17	17
3	13	15	14	16	16
5	11	13	12	13	14

Table 13: Mage Base Maximum Spells Remembered Per Day

Mage Level	Spell Level		
	1	2	3
1	1	--	--
2	2	--	--
3	2	1	--
4	3	2	--
5	3	2	1

Table 9: Fighter Level Chart

Level	Base Hit Points	To Hit 0	Attacks Per Round	Combat Proficiencies	Non-Combat Proficiencies	Special
1	10	20	1 (3/2)	4	3	Weapon Specialization
2	+1d10	19	1 (3/2)	4	3	
3	+1d10	18	1 (3/2)	5	4	
4	+1d10	17	1 (3/2)	5	4	
5	+1d10	16	1 (3/2)	5	4	

Table 24: Proficiency Slots Chart

Class	Combat Proficiencies			Non-Combat Proficiencies		Available Groups
	Initial	One Every	Penalty	Initial	One Every	
Cleric	2	4	-2	4	3	Academic, General
Fighter	4	3	0	3	3	Craft/Trade, General, Nature-Based
Thief	3	4	-2	3	4	General, Urban
Mage	2	5	-5	4	3	Academic, General

Table 12: Mage Level Chart

Level	Base Hit Points	To Hit 0	Attacks Per Round	Combat Proficiencies	Non-Combat Proficiencies	Special
1	4	20	1	2	4	Spellbook, Level 1 Spells
2	+1d4	20	1	2	4	
3	+1d4	20	1	2	5	Level 2 Spells
4	+1d4	19	1	2	5	
5	+1d4	19	1	3	5	Level 3 Spells

Table 14: Mage Saving Throws

Level	Class I	Class II	Class III	Class IV	Class V
	Paralysis or Death	Magical Item	Petrification / Transformation	Breath Weapon	Spell or Special Attack
1-5	14	11	13	15	12

Table 27: Starting Money Per Class

Class	Starting Money in Gold
Fighter	3d6 x 10
Mage	1d6+1 x 10
Thief	2d6 x 10
Cleric	3d6 x 10

Appendix A: Player Character Reference Tables

Table 15: Cleric Level Chart

Level	Base Hit Points	To Hit 0	Attacks Per Round	Combat Proficiencies	Non-Combat Proficiencies	Special
1	8	20	1	2	4	Level 1 Spells, Turn Undead
2	+1d8	20	1	2	4	
3	+1d8	20	1	2	5	Level 2 Spells
4	+1d8	18	1	3	5	
5	+1d8	18	1	3	5	Level 3 Spells

Table 16: Cleric Base Maximum Spells Per Day

Cleric Level	Spell Level		
	1	2	3
1	1	--	--
2	2	--	--
3	2	1	--
4	3	2	--
5	3	2	1

Table 19: Thief Level Chart

Level	Base Hit Points	To Hit 0	Attacks Per Round	Combat Proficiencies	Non-Combat Proficiencies	Special
1	6	20	1	3	3	Thievery Skills (180), Sneak Attack x2
2	+1d6	20	1	3	3	Thievery Skills (+30)
3	+1d6	19	1	3	3	Thievery Skills (+30)
4	+1d6	19	1	4	4	Thievery Skills (+30)
5	+1d6	18	1	4	4	Thievery Skills (+30), Sneak Attack x3

Table 20: Racial Adjustments to Thievery Skills

Thievery Skill	Dwarf	Elf	Half-elf
Sleight of Hand	-5%	+5%	+10%
Open Locks	+10%	-5%	--
Traps	+10%	--	--
Move Silently	-5%	+10%	+5%
Hide	--	--	--
Detect Noise	--	+5%	--
Climb	-10%	-10%	-5%
Languages	--	--	--

Table 21: Dexterity Adjustments to Thievery Skills

Dexterity	Sleight of Hand	Open Locks	Traps	Move Silently	Hide
16	--	+5%	--	--	--
17	+5%	+10%	+5%	+5%	+5%
18	+10%	+15%	+10%	+10%	+10%
19	+15%	+20%	+15%	+15%	+15%

Table 29: Item Saving Throws

Resilience	Saving Throw
Weak to Effect	15
Strong to Effect	5

Table 18: Cleric Saving Throws

Level	Class I	Class II	Class III	Class IV	Class V
	Paralysis or Death	Magical Item	Petrification / Transformation	Breath Weapon	Spell or Special Attack
1	10	14	13	16	15
4	9	13	12	15	15

Table 17: Cleric Turn Undead

Undead HD	Cleric Level					
	1	2	3	4	5	6
1	10	7	4	AT	AT	UD
2	13	10	7	4	AT	AT
3	16	13	10	7	4	AT
4	19	16	13	10	7	4
5	20	19	16	13	10	7
6	20	19	16	13	10	10

Table 23: Thief Saving Throws

Level	Class I	Class II	Class III	Class IV	Class V
	Paralysis or Death	Magical Item	Petrification / Transformation	Breath Weapon	Spell or Special Attack
1	13	14	12	15	15
5	12	12	11	14	13

Table 22: Armor Adjustments to Thievery Skills

Thievery Skill	Armor Type			
	None	Padded/Studded	Brigandine	Elven Chain
Sleight of Hand	+5	-20%	-30%	-20%
Open Locks	--	-5%	-10%	-5%
Traps	--	-5%	-10%	-5%
Move Silently	+10	-10%	-20%	-10%
Hide	+5	--	-10%	-5%
Climb	+10	-20%	-30%	-20%

Table 28: Weapon Groups

Group	List of Weapons
Axes, Hammers, Picks	All axes, hammers and picks
Clubs, Flails, Maces	All clubs, flails and morningstar
Polearms	All reach melee weapons
Daggers and Swords	All melee daggers and swords
Simple Ranged	Javelin, spear, sling, throwing dagger, throwing axe, throwing hammer
Bows	All bows, including composite
Crossbows	All crossbows
Unique	Each weapon requires a weapon specialization - one cannot be proficient in all unique weapons. Examples: whip, mancatcher,

Level 1 Arcane

Alarm
 Arcane Armor
 Arcane Mark
 Audible Illusion
 Burning Hands
 Change Self
 Charm Person
 Chill Touch
 Color Spray
 Comprehend Languages
 Dancing Lights
 Deflate
 Detect Magic
 Detect Undead
 Enlarge
 Erase
 Feather Fall
 Floating Disc
 Frighten
 Grease
 Hold Portal
 Hypnotism
 Identify
 Jump
 Light
 Magic Missile
 Manipulate Flames
 Mending
 Message
 Mount
 Magical Aura
 Minor Cantrip
 Obscuring Fog
 Phantasmal Image
 Protection from Evil
 Read Magic
 Shocking Grasp
 Sleep
 Spider Climb
 Summon Familiar
 Thermoc's Reflective Disc
 Thermoc's Shield
 Unhinge
 Unseen Servant
 Ventriloquism

Level 2 Arcane

Air Pocket
 Acid Arrow
 Alter Self

Animate Ropelike Object
 Arcane Lock
 Blur
 Cause Blindness
 Cause Deafness
 Continual Light
 Darkness
 Detect Evil
 Detect Thoughts
 Enhance Attribute
 Flaming Sphere
 Fog Cloud
 Golden Glimmer
 Frightening Aura
 Glitterdust
 Hideous Laughter
 Hypnotic Pattern
 Illusory Trap
 Improved Phantasmal Image
 Invisibility
 Knock
 Levitate
 Locate Object
 Magic Mouth
 Mirror Image
 Misdirection
 Pocket of Holding
 Pyrotechnics
 Random Action
 Ray of Enfeeblement
 Read Aura
 Rope Trick
 See Invisibility
 Shatter
 Spectral Hand
 Stinking Cloud
 Summon Swarm
 Web
 Whispering Wind

Level 3 Arcane

Blink
 Clairaudience
 Clairvoyance
 Dispel Magic
 Dwarven Eyes
 Explosive Runes
 Fireball
 Flame Missiles
 Fly
 Gaseous Wraith
 Globe of Good
 Globe of Invisibility

Gust of Wind
 Haste
 Hold Person
 Hold Undead
 Illusionary Script
 Lightning Bolt
 Major Phantasmal Image
 Monster Summoning I
 Nondetection
 Nyar's Explosive Missiles
 Phantom Steed
 Protection from Projectiles
 Secret Page
 Sepia Snake Sigil
 Siphon Spell Memory
 Slow
 Suggestion
 Tiny Hut
 Tongues
 Vampiric Touch
 Water Breathing
 Wind Wall

Level 1 Divine

Bless
 Command
 Create Water
 Cure Light Wounds
 Detect and Locate Animals
 Detect Danger
 Detect Evil
 Detect Magic
 Detect Poison
 Endure Environment
 Entangle
 Faerie Fire
 Hide from Animals
 Hide from Undead
 Light
 Magic Stone
 Pass Without Trace
 Protection from Evil
 Purify Food and Drink
 Remove Fear
 Sanctuary
 Shillelagh
 Summon Animal Companion

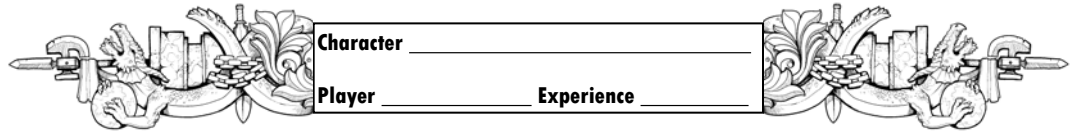
Level 2 Divine

Aid
 Animal Messenger
 Augury

Barkskin
 Calming Ray
 Charm Person
 Delay Poison
 Detect Alignment
 Enthrall
 Find Traps
 Flame Blade
 Goodberry
 Heat Metal
 Hold Person
 Monitor Ally
 Obscuring Fog
 Resist Element
 Silence
 Speak with Animal
 Spiritual Warden
 Spiritual Weapon
 Warp Wood

Level 3 Divine

Animate Dead
 Call Lightning
 Continual Daylight
 Create Food or Water
 Dispel Magic
 Element Shield
 Elemental Immunity
 Glyph of Warding
 Hold Animal
 Locate Object
 Magical Vestment
 Meld Into Stone
 Plant Growth
 Prayer
 Protection from Necromantic Energy
 Pyrotechnics
 Ray of Blessed Light
 Remove Blindness or Deafness
 Remove Curse
 Remove Disease
 Remove Paralysis
 Snare
 Speak with Dead
 Spike Growth
 Stone Shape
 Summon Insect Swarm
 Water Breathing
 Water Walk



Class _____ Level _____ Race _____ Alignment _____ Mov Spd _____

PHYSICAL CHARACTERISTICS

Height _____ Weight _____ Age _____ Gender _____ Build _____
 Hair _____ Eyes _____ Skin _____ Facial Hair _____
 Distinguishing Marks _____
 Other _____

ATTRIBUTES **COMBAT/ARMOR**

	Score	Check	Att Mod	Dam Mod	Doors	Bars	Weight
Strength							
Dexterity			Ref Mod		Rgd Att Mod		AC Adj
Constitution			HP		Shock Survival		Poison Mod
Intelligence			Bonus Lng	Bonus Spells	Max Level	Learn Spell	Max Spells
Wisdom			Save Mod	Bonus Spells	Spell Immunities		
Charisma			Morale		Influence		



Armor Class



Armor Worn

Hit Points/Wounds

SAVING THROWS

(I) Paralysis/Death	(II) Magical Item	(III) Polymorph	(IV) Breath	(V) Spell
---------------------	-------------------	-----------------	-------------	-----------

OPTIONAL SAVING THROW SYSTEM

Targeted Effect	Breath Weapon	Spell
-----------------	---------------	-------

WEAPON TYPE (INIT MOD)	# OF ATTACKS	ATTACK MODIFIER	+ WEAPON BONUS	+ ADDT'L BONUS	= d20 MODIFIER	DAMAGE	RANGE	SIZE	TYPE

SPECIAL ITEMS OR ATTACKS	PROPERTIES

COMBAT PROFICIENCIES (WEAPON & CLASS)

NON-COMBAT PROFICIENCIES

SPECIAL SKILLS & ABILITIES

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