Official

Advanced Dungeons & Dragons®

UNEARTHED ARCANA

by Gary Gygax



This tome, for players of the AD&D® game, contains much information that has never before been published.

It is an excellent resource for intermediate and advanced players and Dungeon Masters, ages 10 and up.

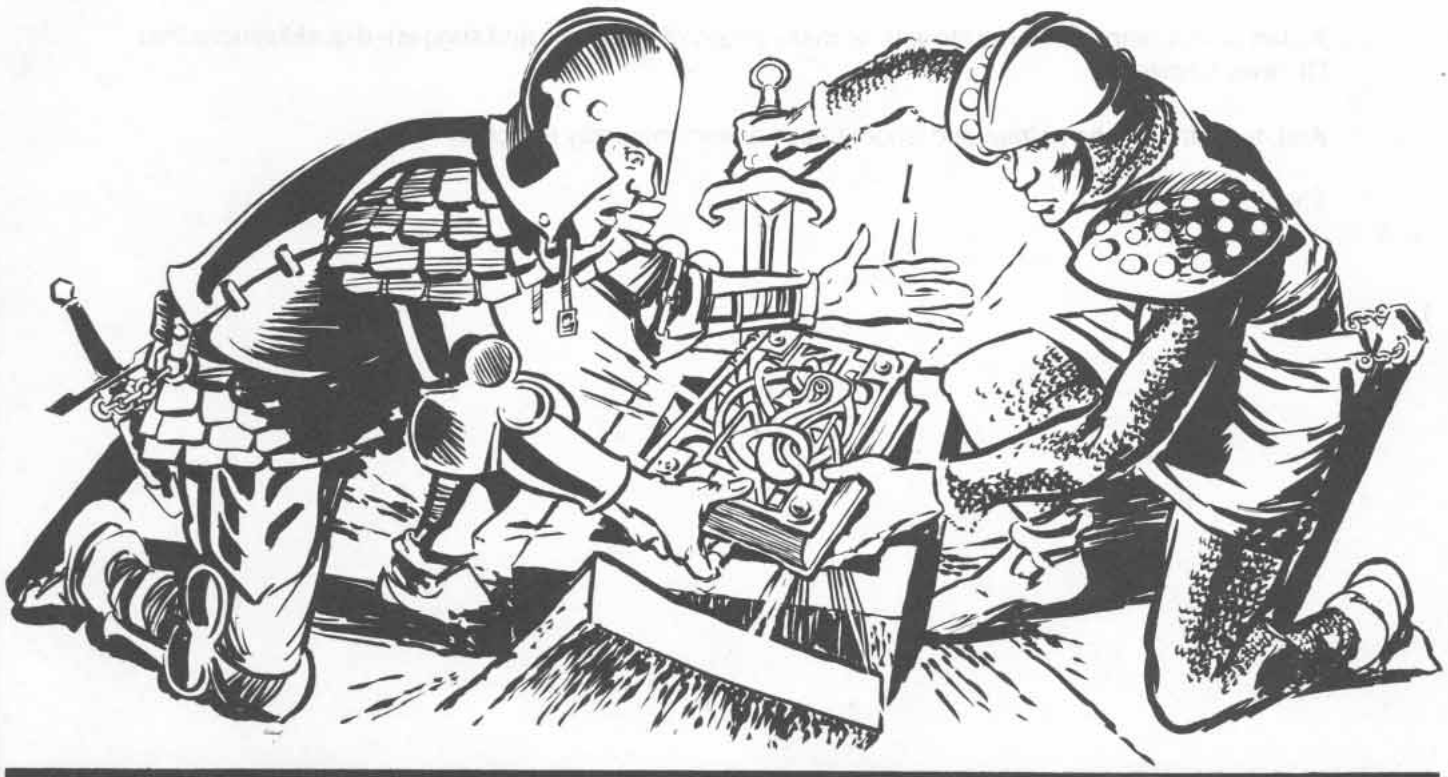
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Official Advanced Dungeons & Dragons®

UNEARTHED ARCANA

by Gary Gygax



A compendium of new ideas and new discoveries for AD&D® game campaigns, of benefit to players and Dungeon Masters alike.

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Dedication

As usual, there are many who deserve thanks for their assistance in putting this whole thing together. Also, as usual, I'm sure I have forgotten to give credit to some one of my Understanding Associates who deserves same.

To Len Lakofka, who keeps after me as he has from the earliest days, and has lent me both material and stimulating discussion.

To Luke Gygax, for his eagerness to test the new magic and spells — and to suggest more of same.

To stalwart Frank Mentzer for always spurring me on and making me be more precise and logical.

To Kim Mohan for being willing to undertake the project, and then actually doing it!

To Jeff Grubb, who belabored me with so many pages of questions and suggested qualifications that I'll never forgive him.

And, to all those who helped and whom I have absent-mindedly forgotten. . .

Thanks!

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Preface

Now that you have this tome in your hands, you are about to discover a new and exciting dimension in the ADVANCED DUNGEONS & DRAGONS® game world. You have unearthed the hidden mysteries of this work, so although they are no longer arcana, the contents are treasure. The AD&D® game system is dynamic. It grows and changes and expands. Our universe does all this, and so too the multiverse of this game system. The description and definition of an infinite multiverse must necessarily be done piecemeal — adding new discoveries as they come to light, expanding horizons as the sum total of our past knowledge allows.

As the original volumes of the game system (Monster Manual, Players Handbook, and Dungeon Masters Guide) have altered from their first editions, so the game has changed in form and substance. This new material grew from my own campaign, articles published in DRAGON® Magazine, and input from many Dungeon Masters and players also. The book has a single purpose: *Unearthed Arcana* brings new dimensions to the AD&D game system. The compiled material which lies herein offers fresh new approaches to play without materially affecting any ongoing campaign adversely. This work does not alter former "laws of the multiverse," but it does open insights and vistas beyond those previously understood and seen.

All the participants of a campaign will find this material of greatest interest and benefit to them. Dungeon Masters will discover new sub-races and their inter-relationships, new deity models for non-humans, and much in the way of magic — a trove of spells and items indeed! Players, of course, benefit from all of that and more. There are new horizons for demi-human characters, new professional callings, new weapons, new approaches to just about everything. Yes, some of this material has appeared previously, but here it is carefully revised, edited, and compiled so as to change it from a possible insertion to an integral part of a vital campaign. There are new choices, new possibilities, new opportunities, and new ideas laid out before you. Best of all, these rest upon the solid foundation of the AD&D game system — the most widely accepted and played role-playing game in the world.

This effort was by no means mine alone. Len Lakofka, as usual, contributed his part. Roger Moore is a name which all devotees of the game know, and he also added to this work. Luke Gygax was invaluable as a sounding-board and playtester. Frank Mentzer was on hand from the beginning to test and try my thoughts and ideas, to bring his own creativity to the whole, and to assist in making this a far better effort than originally conceived. Once the ideas were compiled, Jeff Grubb and Kim Mohan went to work on the manuscript. These two insisted on clarifying, codifying, expanding, and defining, and generally demanded that the whole text become better and better. Despite the extra work demanded from me, I thank them for this — and still more for their own creativity which they freely contributed in order to insure that what you now hold is the best possible text, a literally up-to-the-minute description of the "state of the art" as that term applies to the AD&D game system.

Every Dungeon Master who has created a campaign milieu out of whole cloth, so to speak, can certainly understand that the more one learns, the more one comes to understand how little he knows. So too the multiverse of this game system. The farther afield one goes in exploration and discovery, the greater the realization of how vast is the realm of unknown knowledge which awaits discovery, as it were. However, such as with our actual world, the expanses of the game multiverse will always have frontiers and unexplored territories. This fact, indeed, is what makes the AD&D game system so wonderful and appealing.

Thus, Good Reader, here is the "last word" — by far not the last word ever, but the latest so far. It is, after all, high time that those who enjoy the challenge and excitement of the AD&D game be presented with a tome such as this, a package which gathers all of the new discoveries, plus a wealth of just uncovered secrets, between one pair of covers. Preliminaries aside, here is *Unearthed Arcana*. It is now the moment you have waited for. Read on, and may you have as much fun with your creation as we are having with ours.



Gary Gygax
May 1, 1985

Introductions

Warning: This book is loaded.

Loaded with new information, that is.

In the time since the publication of the Dungeon Masters Guide in 1979, the AD&D® game has not stood still. In DRAGON® Magazine, Gary Gygax has continued to expand the frontiers of the game, offering new ideas, experiments, and rules.

In this book those ideas are made concrete. The experiments are completed. The suggested rules are now official and final.

Much of the material within this book first saw the light of day in DRAGON Magazine, but in the time since has been playtested, questioned, discussed, re-tailored, represented, and re-playtested. This was my role in the project, under the handy umbrella-title of "design consultant," which is shorter than "gadfly, ombudsman, and kibitzer." (Okay, everyone out there, reach for those dictionaries. . . .)

In addition to the magazine article material, this volume also includes material that has never before been published. This, too, had to be checked and re-checked before being put into its final form.

All of the above had to be approved by Gary and Frank Mentzer, including any proposals for all-new material that may have occurred along the way. Everything was checked out with the architects of the AD&D game system; the structure of the system is their baby, and only they know what ideas will fit into it. The tireless editor of this text, Kim Mohan, and I are the engineers who executed the plans — made sure everything was on solid ground and brought the ideas into finished form.

That finished form, *Unearthed Arcana,* is in your hands now. It is a book that will change the way the AD&D game is played. Enjoy.



Jeff Grubb
May 1, 1985

There are some advantages to being the editor of this book. And now that the job is just about finished, a few of them are beginning to occur to me.

One of the benefits of the job is that the editor gets to decide what piece of text gets done last, and I decided a while ago that it was going to be this one. This way I can see what Gary's preface and Jeff's introduction are covering, so I don't have to worry about telling you all the things they've said.

Pretty soon, when the nightmares about deadline wear off, I will have pleasant memories of working with Jeff and Frank and Gary on a project that demanded more of our time than anyone could have foreseen. And, as of now, I can stop being a nuisance around their offices. If it wasn't me in person, it was me in the guise of a stack of papers. In the beginning, the sheaves of manuscript had labels like "Look this over when you get a chance." In the final days of the production schedule, samples of finished pages were going out labeled "Now or never." All three of them gave me everything I needed and wanted, usually well ahead of the nick of time.

After a few weeks for printing and binding, the book will be *out.* I expect that to be one of the biggest thrills of my life, and it's sure going to be a fine feeling then, even though the anticipation is almost killing me now. And I'll be a little disappointed if your pulse didn't at least quicken a bit the first time you saw this book and realized what was inside it. Even if you didn't know what you've been missing, *Unearthed Arcana* is what you've been waiting for.

My exhilaration over the book will last for as long as it stays on your shelf, within easy reach — because that means that what we've done is being used and enjoyed by the people we made it for. The biggest advantage of being the editor of this book is a good feeling that will probably last me for the rest of my life. And it's starting to well up inside me right now.



Kim Mohan
May 1, 1985

UNEARTHED ARCANA

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CHARACTER ABILITIES

Comeliness: Comeliness reflects physical attractiveness, social grace, and personal beauty of the character. It is used to determine initial reactions to the character, and characters with a high comeliness may affect the wills and actions of others. While charisma deals specifically with leadership and interactions between characters, comeliness deals with attractiveness and first impressions.

Comeliness is *not* charisma. Charisma, however, can affect comeliness. After the first six attributes of a character are determined, his or her looks must be determined. Is the character ugly, homely, plain, or pretty? This characteristic is determined by the comeliness roll. 3d6 are rolled and totalled. The resulting number, between 3 and 18 inclusive, is modified:

Characters with a charisma of less than 3 will have an adjustment of -8 on comeliness, so that it will fall in the range of -5 to +10. For charisma of 3, the adjustment is -5; charisma of 4-5, -3; for 6-8, -1; for 9-12, no adjustment; for 13-15, +1; for 16-17, +2; for 18, +3; and for charisma of more than 18, +5. As charisma is raised or lowered, whether by disease, disfigurement, aging, or artifacts, comeliness should be similarly affected on a point-for-point basis (a loss of one point of charisma equals one point of comeliness equally lost).

In addition to the adjustment to comeliness based on charisma score, characters of certain races must take an additional adjustment to their comeliness scores. This racial adjustment applies only when the reaction of characters of other races is concerned, in similar fashion to the way that racial adjustments for charisma apply only to those of other races. The penalties and bonuses are these:

Half-orcs: -3
Dwarves, gnomes: -1
*Halflings, humans: 0
*Half-elves, sylvan elves: +1
*Gray elves, high elves: +2

• — Treat these pairs as being of the same race for purposes of effective comeliness; e.g., halflings are just as attractive (or repulsive) to humans as humans are to each other, and vice versa.

Comeliness will have the following effects on creatures of human sort. (This category includes, but is not necessarily limited to, humans, demi-humans, humanoids, giant-class, and bipedal creatures of human-like form and motivation.)

-16 or lower: Those viewing a character with comeliness this low are repulsed and horrified, so as to turn away or attempt to destroy the creature so offensive to the sight. If the individual with low comeliness is powerful, the reaction will tend toward escape, or reinforcement of previously determined *awe (horror)* reaction. If both viewer and creature are of evil alignment, the effect is that of a positive comeliness of the same total.

-15 to -9: Disgust, evidenced by a tendency to look away, revile the individual, and act hostile in general. Under no circumstances will this character be accepted by the viewers unless all are of evil alignment, so that the negative comeliness can be regarded as positive.

-8 to 0: Aversion and a desire to be away from so ugly a creature will be evidenced by all viewers. If given an excuse, those near the individual will be hostile and openly aggressive; otherwise they will merely tend toward rejection.

+1 to +6: As such an individual is simply ugly, the reaction evidenced will tend toward unease and a desire to get away from such brutishness as quickly as possible. If given the opportunity, the character's charisma can offset ugliness, but this requires a fair amount of conversation and interaction to take place.

+7 to +9: The homeliness of the individual will be such that initial contact will be of a negative sort. This negative feeling will not be strongly evidenced. High charisma will quickly overcome it if any conversation and interpersonal interaction transpires. (Consider a dwarf with 16 charisma and a base comeliness roll of 9; he or she will be at 8 when viewed by all creatures except other dwarves — who will see him or her with comeliness adjusted by +2 for charisma.)

+10 to +13: Plain to average comeliness; no effect on the viewer.

+14 to +17: Interest in viewing the individual is evidenced by those in contact, as he or she is good-looking. The reaction adjustment is increased by a percentage equal to the comeliness score of the character. Individuals of the opposite sex will seek out such characters, and they will be affected as if under a *fascinate* spell unless wisdom of such individuals exceeds 50% of the character's comeliness total.

+18 to +21: The beauty of the character will cause heads to turn and hearts to race. Reaction for initial contact is at a percent equal to 150% of comeliness score. Individuals of the opposite sex will be affected as if under a *fascinate* spell unless their wisdom exceeds two-thirds of the character's comeliness total. Individuals of the same sex will do likewise unless wisdom totals at least 50% of the other character's comeliness score. Rejection of harsh nature can cause the individual rejected to have a reaction as if the character had a negative comeliness of half the actual (positive) score.

+22 to +25: The stunning beauty and gorgeous looks of a character with so high a comeliness will be similar to that of those of lesser beauty (17-21), but individuals will actually flock around the character, follow him or her, and generally behave so foolishly or in some manner so as to attract the attention of the character. The reaction adjustment is double the score of comeliness: i.e., 22 comeliness equals +44%. *Fascinate*-like power will affect all those with wisdom of less than two-thirds the comeliness score of the character. If an individual of the opposite sex is actually consciously sought by a character with comeliness of 22-25, that individual will be effectively *fascinated* unless his or her wisdom is 18 or higher. Rejection is as above.

+26 to +30: Unearthly beauty of this sort can be possessed only by creatures from other planes — demi-gods and demi-goddesses and deities of unusual sort. Reaction adjustment is double comeliness score. *Fascinate*-like power is effective on all except those with wisdom equal to at least 75% of comeliness, except that 19 or higher wisdom always allows a saving throw versus the power. An individual of the opposite sex who is consciously sought by the possessor of such unearthly beauty and comeliness will always be under the "spell" of the individual with such beauty unless he or she has wisdom of 20 or more.

The *fascinate*-like power of high comeliness is similar to the 2nd-level illusionist spell of the same name. Those subject to this power will be captivated by the user, and treat him or her as a trusted friend, mentor, and companion. A saving throw versus spell will negate the effect but if the comeliness is not magical in nature, then *dispel magic*, anti-magic spells, and similar spells will not affect the *fascination* effect.

Fascinated creatures will follow the orders of characters with high comeliness, provided a roll of 3d6 does not exceed the comeliness of the character. Requests that are not in the best interest of the creature get a +1 to the die, while those that are hazardous can gain up to +6 or higher on the die roll. If the roll is higher than the user's comeliness, the *fascinate*-effect is broken.

If a once-*fascinated* creature has been badly treated and breaks free of this enrapturement, the creature will react as if the character's comeliness was a negative amount. If the creature has been well treated, it may still be friendly to the character even after the *fascination* has worn off.

The effect of one's comeliness upon others is temporary; once a character is known to other characters or creatures, its effect is negated, and charisma is used to determine reactions and followers. In this way characters of high comeliness and low charisma may attract interest, but not long-term followers and allies (beauty being only skin deep).

The effects of the *fascinate* power do not affect the abilities of the individual with respect to fighting, casting of spells, etc., and in no way

reduces the subject character to a zombie-like state, a puppet for the high-comeliness character. Actions performed by a character while *fascinated* may affect alignment (though they would have a good addition to the comeliness check, say +3 or +4).

Magic can mildly and temporarily affect the comeliness of a creature. Illusion-based spells such as *change self* and *alter self* will raise or lower comeliness by a maximum of 1 point, no matter what the final form is. Illusions of characters or creatures with high comeliness are effective only for a single round, as the nature of the *fascinate* is such that the character affected concentrates more fully on the illusion, weakening its effectiveness. Polymorphed figures raise or lower comeliness by 2 points from the original, due to subtle social clues that are not visual but still perceived, while *shapechange* confers full comeliness effects of the final form.

CHARACTER RACES

As will be evident from the tables and text that follow, new opportunities abound for player characters in the AD&D® game. Players have 15 racial types and 13 classes and sub-classes (not including the bard) to choose from when creating their characters, and each allowable class/race combination has qualities that set it apart from all others. And, of course, the Dungeon Master will be quick to notice that all of these possibilities are equally open to the non-player characters which populate the campaign world that he or she has designed.

CHARACTER RACE TABLE I.: CHARACTER CLASS LIMITATIONS

Character Class	Racial Stock of Character: Dwarves			Elves					
	Gray	Hill	Mountain	Dark	Gray	High	Valley	Wild	Wood
CAVALIER	no	no	no	yes	yes	yes	no	no	no
Paladin	no	no	no	no	no	no	no	no	no
CLERIC	yes	yes	yes	yes	yes	yes	yes	no	yes
Druid	no	no	no	no	yes	yes	yes	yes	yes
FIGHTER	yes	yes	yes	yes	yes	yes	yes	yes	yes
Barbarian	no	no	no	no	no	no	no	no	no
Ranger	no	no	no	yes	yes	yes	yes	no	yes
MAGIC-USER	no	no	no	yes	yes	yes	yes	no	yes
Illusionist	no	no	no	no	no	no	no	no	no
THIEF	yes	yes	yes	yes	yes	yes	yes	yes	yes
Acrobat	yes	yes	yes	yes	yes	yes	yes	yes	yes
Assassin	yes	yes	yes	yes	yes	yes	yes	yes	yes
MONK	no	no	no	no	no	no	no	no	no
BARD	no	no	no	no	no	no	no	no	no

Character Class	Gnomes: Deep	Gnomes: Surface	Half-Elves	Halflings (All)	Half-Orcs	Humans	Alignment Requirements
CAVALIER	no	no	yes	no	no	yes	Any good at start
Paladin	no	no	yes	no	no	yes	Lawful good only
CLERIC	yes	yes	yes	yes	yes	yes	Any
Druid	no	no	yes	yes	no	yes	True neutral only
FIGHTER	yes	yes	yes	yes	yes	yes	Any
Barbarian	no	no	no	no	no	yes	Any non-lawful
Ranger	no	no	yes	no	no	yes	Any good
MAGIC-USER	no	no	yes	no	no	yes	Any
Illusionist	yes	yes	no	no	no	yes	Any
THIEF	yes	yes	yes	yes	yes	yes	Any non-good
Acrobat	yes	yes	yes	yes	yes	yes	Any non-good
Assassin	yes	yes	yes	no	yes	yes	Any evil
MONK	no	no	no	no	no	yes	Any lawful
BARD	no	no	yes	no	no	yes	Any neutral

Notes Regarding Character Race Table I:

Character Class names are shown in capital letters if the class is major; sub-classes are shown with the first letter capitalized only.

All of the racial varieties and strains available for player characters are listed alphabetically according to major type, and then alphabetically within each major type for the sub-races thereof. An exception is made for halflings, where stout, tallfellow, and hairfoot halflings are grouped under one heading because each strain of that race has the same class limitations. Although the limitations are the same for all strains within the major races of dwarves and gnomes, each variety is listed separately to emphasize the fact that player characters can now be of any one of those five sub-races.

A "no" indicates that the race cannot become the character class in question. A "yes" indicates that the race is able to become the character class in question.

The column for *Alignment Requirements* applies to members of all races, not only to those races listed in the bottom section of the table.

CHARACTER RACE TABLE II.: CLASS LEVEL LIMITATIONS

How to use this table: The new class level limitations for non-human player characters depend not only on the race and class of the character, but also on the ability score(s) he or she possesses in the characteristic(s) which are vital to the class in question. Accordingly, the table has been redesigned and divided into sub-tables for each race. In each sub-table, class and ability score are cross-referenced to find the maximum level attainable by a character of that class who possesses the ability score in question.

The ability scores given in the left-hand column of each chart pertain to different characteristics, varying according to the class of the character. For fighters, rangers, and assassins, the score refers to strength; for magic-users and illusionists, intelligence; for clerics and druids, wisdom; for thieves, dexterity. The level limits for rangers, assassins, and druids may be governed by ability scores other than the primary one listed above; these special cases are covered in footnotes for each sub-table where they apply.

The designation "U" denotes unlimited level advancement for a character of the appropriate race and class — either effectively without limit (for thieves and clerics), or up to the highest level attainable in the class (for druids and assassins). The cavalier class is not listed on the tables for elves and half-elves, and the bard class is not listed on the table for half-elves, because level advancement in either of those classes is unlimited for any character with the requisite ability scores to qualify for the class.

Note that in many cases, the ability scores given exceed the normal limits for beginning characters. This is to allow for characters who have increased their ability scores beyond normal limits by some magical means, such as *wish* spells or the use of magical tomes and librams or certain artifacts and relics. The gaining of ability scores higher than those given on the table — which should not be possible except in the most extraordinary of circumstances — does not raise any level limit beyond what is shown here. If a character's ability score is lower than the first entry given on the appropriate table, then the level limit for that character is the same as the lowest level shown on the table; for example, a dwarven assassin with strength of 14 or less can attain 9th level in that class.

Important: The level limits given and implied in the sub-tables may be exceeded by 2 in all cases where (a) the character is single-classed and (b) the class in question could be a multi-classed choice for that character. *Examples:* A hill dwarf fighter/cleric with 18 strength can advance only to the 8th level as a fighter, while a hill dwarf with the same strength who was a fighter only could advance as high as 10th level. A hill dwarf cleric/fighter with 14 strength can attain 6th level as a fighter; if the character were single-classed as a fighter, he or she could advance to the 8th level in that class. A half-elf cleric/ranger with 18/90 strength, 18 intelligence, 18 wisdom, and 18 constitution can attain 9th level in the ranger class, but a half-elf ranger with the same ability scores can rise as high as 11th level in the class. A dwarven assassin is restricted to the level limits shown on the table, since it is not possible for a dwarf to be both an assassin and a multi-classed character.

TABLE II.A.: DWARVES

Ability Score	Cleric (All)	Fighter — Hill	Fighter — Mtn/Gray	Thief (All)	Assassin (All)
15	8	6	7	U	9
16	9	6	7	U	9
17	10	7	8	U	9
18	11	8	9	U	9
18/99		8	9		11[1]
18/00		9	10		12[2]
19	13	10	11	U	12[2]
20	16	12	13	U	12[2]
21	16	15	16	U	12[2]

1: Intelligence 18 and dexterity 19 also required.
2: Intelligence 19 and dexterity 19 also required.

TABLE II.B.: GNOMES

Ability Score	Cleric (All)	Fighter (All)	Illusionist (All)	Thief (All)	Assassin (All)
15	7	5	6	U	8
16	8	5	6	U	8
17	9	5	6	U	8
18	10	5	7	U	8
18/50		6			9[1]
18/75		7			10[2]
18/99		8			10[2]
19	12	9	8	U	10[2]
20	14	9	10	U	10[2]
21	14	9	13	U	10[2]

1: Intelligence 18 and dexterity 18 also required.
2: Intelligence 19 and dexterity 19 also required.

TABLE II.C.: ELVES

Ability Score	Cleric — Dark Males	Cleric — Dark Females	Cleric — All Others	Druid — Wild	Druid — All Others	Fighter — Dark Males	Fighter — Dark Females	Fighter — Gray/High	Fighter — Valley	Fighter — Wild	Fighter — Wood
12	4	U	7	10	U	7	9	5	5	7	6
13	5	U	7	10	U	8	10	5	5	7	6
14	6	U	7	10	U	9	11	5	5	7	6
15	7	U	7	10	U	10	12	5	5	7	6
16	7	U	8	10	U	10	12	5	5	7	6
17	7	U	9	10	U	10	12	5	5	7	6
18	7	U	10	11[1]	U	10	12	6	6	8	7
18/75						10	12	7	6	8	8
18/90						10	12	8	8	10	9
18/99						10	12	9	9	11	10
18/00						10	12	10	10	12	11
19	7	U	11	12[1]	U	10	12	11	11	13	12
20	7	U	12	14[1]	U	10	12	11	13	13	14
21	7	U	12	17[2]	U						

1: Charisma 18 also required.
2: Charisma 19 also required.

TABLE II.C.: ELVES (Continued)

Ability Score	Magic-User						Thief (All)	Assassin (All)	Ranger (All)
	Dark Males	Dark Females	Gray	High	Valley	Wood			
17	12	5	11	10	11	9	U		
18	12	5	11	10	11	9	U	10	6
18/01								10	7[1]
18/51								10	9[2]
18/76								10	10[3]
18/99								11[5]	10[3]
18/00								12[6]	10[3]
19	13	7	12	11	12	10	U	12[6]	12[4]
20	15	9	13	12	13	11	U	12[6]	14[4]
21	18	11	15	14	15	13	U		
22	18	11	18	17	15	13			

1: Intelligence 15 and wisdom 15 also required. If both of those scores are greater than 15, the character may attain 8th level.
2: Intelligence 16 and wisdom 16 also required.
3: Intelligence 17 and wisdom 17 also required.
4: Intelligence 18 and wisdom 18 also required.
5: Intelligence 18 and wisdom 19 also required.
6: Intelligence 19 *or* wisdom 19 also required.

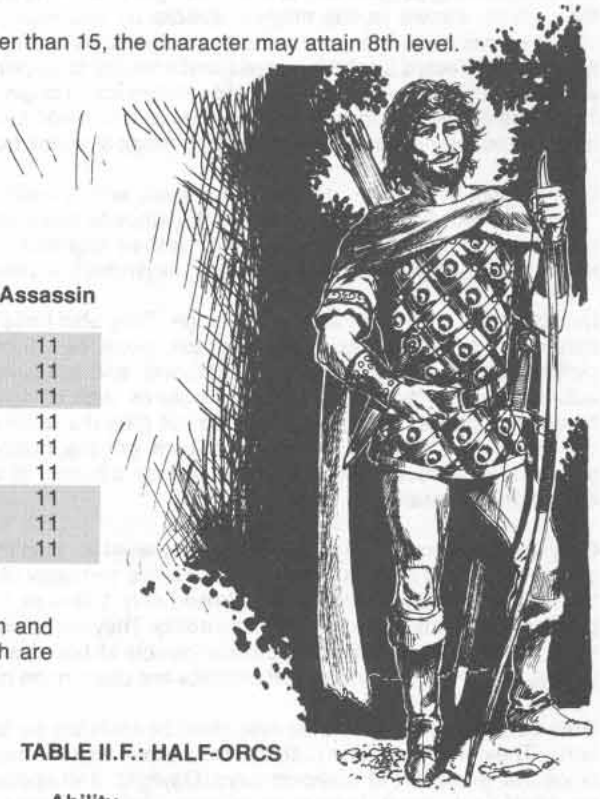


TABLE II.D.: HALF-ELVES

Ability Score	Cleric	Druid	Fighter	Ranger	M-U	Thief	Assassin
15	5	U	6	6	7	U	11
16	6	U	6	6	7	U	11
17	7	U	7	7	7	U	11
18	8	U	7	8	8	U	11
18/90			8	9[1]			11
18/99			9	10[1]			11
18/00			10	11[2]			11
19	10	U	11	15[3]	8	U	11
20	12	U	13	15[3]	8	U	11

1: Intelligence 18, wisdom 18, and constitution 18 also required.
2: Intelligence 18, wisdom 18, and constitution 18 also required. If both wisdom and constitution are greater than 18, the character can attain 12th level. If both are greater than 19, the character can attain 14th level.
3: Intelligence 19, wisdom 19, and constitution 19 also required.

TABLE II.E.: HALFLINGS

Ability Score	Cleric (All)	Druid (All)	Fighter			Thief (All)
			Hairfoot	Stout	Tallfellow	
15	4	6[1]	4	5	6	U
16	4	7[2]	4	5	6	U
17	5	9[3]	5	6	7	U
18	6	11[4]	5	6	7	U
18/50			6	7	8	
18/90			7	8	9	
19	8	13[5]	8	9	10	U
20	10	13[5]	8	9	10	U

1: Charisma 15 also required.
2: Charisma 15 also required. If charisma is 16 or greater, the character can attain 8th level.
3: Charisma 16 also required. If charisma is 17 or greater, the character can attain 10th level.
4: Charisma 17 also required. If charisma is 18 or greater, the character can attain 12th level.
5: Charisma 19 also required.

TABLE II.F.: HALF-ORCS

Ability Score	Cleric	Fighter	Thief	Assassin
14	4	10	8	U
15	5	10	9	U
16	6	10	10	U
17	7	10	11	U
18	7	10	11	U
18/99		10		
18/00		11		
19	7	12	11	U
20	7	14	11	U
21	7	17	11	U

CHARACTER RACE DESCRIPTIONS

The expanded/revised character race tables show all of the racial varieties that are now open to player characters. In summary, player character dwarves are no longer limited to being hill dwarves or mountain dwarves; elves can be other than high elves; and gnomes are not restricted to being "surface gnomes." The special characteristics of the additional sub-races are given on the following pages.

Dwarves:

Gray dwarves, also known as duergar, are usually found only in the subterranean depths of the earth. While the majority of the members of this sub-race are of lawful evil alignment (with neutral tendencies), player characters who are gray dwarves may be of any alignment. Duergar are thinner than other dwarves, and their skin and hair color ranges from medium gray to dark gray.

Just as their kindred, gray dwarves may be fighters, clerics, or thieves, and as thieves may also enter the assassin subclass or the acrobat split class. Gray dwarves may be multi-classed as fighter/clerics, fighter/thieves, cleric/thieves, or cleric/assassins.

Player character gray dwarves are non-magical in nature, just as their surface-dwelling cousins are, and as such gain the same bonuses to their saving throws versus magical attacks by rod, staff, wand, or spell (+1 per each 3½ points of constitution score). Gray dwarves are also unaffected by illusion spells and immune to all paralyzation attacks and non-natural (i.e., magical or alchemical in origin) poisons. They receive a saving throw bonus versus natural poison just as other dwarves do, of the same amount as their magical-attack bonus.

Gray dwarves speak the dwarvish language, and in addition speak "undercommon," a trade language of the empires and communities deep beneath the earth. They also speak their alignment language and a maximum of two other languages, regardless of intelligence.

Duergar have infravision with a 12″ range. They also have the standard dwarvish abilities for detecting grade, slope, new construction, sliding walls, traps, and depth underground, and have the combat abilities of other dwarves in fighting creatures such as ogres, trolls, ogre magi, giants, and titans. They do not gain the other dwarves' combat advantage when attacking half-orcs, goblins, hobgoblins, or orcs, since their background does not include a history of animosity against these creatures.

Gray dwarves move very quietly when they want to, able to surprise others on a 3 in 6 chance (when alone or in the company of others of their race), and are themselves surprised only 1 time in 10. Not all player character duergar have psionic ability. They do, however, have twice the usual chance of being psionic (double all bonuses for intelligence, wisdom, and charisma) if psionics are used in the campaign.

Gray dwarves live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world except at night or on the gloomiest of overcast days. Daylight, and spells such as *continual light,* affect duergar as follows: Their enhanced ability to gain surprise is negated, the character's dexterity is effectively reduced by 2 for the duration of the exposure (with all penalties to armor class, thieving abilities, etc., applicable), all their attacks are made at -2 "to hit," and any opponents' saving throws versus gray dwarf attacks are made at +2. If the gray dwarf is located in darkness or deep shadow but is attacking creatures illuminated by a light source, surprise ability and dexterity are normal, but the character's attacks are at -1 "to hit," and opponents' saving throws versus any such attacks are at +1. The relatively dim light given off by such sources as torches, lanterns, magic weapons, *light* spells, and *faerie fire* spells does not adversely affect a gray dwarf.

Elves:

Gray elves are members of a rare race that shares all of the abilities of high elves, including resistance to sleep and charm, ability with sword and bow, infravision, detection of secret and concealed doors, and ability to move silently when alone. The two sub-races share the same languages. Gray elves receive a +1 bonus to their dice roll for intelligence, giving beginning player characters a maximum score of 19 in this ability. Gray elves are not as common as high elves, and do not normally associate with humanoids other than elves for long periods. They are thinner than high elves, with hair color of silver or gold and eyes of amber and violet.

Wood elves, also known as sylvan elves, have abilities similar to those of high elves, including resistance to sleep and charm, extra bonuses when wielding sword or bow, infravision, silent movement, and detection of secret and concealed doors. They speak elvish, common, treant, and the tongue of woodland mammals (much as gnomes may communicate with burrowing mammals), but no other languages to start with. They receive a bonus of +1 to the initial dice roll for strength (but the normal maximum of 18 still applies), and must take a -1 penalty to their initially generated score for intelligence. Wood elves are more reserved than gray elves, and do not mix with the organized societies of other races on a regular or recurring basis. Wood elves have fair complexions, with hair color ranging from copper red to blonde and eyes of light brown, light green or hazel.

Wild elves, or grugach, shun outsiders even more fervently than other elves, and are xenophobic even with regard to other elven races. They have the standard elven characteristics of resistance to sleep and charm, bonuses "to hit" with bow and sword, infravision, moving silently, and detection of secret and concealed doors. Most of them speak the elvish language exclusively, though a player character grugach may know some of the common tongue as well. Wild elves are very strong, receiving a +2 bonus to the dice roll for strength (up to a maximum of 18). Wild elves deal with other woodland creatures as if an *animal friendship* spell was in operation. Grugach can set pits, snares, and natural traps with a 90% chance of success. As shown on Character Race Table I, grugach are more limited than other elves in the class(es) they can practice; they can only be druids, fighters, or thieves (including assassin and acrobat), and can only be fighter/thieves if multi-classed. They are similar in appearance to wood elves, but are smaller, thinner, and very fair.

Valley elves are thought to be an offshoot of the gray elves, and have all powers and abilities of that sub-race, plus the ability to speak the gnomish language. Valley elves are unusually tall, some of them growing to the height of humans. They are shunned by other elven sub-races, who do not consider them "true elves." The name of valley elves is derived from the Valley of the Mage, where the sub-race is headquartered in the WORLD OF GREYHAWK™ Fantasy Game Setting, but valley elves are equally at home in any similarly far-removed section of the world free of other elvish influences.

Dark elves, also known as drow, are the most divergent of the elven sub-races. Their form similar to that of other elves, but their skin color is the inky black of a moonless night and their hair is normally pure white or silver. Classes open to dark elf player characters are cleric, fighter (including ranger), cavalier, magic-user, and thief (including thief-acrobat and assassin). Males and females of this sub-race differ in the maximum level attainable in the cleric, fighter, and magic-user classes. Drow are generally evil and chaotic in nature, though player characters are not required to be so.

A dark elf player character is considered an outcast from his or her homeland deep within the earth, whether by matter of choice, alignment, or merely being on the losing side of some family-wide power struggle. As such, drow characters do not have immediate access to the weaponry, armor, cloaks, and poisons that are normally found in the possession of non-player characters of this sub-race. The 50% magic resistance possessed by NPC dark elves is likewise not a property of player characters, who have abandoned their homeland; it is likely that this power is the result of extended dabbling in the dark arts as well as the effects of their environment. Once having made the decision to embark upon an adventuring career, a drow player character can never regain this magic resistance short of the use of *wish* spells or similar magics, but can still rise in power and dominate fellow dark elves. Outcast dark elves do retain the customary elven resistance to charm and sleep, and they receive a bonus of +2 to all saving throws versus magical effects.

Dark elves do not gain the combat bonuses of the surface elves with regard to sword and bow, but may fight with two weapons without penalty, provided each weapon may be easily wielded in one hand. They cannot use a shield when performing this type of combat, but may use a spiked buckler as one of their two weapons.

Drow can speak the common tongue, the language of "undercommon" (a trade language of those who dwell beneath the earth), plus

the elvish and gnomish languages, as well as other languages up to the limit prescribed by intelligence score. In addition, all dark elves "speak" the silent tongue of subterranean dwellers, a language of complex hand signals and gestures, combined with facial expressions and body language. The range of communication in this silent tongue is only 30′, but it is as informative as any other language within that range. Only the drow may fully master this tongue, though other races may be taught its basic signs and symbols.

Dark elves have infravision out to a 12″ range. The base movement rate of female drow is 15″, while that of male drow is 12″. Drow have the ability to detect secret and concealed doors just as other elves can, and they can also detect new construction, stonework traps, sliding walls, and depth underground as do dwarves. Dark elves can move silently in the same manner as other elves, under the same conditions, and are surprised only on a 1 in 8 chance.

All dark elves have the innate ability to use the following magic spells once per day: *dancing lights, faerie fire, and darkness, 5′ radius*. Upon attaining 4th level in any class, dark elves gain the ability to cast *detect magic, know alignment,* and *levitate,* also once per day. Females of 4th level or higher also can use *clairvoyance, detect lie* (or its reverse), *suggestion,* and *dispel magic,* each once per day.

Ability scores for drow characters may be generated either by normal means, or by the method described on page 34 of the FIEND FOLIO® Tome, at the option of the DM. If the latter method is used, the adjustments to initial dice rolls for elves given in the "Penalties and Bonuses for Race" section (Players Handbook, page 14) do not apply.

Drow are affected by light in the same manner as gray dwarves (see above). They will prefer to travel either at night or in gloomy, overcast conditions when they venture out into the surface world.

Gnomes:

Deep gnomes, also known as svirfneblin, are members of a breed of gnome that lives deep beneath the surface of the earth. They can be of any class or combination of classes that is permitted to surface-dwelling gnomes. Deep gnomes who are not illusionists gain special abilities at high levels. Deep gnomes are more muscular than their above-ground cousins, their gnarled skin ranging from medium brown to grayish brown in color. They have gray eyes.

Deep gnomes have the standard gnomish abilities with regard to detection of slopes and unsafe walls, and determining depth and direction underground. In addition, they have a 60% chance of being able to camouflage themselves against surrounding natural rock deep underground, remaining effectively invisible until they move, attack, or take some other action which negates invisibility.

Player character deep gnomes must be male, since no females of this sub-race have ever been known to take up adventuring careers. Player character deep gnomes do not possess the innate magic resistance of non-player character svirfneblin, but do gain a +2 bonus on saving throws versus poison and a +3 bonus on all other saving throws. Just as others of this sub-race, the deep gnome player character is immune to the effects of illusions and phantasms. Unlike non-player characters of this sub-race, player character svirfneblin do not automatically improve in natural armor class as they progress in levels. The reasons why player character deep gnomes lose certain abilities may be similar to why this happens to dark elves (see above).

Deep gnomes speak their own tongue, which is related to the gnomish tongue spoken by surface dwellers of the race. They can know other languages depending on intelligence, with emphasis on tongues spoken beneath the earth. Player character deep gnomes cannot converse with creatures from the Elemental Plane of Earth, unless the character has such a language as one of the tongues that he or she has specifically learned, and player characters are just as likely to be attacked by creatures from the Plane of Earth as are members of any other race.

When a deep gnome becomes a player character, he or she forfeits some of the benefits that derive from close association with the Elemental Plane of Earth, as described above. However, deep gnomes who are not illusionists do retain the innate ability of svirfneblin to summon an earth elemental once per day. When a non-illusionist reaches 6th level in any class, he or she can perform this feat in a fashion similar to the magic-user spell *conjure elemental.* The type of creature summoned, if any, is determined by rolling d20 and referring to the following table:

Die Roll	*Result*
1	24 HD earth elemental
2-6	16 HD earth elemental
7-10	12 HD earth elemental
11-15	8 HD earth elemental
16-18	xorn
19-20	summoning fails, may not be attempted again that day

Player character deep gnomes may use the following spell-like abilities once per day: *blindness, blur,* and *change self,* as if cast by an illusionist of the same level as the character's highest level. A deep gnome also radiates *non-detection* as the spell, though this applies only to the individual alone and does not affect an area.

Svirfneblin have infravision out to a range of 12″, but ultravision of only a 3″ range. In bright light their vision (of all sorts) is reduced to 3″, and they must take a penalty of -1 "to hit" when fighting opponents in such illuminated conditions, Player character deep gnomes can be surprised only on a 1 in 12 chance, and can surprise others on a 9 in 10 chance if they are alone or in the company of other deep gnomes and not wearing bulky armor. Player character deep gnomes do not have psionic abilities.

In melee combat, deep gnomes gain a bonus of +1 on rolls "to hit" and damage when attacking drow and kuo-toa, which are enemies of their race just as goblins and kobolds are enemies of surface gnomes. The deep gnomes gain the same benefits as surface gnomes when attacked by giants, bugbears, ogre magi, ogres, trolls, or titans.

Half-Elves:

Half-elves of high elven ancestry are fully described on page 17 of the Players Handbook. Those descended from gray, wood, and valley elves have similar abilities and restrictions. Because wild elves do not trust humans any farther than they can toss them, no instances are known of half-elves descended from grugach stock. Half-elves of drow descent retain their elf parent's disadvantages with regard to light, but have none of the special advantages of full-blooded drow, and are looked upon as outcasts by the dark elf population.

Halflings:

The three sub-races of halfling — stout, hairfoot, and tallfellow — are described in general on page 17 of the Players Handbook. Differences in class level limits for the three sub-races are given on Character Race Table II in this text. For the purposes of level advancement and abilities, consider those of mixed blood to be stouts.

Half-orcs:

Half-orcs are described on page 17 of the Players Handbook, as amended by the information on the tables in this text.

Humans:

Humans are the dominant race in the AD&D® game universe, having no limits on what classes they can practice or how high a level one can attain. Note that human player characters, and only humans, may be created using a special character generation method (presented in this book) which allows the player to select the character's class before any of his or her ability scores are determined.

RACIAL PREFERENCES TABLE

Race	Basic Acceptability of Racial Type																
	DG	DH	DM	ED	EG	EH	EV	EWi	EWd	GD	GS	½E	HH	HS	HT	½O	H
DWARF																	
Gray (DG)	P	A	A	G	H	H	H	H	H	A	A	N	N	T	N	N	N
Hill (DH)	A	P	G	H	A	A	A	A	A	N	G	N	T	G	G	H	N
Mountain (DM)	A	G	P	H	A	A	A	A	A	T	T	N	T	G	T	H	N
ELF																	
Dark (ED)	G	A	A	P	H	H	A	H	H	H	A	A	A	A	A	T	N
Gray (EG)	A	A	A	H	P	G	A	T	G	N	T	G	T	T	G	A	N
High (EH)	A	A	A	H	G	P	A	N	G	T	T	G	T	T	G	A	N
Valley (EV)	A	A	A	A	N	N	P	N	N	G	G	T	N	N	T	A	A
Wild (EWi)	A	A	A	H	N	N	A	P	N	A	A	A	A	A	N	A	A
Wood (EWd)	A	A	A	H	G	G	A	N	P	N	N	G	T	T	G	A	N
GNOME																	
Deep (GD)	A	N	T	H	N	N	T	N	N	P	G	N	T	T	T	A	N
Surface (GS)	A	G	G	A	T	T	G	N	N	G	P	T	G	G	G	H	N
HALF-ELF* (½E)	N	N	N	P	P	P	P	A	P	N	T	P	N	N	T	A	T
HALFLING																	
Hairfoot (HH)	N	T	T	A	T	T	N	N	T	N	T	N	P	P	P	N	T
Stout (HS)	T	G	G	A	T	T	N	N	T	T	T	N	P	P	P	N	N
Tallfellow (HT)	N	T	T	N	G	G	T	T	G	N	T	G	P	P	P	N	N
HALF-ORC (½O)	N	H	H	N	A	A	A	A	A	A	H	A	N	N	A	P	T
HUMAN (H)	N	N	N	N	N	N	N	N	N	N	N	T	N	N	N	N	P

Notes on the Racial Preferences Table:

Column headings are abbreviations for racial types, reading from left to right in the same order that the table entries are given from top to bottom. The entries in a certain row represent how members of that race or sub-race generally view characters of each race. Some relationships are not reciprocal; for instance, dark elves regard all halflings with antipathy, while tallfellow halflings are generally neutral in their feelings about dark elves.

P: indicates that the race is generally *preferred,* and dealings with members of that race will be reflected accordingly.

G: indicates that considerable *goodwill* exists toward the race.

T: indicates that the race is viewed with *tolerance* and generally accepted, if not loved.

N: indicates that the race is thought of *neutrally*, when it is thought of at all, although some suspicion will be evident.

A: indicates that the race will be greeted with *antipathy.*

H: indicates a strong *hatred* for the race in question.

* With regard to the reactions of races other than elves, half-elves are considered as a specific racial type. However, elves will react to half-elves as if the half-elf were either a half-elf or a full-blooded elf of the same racial type as the half-elf's non-human ancestor, whichever is the more negative reaction.

CHARACTER CLASSES (Descriptions, Functions, Levels)

CHARACTER CLASSES TABLE I: HIT DICE, SPELL ABILITY, AND CLASS LEVEL LIMIT

Class of Character	Hit Die Type	Maximum No. of Hit Dice	Spell Ability	Class Level Limit
CAVALIER	d10[1]	10	no	none
Paladin	d10[1]	9	yes[2]	none
CLERIC	d8	9	yes	none
Druid	d8	14	yes	23 (Hierophant of the Cabal)
FIGHTER	d10	9	no	none
Barbarian	d12	8	no	none
Ranger	d8[3]	10 (+1)[3]	yes[4]	none
MAGIC-USER	d4	11	yes	none
Illusionist	d4	10	yes	none
THIEF	d6	10	no[5]	none
Acrobat	d6	12	no	none
Assassin	d6	15	no[5]	15 (Grandfather of Assassins)
MONK	d4[6]	17 (+1)[6]	no	17 (Grand Master of Flowers)
BARD	d6	10	yes	23 (Master Bard 23rd)

Notes Regarding Character Classes Table I.:

1: The cavalier and the paladin have a hit-point range of 4-13 points at 1st level, generated by either 3d4 + 1 or d10 + 3 depending upon the social standing of the character at the start of his or her career. See the description of the cavalier class hereafter for particulars.

2: Starting at 9th level, the paladin gains clerical spell ability, and may eventually cast spells of up to the 4th level of power.

3: The ranger begins with two eight-sided hit dice (2d8) and thereafter goes up one die per level, to a maximum of 11 hit dice at the 10th level of experience.

4: Starting at 8th level, the ranger gains druidic spell ability, and may eventually cast druidic spells of up to the 3rd level of power. Starting at 9th level, the ranger gains magic-user spell ability, and may eventually cast magic-user spells of up to the 2nd level of power.

5: Thieves of 10th level or higher and assassins of 12th level or higher gain the ability to read magic-users' (and illusionists') spells from scrolls.

6: The monk begins with two four-sided hit dice (2d4) and thereafter goes up one die per level, to a maximum of 18 hit dice at the 17th level of experience.

CHARACTER CLASSES TABLE II: ARMOR AND WEAPONS PERMITTED

Class of Character	Armor	Shield	Weapons	Oil	Poison
CAVALIER	any[1]	any	any[1]	no[2]	only if evil
Paladin	any[1]	any	any[1]	no[2]	never
CLERIC	any	any	club, flail, hammer, mace, staff, lasso, sap, staff sling	yes	only if evil
Druid	leather or padded	wooden	aklys, club, dagger, dart, garrot, hammer, lasso, sap, sling, scimitar, spear, staff, staff sling, sword (khopesh), whip	yes	DM's option
FIGHTER	any	any	any	yes	DM's option
Barbarian	any[3]	any	any	yes	DM's option
Ranger	any	any	any	yes	DM's option
MAGIC-USER	none	none	caltrop, dagger, dart, knife, sling, staff	yes	DM's option
Illusionist	none	none	caltrop, dagger, dart, knife, sling, staff	yes	DM's option
THIEF	leather, studded leather, padded, or elfin chain[4]	none	bow (short), caltrop, club, crossbow (hand), dagger, dart, garrot, knife, sap, sling, sword (broad), sword (falchion), sword (long), sword (short)	yes	DM's option
Acrobat	as thief	none	as thief, plus lasso and staff	yes	DM's option
Assassin	as thief	none	any	yes	yes
MONK	none	none	aklys, atlatl, axe (hand), bo stick, caltrop, club, crossbow (any), dagger, garrot, javelin, jo stick, knife, lasso, pole arm (any), sap, spear, staff, sword (falchion)	no	DM's option
BARD	leather, studded leather, padded, ring mail, elfin chain, or magical chain mail	none	club, dagger, dart, garrot, javelin, knife, lasso, sap, scimitar, sling, spear, staff, sword (bastard), sword (broad), sword (falchion), sword (long), sword (short)	yes	only if evil

Notes Regarding Character Classes Table II:

1: A cavalier or a paladin will not wear leather, padded, or studded leather armor, because such garb is beneath the character's station. Similarly, a cavalier or a paladin will not use pole arms, missile weapons, or other types of arms that are commonly associated with the lower social classes. See the description of the cavalier class hereafter for particulars.

2: The use of oil in personal combat is unacceptable to the cavalier and the paladin, but such characters may use oil in siege warfare.

3: A barbarian can wear any sort of armor, but does not gain the full benefit of the dexterity bonus of the class if the armor worn is of the bulky or fairly bulky variety.

4: A thief attired in anything other than leather armor must take adjustments to his or her chances of success in performing certain thieving functions. See *Thieves Table II* hereafter for particulars.

General notes: Weapons not permitted to a character of a certain class may be picked up and used, but the non-proficiency penalty for that class will always apply (using the most severe penalty applicable for multi-classed characters) — and such non-permitted weapons may not be kept and carried by the character for use later.

Characters of under 5′ in height cannot effectively employ a long bow or any weapon over 12′ in length. Likewise, characters of less than 100 pounds body weight cannot use a heavy crossbow, any pole arm weighing more than 200 gp, or a two-handed sword. These prohibitions override the stipulation in the preceding note; the non-proficiency penalty is immaterial, since these weapons cannot be wielded at all.

THE CAVALIER

The character class of cavalier has no prime requisite, and as a result cavaliers do not gain experience-point bonuses for superior abilities. A cavalier must have minimum ability scores of 15 in strength, dexterity, and constitution, and scores of 10 in intelligence and wisdom. A cavalier character must initially be of good alignment (lawful good, neutral good, or chaotic good). The cavalier attacks and makes saving throws as a fighter, but gains additional abilities with certain weapons and modifiers to certain saving throws. Cavaliers and members of the paladin sub-class (see hereafter) are not entitled to the benefits of weapon specialization.

In order to become a cavalier, a character must be in service to some deity, noble, order, or special cause. The DM will determine if this requirement can be met within the limits of the campaign, and if it is properly met by the cavalier character. The cavalier must always place honor, bravery, and personal deeds in the forefront of his or her activity, and must adhere to a code of chivalry (described below).

A cavalier character must be of proper social class, and is usually of noble or aristocratic origin. Only those characters of Upper Class social status may immediately enter into the cavalier class. Those of lower social standing are generally excluded from becoming cavaliers, but certain members of lower social classes may be so honored. Such a character must be sponsored by a higher authority of greater status, and begins first as a 0-level Horseman (a retainer for a Knight), then a 0-level Lancer, and finally becomes a 1st-level Armiger of the cavalier class. The 0-level Horseman starts at -1500 experience points and has 1d4 + 1 initial hit points. The Horseman becomes a Lancer at -500 experience points and gains another d4 roll for cumulative hit points. The Lancer becomes a 1st-level cavalier at 0 experience points, and gains another d4 in hit points. In contrast, a character whose social standing qualifies him or her for immediate entrance into the cavalier class begins as a 1st-level Armiger with 1d10 + 3 hit points. The character's hit-point bonus for high constitution (if applicable) is first received at either Horseman or Armiger level, and is then applied to each additional hit die from second level on as normal. The special abilities of the cavalier class are only gained when the character attains Armiger status.

Humans, elves, and half-elves may become cavaliers. However, members of the latter two races cannot qualify unless they are of gray, dark, or high elf stock (or, for half-elves, descended from such stock) and unless they are from or sponsored by a noble house.

Cavaliers are not limited in which weapons they can use, but certain weapons are preferred over others, such that a cavalier will seek proficiency in these weapons before learning other weapons. These weapons are the lance (required of the 1st-level Armiger), long sword, broad sword, bastard sword, short sword, horseman's mace, horseman's flail, horseman's military pick, dagger, scimitar, and javelin. In addition, elven and half-elven cavaliers will prefer to use a short composite bow. Only after these weapons have been mastered may the cavalier become proficient in the use of other types. Weapons that deal out damage at a distance (including pole arms, missile weapons, and the two-handed sword) call into question the cavalier's personal bravery, and as such are avoided by all except the most powerful of cavaliers. The cavalier may use these questionable weapons at normal non-proficiency penalties, but their use may violate the character's chivalric code.

The cavalier gains bonuses "to hit" with certain weapons as he or she advances in level. These "weapons of choice" and their attendant bonuses are:

— At 1st level, the cavalier is + 1 "to hit" with the lance, if used while mounted.
— At 3rd level, the cavalier is + 1 "to hit" with either the broad sword, long sword, or scimitar (player's choice).
— At 5th level, the cavalier is + 1 "to hit" with either the horseman's mace, horseman's flail, or horseman's military pick (player's choice).
— At 7th level, the cavalier is + 2 "to hit" with the lance, if used while mounted.



— At 9th level, the cavalier is + 2 "to hit" with either the broad sword, long sword, or scimitar (depending upon what was chosen at 3rd level).
— At 11th level, the cavalier is + 2 "to hit" with the horseman's mace, horseman's flail, or horseman's military pick (depending upon what was chosen at 5th level).
— At 13th level, the cavalier is + 3 "to hit" with the lance, if used while mounted.

At higher levels, the progression described above increases in a similar fashion. The plus "to hit" does not apply to damage, and does not allow the cavalier to hit creatures that can only be hit by magic weapons. Note that the higher plusses must be taken in the same weapon as chosen at lower levels, so that any cavalier has effectively three "weapons of choice." (A cavalier cannot be + 1 with the long sword and + 2 with the scimitar at 9th level, but would be + 2 with the long sword if that was the weapon chosen at 3rd level.)

The cavalier may make multiple attacks with a "weapon of choice" as if the character were 5 levels higher than actual as far as attacks per round are concerned; e.g., a 3rd-level cavalier can attack 3 times every 2 rounds with a weapon of choice, as opposed to 1 attack per round with some other ordinary weapon. At 16th level and above, the cavalier can attack 3 times per round with a weapon of choice.

CAVALIERS TABLE I

Experience Points	Exp. Level	12-Sided Dice for Accum. Hit Points	Level Title
(-1,500 — -501	*0*	*1d4 + 1*	*Horseman)*
(-501 — -1	*0*	*2d4 + 1*	*Lancer)*
0 — 2,500	1	1 + 3*	Armiger
2,501 — 5,000	2	2	Scutifer
5,001 — 10,000	3	3	Esquire
10,001 — 18,500	4	4	Knight Errant
18,501 — 37,000	5	5	Knight Bachelor
37,001 — 85,000	6	6	Knight
85,001 — 140,000	7	7	Grand Knight
140,001 — 220,000	8	8	Banneret
220,001 — 300,000	9	9	Chevalier
300,001 — 600,000	10	10	Cavalier
600,001 — 900,000	11	10 + 3	Cavalier, 11th
900,001 — 1,200,000	12	10 + 6	Cavalier, 12th

* If qualification for 1st level required progression through the two 0-level grades, then hit dice for 1st level are 3d4 + 1, but in all other cases 1d10 + 3 applies.

300,000 experience points per level for each level beyond the 12th. At 13th level and above, level title is Cavalier Commander.

Cavaliers gain 3 h.p. per level after the 10th.

The lance is the preferred weapon of the cavalier, and proficiency with it is required at the first level. The cavalier has a bonus to damage equal to the character's level of experience when using a lance while mounted. When the cavalier is dismounted and using a lance, damage is + 1. A heavy lance used while dismounted is treated as an awl pike, with respect to all specifications except length, weight, and speed factor. A medium or light lance used while dismounted is treated as a spear.

A cavalier's expertise in weapons allows the cavalier to parry with weapons of proficiency more effectively than fighters can. Should a cavalier choose to parry rather than attack, all of the cavalier's "to hit" bonuses (including those due to strength, magic, and weapon of choice) can be subtracted from *one* attacker's die rolls. A parrying cavalier may use his or her shield to parry a second opponent's attack; a shield parry reduces the attacker's roll by 1, and by a further 1 for every "plus" of the shield, if it is magical. If the cavalier is using a shield parry as well as a weapon parry, any further attackers beyond the second may ignore the shield bonus in determining their chances "to hit." If a cavalier performs one or two parries, the cavalier cannot attack in that round, even if he or she is capable of making multiple attacks in a single round.

To the cavalier, armor is a much as badge of station as it is a means of protection. Thus, a cavalier character will always seek to possess the very best and finest-quality armor the cavalier is able to own. In this endeavor, appearance is as important as function, so engraving, inlaying, and decoration of the armor will always be sought. Plate armor is the cavalier's first choice; other preferences ranking beneath that are (in order of desirability) plate mail, banded or splint mail, chain mail, scale mail, and ring mail. Leather, studded leather, and padded armor are the dress of thieves and peasants, and as such are beneath the cavalier's station, such that the cavalier will not wear these armor types. This list of preferences applies even in the case of magical armor, so that *chain mail + 2* will not be worn if banded or splint mail of normal sort is available.

Mounted combat and horsemanship are special provinces of the cavalier class. A human cavalier (but not an elf or a half-elf) makes all attacks from horseback as if the character were 1 level higher. This increase applies only to horses, mounts usable as steeds by cavaliers at higher level, and those mounts approved by the DM.

All cavaliers are virtually born and bred to the saddle, with those of lesser ability arduously trained at the 0 levels. A cavalier is 85% unlikely to be thrown from the saddle, and 85% unlikely to be injured if his or her mount falls. This chance is increased by 1% for each level above the first.

As a cavalier increases in level, he or she improves still further in horsemanship, and in the handling of other creatures as mounts. Horsemanship abilities increase as follows:

— At 3rd level, the cavalier can vault into the saddle with bulky armor and have the steed underway in a single segment.

— At 4th level, a female elven cavalier (and *only* a female elf) may handle and ride a unicorn as a steed.

— At 5th level the cavalier can urge his or her mount to greater speed than normal. The additional speed possible equals a 2" bonus to movement rate, and can be sustained for up to 6 turns. The additional speed thus gained has no ill effects upon the mount, although normal rest and feeding are always necessary.

— At 7th level the cavalier can handle and ride a pegasus as a steed.

— At 9th level, the cavalier can handle and ride a hippogriff as a steed.

— At 11th level, the cavalier can handle and ride a griffon or a similar creature (DM's judgment) as a steed.

The cavalier's mount will be friendly to and will accept the cavalier as long as it is properly treated. Of course, creatures of good alignment will not allow any of the evil sort to come near in these cases, and vice versa.

A cavalier's knowledge of horses (and, at higher levels, other mounts) allows the cavalier to estimate the relative worth of a steed. A cavalier can examine any mount and determine if it has low worth (one-third or fewer of the maximum possible hit points for the creature), average worth, or high worth (two-thirds or better of the maximum possible hit points). Any steed selected by a cavalier will have + 2 hit points per hit die (up to the maximum hit points available).

A cavalier undergoes continual training and practice in arms and warfare, such that part of any day not spent adventuring must be spent in mounted arms drill or combat practice on foot. As a result of this constant training, the cavalier can increase his or her strength, dexterity, and constitution scores. When a cavalier is at 1st level, percentile dice are rolled for each of these abilities, just as they are for fighters with 18 strength. A Lancer with 15 dexterity might have 15/87 dexterity upon attaining Armiger status. The percentage has no normal effect on play, and the ability score is considered to be the main number (15 in this case). An exception is percentile strength above 18, which is treated as for fighters on the strength bonuses table.

As a cavalier attains each higher level, 2d10 are rolled and the result added to the percentile score for strength, dexterity, and constitution. When a percentile score goes over 100, the main score is raised by 1 and the 100 is discarded. (In the example, if the cavalier with 15/87 dexterity rolls a 19 for this ability upon gaining 2nd level, the character's dexterity score is now 16/06, and is treated as a 16.) Ability scores can be raised as high as 18/00 in this manner, even if doing so violates limitations based on race or sex. If a cavalier loses a level, the percentile points gained for that level are lost.

To advance a level, the cavalier must be trained by another cavalier of at least 4th level, or 2 levels higher than the cavalier's current level, whichever is higher. However, after attaining 6th level, the cavalier's normal regimen will suffice for training, and the cavalier does not need others to allow an advance in level.

A cavalier makes all saving throws as a fighter. Such characters are, however, immune to fear (magical or otherwise) of any sort. Cavaliers of good alignment radiate a *protection from fear* aura in a 1" radius, so that all allied creatures within the radius are similarly immune. In addition, magical or magic-like phenomena which affect the mind are 90% unlikely to have any effect on the cavalier. This includes powers such as *beguiling, charm, domination, hold, hypnosis, magic jar, possession, sleep, suggestion,* and the psionic *mind blast,* but not the effects of high comeliness. This 90% immunity is in addition to any

saving throw for the cavalier, if applicable. Cavaliers also save at +2 versus all forms of illusion spells.

Cavaliers of good alignment are able to function at negative hit point totals, unlike members of other classes, or cavaliers of neutral or evil alignments. The number of negative hit points the cavalier can function at is determined by the cavalier's hit points at 1st level (4-13). When a negative number of hit points is reached, the cavalier does not become unconscious, but cannot further attack and must rest, bind wounds, and seek further healing. Cavaliers heal as other characters, but those of good alignment gain an additional 1-4 points for each full week of normal healing.

As a member of the social upper classes, the cavalier has a coat of arms and armorial bearing. This bearing is the device worn upon the cavalier's shield to identify himself on the battlefield and in tournament. (In tournament, the shield may be covered with dark hide to keep the user's identity unknown, hence a "black knight.") The armorial bearing may be kept covered while traveling, but is always revealed when an encounter occurs with creatures that might understand the import of such a device. In addition, at 4th level the cavalier may fly a pennon on his or her lance on the battlefield. A duplicate of this battle flag is held by the cavalier's retainers, and marks the territory of the cavalier. If the battleflag is lost, dishonor ensues, and the cavalier must make every effort to regain the flag. (Your local library will likely contain books on heraldry for those who wish to design their own armorial bearings for their characters.)

Finally, cavaliers may expect full hospitality — food, lodging, and whatever else is needed (within reason under the circumstances) — from all other cavaliers of the same alignment. Such hospitality is likewise due from all gentle, noble, and royal households according to their relationships between various political divisions which might be concerned.

The cavalier must follow a code of conduct and ethics, akin to chivalry. Upon being sworn to knighthood (by a cavalier of at least 2 levels higher, in a ceremony as simple as a dubbing with the sword or a full ritual of fasting, vigil, sacred vows, and celebration), the cavalier must pledge himself or herself to this code. Failure to sustain the oath is not sufficient reason to revoke knighthood, unless the order or liege lord of the cavalier specifically demands such. In the latter case, the cavalier becomes a mere fighter, though weapon specialization is not gained and the privilege of weapons of choice is retained.

A cavalier must serve someone or some cause — normally a deity, greater noble, order of knighthood, or the like. The cavalier must seek to sustain the virtues and the code of chivalry. The knightly virtues are these:

Liberality	Honor	Good Faith
Glory	Unselfishness	Pride
Courtesy	Bravery	

The code for a feudal campaign may be summed up as follows. The DM may adjust this code to fit his or her own campaign.

Noble service cheerfully rendered
Defense of any charge unto death
Courage and enterprise in obediences to rule
Respect for all peers and equals
Honor to all above your station
Obedience and respect from all beneath your station
Scorn for those who are lowly and ignoble (this includes knightly limitations on weapons and armor)
Military prowess exercised in service to your lord
Courtesy to all ladies (if the cavalier is male)
War is the flowering of chivalry
Battle is the test of manhood
Combat is glory
Personal glory above all in battle
Death to all who oppose the cause
Death before dishonor

In enforcing this code, the DM may reduce or eliminate experience that is gained by the cavalier if its gaining violates the spirit or letter of the code. A cavalier who retreats from battle, even to save fellow party members, would receive half experience for the beasts slain in his or her retreat. Similarly, a cavalier who dons leather armor to infiltrate a thieves guild to effect a rescue will gain no experience, since the rescue would be done in means not approved of by the code. Note that even neutral and evil cavaliers are bound by this code, but in their cases the obedience is to non-good masters.

As a result of the code and desire for battle, cavaliers cannot be controlled in battle situations. They will charge any enemy in sight, with the following order of preference:

1. Powerful monsters (dragons, demons, giants, etc.) serving enemy leaders, then the leaders themselves.
2. Opponent cavaliers of great renown, enemy flags and standards.
3. Opponent cavalry of noble or elite status
4. Other opponent cavalry
5. Opponent elite footmen
6. Opponent camp and headquarters
7. Opponent melee troops
8. Levies or peasants

The cavalier's charge will be made at full speed, regardless of army cohesion, intervening friendly troops, or other such considerations.

While all cavaliers are initially of good alignment, there are cavaliers of neutral and evil alignment as well. Alignment change can occur up to 4th level without penalty, if the change is well-reasoned. At 4th level and beyond, any change of alignment results in the usual penalties. Neutral and evil cavaliers do not retain the *protection from fear* aura, nor the ability to function at a negative hit-point total. Evil cavaliers may use poison, and are free to ignore the obligation of hospitality. The device of an evil cavalier is made known throughout the land, and good cavaliers are duty bound to hunt down and destroy those cavaliers of evil alignment. Finally, evil and neutral cavaliers have limitations on the types of followers they can attract.

The Paladin

The paladin is no longer considered to be a sub-class of the fighter, but is a sub-class of the cavalier. A paladin must have all the requisite ability scores of the cavalier, plus a wisdom score of at least 13 and a charisma of 17 or higher. Paladins are still devoted to the cause of the lawful good alignment, and will follow those deities and orders that profess that alignment. Should a paladin stray from that alignment, he or she will become a cavalier and be stripped of all special paladin powers. Paladins must initially be of the correct social station, or be sponsored by local nobility. In the latter case, the paladin must advance through Horseman and Lancer "0 levels" before gaining paladin abilities. A paladin, as a sub-class of the cavalier, no longer has a prime requisite ability and does not gain an experience bonus for exceptional ability scores.

The powers, abilities, and level advancement of the paladin as described in the Players Handbook remain unchanged. In addition, the paladin gains the abilities and powers of the cavalier class, including weapons of choice, parrying ability, horsemanship, saving throw bonuses, and immunity to fear. The paladin may also increase his or her charisma score in the same way that he or she (as a cavalier) can increase strength, dexterity, and constitution.

The Druid

A study of the information pertaining to druids will reveal that there must be something above The Great Druid (14th level), for each area or land can have its own druid of this sort. Ranking even higher is the Grand Druid. This druid has 3,000,001 or more experience points, is 15th level, and is attended by 9 druids of special sort having nothing to do with the hierarchy of any specific area or land. Thus, any character of druid level may, in fact, journey to seek the Grand Druid and ask to serve him.

The Grand Druid knows 6 spells of each level and is also able to cast up to six spell levels as one or more additional spells (one 6th-level spell, six 1st-level spells, or any other combination that adds up to six levels). Three Archdruids (13th level characters) roam the world as

messengers and agents of the Grand Druid. These individuals are drawn from his personal attendants who reach the level of Archdruid. Each of them has four additional spell levels.

The Grand Druid is the ultimate overseer of druidical activity. Undoubtedly, such a position is demanding, thankless, and typically unexciting for all except politicians. After a few hundred thousand experience points worth of such activity, any adventurer worthy of the appellation should be ready for something else.

Those willing to relinquish their lofty station may do so after attaining only 500,000 additional experience points. Thus, any time after amassing at least 3,500,001 experience points, a Grand Druid can seek a successor. If such is found, the individual may then abdicate his or her position and enter practice of the Hierophant disciplines.

Upon stepping down as the chief theocrat, the former Grand Druid character must relinquish the 6 spell levels of bonus spells and all experience points above the 3,500,001 minimum, and further forfeits the 3,500,000 — effectively going down to 1 experience point and begining to rise in points again according to the table below. The druid is now known as a 16th level *Hierophant Druid* and may rise to as high as 23rd level in this new category (usually through self-training).

DRUIDS (CLERICS) TABLE I

Experience Points	Exp. Level	8-Sided Dice for Accum. Hit Points	Level Title
1,500,001 — 3,000,000	14	14	The Great Druid
3,000,001 — 3,500,000	15	15	The Grand Druid
1 — 500,000	16	15 + 1	Hierophant Druid
500,001 — 1,000,000	17	15 + 2	Hierophant Initiate
1,000,001 — 1,500,000	18	15 + 3	Hierophant Adept
1,500,001 — 2,000,000	19	15 + 4	Hierophant Master
2,000,001 — 2,500,000	20	15 + 5	Numinous Hierophant
2,500,001 — 3,000,000	21	15 + 6	Mystic Hierophant
3,000,001 — 3,500,000	22	15 + 7	Arcane Hierophant
3,500,001 and up	23	15 + 8	Hierophant of the Cabal

Spell abilities: For druids of 16th level and above, all spell-casting abilities remain at 15th-level maximums (6 spells of each level, 1st through 7th). No bonus spell levels are awarded, as noted above for the Grand Druid and his special agents, but casting level rises according to experience level. Rather than spells, spell-like powers are acquired as detailed below.

16th level — The character gains these powers:

Immunity to all natural poisons (ingested or insinuated animal or vegetable poisons, including "monster" poisons, but not mineral poisons or poison gas).

Extra longevity equal to level as expressed in decades (16th level = 160 additional years).

Vigorous health, equivalent to being in the prime of life.

And, the ability to alter his appearance at will. Appearance alteration is accomplished in 1 segment, with height and weight decrease/increase of 50% possible, apparent age from child to very old, and body and facial features of any human or humanoid sort. This alteration is non-magical, so it cannot be detected short of *true seeing* or the like.

17th level — The character gains the ability to actually hibernate, suspend animation (same length as longevity — no aging), enter the Elemental Plane of Earth at will (1 round transference time), and *conjure water elemental* (see "Elemental conjuring spells" hereafter). This ability, and all other conjuring abilities gained by Hierophant Druids, may be used once per day.

18th level — The character gains the ability to enter the Elemental Plane of Fire (as Earth, above) and to *conjure air elemental.*

19th level — The character gains the ability to enter the Elemental Plane of Water (as Earth, above) and to *conjure magma/smoke para-elemental.*

20th level — The character gains the ability to enter the Elemental Plane of Air (as Earth) and to *conjure ice/ooze para-elemental.*

21st level — The character gains the ability to enter the Para-Elemental Planes.

22nd level — The character gains the ability to enter the Plane of Shadow.

23rd level — The character gains the ability to enter any of the Inner Planes, roam Inner Plane Probability Lines (the 7th Dimension), and dwell on the Plane of Concordant Opposition (all as for the Plane of Earth, above).

Entering a plane — Essentially, the ability to enter also confers the ability to survive there. Consider the environment as natural to the character. There is no time limit for remaining on such a plane.

Elemental conjuring spells: The reader is referred to the description for *conjure fire elemental* on pages 61-62 of the Players Handbook. The results described for this spell are correct. However, the results described for *conjure earth elemental* (page 63) are not. Use the following tables, and adjust the results according to the desire of the conjuring character, using the character's level as a percentage chance of that character's success at actually conjuring up a particular type. For example, a Numinous Hierophant (20th level) has a 20% chance of being able to conjure a desired creature type. If the dice roll in such a case is 21 or higher, ignore the desired result and determine the creature(s) conjured from the appropriate table. Note that this chance to override the dice roll only applies to druids of 16th level or higher.

Fire: 01-85 = 16 HD fire elemental
86-94 = 2-4 salamanders
95-98 = 1 efreeti
99-00 = 21-24 HD fire elemental

Earth: 01-85 = 16 HD earth elemental
86-94 = 2-4 xorn
95-98 = 1 dao
99-00 = 21-24 HD earth elemental

Water: 01-85 = 16 HD water elemental
86-94 = 7-12 tritons (5th-8th level) on hippocampi
95-98 = 1 marid
99-00 = 21-24 HD water elemental

Air: 01-85 = 16 HD air elemental
86-94 = 2-4 invisible stalkers
95-98 = 1 djinni
99-00 = 21-24 HD air elemental

Para-Elemental, any: 01-85 = 16 HD para-elemental
86-95 = Special (see below)
96-00 = 21-24 HD para-elemental

Special: 5-8 lava children, 5-8 winter wolves, 21-24 mudmen, 21-24 vapor rats, or similar creatures, as appropriate to the plane in question.

Individuals conjured (any single-creature result) will have as many extra hit points added to their total as the conjurer has levels, subject to the maximum number of hit points for that ilk. Regardless of alignment and temperament, all conjured creatures will obediently and selflessly serve the Hierophant.

The Fighter

The scope of the fighter class is expanded in two major respects. First, fighters are able to employ any and all of the new weapon types detailed in this book. Second, and potentially more meaningful, is the benefit of weapon specialization, which is described below.

Weapon Specialization

Only members of the fighter class and the ranger sub-class can make use of weapon specialization. This discipline is manifested in the character's choice of one weapon to practice and use, to the exclusion of others. If weapon specialization is to be practiced by the fighter or ranger, that decision must be made when the character is initially created. Weapon specialization counts as two weapon-proficiency "slots"; that is, a fighter may choose a weapon of specialization in addition to two other weapons of proficiency to count for the character's initial allotment of four proficient weapons, while a ranger may have one weapon of specialization and a single weapon of proficiency as well. Specializing in a bow other than a crossbow requires an additional proficiency "slot," so that a fighter who specializes in the use of a bow may have only one other weapon of proficency to start with, and a ranger specializing in the bow can have no other weapon of proficiency at the start of his or her adventuring career. The benefits of weapon specialization are as follows.

Melee Weapons: The character is +1 to hit and +2 to damage with the special weapon, on top of all other strength and magic bonuses. The weapon must be a specific type, such as long sword or broad sword, as opposed to a general sword. In addition, the fighter gets additional attacks per round with the special weapon. The specifications for these additional attacks override the figures given on the *Attacks Per Melee Round Table* hereafter, and are summarized on the *Weapon Specialization Table* below.

Bows: Fighters and rangers using the long, short, or composite bow as a special weapon are entitled to a "point blank" range category. Point blank range is from 6′ to 30′. The character is +2 "to hit" and on damage rolls against targets within this range, and furthermore any successful hit deals out double damage (a total of 6-16 points for a non-magical arrow) to the victim, plus bonuses for strength or magic if applicable. Additionally, a bow specialist who begins the round with arrow nocked, shaft drawn, and target in sight is entitled to loose that arrow prior to any initiative check. Short range for a bow specialist is from 30′ up to the lower limit of medium range for that bow. The bowman is +1 to hit and damage at short range. Bow specialists may also gain additional attacks at higher levels.

Crossbows: In the hands of a specialist, these weapons have a "point blank" range of 6′ to 60′ (this completely overtakes the short range of a light crossbow in the dungeon). The crossbow specialist is +2 "to hit" and damage against targets in this range, and receives the double damage benefit as for a bow; thus, a light crossbow bolt fired by a specialist at point blank range will do 6-12 points of damage, exclusive of bonuses (if any) for strength and magic. At short range the crossbowman is +1 to hit and damage. At medium range the crossbow specialist is +1 to hit, but gains no bonus on damage by virtue of specialization. Crossbow specialists also increase in rate of fire with level, and the amount of this increase is dependent on whether a light or heavy crossbow is used. Crossbowmen also gain the "aimed shot" advantage of bowmen, so that if the crossbow is cocked and aimed and the target is in range, the crossbowman gets a free shot before initiative is rolled.

Other Missile Weapons: Users of other sorts of missile weapons gain a +1 bonus "to hit" and a +2 bonus on damage. Their number of attacks per round depends on the initial fire rate of the missile weapon.

Double Specialization: A fighter or ranger may either initially or at a later time decide to gain double specialization in his or her chosen weapon. Only melee weapons, excluding pole arms and the two-handed sword, may be used in double specialization. Double specialization is taken instead of a proficiency "slot" whenever the character qualifies for a new weapon, and can only be taken in the weapon type that the character is already specialized in. Double specialization gives the wielder +3 to hit and +3 to damage with that specific weapon.

Final Note: All "to hit" bonuses granted by weapon specialization are not magical in nature, and will not affect creatures that are only hit by magical weapons. If a ranger or fighter is wielding a magic weapon that is of the weapon type that he or she is specialized in, all magical bonuses apply in addition to the bonuses gained for specialization.

Weapon Specialization Table for Fighters and Rangers

	Number of Attacks Per Round with:							
Level of Specialist	Melee Weapon	Bow	Light Crossbow	Heavy Crossbow	Lasso and Staff Sling	Thrown Dagger	Thrown Dart	Other Missiles and Hurled Weapons
1-6	3/2	2/1	1/1	1/2	1/1	3/1	4/1	3/2
7-12	2/1	3/1	3/2	1/1	3/2	4/1	5/1	2/1
13+	5/2	4/1	2/1	3/2	2/1	5/1	6/1	5/2

Note: This table supersedes the normal *Attacks Per Melee Round Table* for fighters and rangers whenever such a character is using a weapon with which he or she is a specialist.

The Barbarian

The barbarian class is a sub-class of fighter. Barbarian characters are adept at the many skills necessary for survival in a hostile wilderness. These skills include rapid movement, climbing, use of many weapons, certain "sixth senses," and many secondary and tertiary abilities. Barbarians are tough and hardy, and recover quickly from damage. A barbarian must have strength and constitution scores of no less than 15 each, a dexterity score of 14 or better, and a wisdom score of no greater than 16. The barbarian is considered to have no principal attribute, and as such does not gain any bonus to earned experience points. A player character barbarian cannot be a character with two classes.

Barbarians gain a bonus to their armor class of 2 steps for every point of dexterity over 14, but only if the armor worn is not of the fairly bulky or bulky type. If fairly bulky or bulky armor is worn, the bonus is +1 per point over 14. This replaces the Defensive Adjustment for dexterity given to other classes. The Reaction/Attacking Adjustment remains the same for the barbarian's dexterity. In addition, barbarians gain +2 hit points per point of constitution over 14, as opposed to the normal constitution bonus for other classes.

Barbarians can be of any non-lawful alignment, but must be human. They do not use alignment language of any sort, however, and initially the barbarian knows only how to speak his tribal tongue and the common tongue. A barbarian must learn how to read and write if he or she desires these skills. A barbarian can learn languages according to his or her intelligence, just as any other character can.

Barbarians are tough and hardy fighters, hardened by the savage lands of their birth. They have 12-sided hit dice and a base movement rate of 15". They use the combat tables for normal fighters, and may use any sort of weapon, shield, and armor (but note that fairly bulky or bulky armor reduces the barbarian's armor class bonus for dexterity). The initial number of weapons the barbarian uses must include the hand axe, knife, and spear. Additional weapons based upon the barbarian's native area may be chosen by the DM.

BARBARIANS (FIGHTERS) TABLE I

Experience Points	Exp. Level	12-Sided Dice for Accum. Hit Points	Level Title
0 — 6,000	1	1	Barbarian
6,001 — 12,000	2	2	Barbarian
12,001 — 24,000	3	3	Barbarian
24,001 — 48,000	4	4	Barbarian
48,001 — 80,000	5	5	Barbarian
80,001 — 150,000	6	6	Barbarian
150,001 — 275,000	7	7	Barbarian
275,001 — 500,000	8	8	Barbarian
500,001 — 1,000,000	9	8 + 4	Barbarian
1,000,001 — 1,500,000	10	8 + 8	Barbarian
1,500,001 — 2,000,000	11	8 + 12	Barbarian

500,000 experience points per level for each additional level above the 11th.

Barbarians gain 4 h.p. per level after the 8th.

Barbarians in general detest magic and those who use it. They will, at low levels of experience, refuse to employ any sort of magic item if they recognize it as such. They will often seek to destroy magic items, and if successful they receive an experience-point award as if they possessed the destroyed items. While magic-users will be shunned initially, and always viewed with suspicion, clerical spells of the type used by shamans and witch doctors are not so viewed, though high-level clerical spells are suspect.

A barbarian's natural attack abilities allow him or her to strike creatures that would normally be immune to non-magical attacks as the barbarian rises in level. At 4th level the barbarian can affect creatures which require a +1 or better weapon to hit, while a 6th-level barbarian can strike creatures which require a +2 weapon to hit. Similarly, at 8th level, the barbarian can hit creatures requiring a +3 weapon to hit, and at 10th level can hurt creatures requiring a +4 weapon to hit. At 12th level, a barbarian can affect creatures harmed normally only by weapons of +5 or better. The barbarian, despite the ability to hit such creatures, does not gain a bonus "to hit" or inflict additional damage because of this ability. Only barbarians have this ability among all the player character classes.

All barbarians have the following bonuses to their saving throws: They are +4 versus poison, +3 versus paralyzation, death magic, petrification, and polymorph, and +2 versus rod, staff and wand and breath weapon. Barbarians gain no benefit to their saving throw versus spell at start, but gain a +1 to such saving throws for every four levels attained.

The barbarian character has the following primary abilities:

Climb cliffs and trees: The barbarian can climb trees and natural cliffs (or ledges, mountains, etc.) as a thief of the same level would *climb walls*. Barbarians may also climb walls of other kinds once they have had the opportunity to practice scaling that particular type of surface.

Hide in natural surroundings: Barbarians can hide in natural surroundings that are familiar to the barbarian as a thief of three levels higher would *hide in shadows*. A barbarian can hide in unfamiliar natural surroundings as a thief of the same level would *hide in shadows*.

Surprise: Barbarians surprise opponents on a 3 in 6 chance, or 4 in 6 if they are in familiar terrain. Barbarians are themselves surprised 10% of the time, or only 5% in familiar terrain.

Back protection: Any attempt to attack a barbarian from behind, including such attacks by assassins or thieves, has a 5% chance per level of being detected and countered. That is, if a barbarian detects a back attack (a 5% chance at 1st level, 10% at 2nd, etc.)



the barbarian avoids the attack form. The former back attack becomes a normal attack. The barbarian is also then entitled to attack the former "back attacker," even though the barbarian may already have engaged in what would otherwise have been his or her full normal combat for that round.

Leaping and springing: Barbarians are able to leap up to a maximum distance of 10 feet forward, 3 feet backward, or 3 feet upward from a standing start. If the barbarian is able to move freely and get a running start, the forward leap can range from 16-21 feet (15 + d6), and the upward leap from 4½ to 6 feet (4 + d4, each pip equaling ½ foot). Springing under similar conditions gives an upward distance of 4-7 feet, depending on the surface used as a step to gain height and spring.

Detect illusion: Barbarians have a 5% chance per level of determining that some sight, sound or other sensory phenomenon is actually an *illusion/phantasm* spell of some type. This detection takes one round of concentration on the illusion. Regardless of the barbarian's level, the chance to so detect such spells may never exceed 75%.

Detect magic: Barbarians have a 25% chance of detecting any

sort of magic other than the *illusion/phantasm* variety. This again takes one round of concentration, and applies to items or spells, but not to persons who are able to effect magic. For each level the barbarian gains beyond the 1st level, the barbarian gains an additional 5% to his or her base chance of detection. However, this chance may never exceed 90% regardless of the barbarian's level of experience. The type of magic is never revealed by this ability.

Leadership: When dealing with other barbarians, a barbarian adds his or her level of experience to his or her charisma score to get an effective charisma effect on other barbarians. Comeliness does not affect, nor is it affected by, this ability.

In addition to the primary skills, every barbarian possesses all of the following secondary abilities. These secondary abilities are generally not usable (certainly not to their fullest potential) in areas which are unfamiliar to the barbarian, although the skills can be applied to a new locale with differing flora, fauna, and climate, after about one month of continual exposure to the new area.

Survival: The barbarian has the necessary skills for survival in the wild, including hunting, small animal trapping, food gathering, shelter building, body covering, and fire building.

First aid: This skill allows the barbarian to bind wounds, set sprains or broken bones, and concoct natural antidotes and natural cures for diseases. This means the barbarian immediately regains 1 hit point, and thereafter he or she regains hit points at twice the normal rate, regaining 2 hit points per day if resting, and 1 hit point per day even if active and adventuring. The barbarian can also bind wounds to prevent further loss in hit points of other characters. Such "first aid" restores 1 hit point immediately, and then increases hit-point recovery by 100% if the barbarian continues to administer aid and cures. When dealing with natural poison and illness, the barbarian has a 10% chance of effecting a cure. If the poison or disease is known, this chance of success rises to a percentage equal to 50 plus the victim's constitution score.

Outdoor craft: This skill includes plant and animal detection as a 3rd-level druid, direction determination, and the ability to *predict weather* as if the spell of that name were cast by a 3rd-level druid.

Tracking: A barbarian's tracking skill is equal to that of a ranger of the same level, but a barbarian may only track in the outdoors.

Finally, a barbarian will have one or more of the following tertiary skills depending on the locale or culture from which he or she originates. Which skills are applicable are determined by the DM according to the nature of the campaign.

Animal handling: The barbarian can handle and domesticate wild animals. Usually this is restricted to dogs, but could possibly include animals such as wolves, large birds, giant lynxes, etc.

Horsemanship: The barbarian is skilled in using his horse in combat, and this ability could include the handling of draft teams.

Long distance signaling: The barbarian is capable of using the signaling methods of his native land (including such things as drums, smoke, or mirror flashes) to communicate over long distances.

Running: This skill enables the barbarian to move at full speed (twice normal movement rate) for no less than three full days before having to "rest" by spending a day moving at normal rate. Similarly, endurance will be twice normal for movement situations.

Small craft, paddled: The barbarian is skilled in the building and use of small canoes and hide boats.

Small craft, rowed: This skill includes the building of wooden boats and the rowing and/or sailing of these boats.

Sound imitation: The barbarian with this skill can mimic various sounds, including bird or animal calls, either for the purpose of luring those creatures or for signaling.

Snare building: This skill allows the barbarian to construct deadfalls, pits, and other traps for large and even very large animals and like creatures.

Native territory: Many of a barbarian's abilities depend on the native territory of the character. It is *mandatory* that barbarian characters come from some out-of-the-way barbaric state or area within the campaign. Typically they are cavemen, dervishes, nomads, or tribesmen. Only such uncivilized backgrounds can generate the necessary surroundings to produce individuals of the stock from which barbarian fighters would be drawn.

Within the WORLD OF GREYHAWK™ Fantasy Game Setting, for example, there are several areas that could spawn the barbarian subclass. The lands of the Frost, Ice, and Snow Barbarians, as well as the Hold of Stonefist, would be the homeland of barbarians of the Scandinavian/Slavic mold. These characters would employ broad swords and short bows in addition to the required initial weapons. Horsemanship would be nominal at best, but these barbarians would have running abilities and the skill in small craft, rowed.

Barbarians from the Rovers of the Barrens, Tiger, and Wolf Nomads would be excellent horsemen. The Rovers, being the most barbaric of these groups, would have the tertiary abilities of running, animal handling, paddled small craft, sound imitation, and snare building. Their main weapons would be the club, javelin, and lasso or short bow. Other Nomads from this group would be most efficient at long distance signaling, and skilled in the use of the lance, scimitar, and composite short bow.

Savages of the Amedio Jungle or Hepmonaland would have the tertiary abilities of long distance signaling, running, sound imitation, snare building, and possibly paddled small craft. In the Amedio Jungle, the preferred weapons would be club, blowgun or shortbow, and dart or javelin. In Hepmonaland, the typical weapons would be atlatl and javelin, club, and short sword.

Using the above as examples, the DM can tailor his barbarians to fit his campaign. Not only does the native area determine initial weapons known, but it also serves as a base of judgment for the use of secondary abilities. These abilities are severely limited outside the native territory of the barbarian, until the character becomes more effective with his or her abilities by gaining familiarity with the new area.

As barbarians rise in level, they gain further abilities, some of which have been noted above. Further, some of the limitations placed on the barbarian are relaxed or lifted. A summary follows:

Level	Actions and Abilities
2	May associate freely with clerics
3	May use magic potions
4	May use magic weapons May strike creatures hit only by +1 weapons Gains +1 on saving throws versus spell
5	May use magic armor
6	May associate with magic-users — if necessary! May strike creatures hit only by +2 weapons
7	May use weapon-like miscellaneous magic items
8	May associate with magic-users — occasionally May strike creatures hit only by +3 weapons Gains +2 on saving throws versus spell May summon a Barbarian Horde (see below)
9	May use protection scrolls
10	May use most magic items available to fighters May strike creatures hit only by +4 weapons
12	Gains +3 on saving throws versus spell May strike creatures hit only by +5 weapons

The Barbarian Horde: Upon reaching 8th level, a barbarian may summon a barbarian horde. This horde can only be summoned in the native territory of the barbarian, from among barbarians of his background. Cavemen, dervishes, nomads, and tribesmen (see Monster Manual, "Men") are now considered barbarians. A barbarian horde can number as many members as its leader's experience-point total divided by 1000. Thus, a barbarian who has just reached 8th level can

gather a 275-member horde, and one who has just reached 9th level can have a 500-member horde.

A horde takes a week to gather in the barbarian's home territory, and must have a stated purpose, such as "Tear apart the College of Magic in Arcana City brick by brick" or "Rescue Princess Madelyn from the Storm Pirates" or "Serve under Goodbar the Cleric in his battle against the infidels." Deviating from the proclaimed purpose by the horde or its leader may cause the horde to disband, at the DM's option. Members of disbanded hordes will return by the quickest and safest route to their home lands.

A barbarian horde can only be kept together for as many weeks as the barbarian leader has levels of experience. At the end of this time, the horde is usually disbanded. Exceptions may be made if large amounts of treasure are distributed to the members, if the leader has an effective charisma of 23 or more with respect to other barbarians, if the leader of the horde is a tribal leader as well, or if an unattained goal is in easy reach. Each of these special circumstances which apply would extend the duration of the horde by 1-2 weeks at most. A tribal leader who has his horde disband beneath him will not receive a warm welcome the next time he returns to his homeland.

In addition to the normal barbarians in the horde, the leader of the horde will gain two aides, each of a level equal to one-half of the leader's level (rounded down). Each aide will have two assistants of one-half the aide's level. An 8th-level barbarian would therefore have a horde of 275 men plus two 4th-level aides and four 2nd-level assistants to those aides. The horde may include shamans, witch doctors, or clerics, depending on the nature of the barbarians. Barbarian shamans and witch doctors gain wisdom bonuses and may use magic items of any sort as applicable. Normal clerics will have full spell capability, but in all cases barbarian ability-score statistics apply. Barbarian clerics are always non-player characters.

The Ranger

Members of the ranger sub-class of fighters are entitled to the benefits of weapon specialization (see "The Fighter" above). In addition to this expansion of the capabilities of the sub-class, the following information on tracking, "giant class" opponents, and weapon use should replace or supplement the pertinent sections of the class description in the Players Handbook.

Tracking

Tracking is principally used in outdoor situations, although there are conditions underground ("indoors") which will enable a ranger to track a creature.

Outdoor tracking: The base chance to successfully track outdoors is 10% per level of the ranger, plus an additional 10% — for example, 20% for a 1st-level ranger or 70% for a 6th-level ranger. The base chance can rise as high as 110% (for a ranger of 10th level or higher), but can never exceed that figure. Note that, even in such a case, the adjusted chance can drop below 100% if negative modifiers are taken into account. An adjusted chance of greater than 100% is treated as 100%; that is, the trail can be followed for as long as the current conditions (terrain, number of creatures being tracked, etc.) apply.

Terrain modifiers:

- Soft enough to hold impressions (footprints, pawprints, etc.) of creature being tracked . . . . . +20%
- Allows occasional marks or obvious signs of passage (broken twigs, bent grass, etc.) . . . . . +10%
- Allows only infrequent signs of passage due to rock, water, wind, other creatures crossing or overtracking, etc. 0%
- Prevents all but the minutest traces of passage . . . . . -50%

Other modifiers:

- For each creature beyond the first in the group being tracked . . . . . +02%
- For every 12 hours elapsed since the trail was made . . . . . -05%
- For every hour of precipitation that has fallen on the trail between tracker and quarry . . . . . -25%

If intelligent efforts are made to hide the trail, consider the terrain modifier to be of the next lower category (e.g., down from +20% to +10%). If the terrain modifier was already of the -50% category, then tracking is impossible.

Indoor tracking: Base chance is the same as that for outdoor tracking.

Surface condition modifiers:

- Dirt floor, or unused and dusty area . . . . . +20%
- Wooden floor, or area which allows some occasional indication of passage 0%
- Stone floor which prevents all but the minutest traces of passage . . . . . -50%

Other modifiers:

- For each creature beyond the first in the group being tracked . . . . . +02%
- For passing over an area where other creatures cross or overtrack trail . . . . . -50%

If intelligent efforts are made to hide the trail, including passing through a secret door, consider the surface condition modifier to be of the next lower category. If the surface condition modifier was already of the -50% category, then tracking is impossible.

Special Note: Tracking indoors is impossible if the ranger desiring to do so has never observed some distinguishing feature about the tracks of the creature to be tracked, or if the ranger does not observe the quarry making the trail and then follow the tracks within a reasonable period of time (typically 10-30 minutes) thereafter. In all cases, the DM must use common sense as to whether or not it will be possible to follow a creature by tracking. For instance, creatures which leave obvious trails can almost always be tracked — worms, slimes, jellies, and the like are obvious examples of this. Conversely, creatures which do not normally leave any sign of passage are almost always impossible to track — flying creatures, ghosts, wraiths, and spiders, for example. However, since tracking is a combination of visual, audio, and olfactory abilities, tracking might sometimes be possible by unusual means — the disturbance of things left by a flying creature's passage, the sound of its passage, the trail of odor left, and so forth.

Light condition, outdoors or indoors: All tracking is assumed to be done under conditions of good illumination — daylight or the equivalent (a *continual light* spell, for instance). The movement rate of a ranger while tracking is somewhat slowed even under optimum conditions; in even poorer conditions (of light, or of the quality of the trail, or both), the ranger's movement rate may be reduced drastically.

Movement rate while tracking:

- Obvious tracks, good illumination . . . . . ¾ of normal
- Obvious tracks, poor illumination . . . . . ⅔ of normal
- Occasional tracks, good illumination . . . . . ⅔ of normal
- Occasional tracks, poor illumination . . . . . ½ of normal
- Faint tracks, good illumination . . . . . ½ of normal
- Faint tracks, poor illumination . . . . . ¼ of normal

Definitions:

- Obvious = 71% or better chance to track.
- Occasional = 31% to 70% chance to track.
- Faint = 30% or less chance to track.
- Poor illumination = anything less than daylight and greater than total darkness. Tracking is not possible in total darkness unless some non-visual evidence is available (as referred to above).

Identification of tracks: Whether tracking outdoors or indoors (underground), a ranger may be able to identify what sort of creature(s) made a trail, what direction the quarry was going in, how many creatures were in the group being tracked, and how fast they were traveling. When the trail is outdoors, the ranger may also be able to

determine the approximate time of passage — that is, how much time has elapsed since the tracks were made.

Identification of tracks can only occur if the attempt to track is successful. The chance for successful identification is the same as for tracking, with a second dice roll required to determine success. Identification abilities gained by level are cumulative; i.e., a 4th-level ranger has the abilities of a 3rd-level ranger, in addition to the skills gained at 4th level. For the purpose of this determination "woodland creatures" are those which are able to be encountered in faerie or sylvan settings or wilderness forests, as per the encounter tables in the AD&D® game rules.

Ranger level	*Ability to identify:*
1	*Common* woodland creatures' tracks and direction of travel
2	*Common* woodland creatures' number and pace
3	*Common* woodland creatures' time of passage (outdoors only)
4	As 3rd level with respect to *uncommon* woodland creatures
5	As 3rd level with respect to *rare* woodland creatures
6	As 3rd level with respect to *very rare* woodland creatures
7	As 3rd level with respect to all sorts of creatures (woodland and otherwise) within a 100-mile radius
8	As 7th level, plus the ability to determine the general size and weight of humans
9	As 8th level, plus the ability to determine the size and numbers of mounted creatures (for instance, if a horse is carrying more than one rider)
10	As 9th level with respect to all creatures ever observed, prior to attaining 10th level or subsequently

Humanoid / "giant class" opponents

Following is an expanded list of those humanoid creatures that are considered "giant class," qualifying the ranger for a damage bonus (+1 point per level of the ranger) when such a creature is engaged in combat. The roster includes all "giant class" creatures mentioned in the Players Handbook, plus other similar creatures from the FIEND FOLIO® Tome and Monster Manual II.

bugbear	goblin	ogre mage
cyclopskin	grimlock	ogrillon
dune stalker	hobgoblin	orc
ettin	kobold	quaggoth
flind	meazel	tasloi
giant	norker	troll
gibberling	ogre	xvart
gnoll		

The ranger's weapons

Of the ranger's three initial weapons of proficiency, one must be either a bow (any sort) or a light crossbow. However, the ranger cannot have both a bow and a light crossbow as weapons of proficiency until attaining 7th level (at least), when the weapon type not already taken could be counted as the fifth weapon of proficiency. By the time a ranger gains a fourth weapon proficiency at 4th level, the character's list of weapons must include:

either a bow or a light crossbow,
a dagger or a knife,
a spear or an axe, and
a sword (of any type).

The initial weapon selection for the character must be made so as to take these requirements into account. A ranger who specializes in a particular weapon must do so in one of the types listed above. In this manner, a ranger has less than four proficient weapons at fourth level, and in this case the first four proficient weapons gained by the ranger must include one of each of the four types listed.

ATTACKS PER MELEE ROUND TABLE
(For Fighters, Cavaliers, and Sub-classes Thereof)

Level	Attacks per Melee Round*
Fighter 1-6	1/1 round
Barbarian 1-5	1/1 round
Ranger 1-7	1/1 round
Cavalier 1-5	1/1 round
Paladin 1-6	1/1 round
Fighter 7-12	3/2 rounds
Barbarian 6-10	2/3 rounds
Ranger 8-14	3/2 rounds
Cavalier 6-10	3/2 rounds
Paladin 7-12	3/2 rounds
Fighter 13 & up	2/1 round
Barbarian 11 & up	2/1 round
Ranger 15 & up	2/1 round
Cavalier 11-15	2/1 round
Paladin 12-18	2/1 round
Cavalier 16 & up	5/2 rounds
Paladin 19 & up	5/2 rounds

* With any thrusting or striking weapon

Notes: These figures do not apply to melee combat with monsters of less than one hit die (d8) and non-exceptional humans and semi-humans, i.e. all creatures with less than one eight-sided hit die. All of these creatures enable members of the listed classes and sub-classes to attack once per round for each of his or her levels.

These figures also do not apply to fighters and rangers using weapons of specialization.

The Thief

As shown on Character Classes Table II, members of the thief class are not restricted to wearing only leather armor. However, a thief's chance of performing one of the special functions of the class may be lessened if he or she is otherwise attired — and certain bonuses apply if the thief wears no armor, as indicated on the following table.

THIEVES TABLE II

Effects of Armor on Thief Functions

	Armor Worn		
Thief Function	**None[1]**	**Elfin Chain[2]**	**Studded or Padded[2]**
Pick Pockets	+5%	-20%	-30%
Open Locks	—	-5%	-10%
Find/Remove Traps	—	-5%	-10%
Move Silently	+10%	-10%	-20%
Hide in Shadows[3]	+5%	-10%	-20%
Hear Noise	—	-5%	-10%
Climb Walls	+10%	-20%	-30%
Read Languages	—	—	—

1: This category applies when wearing *bracers of defense* and/or a cloak, but no large protective devices.
2: No dexterity bonuses apply to thief functions (though penalties do) when wearing armor other than simple leather.
3: Assumes that armor worn is covered by another garment. Elfin chain mail is light and thin, and can be worn under normal clothing. Studded leather armor is stiff, and can only be covered by a full body cloak.

The Thief-Acrobat

Any thief character with a minimum strength of 15 and a minimum dexterity of 16 may decide to forego normal thievery after rising through the 5th level of experience and become a "split-class" specialist, a Thief-Acrobat. The thief then leaves off all practices which increase his or her manual dexterity and begins a regimen of physical exercise in order to build coordination, muscle tone, and balance. This program of gymnastics precludes any further progress in the following skills:

pick pockets
open locks
read magic (never gained)
find traps
remove traps

Skills ended at 5th level, while no longer improving, are not forgotten, so they remain at the level (5th) which the thief was when he or she began to specialize in acrobatics in conjunction with his or her profession. A thief-acrobat may be of any race, just as regular thieves can be. Thief-acrobats with strength and dexterity scores of 16 or better add a 10% bonus to earned experience.

Upon gaining sufficient experience points to achieve 6th level ability as a thief, the character desiring to specialize as a thief-acrobat must seek out a character already in this profession to train him or her. The established thief-acrobat must be of at least 10th level. It will require 6 full weeks of training to learn the basic skills needed to begin active practice of the social profession of thief-acrobat. Except as noted, the specialization procedure is otherwise the same as that for a regular thief.

The primary functions of a thief-acrobat are *tightrope walking, pole vaulting, jumping,* and *tumbling.* In addition to these functions, the thief-acrobat retains the abilities to *move silently, hide in shadows, hear noise,* and *read languages* which he or she acquired through 5th level of the standard thief profession. Although the ability to read magical writings is never gained, the ability to *climb walls* is still increased according to experience level.

Tightrope walking assumes that the character will use this means to cross from place to place. The skill allows ascent up a rope or beam of about a 45° angle (maximum) or descent at a slightly steeper angle, all while upright and with hands free (in general). This is accomplished by balance, muscle coordination, and superb reflexes. Use of this skill further assumes that the character will be traveling no more than 60′ distance. Movement rate is 60′ per round. If distance is greater than 60′, then additional checks must be made. Moderate winds decrease chance of success by 10%, strong winds by 20%. In strong, gusty wind conditions there is *always* a 5% chance of failure. In non-windy conditions, a balance pole increases the chance of success by 10%. Failure to perform successfully means that the character falls to the area below, taking damage accordingly. Those characters who are not thief-acrobats can walk a tightrope at a base 20% chance, and move no faster than 30′ per round.

Pole vaulting includes any jumping which employs a leverage device to assist the individual in gaining height from momentum; i.e., a teeter board or springboard might serve as well or better than a pole in some cases. It will help to get quickly on top of or over obstacles. It requires

THIEF-ACROBAT TABLE I

Experience Points	Exp. Level	Level Title
20,001 — 45,000	6	Burglar-Acrobat
45,001 — 75,000	7	Second-Story Thief
75,001 — 125,000	8	Cat Burglar
125,001 — 180,000	9	Master Cat Burglar
180,001 — 250,000	10	Thief-Acrobat
250,001 — 500,000	11	Master Thief-Acrobat
500,001 — 750,000	12	Master Thief-Acrobat (12th)

250,000 experience points per level for each additional level beyond the 12th.



strength, dexterity, and practice to improve. A successful pole vault requires at least a 30′ running start and a pole of at least 4′ greater height than the vaulter. The pole is dropped when the vault occurs. The vaulter can land on his or her feet atop a surface of ½′ less height than the maximum height of the pole vault if so desired, assuming such a surface exists. Otherwise, the vaulter lands, tumble-rolls, and is on his or her feet in 1 segment. Non-thief-acrobats cannot effectively pole vault.

Jumping includes all sorts of unassisted leaps — high jumping and broad jumps (both from a standing and a running start) being important here. The use of this skill requires coordinated strength and continual practice.

High jumping requires at least a 20′ running start. The high jumper clears the obstacle in a near-horizontal position but lands on his or her feet. If some elevated step, or a series of such steps, enables the character to maintain rapid motion, he or she can then high-jump from such an elevated step just as if doing so normally. Alternately, the jumper can opt to land atop some higher surface. This surface must be no more than 4′ above the level from which the jump is made, or 2′ under the maximum height for normal high jumping, whichever is the greater. In either case, the thief-acrobat

lands on his or her feet in 1 segment. Non-thief-acrobats can high jump about 3′ without difficulty.

Broad jumping is self-explanatory. A jump of any sort requires but a single segment to accomplish. A running broad jump requires a run of at least 20′. In standing jumps, the thief-acrobat can leap forward up to the maximum distance, or backward up to half the maximum distance, in order to attack or avoid being in attack range, if this is deemed possible by the DM. All jumps assume the character will land on his or her feet. If the character wishes to leap in an extended position, 2′ of additional distance can be gained, but the character will then land prone and take 2 full segments to get back on his or her feet. A 3′ extension can be attempted, but this has a 25% chance of failure and a 3-segment period of recovery; a 4′ extension has a 50% chance of failure and a 4-segment recovery; an extension of 5′ has a 75% chance of failure and a 5-segment recovery period. Non-thief-acrobats can perform a standing broad jump of up to 4′ in distance and a running broad jump of up to 8′. They will always land prone and require a full round to recover. Naturally, no extra weight or bulky armor may be worn when high jumping or broad jumping.

Tumbling assumes all sorts of gymnastic skills — tumbles, rolls, jumps, handstands, and so on. These routines are then used in attack, defensive evasion, and in jumping/falling. Tumbling maneuvers have the following benefits:

Attack adds the indicated percentage to the character's chance for success in hand-to-hand combat involving pummeling. Characters who are not Thief-Acrobats may not benefit from tumbling maneuvers.

Evasion enables the character to opt to evade attacks directed at him or her — just as magic resistance would work with respect to magical attack forms directed at the individual (or within a relatively small area, such as a few square feet, from which the thief-acrobat could easily remove himself or herself), or from melee combat — in the case where the thief-acrobat has the initiative, but only in this case. In any event, the chance for success cannot exceed a base of 60%, adjusted for dexterity and/or race. Evasion routines of any sort require 1 segment maximum to perform.

Falling percentage indicates the chance for the thief-acrobat to take no damage from a fall of the indicated distance. Thus, at 6th level there is a 25% chance that the character will take no damage from a 10′ fall. If damage is taken, the converse of the percentage to avoid damage is used to find maximum damage. Again in the case of a 6th level thief-acrobat falling 10′ and taking damage, only 75% of normal (1d6) damage, rounded down, is taken. Note that at 9th level, it is not possible for a thief-acrobat to take damage from a 10′ fall, and it is 25% probable that he or she will take no damage from a 20′ fall. Again, only damage from the second portion of the fall's distance would be considered if damage was indicated. Example: A 23rd level thief-acrobat is knocked off a tightrope and falls 60′ to the rocks below. No damage would be sustained if the fall were 50′ or less, but in a 60′ fall the character's body reaches a high velocity, such that unless 20% or lower is scored by the character on a falling roll, he or she will take 80% of the usual amount of damage for a 60′ fall, so it is 80% likely that 80% of 6d6 damage would be taken. Falls of a distance longer than the "safe" distance for a particular thief-acrobat add their normal increment of damage dice, regardless of elimination of shorter distances. Thus, in the example above, the 23rd level thief-acrobat falling 70′ instead of 60′ would suffer 80% of maxi-

THIEF-ACROBAT FUNCTION TABLE (PLUS RACIAL ADJUSTMENTS)

Character Level	Tightrope Walking	Pole Vaulting	High Jumping	Broad jumping: Standing	Broad jumping: Running	Tumbling maneuvers: Attack	Tumbling maneuvers: Evasion	Tumbling maneuvers: Falling
6	75%	9′	4′	5′	9′	6%	10%	25%,10′
7	80%	9½′	4¼′	5½′	9½′	7%	15%	50%,10′
8	85%	10′	4½′	6′	10′	8%	20%	75%,10′
9	90%	10½′	4¾′	6½′	10½′	9%	25%	25%,20′
10	95%	11′	5′	7′	11′	10%	30%	50%,20′
11	100%	11½′	5¼′	7½′	11½′	11%	35%	75%,20′
12	100%	12′	5½′	8′	12′	12%	40%	25%,30′
13	100%	12½′	5¾′	8½′	13′	13%	45%	50%,30′
14	100%[1]	13′	6¼′	9′	14′	14%	50%	75%,30′
15	100%[1]	13½′	6½′	9½′	15′	15%	52%	20%,40′
16	100%[2]	14′	7′	10′	16′	16%	54%	40%,40′
17	100%[2]	14½′	7½′	10½′	17′	17%	56%	60%,40′
18	100%[3]	15′	8′	11′	18′	18%	58%	80%,40′
19	100%[3]	15½′	8½′	11½′	19′	19%	60%	20%,50′
20	100%[4]	16′	9′	12′	20′	20%	60%	40%,50′
21	100%[4]	16½′	9′	12′	21′	20%	60%	60%,50′
22	100%[5]	17′	9′	12′	22′	20%	60%	80%,50′
23	100%[5]	17½′	9′	12′	22′	20%	60%	20%,60′

Racial adjustments:

Dwarf	-5%	-2′	-1′	-2′	-3′	+ 10%	+ 5%	—
Elf	+ 10%	—	—	—	-1′	—	+ 5%	+ 5%
Gnome	—	-2′	-1′	-1½′	-4′	+ 5%	+ 5%	—
Half-elf	+ 5%	—	—	—	—	+ 5%	—	—
Halfling	—	-2′	-1′	-1½′	-4′	+ 5%	+ 10%	+ 5%
Half-orc	—	—	—	—	—	—	—	+ 10%

1: Includes the ability to carry up to 1,000 gp weight/encumbrance in addition to normal load, or handle a moderate wind with no penalty to the chance for success.
2: Includes the ability to carry up to 2,000 gp weight/encumbrance in addition to normal load, or carry up to 1,000 gp weight/encumbrance in a moderate wind, or handle a strong wind.
3: Includes the ability to carry up to 2,000 gp weight/encumbrance in a moderate wind, or up to 1,000 gp weight/encumbrance in a strong wind.
4: Includes the ability to bear up to 3,000 gp weight/encumbrance, or perform as in (3) above.
5: Includes the ability to carry up to 2,000 gp weight/encumbrance in a strong wind, or up to 3,000 gp weight/encumbrance in a moderate wind, or up to 4,000 gp weight/encumbrance in no wind.

mum damage for a 60′ fall (80% of 6d6), *plus* 100% of 7d6. For an 80′ fall, 100% of another 8d6 would be added; the total damage therefore would be 15d6 plus 80% of 6d6.

In all other respects except as indicated herein, the thief-acrobat is treated as a thief. This includes the gaining of followers, other special abilities, setting traps (at 5th level of ability, of course), and the gaining of experience points.

Thief-acrobats will be a part of the normal thieves' guild if any such characters exist in the territory controlled by the guild. They can be leaders in such organizations, since they are treated the same as regular thieves by their brethren.

THIEF-ACROBAT TABLE II: Adjustments for Strength

Strength Score	High Jump	Standing Broad Jump	Running Broad Jump
16	—	—	+ 1/2′
17	+ 1/4′	+ 1/4′	+ 1′
18	+ 1/2′	+ 1/2′	+ 2′

Note: All bonuses given above are used to adjust the *Thief-Acrobat Function Table* detailed herein. The adjustment for strength, plus racial adjustments, are added to the base chance for success or function maximums found there.

THIEF-ACROBAT TABLE III: Adjustments for Dexterity

Dexterity Score	Tightrope Walking	Pole Vaulting	Tumbling maneuvers: Attack	Evasion	Falling
16	+ 5%	—	+ 1%	+ 2%	—
17	+ 10%	+ 5%	+ 2%	+ 3%	—
18	+ 15%	+ 10%	+ 3%	+ 5%	+ 5′
19	+ 20%	+ 15%	+ 4%	+ 8%	+ 10′

Note: All bonuses given above are used to adjust the *Thief-Acrobat Function Table* detailed herein. The dexterity bonuses here are added to the base chances for success or function maximums found there. Racial adjustments must also be made.

THIEF-ACROBAT TABLE IV: Weight/Encumbrance Limits

Experience level	Body-associated wt./encumbrance	Additional (carried) wt./encumbrance
6	450 gp	100 gp
7	460 gp	200 gp
8	470 gp	300 gp
9	480 gp	400 gp
10	490 gp	500 gp
11	500 gp	600 gp
12	510 gp	700 gp
13	520 gp	850 gp
14	530 gp	1,000 gp
15	540 gp	1,500 gp
16	550 gp	2,000 gp
17	570 gp	2,250 gp
18	600 gp	2,500 gp
19	625 gp	2,750 gp
20	650 gp	3,000 gp
21	660 gp	3,500 gp
22	670 gp	4,000 gp
23	700 gp	4,000 gp

Note: The term *Body-associated weight/encumbrance* refers strictly to the clothing, accessories, armor, and weapons of the character. Consider the following example of this for a typical character:

Clothing (partial only due to armor)	20 gp
Leather armor	150
Boots, soft	30
Belt	3
Belt pouch, large	10 gp
Belt pouch, small	5
Cloak, hooded	25
Dagger and scabbard	10
Short sword and scabbard	35
TOTAL	288 gp
Balance for additional equipment and/or loot	(no more than) 162
GRAND TOTAL	450 gp (maximum for 6th level)

No more than the indicated weights/encumbrances can be borne by the thief-acrobat at any time if he or she is to be able to perform the functions of his or her class (except for tightrope walking, as outlined in the notes to the *Thief-Acrobat Function Table*). Thus, loot will typically be carried in a hand-held container in order to be quickly rid of it so as to be able to vault, jump, or tumble. No backpack can ever be worn during thief-acrobat activities, other than during tightrope walking. Climbing functions of the thief-acrobat assume that only the stipulated weights/encumbrances will be borne.

The term *Additional (carried) weight/encumbrance* refers strictly to the weight borne when tightrope walking. Since this movement is very slow anyway, such great encumbrance is of no matter as long as it is evenly distributed and properly balanced. Thus, a 14th level thief-acrobat can carry an additional burden of 1,000 gp weight/encumbrance in tightrope walking, but he or she cannot expect to otherwise move freely during vaulting, jumping, or tumbling routines, or even to climb walls with an extra 100-pound load. At 22nd level, a 400-pound person (perhaps a man in plate mail) could be carried on the thief-acrobat's back, but only so long as that individual did not move so as to throw the thief-acrobat off balance.



MONEY

Starting Money and Equipment for Cavaliers

Because cavaliers have the support of their lords or orders, they begin play with funds and equipment of amount and type not available to members of other classes. The resources of a beginning cavalier depend upon the character's social standing, as follows:

Horsemen of the Lower Middle Class or a lesser station begin with 20-80 gp, shield, sword (any type), and a riding horse.
Horsemen of the Middle Middle Class begin with 20-80 gp, shield, dagger, sword (broad or long), and a light warhorse.
Horsemen of the Upper Middle Class begin with 20-80 gp, chain mail, sword (broad or long), lance, and light warhorse.
Cavaliers of the Lower Upper Class begin with 70-180 gp (1d12 + 6), shield, plate mail, dagger, sword (long or broad), lance, and medium warhorse.
Cavaliers of the Middle Upper Class begin with 70-180 gp, shield, field plate armor, dagger, sword (long or broad), lance, and heavy warhorse.
Cavaliers of the Upper Upper Class begin with 130-180 gp (1d6 + 12), shield, full plate armor, dagger, sword (long or broad), mace, lance, and heavy warhorse with leather barding.

Horses are assumed to be complete with tack, harness, saddle and saddlebags appropriate to the station of the cavalier. Note again that cavaliers of less than Upper Class must begin as 0-level Horsemen, and must be taken in by a good family and esquired.

EQUIPPING THE CHARACTER

BASIC EQUIPMENT AND SUPPLIES COSTS

Armor			
Bronze Plate	100 gp	Full Plate	4000 gp
Field Plate	2000 gp	Shield, buckler	5 gp
Arms			
Aklys	2 gp	Knife & scabbard	1 gp
Atlatl	1 gp	Lasso	5 sp
Blowgun	20 gp	Man Catcher	25 gp
Blowgun Needle	1 sp	Sap	1 gp
Caltrop	2 sp	Spiked Buckler	10 gp
Crossbow, hand	300 gp	Staff Sling	2 gp
Quarrels for same	100 gp	Sword, falchion, and scabbard	10 gp
Garrot	1 ep	Sword, khopesh	10 gp
Harpoon	5 gp	Whip	3 gp
Hook Fauchard	6 gp		

ARMOR

ARMOR CLASS TABLE

Type of Armor	Armor Class Rating
None	10
Shield only	9
Leather armor or padded armor	8
Leather armor + shield, padded armor + shield, studded leather armor, or ring mail	7
Studded leather + shield, ring mail + shield, or scale mail	6
Scale mail + shield, chain mail, or elfin chain mail	5
Chain mail + shield, elfin chain mail + shield, splint mail, banded mail, or bronze plate mail	4
Splint mail + shield, banded mail + shield, bronze plate mail + shield, or plate mail	3
Plate mail + shield or field plate armor	2
Field plate armor + shield or full plate armor	1
Full plate armor + shield	0

WEAPONS

WEAPON PROFICIENCY TABLE

Class of Character	Initial No. of Weapons	Non-proficiency Penalty	Added Proficiency in Weapons/Level
CAVALIER	3*	-3	1/2 levels
Paladin	3*	-3	1/2 levels
CLERIC	2	-3	1/4 levels
Druid	2	-4	1/5 levels
FIGHTER	4	-2	1/3 levels
Barbarian	6	-1	1/2 levels
Ranger	3*	-2	1/3 levels
MAGIC-USER	1	-5	1/6 levels
Illusionist	1	-5	1/6 levels
THIEF	2	-3	1/4 levels
Acrobat	2	-3	1/4 levels
Assassin	3	-2	1/4 levels
MONK	1	-3	1/2 levels
BARD	5	-2	1/4 levels

* 0-level Horsemen (cavaliers) have 1 weapon of proficiency, 0-level Lancers (cavaliers) have 2 weapons of proficiency, and 1st-level Armigers (cavaliers) have 3 weapons of proficiency. Cavaliers and rangers are restricted in which weapons they can choose to take proficiency in; see the appropriate character class descriptions for particulars.

WEIGHT AND DAMAGE BY WEAPON TYPE

Weapon Type	Approximate Weight in Gold Pieces	Damage vs. Opponent Size S or M	Size L
Aklys	35	1-6	1-3
Atlatl and javelin	30	1-6	1-6
Arrow	2	1-6	1-6
Axe, Battle	75	1-8	1-8
Axe, Hand or Throwing	50	1-6	1-4
Bardiche	125	2-8	3-12
Bec de Corbin	100	1-8	1-6
Bill-Guisarme [6]	150	2-8	1-10
Blowgun and needle	15	1	1
Bo Stick	15	1-6	1-3
Caltrop	2-4	1	1-2
Club	30	1-6	1-3
Dagger	10	1-4	1-3
Dart	5	1-3	1-2
Fauchard	60	1-6	1-8
Fauchard-Fork	80	1-8	1-10
Flail, Footman's	150	2-7	2-8
Flail, Horseman's	35	2-5	2-5
Fork, Military*	75	1-8	2-8
Garrot	1	1-4	1-6
Glaive [6]*	75	1-6	1-10
Glaive-Guisarme*	100	2-8	2-12
Guisarme [6]	80	2-8	1-8
Guisarme-Voulge [6]	150	2-8	2-8
Halberd	175	1-10	2-12
Harpoon	50-60	2-8	2-12
Hammer, Lucern	150	2-8	1-6
Hammer	50	2-5	1-4
Hook Fauchard	80	1-4	1-4
Javelin*	20	1-6	1-6
Jo Stick	40	1-6	1-4
Knife	6	1-3	1-2
Lance (light horse) [1]	50	1-6	1-8
Lance (medium horse) [1]	100	2-7	2-12
Lance (heavy horse) [1]	150	3-9	3-18
Lasso	20	—	—
Mace, Footman's	100	2-7	1-6
Mace, Horseman's	50	1-6	1-4
Man Catcher	80	1-2	1-2
Morning Star [6]	125	2-8	2-7
Partisan [6]	80	1-6	2-7
Pick, Military, Footman's	60	2-7	2-8
Pick, Military, Hrsman's	40	2-5	1-4
Pike, Awl	80	1-6	1-12
Quarrel (or Bolt), hand	1	1-3	1-2
Quarrel (or Bolt), light	1	1-4	1-4
Quarrel (or Bolt), heavy	2	2-5	2-7
Ranseur [6]	50	2-8	2-8
Sap	10	1-2	1-2
Scimitar [6]	40	1-8	1-8
Sling Bullet	2	2-5	2-7
Sling Stone	1	1-4	1-4
Spear [2]*	40-60	1-6	1-8
Spetum [6]	50	2-7	2-12
Spiked Buckler	35	1-4	1-3
Staff, Quarter	50	1-6	1-6
Staff Sling Bullet	5	2-8	3-9
Staff Sling Stone	4	1-8	2-8
Sword, Bastard	100	2-8	2-16
Sword, Broad	75	2-8	2-7
Sword, Falchion	60-80	2-7	2-8
Sword, Khopesh	75	2-8	1-6
Sword, Long	60	1-8	1-12
Sword, Short [3]	35	1-6	1-8
Sword, Two-handed	250	1-10	3-18
Trident	50	2-7	3-12
Voulge	125	2-8	2-8
Whip	25-35	1-2	1

(Notes to this table on facing page)

HAND HELD WEAPON TYPES, GENERAL DATA, AND "TO HIT" ADJUSTMENTS

Hand Held Weapon Type	Length	Space Required	Speed Factor	Armor Class Adjustments 0	1	2	3	4	5	6	7	8	9	10
Aklys	c. 2′	2′	4 (+1)	-7	-6	-5	-4	-3	-2	-1	-1	0	0	+1
Atlatl	c. 3′	1′	n/a	0	0	0	0	0	0	0	0	0	0	0
Axe, Battle	c. 4′	4′	7	-5	-4	-3	-2	-1	-1	0	0	+1	+1	+2
Axe, Hand	c. 1½′	1′	4	-5	-4	-3	-2	-2	-1	0	0	+1	+1	+1
Bardiche	c. 5′	5′	9	-3	-2	-2	-1	0	0	+1	+1	+2	+2	+3
Bec de Corbin	c. 6′	6′	9	+2	+2	+2	+2	+2	0	0	0	0	0	-1
Bill-Guisarme	8′ +	2′	10	0	0	0	0	0	0	0	0	+1	0	0
Blowgun	4′-7′	1′	n/a	0	0	0	0	0	0	0	0	0	0	0
Bo Stick	c. 5′	3′	3	-13	-11	-9	-7	-5	-3	-1	0	+1	0	+3
Caltrop	n/a	n/a	n/a	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2
Club	c. 3′	1′-3′	4	-7	-6	-5	-4	-3	-2	-1	-1	0	0	+1
Dagger	c. 15″	1′	2	-4	-4	-3	-3	-2	-2	0	0	+1	+1	+3
Fauchard**	8′ +	2′	8	-3	-3	-2	-2	-1	-1	0	0	0	-1	-1
Fauchard-Fork**	8′	2′	8	-2	-2	-1	-1	-1	0	0	0	+1	0	+1
Fist or Open Hand	2′ +	n/a	1	-9	-8	-7	-5	-3	-1	0	0	+2	0	+4
Flail, Footman's	c. 4′	6′	7	+3	+3	+2	+2	+1	+2	+1	+1	+1	+1	-1
Flail, Horseman's	c. 2′	4′	6	0	0	0	0	0	0	0	+1	+1	+1	0
Fork, Military**	7′ +	1′	7	-3	-3	-2	-2	-1	0	0	+1	+1	0	+1
Garrot	c. 3′	1½′	2	0	0	0	0	0	0	0	0	0	0	0
Glaive	8′ +	1′	8	-2	-2	-1	-1	0	0	0	0	0	0	0
Glaive-Guisarme**	8′ +	1′	9	-2	-2	-1	-1	0	0	0	0	0	0	0
Guisarme**	6′ +	2′	8	-3	-3	-2	-2	-1	-1	0	0	0	-1	-1
Guisarme-Voulge**	7′ +	2′	10	-2	-2	-1	-1	0	+1	+1	+1	0	0	0
Halberd	5′ +	5′	9	0	+1	+1	+1	+1	+2	+2	+2	+1	+1	0
Harpoon	6′-8′	1½′	6	-3	-2	-2	-1	-1	-1	0	0	0	0	0
Hammer, Lucern**	5′ +	5′	9	0	+1	+1	+1	+2	+2	+2	+1	+1	0	0
Hammer	c. 1½′	2′	4	0	0	0	+1	0	+1	0	0	0	0	0
Hook Fauchard	8′ +	2½′	9	-3	-3	-2	-2	-1	-1	0	0	0	0	-1
Jo Stick	c. 3′	2′	2	-10	-9	-8	-6	-4	-2	-1	0	+1	0	+2
Knife	c. 1′	1′	2	-6	-5	-5	-4	-3	-2	-1	0	+1	+1	+3
Lance (light horse)	10′	1′	7	-3	-3	-2	-2	-1	0	0	0	0	0	0
Lance (medium horse)	12′	1′	6	-1	0	0	+1	+1	+1	+1	0	0	0	0
Lance (heavy horse)	c. 14′	1′	8	+4	+4	+3	+3	+2	+2	+2	+1	+1	0	0
Lasso	(10′-20′)	8′ +	10	0	0	0	0	0	0	0	0	0	0	0
Mace, Footman's	c. 2½′	4′	7	+2	+2	+1	+1	0	0	0	0	0	+1	-1
Mace, Horseman's	c. 1½′	2′	6	+2	+2	+1	+1	0	0	0	0	0	0	0
Man Catcher	8′ +	2½′	7	0	0	0	0	0	0	0	0	-1	-2	-3
Morning Star	c. 4′	5′	7	0	0	0	+1	+1	+1	+1	+1	+1	+2	+2
Partisan	7′ +	3′	9	0	0	0	0	0	0	0	0	0	0	0
Pick, Military, Footman's	c. 4′	4′	7	+3	+3	+2	+2	+1	+1	0	-1	-1	-1	-2
Pick, Military, Horseman's	c. 2′	2′	5	+2	+2	+1	+1	+1	+1	0	0	-1	-1	-1
Pike, Awl	18′	1′	13	-1	-1	-1	0	0	0	0	0	0	-1	-2
Ranseur 4**	8′ +	1′	8	-3	-3	-2	-1	-1	0	0	0	0	0	+1
Sap	½′	1′	2	-14	-13	-12	-10	-8	-6	-5	-4	-3	-2	0
Scimitar	c. 3′	2′	4	-4	-3	-3	-2	-2	-1	0	0	+1	+1	+3
Spear	5′-13′ +	1′	6-8	-2	-2	-2	-1	-1	-1	0	0	0	0	0
Spetum 4	8′ +	1′	8	-2	-2	-2	-1	0	0	0	0	0	+1	+2
Spiked Buckler	1′	2′	4	-7	-6	-5	-4	-3	-2	-1	0	0	0	+2
Staff, Quarter	6′-8′	3′	4	-9	-8	-7	-5	-3	-1	0	0	+1	+1	+1
Staff Sling	5′	6′	11	0	0	0	0	0	0	0	0	0	0	0
Sword, Bastard 5	c. 4½′	4′ +	6	0	0	0	0	+1	+1	+1	+1	+1	+1	0
Sword, Broad	c. 3½′	4′	5	-5	-4	-3	-2	-1	0	0	+1	+1	+1	+2
Sword, Falchion	c. 3½′	3½′	5	-3	-2	-2	-1	0	+1	+1	+1	+1	0	0
Sword, Khopesh	c. 3½′	4′	9	-7	-6	-5	-4	-2	-1	0	0	+1	+1	+2
Sword, Long	c. 3½′	3′	5	-4	-3	-2	-1	0	0	0	0	0	+1	+2
Sword, Short	c. 2′	1′	3	-5	-4	-3	-2	-1	0	0	0	+1	0	+2
Sword, Two-handed	c. 6′	6′	10	+2	+2	+2	+2	+2	+2	+3	+3	+3	+1	0
Trident	4′-8′ +	1′	6-8	-4	-3	-3	-2	-1	-1	0	0	+1	0	+1
Voulge	8′ +	2′	10	-2	-2	-1	-1	0	+1	+1	+1	0	0	0
Whip	8′-20′	8′-20′	5-8	-14	-12	-10	-8	-6	-4	-2	-1	+1	0	+3

* These weapons do twice the damage indicated to size L creatures when set (firmly grounded) to receive a charging opponent.

** These weapons are capable of dismounting a rider on a score equal to or greater than the "to hit" score.

1: These weapons do twice the indicated damage against creatures of any size when employed by an attacker riding a charging mount.

2: This weapon does twice the damage indicated to *any* opponent when the weapon is set to receive their charge.

3: This weapon class includes all pointed cutting and thrusting weapons with blade length between 15 and 24 inches.

4: These weapons are capable of disarming an opponent on a score required to hit AC 8.

5: Treat this weapon as a long sword if it is used one-handed.

6: Minor variations of these weapons, with different names, may exist in the campaign. See Players Handbook for particulars.

General Note: Any weapon strikes at +2 "to hit" against an opponent's back (or similarly unseen);
Against stunned, prone, and motionless opponents, any weapon strikes at +4 "to hit."

HURLED WEAPON AND MISSILE TYPES, GENERAL DATA, AND "TO HIT" ADJUSTMENTS

Hurled Weapons and Missiles	Fire Rate	Range S	M	L	Armor Class Adjustment 0	1	2	3	4	5	6	7	8	9	10
Aklys (hurled)	1	1*	—	—	-8	-7	-6	-5	-4	-3	-2	-1	0	0	0
Atlatl (javelin)	1	3	6	9	-6	-5	-4	-3	-2	-1	0	0	+1	+1	+2
Axe, Hand	1	1	2	3	-6	-5	-4	-3	-2	-1	-1	0	0	0	+1
Blowgun Needle	2	1	2	3	-14	-12	-10	-8	-6	-4	-2	-1	-1	+1	+2
Bow, Composite, Long	2	6	12	21	-4	-3	-2	-1	0	0	+1	+2	+2	+3	+3
Bow, Composite, Short	2	5	10	18	-4	-4	-3	-3	-1	0	+1	+2	+2	+2	+3
Bow, Long	2	7	14	21	-2	-1	-1	0	0	+1	+2	+3	+3	+3	+3
Bow, Short	2	5	10	15	-7	-6	-5	-4	-1	0	0	+1	+2	+2	+2
Club	1	1	2	3	-9	-8	-7	-5	-3	-2	-1	-1	-1	0	0
Crossbow, Hand	1	2	4	6	-6	-4	-2	-1	0	0	0	+1	+2	+2	+3
Crossbow, Heavy	1/2	8	16	24	-2	-1	-1	0	+1	+2	+3	+3	+4	+4	+4
Crossbow, Light	1	6	12	18	-3	-2	-2	-1	0	0	+1	+2	+3	+3	+3
Dagger	2	1	2	3	-7	-6	-5	-4	-3	-2	-1	-1	0	0	+1
Dart	3	1 1/2	3	4 1/2	-7	-6	-5	-4	-3	-2	-1	0	+1	0	+1
Hammer	1	1	2	3	-4	-3	-2	-1	0	0	0	0	0	0	+1
Harpoon	1	1	2	3	-6	-5	-4	-3	-2	-1	0	0	0	0	+1
Javelin	1	2	4	6	-7	-6	-5	-4	-3	-2	-1	0	+1	0	+1
Knife	2	1	2	3	-8	-7	-6	-5	-4	-3	-2	-1	0	0	+1
Lasso	1/2	1	2	3	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1
Sling (bullet)	1	5	10	20	-3	-3	-2	-2	-1	0	0	0	+2	+1	+3
Sling (stone)	1	4	8	16	-7	-6	-5	-4	-2	-1	0	0	+2	+1	+3
Spear	1	1	2	3	-4	-4	-3	-3	-2	-2	-1	0	0	0	0
Staff Sling (bullet)	1/2	—	3-6	9	-5	-4	-3	-2	-1	0	0	0	0	0	0
Staff Sling (stone)	1/2	—	3-6	9	-6	-5	-4	-3	-2	-1	0	0	0	0	0

* 10-foot range only, not 10 yards.

Rate of fire is based on the turn (for table-top miniatures) or the melee round. Ranges are: S = *Short*, M = *Medium*, L = *Long*.

Armor Class Adjustment is based on the weapon or missile being discharged at short range. Adjust by -2 at all medium ranges, by -5 at all long ranges.



SPELL TABLES

(All cantrips, plus spells in *italic* type, are described in this volume.)

CLERICS

Number	1st Level	2nd Level	3rd Level
1	Bless	*Aid*	Animate Dead
2	*Ceremony*	Augury	*Cloudburst*
3	*Combine*	Chant	Continual Light
4	Command	Detect Charm	Create Food & Water
5	Create Water	*Detect Life*	Cure Blindness
6	Cure Light Wounds	*Dust Devil*	Cure Disease
7	Detect Evil	*Enthrall*	*Death's Door*
8	Detect Magic	Find Traps	Dispel Magic
9	*Endure Cold/Heat*	Hold Person	Feign Death
10	*Invisibility to Undead*	*Holy Symbol*	*Flame Walk*
11	Light	Know Alignment	Glyph of Warding
12	*Magic Stone*	*Messenger*	Locate Object
13	*Penetrate Disguise*	Resist Fire	*Magical Vestment*
14	*Portent*	Silence 15' Radius	*Meld Into Stone*
15	*Precipitation*	Slow Poison	*Negative Plane Protection*
16	Protection From Evil	Snake Charm	Prayer
17	Purify Food & Drink	Speak With Animals	Remove Curse
18	Remove Fear	Spiritual Hammer	*Remove Paralysis*
19	Resist Cold	*Withdraw*	Speak With Dead
20	Sanctuary	*Wyvern Watch*	*Water Walk*

CLERICS, Continued

Number	4th Level	5th Level	6th Level	7th Level
1	*Abjure*	*Air Walk*	Aerial Servant	Astral Spell
2	*Cloak of Fear*	*Animate Dead Monsters*	Animate Object	Control Weather
3	Cure Serious Wounds	Atonement	Blade Barrier	Earthquake
4	Detect Lie	Commune	Conjure Animals	*Exaction*
5	Divination	Cure Critical Wounds	Find The Path	Gate
6	Exorcise	Dispel Evil	*Forbiddance*	Holy (Unholy) Word
7	*Giant Insect*	Flame Strike	Heal	Regenerate
8	*Imbue With Spell Ability*	*Golem*	*Heroes' Feast*	Restoration
9	Lower Water	Insect Plague	Part Water	Resurrection
10	Neutralize Poison	*Magic Font*	Speak With Monsters	*Succor*
11	Protection From Evil 10' Radius	Plane Shift	Stone Tell	Symbol
12	Speak With Plants	Quest	Word of Recall	Wind Walk
13	*Spell Immunity*	*Rainbow*		
14	*Spike Stones*	Raise Dead		
15	Sticks to Snakes	*Spike Growth*		
16	Tongues	True Seeing		

DRUIDS (Clerics)

Number	1st Level	2nd Level	3rd Level
1	Animal Friendship	Barkskin	Call Lightning
2	*Ceremony*	Charm Person Or Mammal	*Cloudburst*
3	*Detect Balance*	Create Water	Cure Disease
4	Detect Magic	Cure Light Wounds	Hold Animal
5	*Detect Poison*	Feign Death	*Know Alignment*
6	Detect Snares & Pits	Fire Trap	Neutralize Poison
7	Entangle	*Flame Blade*	Plant Growth
8	Faerie Fire	*Goodberry*	Protection From Fire
9	Invisibility To Animals	Heat Metal	Pyrotechnics
10	Locate Animals	Locate Plants	Snare
11	Pass Without Trace	Obscurement	*Spike Growth*
12	*Precipitation*	Produce Flame	*Starshine*
13	Predict Weather	*Reflecting Pool*	Stone Shape
14	Purify Water	*Slow Poison*	Summon Insects
15	Shillelagh	Trip	Tree
16	Speak With Animals	Warp Wood	Water Breathing

Number	4th Level	5th Level	6th Level	7th Level
1	Animal Summoning I	Animal Growth	Animal Summoning III	Animate Rock
2	Call Woodland Beings	Animal Summoning II	Anti-Animal Shell	*Changestaff*
3	Control Temperature	Anti-Plant Shell 10' Radius	Conjure Fire Elemental	Chariot of Sustarre
4	Cure Serious Wounds	Commune With Nature	Cure Critical Wounds	Confusion
5	Dispel Magic	Control Winds	Feeblemind	Conjure Earth Elemental
6	Hallucinatory Forest	Insect Plague	Fire Seeds	Control Weather
7	Hold Plant	*Moonbeam*	*Liveoak*	Creeping Doom
8	Plant Door	Pass Plant	*Transmute Water To Dust*	Finger Of Death
9	Produce Fire	*Spike Stones*	Transport Via Plants	Fire Storm
10	Protection From Lightning	Sticks To Snakes	Turn Wood	Reincarnate
11	Repel Insects	Transmute Rock To Mud	Wall Of Thorns	*Sunray*
12	Speak With Plants	Wall Of Fire	Weather Summoning	Transmute Metal To Wood

MAGIC-USERS, Cantrips

Number	Useful	Reversed	Legerdemain	Person-Affecting	Personal	Haunting
1	Chill	Curdle	Change	Belch	Bee	Creak
2	Clean	Dirty	Distract	Blink	Bluelight	Footfall
3	Color	Dusty	Hide	Cough	Bug	Groan
4	Dampen	Hairy	Mute	Giggle	Firefinger	Moan
5	Dry	Knot	Palm	Nod	Gnats	Rattle
6	Dust	Ravel	Present	Scratch	Mouse	Tap
7	Exterminate	Sour		Sneeze	Smokepuff	Thump
8	Flavor	Spill		Twitch	Spider	Whistle
9	Freshen	Tangle		Wink	Tweak	
10	Gather	Tarnish		Yawn	Unlock	
11	Polish	Untie				
12	Salt	Wilt				
13	Shine					
14	Spice					
15	Sprout					
16	Stitch					
17	Sweeten					
18	Tie					
19	Warm					
20	Wrap					

MAGIC-USERS, Spells

Number	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Affect Normal Fires	Audible Glamer	Blink	Charm Monster	Airy Water
2	*Alarm*	*Bind*	Clairaudience	Confusion	Animal Growth
3	*Armor*	Continual Light	Clairvoyance	Dig	Animate Dead
4	Burning Hands	Darkness 15′ Radius	*Cloudburst*	Dimension Door	*Avoidance*
5	Charm Person	*Deeppockets*	*Detect Illusion*	*Dispel Illusion*	Bigby's Interposing Hand
6	Comprehend Languages	Detect Evil	Dispel Magic	Enchanted Weapon	Cloudkill
7	Dancing Lights	Detect Invisibility	Explosive Runes	*Evard's Black Tentacles*	Conjure Elemental
8	Detect Magic	ESP	Feign Death	Extension I	Cone of Cold
9	Enlarge	*Flaming Sphere*	Fireball	Fear	Contact Other Plane
10	Erase	Fools Gold	Flame Arrow	Fire Charm	*Dismissal*
11	Feather Fall	Forget	Fly	Fire Shield	Distance Distortion
12	Find Familiar	Invisibility	Gust of Wind	Fire Trap	*Dolor*
13	*Firewater*	*Irritation*	Haste	Fumble	Extension II
14	Friends	Knock	Hold Person	Hallucinatory Terrain	*Fabricate*
15	*Grease*	*Know Alignment*	Infravision	Ice Storm	Feeblemind
16	Hold Portal	Leomund's Trap	Invisibility 10′ Radius	*Leomund's Secure Shelter*	Hold Monster
17	Identify	Levitate	*Item*	*Magic Mirror*	*Leomund's Lamentable Belabourment*
18	Jump	Locate Object	Leomund's Tiny Hut	Massmorph	Leomund's Secret Chest
19	Light	Magic Mouth	Lightning Bolt	Minor Globe of Invulnerability	Magic Jar
20	Magic Missile	*Melf's Acid Arrow*	*Material*	Massmorph	Monster Summoning III
21	*Melt*	Mirror Image	*Melf's Minute Meteor*	*Otiluke's Resilient Sphere*	Mordenkainen's Faithful Hound
22	Mending	*Preserve*	Monster Summoning I	Plant Growth	Passwall
23	Message	*Protection From Cantrips*	Phantasmal Force	Polymorph Other	*Sending*
24	*Mount*	Pyrotechnics	Protection From Evil 10′ Radius	Polymorph Self	Stone Shape
25	Nystul's Magic Aura	Ray of Enfeeblement	Protection From Normal Missiles	Rary's Mnemonic Enhancer	Telekinesis
26	*Precipitation*	Rope Trick	*Secret Page*	Remove Curse	Teleport
27	Protection From Evil	Scare	*Sepia Snake Sigil*	*Shout*	Transmute Rock To Mud
28	Push	Shatter	Slow	*Stoneskin*	Wall of Force
29	Read Magic	Stinking Cloud	Suggestion	*Ultravision*	Wall of Iron
30	*Run*	Strength	Tongues	Wall of Fire	Wall of Stone
31	Shield	*Tasha's Uncontrollable Hideous Laughter*	Water Breathing	Wall of Ice	
32	Shocking Grasp	*Vocalize*	*Wind Wall*	Wizard Eye	
33	Sleep	Web			
34	Spider Climb	*Whip*			
35	*Taunt*	Wizard Lock			
36	Tenser's Floating Disc	*Zephyr*			
37	Unseen Servant				
38	Ventriloquism				
39	*Wizard Mark*				
40	Write				

MAGIC-USERS, Spells, Continued

Number	8th Level	9th Level
1	Antipathy/Sympathy	Astral Spell
2	Bigby's Clenched Fist	Bigby's Crushing Hand
3	*Binding*	*Crystalbrittle*
4	Clone	*Energy Drain*
5	*Demand*	Gate
6	Glassteel	Imprisonment
7	Incendiary Cloud	Meteor Swarm
8	Mass Charm	Monster Summoning V
9	Maze	*Mordenkainen's Disjun*
10	Mind Blank	Power Word, Kill
11	Monster Summoning VI	Prismatic Sphere
12	*Otiluke's Telekinetic Sphere*	Shape Change
13	Otto's Irresistible Dance	*Succor*
14	Permanency	Temporal Stasis
15	Polymorph Any Object	Time Stop
16	Power Word, Blind	Wish
17	Serten's Spell Immunity	
18	*Sink*	
19	Symbol	
20	Trap The Soul	
21		
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ILLUSIONISTS (Magic-Users)

Number	Minor Illusion Cantrips	1st Level	2nd Level	3rd Level
1	Colored Lights	Audible Glamer	*Alter Self*	Continual Darkness
2	Dim	Change Self	Blindness	Continual Light
3	Haze	*Chromatic Orb*	Blur	*Delude*
4	Mask	Color Spray	Deafness	Dispel Illusion
5	Mirage	Dancing Lights	Detect Magic	Fear
6	Noise	Darkness	*Fascinate*	Hallucinatory Terrain
7	Rainbow	Detect Illusion	Fog Cloud	Illusionary Script
8	Two-D'lusion	Detect Invisibility	Hypnotic Pattern	Invisibility 10' Radius
9		Gaze Reflection	Improved Phantasmal Force	Non-detection
10		Hypnotism	Invisibility	Paralyzation
11		Light	Magic Mouth	*Phantom Steed*
12		Phantasmal Force	Mirror Image	*Phantom Wind*
13		*Phantom Armor*	Misdirection	Rope Trick
14		*Read Illusionist Magic*	*Ultravision*	Spectral Force
15		*Spook*	Ventriloquism	Suggestion
16		Wall of Fog	*Whispering Wind*	*Wraithform*

Number	4th Level	5th Level	6th Level	7th Level
1	Confusion	*Advanced Illusion*	Conjure Animals	Alter Reality
2	Dispel Exhaustion	Chaos	*Death Fog*	Astral Spell
3	*Dispel Magic*	Demi-Shadow Monsters	Demi-Shadow Magic	Prismatic Spray
4	Emotion	*Dream*	Mass Suggestion	Prismatic Wall
5	Improved Invisibility	*Magic Mirror*	*Mirage Arcane*	*Shadow Walk*
6	Massmorph	Major Creation	*Mislead*	Vision
7	Minor Creation	Maze	Permanent Illusion	*Weird*
8	Phantasmal Killer	Projected Image	*Phantasmagoria*	First Level Magic-User Spells
9	*Rainbow Pattern*	Shadow Door	Programmed Illusion	
10	Shadow Monsters	Shadow Magic	Shades	
11	*Solid Fog*	Summon Shadow	True Sight	
12	*Vacancy*	*Tempus Fugit*	Veil	

CLERIC SPELLS

First Level Spells:

Ceremony (Invocation)

Level: *1* Components: *V, S, M*
Range: *Touch* Casting Time: *1 hour*
Duration: *Permanent* Saving Throw: *Special*
Area of Effect: *One creature, one item, or area (see below)*

Explanation/Description: *Ceremony* has a number of applications in the religious organization, depending on the level of the cleric. The effect of a *ceremony* spell does not leave behind an aura of magic, although in some cases an aura of good or evil might be present (and thus detectable). The specific *ceremony* spells can vary from religion to religion, but usually encompass these:

1st-level cleric: *coming of age, burial, marriage*
3rd-level cleric: *dedication, investiture, consecrate item*
5th-level cleric: *ordination, special vows*
7th-level cleric: *consecrate ground*
9th-level cleric: *anathematize*

Each of these varieties of the *ceremony* spell requires a cleric of the indicated level or a higher one, with additional restrictions as described below. For all *ceremony* spells except *anathematize* (see below), no saving throw is called for, since the recipient is either inanimate or presumed to be willing to be affected by the magic; any version of the spell except for *anathematize* will simply fail if it is cast on a person who (for some reason) is unwilling to receive the benefit. Briefly, the *ceremonies* listed do the following things:

Coming of age is a limited form of *bless* spell which is cast upon a young man (and in some cultures a young woman) at some point relatively early in life, often the age of 12. A young person who receives this spell gets a +1 bonus to any single saving throw, which can be taken at any time after the *coming of age ceremony* is completed. In some cultures, the *coming of age ceremony* has a symbolic significance, such that an adolescent must receive this blessing before he or she can enjoy the rights and privileges of adulthood.

Burial magically protects a corpse, and bestows it with the blessing of the religious organization. The body is shielded for one week as if by a *protection from evil* spell, and anyone trying to disinter the corpse within that time must make a saving throw versus spell or stop and flee in fear for one turn.

Marriage has no tangible after-effect (i.e., it does not guarantee happiness or harmony), but it usually carries a moral or legal significance, not dissimilar in nature to the various rites of marriage which are performed in our real world.

Dedication allows the recipient of the spell to be taken into the ranks of the casting cleric's religion, making that person a sanctioned worshiper of the cleric's deity. The effect of a *dedication* is permanent, unless the worshiper demonstrates a desire to change allegiance to a different deity. In such a case, the earlier *dedication* can be overridden by a new *dedication* cast by a cleric of a higher level than the one who performed the previous *dedication*.

The rite of *investiture* must be performed on any aspiring cleric before that character can achieve the status of a first-level cleric.

Consecrate item must be performed on any object to be placed on an altar or in some other location within a religious edifice. To prevent it from losing its potency, holy (or unholy) water must be kept in a properly *consecrated* container.

Ordination must be performed on a cleric before the character can become the priest of a congregation or assume similar sorts of duties, and even an adventuring cleric must be *ordained* before he or she can gain followers and establish a following or other sort of group. In all cases, the cleric performing the *ordination* must be of higher level than the recipient; this *ceremony* is often conducted as part of the training a cleric receives in order to advance from second to third level.

Special vows can be received by a would-be cavalier or paladin before that character embarks upon a career in the desired profession. The effects of this spell persist for as long as it takes the character to accumulate enough experience points to rise to the upper limit of his or her current level. The *special vows* can then be renewed as part of the character's training between levels, or at any time during advancement through the next higher level. A cavalier or paladin who has received *special vows* is immune to the effects of *bestow curse* spells (but not cursed items) for as long as the *special vows* remain in effect. Additionally, this *ceremony* renders the subject more susceptible (-4 on saving throw) to any *quest* spell cast upon him or her by a cleric of the same alignment as the caster of the *special vows*.

Consecrate ground should be performed upon an area before any holy (unholy) structure is built on the site. A religious edifice constructed on ground that has not been *consecrated* will slowly but irrevocably fall into a state of disrepair and has a 1% chance per year, cumulative, of actually collapsing as a result of this oversight. This spell must be cast before the area in question is altered in any way (e.g., landscaping) and before any construction materials are brought to the site; it will have no effect if it is done as an afterthought. *Consecrate ground* can also be used on a plot of land destined for use as a graveyard, and in such a case the graveyard itself automatically turns undead each round with the same effectiveness as a 3rd-level cleric. Or, if the *consecration* of a would-be graveyard is performed by an evil cleric, any undead creatures occupying the area are treated as if they were being protected and controlled by an evil cleric of 3rd level.

Anathematize is a form of excommunication by means of which the offender is literally branded on the cheek, forehead, arm, or hand with a symbol, sigil, or sign that identifies the subject (to those who understand the symbol) as someone who has committed a serious offense in the eyes of his or her deity. An unwilling subject of this spell is allowed a saving throw versus spell, at -4, to escape its effects. If the recipient is not truly deserving of the telling brand, the spell fails when cast. A successful *atonement* causes the brand to fade, and possibly vanish. If the offending actions were caused magically or by some other external force, the brand utterly disappears. If the offending actions were natural, the brand cannot be completely removed.

The components for the various *ceremony* spells vary from religion to religion, but the material component always involves the use of the cleric's holy symbol in one way or another. Standard costs for the casting of these spells are as follows: *coming of age*, 5-15 sp; *burial*, 5-50 gp; *marriage*, 1-20 gp; *dedication*, 1-10 sp (or sometimes free); *investiture*, 1-100 gp (or sometimes free); *item consecration*, usually free; *ordination*, usually free put possibly as much as 200 gp; *special vows*, 1-100 gp (or sometimes free); *consecrate ground*, 100-600 gp depending on the size of the area to be affected and the level of the cleric performing the spell; and *anathematize* is always performed at no charge, since the casting of this spell is always deemed to be in the best interests of the cleric's religion.

Combine (Evocation)

Level: *1* Components: *V, S*
Duration: *Special* Casting Time: *1 round*
Range: *Touch* Saving Throw: *None*
Area of Effect: *The circle of clerics*

Explanation/Description: This spell enables three to five clerics to *combine* their abilities and thereby empower one of their number to cast a spell or turn undead with greater efficacy. The highest-level cleric of the group (or one of such, as applicable) stands, while the other clerics join hands in a surrounding circle. All the participating clerics then cast the *combine* spell together.

The central cleric temporarily functions as if of higher level, gaining one level for each encircling cleric. The maximum gain is four levels, and the maximum duration is 3 turns. The increase applies to the cleric's effective level for determining the results of attempts to turn

undead, and to spell details which vary by the level of the caster. The encircling clerics must concentrate on maintaining the *combine* effect. They gain no armor class bonuses from shield or dexterity, and their attackers gain a +4 bonus on all "to hit" rolls. The central cleric gains no additional spells, but may cast any previously memorized spell(s), often with bonus effects.

Endure Cold / Endure Heat (Alteration) Reversible

Level: *1*
Range: *Touch*
Duration: *9 turns/level*
Area of Effect: *One creature*
Components: *V, S*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: The recipient of this spell is provided with protection from normal extremes of cold or heat (depending on which application is used). He or she can stand unclothed in temperatures as low as -30° F. or as high as 130° F. (depending on application) with no ill effect. A temperature extreme beyond either of those limits will cause 1 hit point of exposure damage per hour for every degree above or below those limits. (Without the benefit of protection such as this, exposure damage is 1 hit point per turn for each degree of temperature.) The spell will last for the prescribed duration, or until the recipient is affected by any form of magical cold (including white dragon breath) or magical heat. The cancellation of the spell will occur regardless of which application was used and regardless of which type of magical effect hits the character (e.g., *endure cold* will be cancelled by magical heat or fire as well as by magical cold). The recipient of the spell will not suffer damage from the magical heat or cold during the round in which the spell is broken, but will be vulnerable to all such attacks starting on the following round. The spell will be cancelled instantly if either *resist fire* or *resist cold* is cast upon the recipient.

Invisibility to Undead (Illusion/Phantasm)

Level: *1*
Duration: *6 rounds*
Range: *Touch*
Area of Effect: *One individual*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *Neg.*

Explanation/Description: This spell is quite similar to *sanctuary*, but only affects undead of 4 or fewer hit dice. A saving throw versus spell is made for each *type* of undead within 30 feet of the caster, and if failed, all undead of that type will ignore the caster completely for the duration of the spell. (Note that this negates subsequent attempts by the caster to turn those undead.) However, if the saving throw succeeds, all undead of that type will attack the spell caster in preference to any other possible targets.

The effect of this spell ends if the caster attacks or attempts to cast any other spell. If the caster is of neutral morals (with respect to good and evil), the undead save at -2. The material component is the cleric's holy symbol.

Magic Stone (Alteration)

Level: *1*
Range: *2″*
Duration: *6 rounds or until used*
Area of Effect: *One small stone or pebble*
Components: *V, S*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: To use this spell, the cleric picks up a small stone or pebble and then (via the casting process) places a magical aura on it. The spell cannot affect stones that are already magical. The *magic stone* can be thrown at a target up to 4″ distant (assuming no intervening obstacles and sufficient head room). It will act as a +1 weapon for "to hit" determination, and if a hit is scored the stone will do 1 point of damage. Ranges are 2″/3″/4″, with standard modifications. If the stone travels more than 4″ from the thrower or if it does not score a hit, the missile loses its dweomer and falls harmlessly to the ground. A *magic stone* must be thrown within 6 rounds after the casting of the spell is completed, or it turns back into an ordinary item. A hit from the stone will break the concentration of a spell caster only if the victim fails a saving throw versus spell. Any target with innate magic resistance cannot be affected by the stone. A *shield* spell will protect a target from a *magic stone*, as will a *brooch of shielding*, a *protection from normal missiles* spell, a *minor globe of invulnerability*, or any similar (more powerful) magic. A cleric of 6th through 10th level can enchant 2 stones with this spell, one of 11th through 15th level can use it on 3 stones, and an additional stone is allowed for every five levels of experience the caster has gained beyond the 11th (i.e., 4 stones at 16th level, 5 stones at 21st level, etc.). It is possible for a cleric to give the enchanted stone(s) to another character to throw. Note that some religious organizations may forbid their clerics from using this spell, since it enables the cleric to use a missile weapon (of sorts).

Penetrate Disguise (Divination)

Level: *1*
Range: *12″*
Duration: *1 round*
Area of Effect: *One individual*
Components: *V, S*
Casting Time: *2 rounds*
Saving Throw: *Neg.*

Explanation/Description: By means of this spell, the cleric is empowered to see through a disguise composed solely of makeup or altered clothing (i.e., non-magical in nature). The cleric cannot identify what class or profession the disguised figure actually belongs to, nor the true appearance of the figure; the spell merely points out that the target figure is posing as someone or something else. The spell does not detect actual rank or status and cannot reveal an illusion for what it is, but it can detect whether a figure is the object of a *friends* spell. The spell cannot detect any deception involving alignment. The target of the spell is allowed a saving throw versus spell, and if this saving throw is made, the disguise will be enhanced in the eyes of the cleric, so that the caster becomes convinced that the target figure actually is what he claims to be. Being under the effect of a *bless* spell, wearing magic armor, or using a magic item of protection (such as a cloak or ring) will give the target an appropriate bonus to the saving throw.

Portent (Divination)

Level: *1*
Range: *Touch*
Duration: *Special*
Area of Effect: *Spell caster or figure touched*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: This spell enables the cleric to tell something of his or another figure's future "luck." This "luck" takes the form of an improvement or reduction in a "to hit" roll or a saving throw at some point in the future unknown to the character who is the object of the *portent*. After this spell is cast, the Dungeon Master makes two die rolls in secret: First, 1d12, to determine at what point in the future the *portent* takes effect; second, 1d6 to determine the exact effect (roll of 1 = -3; 2 = -2; 3 = -1; 4 = +1; 5 = +2; 6 = +3). Based upon the result of the 1d6 roll, the DM should indicate to the player of the cleric character whether the *portent* is good, fair (which can be moderately good or moderately bad), or poor. The recipient of the spell will usually also be given this information. The result of the d12 roll represents the number of "to hit" rolls or saving throws that the target character must make before the roll to be affected by the *portent* occurs; e.g, if a 12 is rolled, then the 12th such roll thereafter will be the one to which the *portent* is applied. Die rolls only apply toward this count if they are taken in life-or-death (i.e., combat or peril) situations; the count is suspended if the character contrives to perform (for instance) saving throws against non-harmful effects in an effort to "sidestep" the *portent*. Die rolls that do apply toward this count include: Saving throws made in combat or against magical effects, "to hit" rolls made by the character, and "to hit" rolls made by an opponent against the character. When the die roll designated by the *portent* is made, the result will be adjusted upward or downward as indicated by the result of the d6 roll; thus, the character will be either more or less likely to score a hit, more or less likely to be hit, or more or less likely to succeed on a saving throw. The material component for this spell is either a numbered wheel or tea leaves.

Precipitation (Alteration)

Level: *1*
Range: *1"/level*
Duration: *1 segment/level*
Area of Effect: *3" diameter cylinder up to 12" high*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None*

Explanation/Description: When this spell is cast, all water vapor in the atmosphere within the area of effect is precipitated in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue for only as many segments of time as the spell caster has levels of experience. Since only some 1/100 of an inch of precipitation falls during the course of a segment, the spell will have only the following general effects:

Thin, light material will become damp in 1 segment and thoroughly wet thereafter.

Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.

Semi-porous surfaces and materials will become damp on the surface in 2 segments, and thereafter the damp area will progress downward/inward, until after 5 segments the surface or material will be thoroughly wet.

Porous surfaces and materials will simply absorb the rain up to the limit of their capacity — which probably extends well beyond the duration of the spell.

Small flames, such as those of candles, will be extinguished by 1 segment of precipitation. Small fires will slow and become smoky for 1 round after precipitation has ceased. Large fires will not be materially affected by the spell.

Note that if the temperature is above 90° F., the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature ranges between 33° and 31° F., the precipitation will fall in the form of sleet. At 30° F. and below, the precipitation will fall as rather thick snow, and most dampness/wetness effects will be negated or postponed until the snow melts. If magical heat of large area (i.e., a *wall of fire*, *fireball*, *flame strike*, etc.) is applied to *precipitation*, a cloud of warm fog of double the area of the *precipitation* effect will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. The material component of the spell is a pinch of silver dust.

Second Level Spells:

Aid (Necromantic - Conjuration)

Level: *2*
Range: *Touch*
Duration: *1 round + 1/level*
Area of Effect: *One person*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: The recipient of this spell gains the benefit of a *bless* spell and a special benison of 1-8 additional hit points. The *bless* lasts as long as the *aid* spell, as do the hit points thus gained. The *aid* allows a character to actually have more hit points than the character's full normal total. The added hit points last only for the duration of the *aid* spell. Any damage taken by the recipient while the *aid* spell is in effect is taken off the 1-8 additional hit points before regular ones are lost. Hit points bestowed by an *aid* spell and then lost cannot be regained by curative magic. *Example:* A 1st-level fighter has 8 hit points, takes 2 points of damage, and then receives an *aid* spell which gives 6 additional hit points. The fighter now has 12 hit points, 6 of which are temporary. If he is then hit for 7 points of damage, 1 regular point and all 6 of the temporary points are lost. The material components of this spell are a tiny strip of white cloth with a sticky substance (such as tree sap) on the ends, plus the cleric's holy symbol.

Detect Life (Divination)

Level: *2*
Range: *10'/level*
Duration: *5 rounds*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: By the use of this spell, a cleric can tell if a target creature is alive. The magic will *detect life* in the recipient of a *feign death* spell, or someone in a coma, deathlike trance, or state of *suspended animation*. If cast upon the body of a creature that is engaged in *astral travel*, it will reveal that the creature is alive. The spell works on plants and plant creatures as well as animals. The spell's range is diminished if more than a one-inch thickness of wood or stone lies between the cleric and the subject. Each inch of thickness of a wood or stone barrier is treated as 10 feet of open space. A barrier of metal of any thickness will cause the spell to fail and be ruined. Any form of mental protection, including those of psionic or magical nature, will likewise ruin the spell without anything being detected. The spell will detect the first living creature that lies along the cleric's line of sight (and within range), or else the first creature that crosses the line-of-sight path before the duration expires.

Dust Devil (Conjuration/Summoning)

Level: *2*
Range: *3"*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S*
Casting Time: *3 rounds*
Saving Throw: *None*

Explanation/Description: This spell enables a cleric to conjure up a weak air elemental — a *dust devil* of AC 4, 2 HD, MV 18", 1 attack for 1-4 points of damage, which can be hit by normal weapons. Magic weapons of any type cause it double damage. The *dust devil* appears as a small whirlwind 5 feet in diameter at its base, 15 feet tall, and 10 feet across at the top. It will move as directed by the cleric, but will be dispelled if ordered to go farther than 3" away from the spell caster. The winds of the *dust devil* can hold a gas cloud or a creature in *gaseous form* at bay or push it away from the caster (though it cannot damage or dispel such a cloud). Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. If skimming along the ground in an area of loose dust, sand or ash, the *dust devil* will pick up those particles and disperse them in a cloud 30 feet in diameter centered around the *dust devil*. Normal vision is not possible through the cloud, and creatures caught in the cloud will be effectively blinded until one round after they are free of it. Spell casting is virtually impossible for someone caught inside such a cloud or inside the *dust devil* itself; even if the creature fails to score damage on the victim from the buffeting of its winds, a spell caster must make a saving throw versus spell to keep his or her concentration (and the spell) from being ruined. Any creature native to the Elemental Plane of Air — even another creature of the same sort — can dismiss a *dust devil* at will from a distance of 3" or less. Creatures not native to the plane occupied by the spell caster are not affected by the *dust devil*. It is automatically dispelled if it contacts any creature with innate magic resistance — but not until after it gets a chance to hit and do damage.

Enthrall (Enchantment/Charm)

Level: *2*
Range: *3"*
Duration: *Special*
Area of Effect: *90' radius*
Components: *V, S*
Casting Time: *1 round*
Saving Throw: *Neg.*

Explanation/Description: A cleric who uses this spell can bind and *enthrall* an audience that can fully understand his or her language. Listeners of the same race as the cleric are allowed a saving throw versus spell; those of a different race which is generally unfriendly to

the cleric's race save at +4. It is impossible to *enthrall* a character or creature with more than 4 levels or hit dice, or one with a wisdom score greater than 15.

To effect the spell, the caster must speak without interruption for a full round. Thereafter, the enchantment lasts for as long as the cleric keeps speaking, to a maximum of 6 turns. Those who fail their saving throw will view the cleric as if he or she had a charisma of 21 (loyalty base +70%, reaction adjustment +50%). They will stand and listen to the cleric's words, but will not act on them as if a *suggestion* had been cast. When the cleric stops talking, the spell is broken and the listeners regain control of their own minds. Any form of attack (i.e., a successful hit or the casting of a spell) against the cleric will instantly cancel the *enthrall* spell, as will any attempt by the cleric to cast a different spell or perform some other action. Members of the audience who make a successful saving throw will view the cleric as having a charisma of 3; they may (50% chance) hoot and jeer, allowing a new saving throw for others listening. If the cleric tries to take undue advantage of the spell by preaching about a religion or alignment opposed to that to which the members of the audience subscribe, each "offended" listener is allowed a new saving throw at +5.

Holy Symbol (Conjuration/Summoning)

Level: *2*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One object*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: This spell is used to prepare a cleric's holy symbol, or to create a new symbol to replace a lost or damaged one. The new symbol-to-be, which is the spell's material component (and obviously is not consumed in the casting), must be crafted of appropriate material depending on the religion/deity in question, and must be of the proper shape and design — a cleric cannot pick up just any item and make it into a holy symbol. A cleric may possess two holy symbols at one time, and this spell can be used to create a second one as a spare. No cleric can create a holy symbol related to a religion or deity other than the one that he or she worships. The holy symbol of a good or evil cleric will radiate a faint aura of good or evil, but is not a magical object *per se*. The holy symbol of a cleric who is of neutral morals (with respect to good and evil) will have no such aura.

Messenger (Enchantment/Charm)

Level: *2*
Range: *2"/level*
Duration: *1 hour/level*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Neg.*

Explanation/Description: This spell enables the cleric to call upon a small (size S) creature of at least *animal* intelligence to act as his or her *messenger*. The spell does not affect creatures that are "giant" types, and it will not work on creatures with an intelligence score of 4 or higher, or with a rating of *low* intelligence or better (whichever applies). If the creature is already within range, the cleric, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a saving throw versus spell, and if this succeeds the spell fails. If the saving throw is failed, the animal will advance toward the cleric and await his or her bidding. The cleric can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spell caster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a message is expecting a *messenger* in the form of a small animal or bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird will return to its normal activities. The intended receiver of a message gains no communication ability.

Withdraw (Alteration)

Level: *2*
Range: *0*
Duration: *Special*
Area of Effect: *The cleric*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None*

Explanation/Description: By means of a *withdraw* spell, the cleric effectively alters the flow of time with regard to himself or herself. While but 1 segment of time passes for those not affected by the spell, the cleric is able to spend 1 round of time in contemplation. The base spell duration is 2 segments (2 rounds, from the cleric's point of view), and the cleric adds 1 additional increment of time for each level of experience he or she possesses. Thus, at the 5th level of experience, the spell caster could spend up to 6 rounds cogitating on some matter while but 6 segments of time passed for all others. (The DM must allow the spell caster 1 minute of real time per segment to ponder some problem or question. No discussion with non-affected characters is permitted.) Note that while affected by the *withdraw* spell, the cleric can perform only these particular acts: the casting of an *augury* spell, any curing or healing spells, or any informational spells — and all such spells can only be cast upon the cleric himself or herself. The casting of any of these spells in a different fashion (e.g., a *cure light wounds* bestowed upon a companion) will cause the magic of the *withdraw* spell to cease. Similarly, the cleric who is affected by the *withdraw* spell cannot walk or run, become *invisible*, or otherwise engage in actions other than thinking, reading, and the like. The *withdrawn* cleric can be affected by the actions of others while under the influence of this spell, and any attack upon the cleric which succeeds will break the spell.

Wyvern Watch (Evocation)

Level: *2*
Range: *3"*
Duration: *8 hours or until strike*
Area of Effect: *1' diameter sphere*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *Neg.*

Explanation/Description: This spell is known as *wyvern watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature that approaches within 1" of the area in question is subject to attack from the spell force. The "wyvern" will strike, and any creature so attacked must make its saving throw versus spell or else stand *paralyzed* for 1 round per level of the caster, or until freed by the spell caster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the target creature was missed by the attack of the wyvern-form, and the spell remains in place. As soon as a target creature is successfully struck by the wyvern-form, the *paralysis* takes effect and the force of the spell itself is dissipated. The spell force will likewise dissipate if no intruder is struck by the wyvern-form for 8 hours after the spell is cast. Any creature approaching the space being guarded by the wyvern-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness. The material component is the cleric's holy/unholy symbol.

Third Level Spells:

Cloudburst (Alteration)

Level: *3*
Range: *1"/level*
Duration: *1 round*
Area of Effect: *3" diam. cylinder up to 6" high*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None (& special)*

Explanation/Description: By means of this spell the caster causes the atmosphere to instantly precipitate all of its water vapor in the form of huge drops of rain, the resulting condensation not only causing a true downburst of rain but also sucking more vapor into the area to likewise be precipitated. The *cloudburst* will effectively drench every-

thing in its area of effect within 1 segment, for its rain will fall at the rate of 1/10 inch per segment, or 1 inch of rainfall in 1 round. All normal fires within the area of effect will be extinguished by a *cloudburst* — small ones instantly, medium-sized ones in 3-5 segments, and large-sized ones in 8-10 segments. Magical fires will also be extinguished by a *cloudburst*, with the following general rules applying:

Permanent magical fires will re-light in 1-2 rounds. Small, rekindlable magical fires such as that of a *flame tongue* sword will be affected only during the actual *cloudburst*.

Spells such as *produce fire* and *burning hands* will be negated. Large-area spells such as *fireball, flame strike, wall of fire*, etc., will, in the course of being extinguished, vaporize the rain into a cloud of steam covering an area four times as large as the spell's area of effect (i.e., a cylinder of up to 12" in diameter and as much as 24" high). This steam will inflict 1-3 points of damage per round on normal creatures within its area, and will do twice that damage to cold-dwelling or cold-using creatures. The cloud of steam will persist for 2-5 rounds, half that if a breeze is blowing, or only 1 round if a strong wind is blowing.

In arid regions, the *cloudburst* will act only as a double-strength *precipitation* spell. In hot and humid areas, the duration of the spell will be extended to 2 rounds. In areas with a temperature between 33° and 31° F. inclusive, sleet rather than rain will fall, with ice and slush being formed when it accumulates. In temperatures of 30° F. and lower, the *cloudburst* becomes a *snowburst*, with one inch of snow per segment falling. The material components for the spell are powdered silver and powdered iodine crystals, plus the cleric's holy symbol.

Death's Door (Necromantic)

Level: *3*
Range: *Touch*
Duration: *1 hour/level*
Area of Effect: *One human or demi-human*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: When a cleric employs this spell, he or she touches a human or demi-human who is unconscious and "at death's door" (-1 to -9 hit points). The spell immediately brings the individual to 0 hit points. While the individual remains unconscious, bleeding and deterioration are stopped for the duration of the *death's door* spell. The subject, because of being treated by the spell and now being at 0 hit points, can be brought to consciousness, and have hit points restored, by means of *cure light wounds, cure serious wounds*, etc., potions such as *healing* or *extra-healing*, or clerical or other items which magically restore lost hit points. The material components of the spell are the cleric's holy/unholy symbol, a bit of white linen, and any form of unguent.

Flame Walk (Alteration)

Level: *3*
Range: *Touch*
Duration: *1 turn + 1/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: By means of this spell the caster is able to empower himself or herself, or another creature of man-size and comparable mass, to withstand non-magical fires up to temperatures of 2,000° F. It also confers a +2 bonus to saving throws against magical fires. For every level of experience above the minimum required to create the dweomer (5th), the caster can affect an additional man-sized creature. This growing power enables multiple individuals, or one or more of greater than man-size and mass, to be affected by the *flame walk* spell. For instance, an 11th-level caster could empower both himself or herself and a steed such as a horse to move in molten lava. (Consider a horse to be equivalent to 6 humans for purposes of this spell; conversely, halfling-sized creatures count as 1/2 human apiece, and pixie-sized creatures are considered equivalent to 1/4 human each.) The material components of the spell are at least 500 gp of powdered ruby and the cleric's holy/unholy symbol.

Magical Vestment (Conjuration/Alteration)

Level: *3*
Range: *Touch*
Duration: *6 rounds/level*
Area of Effect: *The cleric*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: This spell enchants the caster's vestment, providing protection equivalent to armor. It will only function while the cleric is on ground *consecrated* to his or her deity (cf. 1st-level *ceremony* spell). If any armor or protective device is worn during the spell duration, the vestment protects as if normal chain mail armor. If no other protection is worn, the vestment also gains a +1 enchantment for each four levels of the cleric, to a maximum effect of *chain mail +4* (base AC 1). The magic lasts for 6 rounds per level of the caster, or until the caster loses consciousness or leaves the *consecrated* area. The material components are the vestment to be enchanted and the cleric's holy/unholy symbol.

Meld Into Stone (Alteration)

Level: *3*
Range: *Touch*
Duration: *8 rounds + 1-8*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *7 segments*
Saving Throw: *None*

Explanation/Description: The magic of this spell, when properly cast, allows the cleric to meld his or her body and possessions worn or carried into a large stone. To effect the spell, the cleric stands next to the stone to be melded into (which must be large enough to accommodate the cleric's body in all three dimensions) while holding a small sample of the same type of stone. When casting is complete, the cleric and up to 100 pounds of his or her non-living gear blend into the stone. Magical artifacts and relics are not affected by the spell. If the dimensions of the stone are not sufficient, or if the cleric is wearing and carrying more than 100 pounds of gear, the spell will fail and be wasted. The magic lasts for 9-16 (1d8 + 8) rounds, the variable part of the duration rolled secretly by the DM. At any time before the duration expires, the cleric can step out of the stone along the same surface that he or she used to enter it (i.e., the spell does not allow movement through the stone such as would a *passwall* or *phase door* spell). If the duration runs out before the cleric exits the stone, then he or she will be expelled from the stone and take 4-32 (4d8) points of damage — and each piece of gear affected must save versus petrification or turn to stone. While in the stone, the cleric is aware of the passage of time; however, he or she cannot see or hear anything that may be going on around the stone. The following spells will harm the cleric if cast upon the stone that he or she is occupying: *Stone to flesh* will expel the cleric and inflict 4-32 points of damage, but items carried need not save. *Stone shape* will cause 4-16 (4d4) points of damage, but will not expel the cleric. *Transmute rock to mud* expels the cleric and will slay the victim instantly unless he or she makes a successful saving throw versus spell.

Negative Plane Protection (Abjuration)

Level: *3*
Range: *Touch*
Duration: *1 turn/level*
Area of Effect: *One Prime Material Plane creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: This spell enables the caster or any other eligible creature touched to be partially protected from an undead monster that has an existence on the Negative Material Plane (such as a shadow, wight, wraith, spectre, or vampire). The dweomer of the spell opens a channel to the Positive Material Plane, the energy from which helps to offset the effect of the undead creature's attack. The recipient is allowed a saving throw versus death magic if he or she is touched (attacked) by an undead creature. Success indicates that the recipient takes normal hit-point damage from the attack, but does not suffer the drain of experience that would otherwise take place. In addition, the undead creature takes 2-12 (2d6) hit points of damage from the Positive Plane energy. The magic is only proof against one such

attack, and dissipates after that attack whether or not the saving throw is successful. If the saving throw versus death magic is failed, the recipient of the spell takes double the usual physical damage in addition to the loss of experience that normally occurs. The spell will also protect the recipient from the effect of a magic-user's *energy drain* spell, but in such a case the magic-user is not affected. The contact between the Positive and Negative Planes that this spell brings about will cause a bright flash of light and a sound like that of a thunderclap, but these phenomena do not cause damage in any event. The protection will last for 1 turn per level of the cleric casting the spell, or until the recipient is successfully attacked by an undead monster. This spell cannot be cast on the Negative Material Plane.

Remove Paralysis (Abjuration) Reversible

Level: *3*
Range: *1"/level*
Duration: *Permanent*
Area of Effect: *1-4 creatures in a 2" x 2" area*
Components: *V, S*
Casting Time: *6 segments*
Saving Throw: *None*

Explanation/Description: By the use of this spell, the cleric can free the subject creature(s) from the effects of paralyzation or similar forces (such as a *hold* spell). By casting this spell and then pointing his or her finger in the proper direction, the cleric can *remove paralysis* from as many as 4 creatures that are within range and within the area of effect. There must be no physical or magical barrier between the caster and the creature(s) to be affected, or else the spell will fail and be wasted. Each target of the spell obtains a new saving throw versus paralyzation, at a +3 bonus if only one creature is involved, +2 if two creatures are to be affected, and +1 if three or four creatures are the target.

The reverse of the spell, *cause paralysis,* can affect only one target, which must be touched by the cleric (successful roll "to hit") using his or her holy/unholy symbol. If the victim fails a saving throw versus spell, paralyzation will set in for a duration of 1-6 rounds plus 1 round per level of the caster. Clerics of good alignment should be very discerning in their use of *cause paralysis,* and this spell might actually be prohibited to clerics belonging to certain good-aligned orders.

Water Walk (Alteration)

Level: *3*
Range: *Touch*
Duration: *1 turn +1/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *7 segments*
Saving Throw: *None*

Explanation/Description: By means of this spell, the caster is able to empower himself or herself or another creature of man-size and comparable mass to tread upon water as if it were firm, grassy ground (cf. *ring of water walking*). For every level of the caster above the minimum required to create the dweomer (5th level), he or she can affect an additional man-sized creature. This growing power enables multiple individuals, or one or more of greater size and mass, to be affected by the *water walk* spell. For instance, an 11th-level caster could additionally affect a horse, so that he or she could move atop the waves while mounted. (Consider a horse to be equivalent to 6 humans for purposes of this spell.) The material components for this spell are a piece of cork and the cleric's holy/unholy symbol.

Fourth Level Spells:

Abjure (Abjuration) Reversible (Conjuration/Summoning)

Level: *4*
Range: *1"*
Duration: *Permanent*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Neg. (see below)*

Explanation/Description: When a cleric employs a spell of this sort, he or she is attempting to return a creature from another plane of existence to its own plane. The exact name of the type of creature to be affected by the *abjure* spell must be known. If the creature also has a specific (proper) name, then that too must be known and used. The naming cleric then compares his or her level against the level or hit dice of the creature under *abjuration*, in the same way that the success of a *dispel magic* spell is determined (base 50% chance of success, plus or minus the level/HD difference between the caster and the creature to be affected). The percent chance for success is then compared to a percentile dice roll. If the roll is equal to or less than the chance to *abjure,* the creature is instantly sent back to its own plane. In all other cases the spell fails. (The creature might not wish to remain on the caster's plane, and in such a case it could be appreciative of the cleric's attempt to return it to its home.)

The reverse of this spell, *implore,* entreats some like-aligned creature from another plane to come to the cleric casting the spell. Success must be determined just as if *abjure* had been cast. In like vein, the spell caster must know the exact name of the type of creature as well as its given name, if any. If the *implore* spell succeeds, the cleric has absolutely no guarantee that the creature summoned from another plane will be favorably disposed to him or her. Neither version of the spell will function upon deities, but might affect servants or minions thereof.

The material components for an *abjure* spell are a holy/unholy symbol, holy or unholy water, and often some material inimical to the creature. In reversed form, the material components are the same except for the last, which must be something that the *implored* creature craves or respects.

Cloak of Fear (Illusion/Phantasm) Reversible

Level: *4*
Range: *0*
Duration: *1 turn/level*
Area of Effect: *The cleric*
Components: *V, S, M*
Casting Time: *6 segments*
Saving Throw: *Neg.*

Explanation/Description: The casting of this spell empowers the cleric to radiate a personal aura of *fear* out to a 3' radius. Any character or creature that intrudes upon this aura must save versus spell or run away in fear for 6 rounds (cf. 3rd-level magic-user spell *fear*). The spell will only remain in effect until one creature fails to save, whereupon the dweomer of the spell is dissipated. The spell has no effect upon creatures that themselves radiate *fear,* or upon undead creatures of any sort, and it is not dissipated upon contact by such creatures. It likewise remains in effect if an intruder makes a successful saving throw, but will expire after a duration of 1 turn per level of the cleric if not brought down earlier. Note that members of the cleric's party are not immune to the effects of the spell. The cleric may cancel the aura at any time before the duration ends if desired.

The reverse of the spell, *cloak of bravery,* can be cast upon the cleric or upon another creature which is a willing recipient. A character or creature protected by a *cloak of bravery* gains a +3 bonus to the saving throw against any form of magical *fear* encountered. The magic of the *cloak of bravery* works only once and only upon a single figure, and is dispelled whether or not the recipient succeeds on his or her saving throw. The magic does not negate or otherwise affect the innate ability of a creature (such as a devil) to radiate *fear*, so that the creature can still affect others in the vicinity.

The material components for a *cloak of fear* are a miniature quiver and a chicken feather; for a *cloak of bravery*, the necessary items are a drop of alcohol and the brain of a newt.

Giant Insect (Alteration) Reversible

Level: *4*
Range: *2"*
Duration: *2 rounds/level*
Area of Effect: *One or more insects*
Components: *V, S, M*
Casting Time: *Special*
Saving Throw: *None*

Explanation/Description: By means of this spell, the cleric can turn

one or more normal-sized insects into larger forms which resemble the "giant" forms of such creatures as described in the Monster Manual books or the FIEND FOLIO® Tome. The number of insects that can be affected is dependent upon the cleric's level: one at 7th-9th level, two at 10th or 11th level, three at 12th or 13th level, and four at 14th or higher level. The total hit dice of all *giant insects* created is 3 HD at 7th-9th level, 4 HD at 10th or 11th, 5 HD at 12th or 13th, and 6 HD at 14th or higher level. The magic only works upon one type of insect at one time; i.e., a cleric cannot use the same casting of the spell to affect both an ant and a fly. The casting time for a *giant insect* spell is one round per hit die of the resulting giant creature(s); if the casting is interrupted for any reason, the subject insect(s) will die and the spell will be ruined. A monster created by this spell will have as many attacks per round as its namesake, but will not do full damage unless the created form has as many hit dice as the usual giant version of the same insect. Although it may have more hit dice than a standard giant form, the created insect can never exceed the damage figures given in the books. *Example:* A cleric of 14th level can use the *giant insect* spell to enlarge a normal wasp to one having 6 HD (instead of the usual 4 HD for a giant wasp; see Monster Manual), but the creature would still do damage of 2-8/1-4. Conversely, a 7th-level cleric can use this spell to create a giant wasp of 3 HD, and such a creature would have reduced damage figures of 2-6/1-3 — three-fourths of the damage potential of a "real" giant wasp, since it only has three-fourths of the usual number of hit dice for such a creature.

The spell will only work on actual insects. Arachnids, crustaceans, and other types of small creatures are not affected. The *giant insects* created will not have any special attacks or defenses possessed by the standard giant forms; however, armor class, movement rate, and other physical characteristics are as described in the creature's book listing. Any *giant insects* created by this spell will not attempt to harm the cleric, but the cleric's control of such creatures is limited. He or she could give them simple commands such as "attack," "defend," "guard," and so forth, but could not instruct them to attack a certain creature or guard against a particular occurrence. Unless commanded to do otherwise, the *giant insects* will attempt to attack whomever or whatever is near them.

The reverse of the spell, *shrink insect,* will reduce the size of standard giant insects as well as those created by the unreversed form of the spell. The shrinking will be at a rate of 1 HD for every 4 levels of the casting cleric, with a maximum of 6 HD of reduction (to a minimum of ⅛ HD, or 1 hp). Special attacks possessed by a standard giant insect will be retained, but at a weaker level which allows a bonus to the saving throw versus the attack. For instance, a 9th-level cleric could cast *shrink insect* upon a standard giant wasp to reduce it from 4 HD to 1 HD. The resulting insect would still be able to use its poison sting, but the saving throw against such an attack would be at a +3 bonus (or perhaps higher), and the hit-point damage from its normal attacks would be reduced to 1-2 for a bite and 1 point for a sting — one-fourth of the usual amounts, since the creature is only one-fourth of its original size. The material component for either version of the spell is the cleric's holy/unholy symbol.

Imbue With Spell Ability (Enchantment-Alteration)

Level: *4*
Range: *Touch*
Duration: *Special*
Area of Effect: *One individual*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: By the use of this spell, the cleric can bestow the ability to cast a particular spell upon a character normally unable to cast spells. The magic is only effective on thieves, fighters, cavaliers, assassins, monks, rangers (of under 8th level), and paladins (of under 9th level) — it will not work on a member of any other character class or sub-class, nor will it function upon a monster or any individual with less than one full hit die. The spell or spells to be *imbued* in the subject must be ones that the cleric presently carries (i.e., has prayed for), and they can only be spells of an informational or defensive nature, or a *cure light wounds* spell. An attempt to transfer any other sort of spell will cause the magic to fail, and then no spells will be *imbued* in the recipient even if other allowable spells were also chosen. As many as three separate spells can be *imbued*, including one 2nd-level spell and one or two 1st-level spells. In order to receive any spell, the subject character must have a wisdom score of 9 or higher. A single 1st-level spell can be *imbued* in any eligible recipient, but the recipient must be at least 3rd level to receive two 1st-level spells, and must be at least 5th level to receive a 2nd-level spell. If a transferred spell's characteristics (range, duration, area of effect, etc.) are variable according to the level of the caster, then the recipient will cast them at his or her own level. All other spell details (e.g., casting time, components, etc.) apply normally.

When a cleric casts *imbue with spell ability* upon another character, the cleric loses that particular spell from his or her repertoire and cannot memorize more spells until the recipient uses all of the spells that were transferred. The material components for this spell are the cleric's holy/unholy symbol, plus some minor item "borrowed" from the intended recipient which is symbolic of his or her profession (a lockpick for a thief, a dagger for an assassin, etc.). The "borrowed" item is consumed in the casting of the spell.

Spell Immunity (Abjuration)

Level: *4*
Range: *Touch*
Duration: *1 turn/level*
Area of Effect: *One individual*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: By means of this spell, the cleric or any creature touched is made immune to the effects of a specified spell of 4th level or lower that the cleric has directly experienced. For instance, if the cleric has been hit by a *fireball* spell at some time, then this spell can be used to protect someone from the effect of a *fireball.* This spell cannot affect an intended recipient who is already magically protected by a spell or other temporary effect. The magic of this spell will only protect against actual cast spells, not against effects of magic items or a creature's innate spell-like abilities, but immunity lasts for the full duration of the spell. Only one *spell immunity* can be in effect upon a single creature at one time; any applications subsequent to the first have no effect until the first duration ends. The *spell immunity* does not extend to items carried by the recipient, which must still make saving throws (if applicable) to avoid damage. Only a particular spell can be protected against, not a certain class of spells or a group of spells which are similar in effect; thus, someone given immunity from *lightning bolt* spells would still be vulnerable to a *shocking grasp.* The material component for *spell immunity* is the same (if any) as for the spell to be protected against.

Spike Growth (Alteration/Enchantment)

Level: *4*
Range: *6"*
Duration: *1-6 turns + 1/level*
Area of Effect: *10' square per level of caster*
Components: *V, S, M*
Casting Time: *7 segments*
Saving Throw: *None*

Explanation/Description: Wherever any sort of plant growth of moderate size or density is found, this spell is of service. It enables the caster to cause ground-covering vegetation and/or roots and rootlets to become very hard and sharply pointed. In effect the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets will act in the same way. Without the use of a spell such as *true seeing,* similar magical aids, or some other special means of detection (such as *detect traps*), an area affected by *spike growth* is absolutely undetectable as such until a victim enters the area and takes damage. Even then, the creature will not be able to determine the extent of the perilous area unless some means of magical detection is used. For each 1" of movement through the area, a victim will incur 2 "attacks" from the *spike growth*. Hit probability is as if the caster of the spell were making an attack, and any successful hit causes 1-4 points of damage. Spells which control or harm vegetation, or a *dispel magic* spell, will negate the area of the dweomer. The components for this spell are the cleric's holy symbol plus either seven sharp thorns or seven small twigs, each sharpened to a point.

Fifth Level Spells:

Air Walk (Alteration)

Level: *5*
Range: *Touch*
Duration: *6 turns + 1/level*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell enables the cleric to tread upon air just as if it were solid ground. Moving upward is similar to walking up a hill, and the more steep the ascent, the slower the rate of movement: Ascending at a 45° angle is done at one-half normal movement, a 60° angle reduces movement to one-fourth of normal, and traveling straight upward can be done at one-eighth the normal rate. Similarly, rapid descent is possible, almost as if the cleric were running downhill; invert the above proportions, so that traveling straight downward can be done at eight times the normal movement rate (or, of course, at any slower rate the traveller desires). An *air walking* creature is always in control of his or her movement rate; someone traveling straight down at a rapid rate can "stop on a copper piece" to avoid crashing into the ground or some other solid object. Someone attempting to *air walk* while a *gust of wind* spell is in effect in the same area will move at one-half the usual rate if going into the *gust*, or twice the usual rate if traveling in the same direction. The spell can be placed upon any creature touched, up to and including one of giant size. For example, the caster could place the spell upon a trained horse and ride it through the air. Of course, an animal not accustomed to such movement would panic, so the steed would certainly need careful and lengthy training. The material components for the spell are the cleric's holy/unholy symbol and a bit of thistledown.

Animate Dead Monsters (Necromantic)

Level: *5*
Range: *1″*
Duration: *Permanent*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *7 segments*
Saving Throw: *None*

Explanation/Description: This spell enables the caster to animate 1 humanoid or semi-humanoid skeleton or corpse for every 2 levels of experience which he or she has attained. The dweomer animates the remains and empowers the caster to give commands. Direct commands or instructions of up to about 12 words in length will be obeyed by the skeletons or zombies animated (cf. *animate dead* spell). Monster types which can be animated by this spell include but are not limited to: apes (carnivorous and giant), bugbears, ettins, giants (all varieties), ogres, and trolls (all varieties). In general, the remains must be of bipedal monsters of more than 3 hit dice and with endoskeletons similar to those of humans, except in size (which must be greater than 7′ height). Corpses animated by this spell are treated either as monster zombies (see Monster Manual II), or else as normal (living) creatures of the same form if that creature type normally has less than 6 hit dice. Skeletons animated by this spell are treated as monsters of half the hit dice (rounded up) of the normal sort. Animated monsters of either type receive their normal physical attacks, but have no special attacks or defenses other than those typically possessed by monster zombies or skeletons. The material components for the spell are the cleric's holy/unholy symbol and a small specimen of the type of creature which is to be animated.

Golem (Enchantment/Charm)

Level: *5*
Range: *1″*
Duration: *Special*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *8 segments*
Saving Throw: *None*

Explanation/Description: In order for this spell to operate, the cleric must first construct the form of the golem to be made. The cleric must do this personally and then place a *prayer* spell upon the construction. All golems must be man-shaped and approximately man-sized, although they can be as small as 3′ or as large as 7′ tall. The sort of golem that can be created depends on the material used and the level of the cleric:

At 9th or higher level, the cleric can create a *straw golem*. Construction time is 1 hour, duration thereafter is 1 hour per level. The golem has AC 10, MV 12″, HD 2 + 4, hp 20, #AT 2, D 1-2/1-2, SD immune to piercing weapons, half damage from blunt weapons. Carrying capacity is 30 pounds. The golem is highly susceptible to flame (taking double normal damage).

At 11th or higher level, the cleric can create a *rope golem*. Construction time is 3 hours, duration thereafter is 3 hours per level. The golem has AC 8, MV 9″, HD 3 + 6, hp 30, #AT 1, D 1-6 plus strangulation (6 points per round after scoring a hit until destroyed or caused to release its grip), SD immune to blunt weapons, half damage from piercing weapons. Carrying capacity is 40 pounds.

At 13th or higher level, the cleric can create a *leather golem*. Construction time is 9 hours, duration thereafter is 6 hours per level. The golem has AC 6, MV 6″, HD 4 + 8, hp 40, #AT 2, D 1-6/1-6, SD + 1 or better magic weapon to hit, half damage from blunt weapons. Carrying capacity is 50 pounds.

At 15th or higher level, the cleric can create a *wood golem*. Construction time is 27 hours, duration thereafter is 12 hours per level. The golem has AC 4, MV 3″, HD 5 + 10, hp 50, #AT 1, D 3-12, SD + 1 or better magic weapon to hit, immune to blunt and piercing weapons. Carrying capacity is 60 pounds.

These creations are collectively known as *lesser golems* to distinguish them from the golems described in the Monster Manual. Similar to their namesakes, these golems have no minds, so spells such as *charm, fear, hold, sleep,* and the like have no effect on them. The dweomer of the lesser golem enables it to save as if it were a cleric of the same experience level as the one who created it. These golems cannot speak, but they can comprehend and carry out simple instructions involving no more than a dozen words.

Magic Font (Divination)

Level: *5*
Range: *Touch*
Duration: *Special*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *5 turns*
Saving Throw: *None*

Explanation/Description: This spell causes a holy/unholy water font to serve as a scrying device. The spell will not function unless the cleric is in good standing with his or her deity. The basin of holy/unholy water becomes similar to a *crystal ball* (see Dungeon Masters Guide, Miscellaneous Magic Treasure section, under *crystal ball*). For each vial of capacity of the basin of the font, the cleric may scry for 1 round; thus, the duration of the *magic font* spell is directly related to the size of the holy/unholy water receptacle. For the chances of a character being able to detect scrying, see the *crystal ball* description in the Dungeon Masters Guide and the text for the magic-user spell *magic mirror* herein. The material components for this spell, the cleric's holy/unholy symbol and the font and its trappings, are not exhausted by the use of the spell.

Rainbow (Evocation/Alteration)

Level: *5*
Range: *12″*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *7 segments*
Saving Throw: *None*

Explanation/Description: In order to effect this spell, the cleric must be in sight of a rainbow of any sort, or have a special component (see below). The *rainbow* spell has four applications, and the cleric is able to decide which one is desired at the time of casting. These applications are:

Bow: The spell creates a shimmering, multi-layered bow of rain-

bow hues. It is light and easy to pull, so that anyone with a strength of 6 or better can use it. It is magic, each of its missiles being equal to a +3 weapon, and there is no non-proficiency penalty for its use. However, it can only be employed by a member of a character class permitted to use a bow. The bow will fire 7 missiles before disappearing. It fires once or twice per round, according to the user's desire. Each time a missile is fired, one hue leaves the bow, corresponding to the color of arrow that is released. Each color of arrow has the ability to cause double damage to certain creatures, as follows:

Red — fire dwellers/users
Orange — earth elementals
Yellow — vegetable targets (including fungus creatures, shambling mounds, treants, etc.)
Green — aquatic creatures and water elementals
Blue — aerial creatures, electricity-using creatures, and air elementals
Indigo — acid-using or poison-using creatures
Violet — metallic or regenerating creatures

When the bow is drawn, an arrow of the appropriate color magically appears, nocked and ready. If no color is requested, or a color that has already been used is asked for, then the next arrow (in the order of the spectrum) will appear.

Bridge: The caster causes the *rainbow* to form a seven-hued bridge. The bridge is as many feet wide as the cleric has levels of experience, and it can bear as much weight, in hundreds of pounds, as the cleric has levels of experience. It will be at least 20′ long and can be as long as 120′, according to the desire of the caster. If the bridge's weight limit is exceeded at any time, the bridge will simply disappear into nothingness; otherwise, it will last for the length of the spell duration or until ordered out of existence by the caster.

Elevator: When desired, the caster can cause the *rainbow* to lift his or her person, and all those within a 10′ radius, skyward. The effect is to carry the cleric and others, if any, in a path arching upward to as high an altitude as the cleric desires, and then down again if desired. Care must be taken to reach a place of safety before the spell duration expires, or the *rainbow elevator* will disappear, leaving those treading upon it with no means of support. Movement along the *rainbow elevator* is at a rate of 12″, and the arc of the rainbow trails out 12″ behind those traveling upon it.

Flagon: When used in this form, the *rainbow* swirls and condenses into a seven-colored vessel which contains seven measures of pure water. Each time a measure of the water is poured out, one of the hues of the container mixes with it to produce a magical draught. Any measures of the liquid that remain unused at the expiration of the spell duration will disappear, along with the container itself, whether the contents have been poured from the *flagon* or not. The draughts and their effects are:

Red — *cure light wounds*
Orange — *resist fire*
Yellow — *cure blindness*
Green — *slow poison*
Blue — *cure disease*
Indigo — *resist cold*
Violet — *remove paralysis*

The effects of each draught consumed will be as if the appropriate spell had been cast by a cleric of 12th level, and these effects will persist after the duration of the spell expires.

The components for this spell are the cleric's holy/unholy symbol and a vial of holy/unholy water. If no rainbow is in the vicinity, the cleric can substitute a diamond of not less than 1,000 gp value, specifically prepared by him or her when in sight of a rainbow by the casting of *bless* and *prayer* spells upon the gem. Only the holy symbol remains after the spell is cast.



Spike Stones (Alteration/Enchantment)

Level: *5* Components: *V, S, M*
Range: *3″* Casting Time: *6 segments*
Duration: *3-12 turns + 1/level* Saving Throw: *None*
Area of Effect: *1″ square per level, 1 spike per 1′ sq.*

Explanation/Description: The *spike stones* spell causes rock to shape itself into long, sharp points which tend to blend into the background. It is effective on both natural rock and worked stone. The *spike stones* serve to impede progress through an area or actually inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the area of effect of the spell will suffer 1-4 points of damage from each *spike stone* that hits, success of such attacks determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and upon each step taken therein afterward. The initial step will be sufficient to allow the individual to become aware of some problem only if the initial attack succeeds; otherwise movement will continue and the *spike stones* will remain unnoticed until damage occurs. Charging or running victims will suffer 2 attacks per 1″ of movement rate over the area of effect after initial damage is taken before being able to halt. Others will suffer but 1 additional attack-like check. Those falling into pits so affected by *spike stones* will suffer 6 such attack-like checks, each made at +2 probability "to hit" for each 10′ of distance fallen, and +2 on damage inflicted per 10′ distance fallen, spike damage being in addition to falling damage. The material component of this spell is four tiny stalactites.

Sixth Level Spells:

Forbiddance (Abjuration)

Level: *6* Components: *V, S, M*
Range: *3″* Casting Time: *6 rounds*
Duration: *Permanent* Saving Throw: *Special*
Area of Effect: *6 cubic ″/level*

Explanation/Description: This spell can be used only to secure a *consecrated* area (cf. *ceremony* spell). The effect on the enchanted area is based on the ethics (law/chaos) and morals (good/evil) of those trying to enter it, relative to the caster's.

Identical morals and ethics: Cannot enter area unless password is known (no saving throw).

Different ethics: Save versus spell to enter the area; if failed, take 2-12 points of damage.

Different morals: Save versus spell to enter the area; if failed, take 4-24 points of damage.

Once a saving throw is failed, a intruder can never enter the *forbidden* area until the dweomer ceases. Effects are cumulative, and multiple required saving throws are certainly possible. The caster is immune to the spell's effect. Intruders who enter by making saving throws will feel uneasy and tense, despite their success. In addition to the cleric's holy/unholy symbol, components include holy/unholy water, silver/dung, and iron/sulfur.

Heroes' Feast (Evocation)

Level: *6* Components: *V, S, M*
Range: *1″* Casting Time: *1 turn*
Duration: *1 hour* Saving Throw: *None*
Area of Effect: *One individual per level of caster*

Explanation/Description: This special dweomer enables the cleric to bring forth a great feast which will serve as many creatures as the cleric has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. Those partaking

of the feast are cured of all diseases, are immune to poison for 12 hours, and healed of 5-8 points of damage after imbibing the nectar-like beverage which is part of the feast. The ambrosia-like food that is consumed is equal to a *bless* spell that lasts for 12 hours. Also, during this period, the persons who consumed the feast are immune to *fear, hopelessness*, and *panic*. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. If the feast is interrupted for any reason, the spell is ruined and all effects of the dweomer are negated. The material components of the spell are the cleric's holy/unholy symbol and specially fermented honey taken from the cells of bee larvae destined for royal status.

Seventh Level Spells:

Exaction (Evocation - Alteration)

Level: *7*
Range: *1"*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Special*

Explanation/Description: When this spell is employed, the cleric confronts some powerful creature from another plane (including devas and powerful "name" demons, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. The creature may not be one ethically or morally opposed to the cleric (i.e. not evil if the cleric is good, not chaotic if the cleric is lawful). Note that an absolute (true) neutral creature is in effect greatly opposed to both good and evil, and both law and chaos. The spell caster must know something about the creature to exact service from it, or else he or she must offer some fair trade in return for the service. That is, if the cleric is aware that the creature has received some favor from someone of the cleric's alignment, then the *exaction* can name this as cause; if no balancing reason for service is known, then some valuable gift or service must be pledged in return for the *exaction*. The service exacted must be reasonable with respect to the past or promised favor or reward. The spell then acts as a *quest* upon the creature which is to perform the required service. Immediately upon completion of the service, the subject creature is transported to the vicinity of the cleric, and the cleric must then and there return the promised reward, whether it is irrevocable cancellation of a past debt or the giving of some service or other material reward. Upon so doing, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in the cleric being subject to *exaction* by the subject creature or by its master, liege, etc., at the very least. At worst, the creature may attack the reneging cleric without fear of any of his or her spells affecting it, for the failure to live up to the bargain gives the creature total immunity from the spell powers of the cleric so doing. The material components of this spell are the cleric's holy/unholy symbol, some matter or substance from the plane of the creature from whom an *exaction* is to be expected, and knowledge of the creature's nature and/or actions which is written out on a parchment leaf that is burned to seal the bargain.

Succor (Alteration - Enchantment) Reversible

Level: *7*
Range: *Touch*
Duration: *Special*
Area of Effect: *One individual*
Components: *V, S, M*
Casting Time: *1 day*
Saving Throw: *None*

Explanation/Description: By casting this spell, the cleric creates a powerful dweomer in some specially prepared object — a string of prayer beads, a small clay tablet, an ivory baton, etc. This object will radiate magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the cleric who created its dweomer. Once the item is magicked, the cleric must give it willingly to an individual, at the same time informing him or her of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he or she rends or breaks the item. When this is done, the individual and all that he or she is wearing and carrying will be instantly transported to the sanctuary of the cleric just as if the individual were capable of speaking a *word of recall* spell. No other creatures can be affected.

The reversed application of the spell enables the cleric to be transported to the immediate vicinity of the possessor of the dweomered item when it is broken and the command word said. The cleric can choose not to be affected by this "summons" by making that decision at the instant when the transportation is to take place, but if he or she so chooses, then the opportunity is gone forever and the spell is wasted. The cost of preparing the special item (for either version of the spell) varies from 2,000 to 5,000 gold pieces.

DRUID SPELLS

First Level Spells:

Ceremony (Invocation)

Level: *1*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One creature, item, or area*
Components: *V, S, M*
Casting Time: *1 hour*
Saving Throw: *Special*

Explanation/Description: The druidic *ceremony* spell is similar to the clerical spell of the same name. It has a number of applications within the hierarchy of druids. The effect of a *ceremony* spell does not leave behind an aura of magic, although a *know alignment* spell or similar magic might reveal the force of true neutrality involved in the magic. Druidic *ceremonies* include the following, which can be cast by a druid of the indicated or lower level:

1st-level druid: *coming of age, rest eternal, marriage*
3rd-level druid: *dedication, investiture*
7th-level druid: *initiation, special vows*
9th-level druid: *hallowed ground*
12th-level druid: *cast out*

The characteristics of the various types of druidic *ceremony* spells are as follows:

Coming of age is performed upon young people in druidic societies, usually when they reach the age of 14, and is symbolic of the young man's or young woman's entrance into adulthood. Effects of the spell are the same as for the clerical version (+1 bonus to a single saving throw); see the cleric text for other details.

Rest eternal is cast upon the body of a deceased being, by means of which the soul/spirit of the creature is hastened in its journey to its final resting place. The spells *raise dead* and *resurrection* will not restore life to a character who has been the object of this spell, although a *wish* spell would serve that purpose.

Marriage is essentially identical to the clerical *ceremony* of the same name.

Dedication allows the recipient of the spell to be taken into the ranks of the druid's followers/worshipers, provided that the character is true neutral in alignment. A recipient of this spell is charged, as are druids, with the responsibility to preserve and protect nature and the balance of forces in the world. In other respects it is similar to the clerical *ceremony* of the same name.

Investiture is a rite that must be performed upon a character before he or she can become an Aspirant (1st-level druid). It conveys no other benefit.

Initiation imbues the druid with the shape-changing and immunity to woodland *charm* powers that become available to the character upon attaining 7th level. This *ceremony* must be performed upon a druid immediately after he or she begins to advance upward through the 7th level of experience; if cast earlier than this, it will not work, and the druid will not have the benefit of the above-mentioned special powers until receiving *initiation*. Usually a druid must seek out another

druid of 7th or higher level to perform the rite, but in unusual cases a druid may cast it upon himself or herself.

Special vows is a *ceremony* that operates in the same fashion as the clerical rite of the same name. It does not work upon paladins, but will function upon cavaliers of any alignment.

Hallowed ground is cast by the druid on his or her permanent grove. This *ceremony* ensorcels the trees of the grove so that they will never be affected by disease or other natural disasters. The ground remains *hallowed* for as long as the druid maintains this grove as his or her permanent base.

Cast out is a form of excommunication or punishment that can be performed by a druid upon someone who has committed sacrilege upon the natural environment or in some other way violated the principles and standards of druidism. Its effects may be lessened at a later date by the casting of a reversed version of this *ceremony*, either by the same druid or another one of at least as high a level as the original caster, but the *casting out* can never be completely neutralized except by a Hierophant Druid of any level. A character who has been *cast out* exudes a powerful negative aura, causing any natural creature encountered to react negatively to the character. This includes all normal (non-magical) animals, monsters native to the woodlands, domesticated beasts such as horses and dogs, and all druids and their followers.

Casting out is a very powerful form of punishment, and can only be performed by a druid who has received permission from his or her Archdruid to do so. Similarly, an Archdruid must get permission from the Great Druid, and the Great Druid from the Grand Druid. The Grand Druid does not need to obtain permission, but his or her actions may be reversed by a Hierophant Druid at any time.

This ceremony is usually only used on occasions where the severity of an offense warrants such extreme punishment; a druid who asks for and is denied permission to perform it, or one who later has his or her actions offset by another druid, may be subject to punishment by higher-ranking members of the hierarchy. An intended recipient of this *ceremony* who is unwilling receives a saving throw versus spell, at -4, to negate its effects.

The components of a *ceremony* spell always include mistletoe, and the rite (of any sort) must be performed in a druid grove or some other natural, healthy patch of forest. Such *ceremonies* are normally conducted at either dawn or dusk, the times when night and day are in balance.

Detect Balance (Divination)

Level: *1*
Range: *6"*
Duration: *1 round/level*
Area of Effect: *One object or creature per round*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell allows the druid to determine if non-neutral forces and alignments are at work in the area of effect (upon or in the object or creature being scanned). An alignment that is partly neutral (such as that of a neutral good cleric) will radiate a mild aura, while an alignment that has no neutral component (such as that of a chaotic good fighter) will give off a strong aura. The spell does not determine exact alignment, but only tells the druid if the object or creature being examined is something other than true neutral; a paladin and a chaotic evil thief, for instance, will radiate the same aura at the same strength.

The spell will not function upon non-living items that do not have a natural aura (such as a vial of poison), but will work upon an object such as an aligned magical sword. Creatures that are under the effect of an *unknowable alignment* spell or similar magic will not radiate any aura when this spell is used upon them. If the magic is used upon something or someone that exudes a true neutral alignment (such as another druid), it will produce a smooth, well-balanced aura identifiable as one of neutrality.

Detect Poison (Divination)

Level: *1*
Range: *0*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: By means of this spell the druid is able to determine if some object, creature, or area contains poison or has been poisoned. In general, the area which can be perused by the dweomer of the spell is about 1 cubic yard of space. Therefore, the druid cannot determine if an entire pond is poisoned, but he or she could tell if a portion — or something within the portion — scanned during the round contained poison. There is also a 5% chance per level of experience of the caster that the type of poison used or contained in the area scanned will also be discovered by the spell, i.e., contact poison (insinuative), ingestive, or respirative (gas).

While more than one area can be scanned with a *detect poison* spell during the duration of the spell, it is almost fruitless to attempt to determine poison type for all of those areas; any single failure on the "5% chance per level" roll to detect poison type makes this spell useless for this purpose for the remainder of the duration of that particular casting. In addition to mistletoe, the druid needs a yew leaf as a material component for this spell. The latter item will turn brown if poison is present, so that several will possibly be needed to fully utilize the entire spell duration.

Precipitation (Alteration)

Level: *1*
Range: *1"/level*
Duration: *1 segment/level*
Area of Effect: *3" diam. cylinder up to 12" high*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None (& special)*

Explanation/Description: This spell is identical to the 1st-level clerical spell of the same name, except that the druid needs mistletoe as an additional material component.

Second Level Spells:

Flame Blade (Evocation)

Level: *2*
Range: *0*
Duration: *1 round/level*
Area of Effect: *3' long, sword-like blade*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None*

Explanation/Description: When a druid casts this spell, he or she causes a blazing ray of red-hot fire to spring forth from his or her hand. This blade-like ray is actually wielded as if it were a scimitar, and if the druid scores a successful hit while employing the *flame blade*, the creature struck will take 5-8 points of damage — with a damage bonus of +2 if the creature is of the undead class or is especially vulnerable to fire, or a -2 penalty to damage if the creature is protected from fire. No damage can be inflicted upon a creature which is a fire-dweller or which uses fire as an attack form. The *flame blade* will ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term except with respect to undead monsters, so creatures that can be struck only by magical weapons are not harmed by this spell unless they are of the undead class. In addition to mistletoe, the druid must have a leaf of sumac in order to cast this spell.

Goodberry (Alteration - Evocation) Reversible

Level: *2*
Range: *Touch*
Duration: *1 day + 1/level*
Area of Effect: *2-8 fresh berries*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: When a druid casts a *goodberry* spell upon

a handful of freshly picked berries, from 2 to 8 of them will become magical. The druid casting the spell (as well as any other druid of 3rd or higher level) will be able to immediately discern which berries were affected. A *detect magic* spell will discover this also. Berries with the dweomer will either enable a hungry creature of approximately man-size to eat one and be as well-nourished as if a full normal meal were eaten, or else the berry will cure 1 point of physical damage due to wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period. The reverse of the spell, *badberry*, causes rotten berries to appear wholesome but each actually delivers 1 point of poison damage (no saving throw) if ingested. The material component of the spell is mistletoe passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.).

Reflecting Pool (Evocation - Divination)

Level: *2*
Range: *1"*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *2 hours*
Saving Throw: *None*

Explanation/Description: This spell enables the druid to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2 feet per level of the spell caster. The effect is to create a scrying device similar to a *crystal ball*, in much the same fashion as the magic-user spell *magic mirror* and the clerical spell *magic font*, both described elsewhere in this text. The scrying can extend only to those planes of existence which are coexistent with or border upon the Prime Material Plane, i.e. the Inner Planes (including the Para-elemental Planes, Plane of Shadow, *et al.*). Penalties for attempting to scry beyond the druid's own plane, as given in the description for *crystal ball* (see Dungeon Masters Guide) are applicable.

The following spells can be cast through a *reflecting pool*, with a 5% per level chance of operating correctly: *detect magic, detect snares and pits, detect poison.* Infravision and ultravision will operate normally through the *reflecting pool*, as will the spells *starshine* and *moonbeam* (see hereafter). The druid must use both mistletoe and the oil extracted from such nuts as the hickory and the walnut, refined, and dropped in three measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.)

Slow Poison (Necromantic)

Level: *2*
Range: *Touch*
Duration: *1 hour/level*
Area of Effect: *Creature touched*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell is identical to the 2nd-level clerical spell *slow poison*, except that if the druid is able to determine that the poison was one made from some living plant, he or she has a 5% chance per level of knowing an herbal antidote which will neutralize the poison. (If the actual type of poison is not given by the Dungeon Master, a successful casting of *detect poison [type]* indicates an organic poison which can be countered.) A dice roll equal to or less than the druid's chance to find an antidote indicates neutralization.

The druid uses mistletoe as a material component for this spell, and crushed garlic must be rubbed on the recipient's feet. Antidotes must be obtained from green vegetables outdoors, or from an herbalist or similar source of supply.

Third Level Spells:

Cloudburst (Alteration)

Level: *3*
Range: *1"/level*
Duration: *1 round*
Area of Effect: *3" diam. cylinder up to 6" high*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None (& special)*

Explanation/Description: This spell is essentially the same as the 3rd-level clerical spell of the same name, with only the following special notations and additions: Lightning cannot be called by the use of a *cloudburst* spell, and a *call lightning* spell cannot be used in the same area at the same time. Also, the druid must use mistletoe as an additional material component.

Know Alignment (Divination)

Level: *3*
Range: *1"*
Duration: *5 rounds*
Area of Effect: *One creature per round*
Components: *V, S*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: This spell is essentially the same as the 2nd-level clerical spell of the same name, except as noted above, and with the following additional difference. Because of the shorter duration, only five creatures (maximum) can be examined by this spell, and it cannot be reversed.

Spike Growth (Alteration/Enchantment)

Level: *3*
Range: *6"*
Duration: *3-12 turns + 1/level*
Area of Effect: *10' square per level of caster*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: This spell is essentially the same as the 4th-level clerical spell of the same name, except as noted above, and with the following additional differences: The affected area will radiate an aura of magic, and a *detect snares and pits* spell will reveal the location of the *spike growth*. The druid must use mistletoe as a material component (in place of the cleric's holy symbol) in addition to the seven small twigs or thorns.

Starshine (Evocation - Illusion)

Level: *3*
Range: *1"/level*
Duration: *1 turn/level*
Area of Effect: *10' square per level of caster*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: A *starshine* spell enables the druid to softly illuminate an area as if it were exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it will be lit by *starshine*. Vision will be clear at up to 30', indistinct out to 60', and beyond that only gleams and glimmers will be discernible. The *starshine* allows shadows. It enhances ultravision to its full potential but does not affect infravision. The spell makes the area of effect actually appear to be a night sky, but disbelief of the illusion merely allows the disbeliever to note that the "stars" are actually evoked lights. The material components are several stalks from an amaryllis (especially Hypoxis) and several holly berries.



Fifth Level Spells:

Moonbeam (Evocation - Alteration)

Level: *5* Components: *V, S, M*
Range: *1"/level* Casting Time: *7 segments*
Duration: *1 round/level* Saving Throw: *None*
Area of Effect: *1" diameter sphere (plus special)*

Explanation/Description: By means of this spell the druid is able to cause a beam of soft, pale light to strike downward from overhead and illuminate whatever area he or she is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white will not be determinable. The spell caster can easily cause the *moonbeam* to move to any area that he or she can see and point to. This makes the spell an effective way to spotlight something, for example an opponent. While the *moonbeam* allows shadows, a creature centered in a *moonbeam* spell is most certainly under observation. The reflected light from this spell allows dim visual perception 1" beyond the area of effect. The light does not adversely affect infravision, and enhances ultravision to its greatest potential. The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

Spike Stones (Alteration/Enhancement)

Level: *5* Components: *V, S, M*
Range: *3"* Casting Time: *6 segments*
Duration: *3-12 turns + 1/level* Saving Throw: *None*
Area of Effect: *1" square per level, 1 spike per 1' sq.*

Explanation/Description: This spell is the same as the 5th-level clerical spell of the same name.

Sixth Level Spells:

Liveoak (Enchantment)

Level: *6* Components: *V, S, M*
Range: *Touch* Casting Time: *1 turn*
Duration: *1 day/level* Saving Throw: *None*
Area of Effect: *One oak tree*

Explanation/Description: This spell enables the druid to select a healthy oak tree and cast a dweomer upon it so as to cause it to serve as a protector. The spell can be cast on but a single tree at a time, and while a *liveoak* cast by a particular druid is in effect, he or she cannot cast another such spell. The tree upon which the dweomer is cast must be within 10 feet of the druid's dwelling place, within a place sacred to the druid, or within 10" of something which the druid wishes to guard or protect. The *liveoak* spell can be cast upon a healthy tree of small, medium, or large size according to desire and availability. A "triggering" phrase of up to a maximum of one word per level of the spell caster is then placed upon the dweomered oak; for instance, "Attack any persons who come near without first saying 'sacred mistletoe' " is an 11-word trigger phrase that could be used by a druid of 11th or higher level casting the spell. The *liveoak* triggers the tree into becoming a treant of appropriate size and attack capability, matching the specifications of the Monster Manual description, but with only a 3" movement rate. An oak enchanted by this spell will radiate a magic aura, and can be returned to normal by a successful casting of *dispel magic* or upon the desire of the druid who enchanted it. The druid needs mistletoe to cast this spell.

Transmute Water To Dust (Alteration) Reversible

Level: *6* Components: *V, S, M*
Range: *6"* Casting Time: *8 segments*
Duration: *Permanent* Saving Throw: *None (& special)*
Area of Effect: *1 cubic "/level*

Explanation/Description: When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect will be expanded to double normal, while if wet mud is concerned the area of effect will be quadrupled. If water remains in contact with the transmuted dust, the former will quickly permeate the latter, turning the dust into silty mud if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly.

Only liquid actually existing in the area of effect at the moment of spell casting is affected. Liquids which are only partially water will be affected insofar as the actual water is concerned, except that potions which contain water as a component part will be rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive a saving throw versus spell to escape the effect, and only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect. The reverse of the spell is simply a very high-powered *create water* spell which requires a pinch of normal dust as an additional material component. For either usage of the spell, other components required are diamond dust of at least 500 gp value, a bit of seashell, and the druid's mistletoe.

Seventh Level Spells:

Changestaff (Evocation - Enchantment)

Level: *7* Components: *V, S, M*
Range: *Touch* Casting Time: *3 segments*
Duration: *Special* Saving Throw: *None*
Area of Effect: *The druid's staff*

Explanation/Description: By means of this spell, the druid is able to change his or her staff from a pole of dead wood into a treant of largest size. In order to cast the dweomer, the druid must first have located a tree struck by lightning within the past 24 hours (1%-5% chance for any given tree, depending on the severity of the storm). He or she must then select a sound limb, remove it from the tree, and prepare a specially cured section. This section must be shaped and carved so as to be ready to accept the magic which the druid will then place upon it. The staff must be of ash, oak, or yew wood. Curing by sun drying and special smoke requires 28 days. Shaping, carving, smoothing, and polishing require another 28 days. The druid cannot adventure or engage in other strenuous activity during either of these periods. The finished staff, engraved with scenes of woodland life, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the druid's grove while he or she then *speaks with plants,* calling upon the staff to assist in time of need. The item is then charged with a dweomer which will last for many changes from staff to treant and back again.

While the staff/treant will initially be of largest size and greatest number of hit points, each 8 points of damage it accumulates actually reduces it my 1 hit die. The staff begins at 12 hit dice and 96 hit points, goes to 11 and 88, 10 and 80, 9 and 72, etc. As it loses hit dice, it becomes smaller in size, thus losing attack power as well. If and when the staff/treant is brought below 7 hit dice, the thing crumbles to sawdust-like powder and is lost. The staff cannot ever be brought upwards in hit dice or hit points, except by a *wish* (which restores it completely). Of course, a new staff can always be sought out, seasoned, and so forth, to begin the process anew.

When the druid plants the end of the staff in the ground and speaks a special command prayer and invocation, the staff turns into a treant. It can and will defend the druid, or obey him or her in any way. However, it is by no means a true treant, and it cannot converse with actual treants. The transformation lasts for as many turns as the druid has levels of experience, until the druid commands the thing to return to its true form, or until the thing is destroyed, whichever first occurs. In order to cast a *changestaff* spell, the druid must have either mistletoe or leaves (ash, oak, or yew) of the same sort as the staff.

exposed surfaces such as floors, shelves, walls, etc. The material so removed is transported elsewhere, but new dust can accumulate, of course. Verbal component is a continuous in-drawing of breath, somatic is a back-and-forth hand motion.

Exterminate (Abjuration)

Area of Effect: *1 small creature* Casting Time: *1/10 segment*

When this cantrip is used, the caster may kill a small pest such as a fly, mouse, rat, beetle, or the like. It is useful for indoor and outdoor applications. If the subject is very small, an area of up to ½ cubic foot can be rid of pests. This cantrip is effective against magical creations and normal-sized creatures magically shrunk to insect-size, but has no effect on polymorphed creatures and similarly enchanted beings. The somatic gesture is a pointed finger, while the caster verbalizes a low *zzzt* sound.

Flavor (Enchantment)

Area of Effect: *One object* Casting Time: *½ segment*

This cantrip enables the caster to give the subject a superior or better or different flavor. Thus, mush can be made to taste as if it were lobster bisque, but the dweomer will not actually affect quality or wholesomeness. Spoiled food remains spoiled; a poisoned drink would still be deadly (though any tell-tale taste of the poison may be masked in this fashion). The verbal component is a muttered lip-smacking sound; the somatic gesture is a shaking motion.

Freshen (Enchantment)

Area of Effect: *One object* Casting Time: *½ segment*

By means of this cantrip, the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with cut vegetables, flowers, herbs, etc. Although it will remove a slight taint of spoilage, restore drooping flowers, and so on, it is not as effective as a *purify food & drink* spell, and it lasts for but an hour. The subject must be of relatively small size, i.e. a small cask of liquid, a sheep, a bushel of vegetables, etc. If used on a creature that is harmed by magics such as *purify food & drink*, the cantrip inflicts 1-4 points of damage. The verbal component is an *mmmmmm* sound, while the hand makes a mystic symbol with thumb and forefinger forming a circle and the other fingers upright and apart.

Gather (Alteration)

Area of Effect: *1 sq. yd.* Casting Time: *1/6 segment*

This cantrip enables the caster to neatly gather numerous small objects into a stack or pile. For instance, if nails, nuts, coins, papers, or like objects were spilled, the magic would bring them together. It can be used selectively, for instance to separate one type of material from another, but only the selected type would be gathered neatly. The caster verbalizes the type of material to be gathered while making a gathering motion.

Polish (Alteration)

Area of Effect: *One object* Casting Time: *½ segment*

When this cantrip is used, the caster magically smooths and brings a luster to materials such as wood, metal, stone, leather, or ceramic. Naturally, the desired object must be relatively clean in order for the cantrip to be effective. The object affected must be of reasonable size — a floor of up to 1,000 square feet, an armoire, etc. It works better on smaller objects, of course, such as boots, mirrors, crystal containers, etc. The caster hums a ditty while making a buffing motion.

Salt (Evocation)

Area of Effect: *One object* Casting Time: *1/6 segment*

This cantrip causes a sprinkling of fine salt to magically appear and descend upon the desired object — a stew, some troublesome weed patch, or a barrel full of stock fish to be preserved. The object must be of a reasonable size — up to perhaps 4 square yards in area or about 30 gallons liquid volume. Care must be taken to avoid over-salting if the object involved is smaller, and if the object is larger, it will not receive much salt. Creatures adversely affected by salt (such as a giant slug) take 1-4 points of damage from this cantrip. The verbal component is a labial smacking, performed while the hand makes a sprinkling motion.

Shine (Alteration)

Area of Effect: *One object* Casting Time: *½ segment*

Similar to the *polish* cantrip, this magic allows the caster to remove tarnish, rust, corrosion, and similar substances from the desired object. This cantrip brings about a mirror-bright shine to objects capable of such, causing their surfaces to be smooth and unmarred. A piece of jewelry, for instance, would be made more attractive, and the gems (only) of such a piece might be actually made more valuable: If base value of the gem(s) in a piece of jewelry was originally decreased, and a *shine* cantrip is used upon the object, then the owner may (if desired) find out whether the value of the gem(s) has been changed. (The DM should roll again on the "Increase or Decrease of Worth Beyond Base Value" table on page 26 of the DMG, with a -1 modifier to the die roll.) No gem can be "re-valued" in this manner more than once.

A single object up to about 1 cubic yard in volume can be treated by this cantrip. Its components are similar to those of *polish*.

Spice (Evocation)

Area of Effect: *One object* Casting Time: *½ segment*

Unlike the *flavor* cantrip, this magic actually brings a particular spice to the object of food or drink. Thus, ginger, pepper, and like spices can be brought to add zest (or disguise). Herbs such as bay leaf, garlic, parsley, and so forth can likewise be evoked by this cantrip. The quantity is sufficient to spice food or drink for about a dozen people. The spice (or herb) appears over the object vessel as a fine powder or flake, falls upon it, and adds its substance to the dish or drink. A ditty is hummed for the verbal component, while the hand makes a crumbling and sprinkling motion.

Sprout (Alteration)

Area of Effect: *1 cubic yd.* Casting Time: *½ segment*

By means of this cantrip, the caster causes acceleration in the growth of plants, particularly with respect to the germination of plant seeds. Upon its casting, the cantrip will cause seeds to shoot forth tiny sprouts, newly sprouted plants to grow an inch or so, buds to flower, etc. Fruits and vegetables can be caused to ripen (or actually go past ripening to spoilage) by this cantrip. A susurrant sound is verbalized while the caster's hand makes hoeing motions.

Stitch (Alteration)

Area of Effect: *Special* Casting Time: *½ segment*

This cantrip magically sews seams in cloth or leather. It will make new ones, or repair old work. About 20 yards of cloth can be thus stitched, but only about 2 yards of leather. The seam thus created is neither stronger nor weaker than a seam done without magic. Usually a brief rhyme is recited as the hand makes a sewing motion.

Sweeten (Evocation)

Area of Effect: *One object* Casting Time: *½ segment*

This cantrip is the same as a *spice* cantrip, except that the result is the evocation of a sweetener — sugar, honey, or even a syrup. Components are a buzzing sound and a stirring motion.

Tie (Alteration)

Area of Effect: *One object* Casting Time: *½ segment*

By means of this cantrip, the caster can magically cause the object of the magic — thread, string, cord, rope, or even cable — to tightly knot itself to either its other end or an end of a similar object within 1' of it. The resulting knot will be a normal one such as a square knot, half-hitch, running bowline, or whatever other sort is desired. The caster verbalizes the name of the knot while holding up three fingers.

Warm (Evocation)

Area of Effect: *1' cube* Casting Time: *½ segment*

This cantrip is the same as *chill*, except that the magic brings a warming of the liquid or solid. The temperature will rise at most about 40° F. The cantrip will never cause living creatures to become warmer than their normal body temperature. Components are an *aah* sound vocalized while the hands are rubbed briskly together.

Wrap (Alteration)

Area of Effect: *1 cubic yd.* Casting Time: *½ segment*

When a *wrap* cantrip is employed, the caster creates a strong and sturdy wrapping around the subject desired — a bit of herbs, a heap of flour, a bundle of cloth, etc. The material of the cantrip is of a suitable type and thickness for the item(s) to be wrapped. Thus, a few ounces of fine powder will be contained in a waxy tissue, gem stones in a felt-like envelope, meal in cloth, and so forth. The wrapping can be undone normally, but the caster can just as easily order it to open, so the cantrip is often used to enfold the material components of a spell. The caster verbalizes a general class of wrapping desired while making folding motions with his hands.

Reversed Cantrips:

Curdle (Enchantment)

Area of Effect: *One object* Casting Time: *⅙ segment*

This cantrip is broader than its name, for it affects many food and drink items. The magic curdles milk and hastens spoilage or wilting, but does not *putrefy food & drink* as per that spell. It has a permanent effect on the object. It is otherwise similar to *freshen*. The caster verbalizes a retching sound while pointing the thumb downward.

Dirty (Evocation)

Area of Effect: *4 sq. yds.* Casting Time: *⅙ segment*

The opposite of a *clean* cantrip, this enables the caster to soil, spot, and sully walls, floors, dishes, garments, etc. Verbal component is a spitting sound, made while the feet are shuffled and stamped.

Dusty (Evocation)

Area of Effect: *10' radius* Casting Time: *⅙ segment*

By means of this cantrip, the caster causes a film of dust and grime to settle upon all exposed surfaces within the cantrip area of effect. The verbal component is a low humming sound, made while the hands move in shaking motions.

Hairy (Alteration)

Area of Effect: *One object* Casting Time: *1/10 segment*

While this cantrip is not actually one of the standard *useful* ones which apprentices reverse for mischievousness, it is one which is generally used for no good purpose. It causes hair, fur, or hairlike growth to thicken and lengthen. Thus, a head of hair, a peach, a beard, a cat, or whatever could be affected. The growth will cause the subject material to increase from 2-12 inches in length. The subject material must be trimmed or cut to remove the cantrip's effect. This cantrip can be reversed to shorten growth or effectively shave, but since the effect on short material (growth under 1 inch in length) is complete absence of growth for 2-12 days, it is not often used. The caster verbalizes snicking sounds while making massaging motions for growth, or scissoring motions for removal.

Knot (Alteration)

Area of Effect: *One object* Casting Time: *½ segment*

This cantrip is a permutation of the *tie* cantrip. It causes the thread, string, cord, or rope to knot itself in such a manner as to be very difficult to untie, and from 2-8 rounds, minus dexterity bonus for reaction of the individual untying the *knot*, to undo. It works even on material already affected by a *tie* cantrip, but not on magical ropes, ropes being held onto by a character or creature, or taut lines such as a bowstring. The caster verbalizes a low *zzzz* sound while moving the arm forward with a strong wrist motion.

Ravel (Alteration)

Area of Effect: *Special* Casting Time: *1/10 segment*

This cantrip is the reverse of a *stitch*. It will work only if there is a loose or broken thread in the seam or fabric to be affected, except for material magically stitched by the appropriate cantrip. When the latter sort of seam or material is involved, the *ravel* cantrip will always work except in a case where the subject is otherwise magical, i.e. a *bag of holding*, a *cloak of protection, boots of elvenkind*, etc. The name of the cantrip is verbalized while the fingers make a plucking motion.

Sour (Evocation)

Area of Effect: *One object* Casting Time: *½ segment*

When this cantrip is used, the caster causes the subject food or drink to take on a sour taste, not unlike vinegar of the appropriate sort. While it is typically used to spoil wine, beer, or some pastry, the *sour* cantrip can be used to useful purpose. The magic actually causes about a pint (maximum) of vinegar to appear over the subject. This can be an empty container in which such liquid is desired. The caster purses the lips and makes a *whoosh* sound while clenching the hand.

Spill (Alteration)

Area of Effect: One container Casting Time: *⅙ segment*

The opposite of a *gather* cantrip, this enables the caster to cause the contents of a container to spill out. The object container is actually tipped by the cantrip, and since the magic is not powerful, containers of more than about gallon size, or magical ones, will not be affected by the cantrip. Solids and/or liquids within the object container will spill out, if the container is not securely closed or capped. To bring about the magic, the caster verbalizes an *uh-oh* sound while making an abrupt hand motion.

Tangle (Alteration)

Area of Effect: *One object* Casting Time: *1/6 segment*

A permutation of the *tie* cantrip, this magic allows the caster to cause fine material such as thread, hair, small grass, and the like to become twisted and entwined in a tangle. It will not work on heavy material such as rope. Untangling subject material will take 3-12 rounds, unless it is roughly done — and the material is broken and snapped in the process, torn loose, etc. The cantrip will tangle mixed materials such as grass and string, hair and threads, and so forth. A buzzing is verbalized while the finger makes a stirring motion.

Tarnish (Alteration)

Area of Effect: *One object* Casting Time: *1/2 segment*

The reverse of a *shine* cantrip, this causes a covering of rust, corrosion, verdigris, or the like to cover an object normally subject to such tarnishing. The object must be of about 1 cubic yard or less in volume. Verbal component is a spitting sound, while the hand makes a sprinkling motion.

Untie (Alteration)

Area of Effect: *One object* Casting time: *1/3 segment*

This permutation of a *tie* cantrip is simply the reverse of the magic. The caster selects an object — thread, string, cord, etc. — which is knotted or tied. The cantrip removes the *knot* or tying. Note that the *untie* cantrip will cause a *tangle* to be nullified. The cantrip will not remove both a *knot* and a normal tying (normal knot or one caused by a *tie* cantrip), but it will cause the former to disappear so that only a normal tying remains. This cantrip has no effect on magical objects. Somatic and verbal components vary according to the desired result. In general, a popping sound is made while the hands are moved apart — either as if a knot were being untied or a cord snapped.

Wilt (Enchantment)

Area of Effect: *One object* Casting Time: *1/2 segment*

A reverse of the *freshen* cantrip which affects only vegetable material — whether growing or picked. Thus, a plant can be made to wilt (or possibly wither if it is not very healthy), or a bunch of cut flowers sag or droop. Verbal component is a descending hum, while the forefinger is slowly curled from an upright position.

Legerdemain Cantrips:

Change (Alteration)

Area of Effect: *One object* Casting Time: *1/10 segment*

By means of a *change* cantrip, the caster alters one small object to another, although the change must be within the same kingdom, and only animal and vegetable objects are affected. Thus, a piece of parchment can be changed to a brightly colored cloth square, then the cloth can be changed to a rose by another use of the cantrip. Likewise, a bird can be changed into a bat, the bat to a flying squirrel by another use of the same type of cantrip, and so forth. Each change requires a *change* cantrip. The cantrip will not cause more than a 50% incease or decrease in size/volume, and the effect will last for a base time of 1 turn. If the *change* is radical, then the time will be reduced accordingly; i.e., changing a dead object to a live one is a radical change and will last only 1 round. On the other hand, a very slight alteration such as color change or the like will last for 1 or more days. A saving throw against this magic does not apply as long as small, animal-intelligence, non-magical creatures of normal sort are concerned. Typically, a magic word is verbalized while the hand makes a pass over the object to be affected.

Distract (Enchantment)

Area of Effect: *Special* Casting Time: *1/3 segment*

By means of this cantrip, the caster causes all who are watching to look at an area of the caster's choice. The area must be to the right or left of the caster, and the distraction must be within 10 feet of the caster. Thus, the caster can cause viewers to watch his or her right hand and a location a few feet distant where the caster's finger is pointing, while the caster's left hand does something unnoticed. Saving throws apply only to individuals above 0 level, or with at least 1 + 1 hit dice *and* an intelligence rating of greater than *low*. The *distract* cantrip has a duration of only 1 segment. The caster speaks an attention-getting word or phrase and gestures to the left or right to effectuate the cantrip.

Hide (Illusion)

Area of Effect: *One object* Casting Time: *1/10 segment*

This cantrip allows the caster to magically *hide* an object of virtually any size for a short period of time. The cantrip casts a dweomer over the desired object so that it becomes invisible to all who are in front of the caster. Note that the magic does not affect sound, so that if a crowing rooster were made to seemingly disappear, the noise of its cry would still be heard. Likewise, if an elephant were hidden by the cantrip, the sound of its tread, trumpeting, or even breathing might be heard. The dweomer will not work if viewers are beside or behind the caster. The cantrip lasts for 1 turn on an object of 2 cubic yards or less in volume. The duration is reduced by 1 round for every additional 2 cubic yards of volume made to seemingly disappear, until at 20 cubic yards of volume, the duration is 1 round. At over 20 cubic yards of volume, duration is reduced by 1 segment per 2 additional cubic yards; i.e., the *hide* cantrip will have a duration of 9 segments if cast on an object of 22 cubic yards volume; 8 segments for 24 cubic yards, 7 segments for 26, 6 for 28, 5 for 30, 4 for 32, 3 for 34, 2 for 36, and 1 segment for 38 cubic yards. Anything over 38 cubic yards in volume will at best momentarily disappear and then reappear again. Verbal component is an activating word such as *abracadabra* while the hand makes a pass across the forepart of the object. The caster can dispel the cantrip simply by speaking the activating word.

Mute (Alteration)

Area of Effect: *One object* Casting Time: *1/10 segment*

The *mute* cantrip allows the caster to alter the shape of small objects of a mineral nature. The magic is effective against glass, metal, stone, etc. A plane can be altered to a rod, a torus to a sphere, etc. Thus, a coin could be changed to be a ring. Similarly, glass could be changed to crystal, lead to silver, copper to gold, etc. However, the dweomers of magical items are too strong for this cantrip to affect them. The duration of the *mute* is but 1 round. If another individual actually touches the object affected, the dweomer of the cantrip might be affected: The individual touching it makes a saving throw versus spell, and if it succeeds the cantrip is dispelled. The components for the *mute* cantrip are similar to those of a *change* cantrip.

Palm (Illusion)

Area of Effect: *One small item* Casting Time: *1/10 segment*

This cantrip enables the caster to secret a small object in his hand without seeming to do so. The dweomer creates an illusory duplicate of the object to be palmed, so that the other can be taken while under a form of *hide* cantrip (which actually works regardless of viewer position). The illusory duplicate of the palmed object lasts but 1 segment, so it must be covered or screened from view, or else any onlookers will see it wink out of existence. A special word is spoken while a digit points at the object to be palmed. The caster may then pick up the now-invisible actual object while seemingly only touching or handling the illusory duplicate.

Present (Alteration)

Area of Effect: *One small item* Casting Time: *1/6 segment*

A *present* cantrip enables the caster to bring any small object or series of objects from within a 2-foot radius of his or her person to his or her hand. The object or objects will appear magically in the caster's hand as he or she puts the hand upward or outward with a flourish and speaks the key word to begin the dweomer. If an object as large as a tankard is thus presented, the cantrip will be exhausted, but as many as a dozen coins could be brought to the hand before the dweomer failed. The caster must know the exact nature and location of the object or objects to be presented. If they are on the person of another individual, a saving throw versus spell applies to the individual, unless the object or objects are in plain sight.

Person-Affecting Cantrips:

Belch (Evocation)

Area of Effect: *One person* Casting Time: *1/10 segment*

When this cantrip is cast, the subject will involuntarily belch. A saving throw is applicable only to see how loud or muffled the burping is, failure indicating a very loud belch, success meaning that the sound is relatively low and muffled. The verbal component is an almost inaudible belch, done at the same time that the caster's hand presses his or her diaphragm.

Blink (Evocation)

Area of Effect: *One person* Casting Time: *1/10 segment*

By means of this cantrip, the caster causes the subject person (or creature) to blink his, her, or its eye or eyes. The blinking reaction is only momentary, of course, lasting no more than half a second. A successful saving throw indicates only a single eye wink, or no effect for one-eyed creatures. The verbal component is a softly spoken magical word (such as *hat-cha-cha*), voiced while the caster snaps his fingers.

Cough (Evocation)

Area of Effect: *One person* Casting Time: *1/3 segment*

This cantrip enables the caster to make the subject individual cough spasmodically. If a saving throw is made, the cough is only a brief hacking which will not usually disturb other activities. Failing the saving throw indicates the victim is affected by a loud and active series of coughs lasting from 1 to 3 seconds. The somatic component is a gagging gesture while a gasp is verbalized.

Giggle (Charm)

Area of Effect: *One person* Casting Time: *1/3 segment*

By means of this cantrip, the caster causes the subject individual to involuntarily giggle. The loudness and length of this reaction depend on the saving throw. If the subject fails to save, the result will be a chuckle or giggle lasting about 2 or 3 seconds. If the save succeeds, only a brief chuckle will be caused. The verbal component is a single word or phrase (known in magical circles as a "punch line") to be spoken while one finger is moved back and forth rapidly.

Nod (Evocation)

Area of Effect: *One person* Casting Time: *1/10 segment*

This cantrip causes the subject to give an involuntary nod of the head due to muscle contraction. The effect is as if the subject were nodding in agreement or as a greeting. A successful saving throw negates the effect. The caster gives a slight nod of the head while pointing his or her small finger at the subject.

Scratch (Evocation)

Area of Effect: *One creature* Casting Time: *1/6 segment*

A *scratch* cantrip causes the subject creature to experience an annoying itch on some portion of the body. Unless a saving throw is successful, the subject will involuntarily scratch at this itch. This scratching will take but a second, and will immediately cause the itch to cease. Verbal component is the name of some body pest (flea, louse, etc.), uttered while the area of the itch is pointed to.

Sneeze (Evocation)

Area of Effect: *One creature* Casting Time: *1/2 segment*

A cantrip of this nature causes an irritation in the nasal passages of the subject. Unless the subject makes a successful saving throw versus spell, a sneeze will occur. This single sneeze will relieve the irritation. The caster verbalizes the name of an irritant substance while touching his or her nose.

Twitch (Evocation)

Area of Effect: *One creature* Casting Time: *1/3 segment*

By means of this cantrip, the caster causes a muscle contraction in some portion of the subject creature's appendages — head, neck, hand, arm, foot, leg, etc. The twitch will be noticeable, but will not cause the subject great discomfort or loss of control or concentration. The cantrip is negated by a successful saving throw. Verbal component is the name of the area to be affected while the caster gazes at the area and makes a twitching motion with the hand.

Wink (Enchantment)

Area of Effect: *One person* Casting Time: *1/10 segment*

This cantrip enables the caster to cause the subject individual to wink one eye. A saving throw indicates that the winking is rapid and not greatly noticeable, while failure to save indicates a greatly exaggerated, prolonged winking. The caster speaks a magical phrase (such as *twenty-three skidoo*) while making an imperceptible winking of his or her eye.

Yawn (Evocation)

Area of Effect: *One creature* Casting Time: *1/6 segment*

A *yawn* cantrip makes the subject creature feel a brief wave of drowsiness which in turn evokes a yawn reaction. If a saving throw versus spell succeeds, the subject creature is totally unaffected by the dweomer of the cantrip. Failure, however, not only forces a yawn to immediately occur, but the subject is then more susceptible to a *sleep* spell. During the balance of the round in which the *yawn* cantrip was cast, and during the whole of the following round, the subject will automatically fall into comatose slumber from a *sleep* spell cast upon it, so 1 additional creature will be vulnerable to the spell if more than 1 creature of 4 or fewer hit dice are subjected to the spell. Further, if creatures of 4 + 1 to 4 + 4 hit dice are involved, there is then a chance that two such creatures will actually be affected by *sleep*. Even a creature of up to 5 + 2 hit dice can be affected by *sleep* if previously victimized by a *yawn* cantrip, but the effect of the *sleep* spell is rolled for as if the creature had 4 + 1 to 4 + 4 hit dice; i.e., there is a 50% chance that it will not be affected. The caster hums a lullaby for the verbal component while making a rocking motion with cupped hands.



Personal Cantrips:

Bee (Summoning)

Area of Effect: *One bee* Casting Time: *½ segment*

When this cantrip is used, the caster summons a honey bee from someplace — where is of no importance, for the creature appears in seconds. The bee will appear in whatever spot the caster is gazing at, up to 1″ distance from him or her. The bee is, of course, annoyed, and it is 90% likely to sting any living creature it finds itself upon. (This will certainly cause the subject to react violently if it would otherwise be so affected by a bee sting.) The verbal component is a low buzzing sound, made while the caster moves a forefinger through flight-like passes.

Bluelight (Conjuration)

Area of Effect: *¼′ diam. sphere* Casting Time: *½ segment*

This cantrip enables the caster to conjure a small sphere of glowing blue radiance. The light has an eerie effect when seen from a distance, but the 3-inch sphere only illuminates an area of 5′ around itself. Furthermore, the *bluelight* does not cast reflections beyond this radius. The light does not affect either infravision or ultravision. When the caster says a rhyme using the words *blue* and *light* in any combination, the *bluelight* appears in his or her open palm and remains aglow until the caster ceases to concentrate on it.

Bug (Summoning)

Area of Effect: *One bug* Casting Time: *½ segment*

A variation of the *bee* cantrip, the *bug* cantrip enables the caster to summon some form of crawling insect. The beetle or bug appears in the same manner as the bee summoned by the cantrip of that name. It will likewise be irritated and will pinch, bite, or otherwise attack the creature it might find itself upon, with appropriate results. Verbal component is the name of the insect desired while the caster's forefinger makes a sliding and pointing motion at the desired area of the bug's appearance (up to 1″ distant).

Firefinger (Alteration)

Area of Effect: *½′ line* Casting Time: *⅓ segment*

The *firefinger* cantrip enables the caster to cause a jet of flame up to one-half foot in length to shoot forth from his or her finger. The flame is very hot and will ignite combustible materials such as parchment, twigs, kindling, and the like without difficulty, providing the materials are relatively dry. The flame persists for up to 1 segment. To bring about the magic of this cantrip, the caster speaks a word of power over elemental fire (such as *ron-son*, *zip-po*, or the much revered word, *dun-hill*), extends the forefinger, and makes a sideways motion with the thumb.

Gnats (Summoning)

Area of Effect: *1 cubic foot* Casting Time: *½ segment*

A cantrip of this nature is similar to the *bee* and *bug* cantrips described above, except that when it is used a cloud of gnats is summoned. The swarm will immediately proceed to fly around the head of the nearest living creature (which must be no more than 1″ from the caster), and unless this creature makes a successful saving throw versus poison, the cloud of gnats will distract the creature for from 1-4 segments before the gnats fly elsewhere. The verbal component is a high-pitched buzzing sound made with the tongue and upper palate while the caster points a digit at the area in which the gnat cloud is to appear.

Mouse (Summoning)

Area of Effect: *One mouse* Casting Time: *½ segment*

Similar to the cantrip which summons a bee or a bug, the *mouse* cantrip enables the caster to bring forth a mouse up to 1″ from his or her position. The animal will be a typical field mouse or as similar a species as possible. When it arrives, the caster will have no control over the mouse, and the animal will behave as would any mouse in the given situation. The caster speaks a summoning word (typically the name of a food desirable by mice) while holding his or her hands in such a way as to resemble mouse ears.

Smokepuff (Evocation)

Area of Effect: *1′ diam. cloud* Casting Time: *⅓ segment*

When this cantrip is employed, a puff of actual smoke appears in the desired location, up to 1″ distant from the caster, and will ascend as would a normal cloud of smoke, or be dissipated, depending on the prevailing conditions. The caster can cause the smoke to be either white, gray, black, brown, yellow, or green. The caster names the color of smoke desired while moving a hand from an extended horizontal position to a vertical one, meanwhile breathing forth a puff of air.

Spider (Summoning)

Area of Effect: *One spider* Casting Time: *½ segment*

This cantrip, much as does a *bee* or *bug* or *mouse* or *gnats* cantrip, summons a small, ordinary spider from elsewhere to the location desired by the caster, up to 1″ distant from his or her person. The arachnid so summoned will usually be a common garden spider or the like, no larger than an inch or two in diameter, and basically harmless. There is a 5% chance that the creature will turn out to be one with powerful poison (black widow, brown recluse, etc.). Since the spider summoned will be annoyed, the creature upon which it finds itself, if such is the case, will be subject to an immediate bite attack. This will have only a momentary effect, distracting the victim for 1 segment, for a normal spider. If the spider is of the very poisonous sort, the victim must also make a saving throw versus poison at +4. Success indicates 1 point of damage is inflicted. Failure indicates 2 points of damage are inflicted, and the victim will feel sick and be unable to act normally for 1-4 days unless a *neutralize poison* spell is cast to remove the toxin. (A *slow poison* will defer the sickness for 1 day.) To cast the cantrip, the caster speaks the word *arachnid* while spreading his or her fingers and wiggling them.

Tweak (Conjuration)

Area of Effect: *One creature* Casting Time: *⅓ segment*

By means of this cantrip, the caster causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within a 1″ radius of the caster. Portions subject to the *tweak* cantrip are: cheek, nose, ear, beard, moustache, whiskers, or tail. The cantrip's effects do not disturb spell casting, although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A failure to save versus spell (with respect to creatures with an intelligence under 7), or failure to roll a score greater than intelligence on 3d6 (with respect to creatures with intelligence of 7 or greater), indicates a 1-segment distraction. The caster speaks a magic phrase (such as *kitchy-kitchy-coo*) while making a pinching and pulling motion with thumb and forefinger.

Unlock (Conjuration)

Area of Effect: *One lock* Casting Time: *½ segment*

This cantrip enables the caster to conjure an invisible, key-like force

appropriate to the locking mechanism to be opened (or closed). The *unlock* cantrip will affect only simple locks of the most basic sort — typically those which have closing pressure prongs or bolt and pins, or bolt and spring closures. Locks with tumblers or levers, as well as secret-combination locks, are not subject to this cantrip. Note that simple locks with complex wards to prevent skeleton-key triggering will be subject to an *unlock* cantrip. While the caster speaks a word or phrase associated with locks (*tick-tock-doublelock* or *yah-el*, etc.) he or she makes a twisting motion with fingers held as if to grasp a key.

Haunting-Sound Cantrips:

Creak (Evocation)

Area of Effect: *Special* Casting Time: *1/6 segment*

By means of this cantrip, the caster evokes a noise similar to that of a door with corroded hinges slowly opening, or else a sound as if someone or something were walking across squeaking floorboards. The former sound lasts for 1/3 segment; the latter noise will last half a segment and seem to traverse up to 10 feet distance. The caster makes a low creaking sound in his or her throat while using a hand to make an opening motion or fingers to make a walking motion.

Footfall (Illusion)

Area of Effect: *Special* Casting Time: *1/6 segment*

When this cantrip is used, the caster creates the audial illusion of footsteps. The sound is as if a human or humanoid was walking. The footfalls can be soft or fairly noisy. They can approach, move away from, follow, or otherwise seem to parallel a person or party. They must begin within 1" of the caster, but they may thereafter move away from him or her up to a 2" distance, or may approach closer than 1". The caster must softly vocalize sounds similar to footsteps while pointing in the area they are to occur initially and subsequently.

Groan (Illusion)

Area of Effect: *Special* Casting Time: *1/6 segment*

A *groan* cantrip creates the audible illusion of a wracking cry coming from some location no more than 1" from the caster. Naturally, those creatures within hearing distance are allowed a saving throw versus spell, and if it succeeds, the individual will hear no such noise. The caster makes a soft groaning sound in his or her throat while pointing to the area from which the sound is to appear to come. A container or door will not hamper the range, so that a groaning sound can be made to seem to come from behind a door, in a chest, etc.

Moan (Illusion)

Area of Effect: *Special* Casting Time: *1/10 segment*

This cantrip is the same as a *groan* cantrip, except that the sound involved is either a pitiful moaning or else an eerie one. The desired sound is either a low-pitched one for the haunting effect or a high-pitched one for the pitiful effect.

Rattle (Illusion)

Area of Effect: *Special* Casting Time: *1/10 segment*

By means of this cantrip, the caster causes the audible illusion of a rattling sound associated with chains. Its direction and distance is the same as for a *groan* cantrip. The sound will last for up to 2 seconds. All creatures within 1" of the sound are entitled to a saving throw versus spell to determine whether they hear the illusionary sound. The spell caster names the rattling device which he or she desires to create the illusion of while shaking one hand vigorously.

Tap (Evocation)

Area of Effect: *1 sq. ft.* Casting Time: *1/6 segment*

By means of this cantrip, the caster is able to evoke an invisible force which will tap or rap against some solid object — a door, lid, floor, table, wall, pane, or whatever. The sound will occur once, twice, or thrice, according to the number of fingers extended by the caster. It is an actual sound; creatures within 1" of the noise will certainly hear it if they are able. Verbal component is a hollow sound created by the tongue against the palate, or a key phrase spoken softly, while the finger makes a tapping motion.

Thump (Illusion)

Area of Effect: *Special* Casting Time: *1/10 segment*

An audible illusion, the *thump* cantrip causes all creatures within a 1" radius of the area of effect to hear a loud but muffled thumping sound, as if something large just fell from a height of a foot or so. A successful saving throw versus spell nullifies the cantrip's effect. The caster can cause the sound to seemingly come from any location within a 1" radius of his or her person. The caster swallows loudly while pointing toward the area where the cantrip is to come from, while thinking of the thumping sound.

Whistle (Evocation)

Area of Effect: *Special* Casting Time: *1/6 segment*

When this cantrip is cast, the dweomer causes a faint or loud whistling sound. A faint whistling can be heard within 10', a loud one within 30'. The sound can be sharp and normal-seeming or echoing, hollow, and eerie. The caster must whistle softly in a manner similar to the desired sound while he or she looks at the area from which the sound is to come and holds two fingers near his or her mouth.

First Level Spells:

Alarm (Evocation)

Level: *1* Components: *V, S, M*
Range: *1"* Casting Time: *1 round*
Duration: *2-8 turns + 1 turn/level* Saving Throw: *None*
Area of Effect: *Up to 20 sq. ft./level*

Explanation/Description: When an *alarm* spell is cast, the magic-user causes a selected area to react to the presence of any living creature larger than a normal rat, i.e. anything larger than about one-half cubic foot in volume or more than about 3 pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any living creature sets foot upon the area, touches it, or otherwise contacts it, the *alarm* spell will evoke a loud ringing which will be clearly heard within a 60' radius. (Reduce the radius by 10' for interposing doors, by 20' for substantial interposing walls.) The sound will last for 1 segment and then cease. While undead creatures will *not* cause the spell to function, invisible creatures, as well as those from other planes who are otherwise alive, will do so. Ethereal or astrally projected creatures will not trigger an *alarm*, but flying and levitating creatures will. The material components of this spell are a tiny bell and a piece of very fine silver wire.

Armor (Conjuration)

Level: *1* Components: *V, S, M*
Range: *Touch* Casting Time: *1 round*
Duration: *Special* Saving Throw: *None*
Area of Effect: *One creature*

Explanation/Description: By means of this spell, the caster creates

a magical field of force which serves as if it were leather armor (AC 8). If the spell is cast upon a person already armored, it has no effect. However, if it is cast upon a creature with an armor class normally better than 9 (due to its size, speed, skin, etc.) it will benefit the normal armor class by one step, i.e. AC 8 becomes 7, AC 7 becomes 6, and so on. The magic *armor* spell does not slow or hinder movement, adds no weight or encumbrance, nor does it prevent spell casting. It lasts until dispelled or until the wearer sustains cumulative damage totaling greater than 8 points + 1 per level of the caster. Thus, the wearer might take 8 points from an attack, then several turns later sustain an additional 1 point of damage. Unless the spell were cast by a magic-user of 2nd level or higher, it would be dispelled at this time. Until it is dispelled, the *armor* spell allows the wearer full benefits of the armor class gained due to the dweomer.

Note: This spell will not function in conjunction with protective magic devices other than a *ring of protection*. The material component is a piece of finely cured leather which has been *blessed* by a cleric.

Firewater (Alteration)

Level: *1*
Range: *1"*
Duration: *1 round*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*
Area of Effect: *1 pint of water per level of caster*

Explanation/Description: By means of this spell, the magic-user changes a volume of water to a volatile, flammable substance similar to alcohol and likewise lighter than water. If this substance is exposed to flame, fire, or even a spark, it will burst into flames and burn with a hot fire. Each creature subject to *firewater* flame will suffer 2-12 hit points of damage. The *firewater* created will evaporate and be useless within 1 round, even if it is securely contained and sealed, so it must be utilized (ignited) within 10 segments of its creation. The material components of this spell are a few grains of sugar and a raisin.

Grease (Evocation)

Level: *1*
Range: *1"*
Duration: *Permanent*
Components: *V, S, M*
Casting Time: 1 segment
Saving Throw: *Special*
Area of Effect: *1 sq. ft. per level of caster*

Explanation/Description: A *grease* spell creates an area covered by a slippery substance of a fatty, greasy nature. Any creature stepping upon this area will have to save versus petrification or slip, skid, and fall. Of course, if a creature is aware of the area, it can possibly be avoided. The spell can also be used to cause a greasy coating on some surface other than that underfoot — a rope, ladder rungs, weapon handle, etc. Lone material objects will always be subject to such a spell use, but if the magic is cast upon an object being wielded or employed by a creature, the creature must fail a saving throw versus spell for the *grease* spell to be effective. A single saving throw will negate the effects. The material component of the spell is a bit of pork rind, butter, or other greasy material.

Melt (Alteration)

Level: *1*
Range: *3"*
Duration: *1 round/level*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *Special*
Area of Effect: *1 cu. yd. of ice or 2 cu. yds. of snow per level of caster*

Explanation/Description: When a *melt* spell is cast, the magic-user effectively raises the temperature in the area of effect. This sudden increase in warmth will melt ice in 1 round, so that a 1st level magic-user can melt a cube of solid ice, 1 yard on a side, in 1 round after the spell is cast, so that the ice becomes water. Twice this volume of snow can be affected, so that the spell will melt 1 cubic yard of snow in ½ round, or will turn 2 cubic yards (1 yd. x 1 yd. x 2 yds.) of snow to water in 1 round. Against such monsters as white dragons, winter wolves, yeti, woolly rhinos, those composed of para-elemental ice, and the like, a *melt* spell will inflict 2 points of damage per level of the spell caster, or 1 point per level if the subject creature makes its saving throw versus spell. The *melt* spell is generally ineffective against types of creatures other than those enumerated above. The material components for a *melt* spell are a few crystals or rock salt and a pinch of soot.

Mount (Conjuration/Summoning)

Level: *1*
Range: *1"*
Duration: *12 turns + 6/level*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*
Area of Effect: *One creature*

Explanation/Description: By means of this spell, the caster calls a normal animal to serve him or her as a mount. The animal will serve willingly and well, but at the expiration of the spell duration it will disappear, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster of sufficiently high level to qualify for a camel (for instance) can choose a "lower level" *mount* if he or she so desires. Available *mounts* are these:

1st through 3rd level: mule or light horse
4th through 7th level: draft horse or warhorse
8th through 12th level: camel
13th level & up: elephant (and houda at 18th level)

The *mount* will not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to gain, i.e. a 4th level magic-user can gain a warhorse *without* saddle and harness or a light horse *with* saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The material component of the spell is a bit of hair or dung from the type of animal to be conjured.



Precipitation (Alteration)

Level: *1*
Range: *1"/level*
Duration: *1 segment/level*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None (& special)*
Area of Effect: *3" diam. cylinder up to 12" high*

Explanation/Description: This spell is identical to the 1st-level clerical spell of the same name, except that a holy symbol is not part of the material component.

Run (Enchantment)

Level: *1*
Range: *Touch*
Duration: *5-8 hours*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*
Area of Effect: *Special (humans, demi-humans only)*

Explanation/Description: The *run* spell enables the recipient to run at full speed (twice normal speed) for from 5-8 hours without tiring. However, after so running the individual must spend a like number of hours resting, as well as drinking plenty of liquids and eating heartily. For every 2 levels of experience of the spell caster, another individual can be affected, i.e. at 4th level, 2 individuals can be touched and empowered to *run*; at 6th level, 3 individuals; etc. Only humans and demi-humans in their natural forms are affected by this spell, and barbarians having the special running ability of that class are immune to the spell's effects. The material component of this spell is an elixir made from the juice of dried plums boiled in spring water and the oil of 5-8 beans of a spurge (castor) plant.

Taunt (Enchantment)

Level: *1*
Range: *3″*
Duration: *Instantaneous*
Area of Effect: *2 levels or hit dice per level of caster*
Components: *V, S*
Casting Time: *1 round*
Saving Throw: *Neg.*

Explanation/Description: A *taunt* spell enables the caster to jape and jeer effectively with respect to any creature with an intelligence of 2 or greater. The spell's dweomer gives the magic-user's words and sounds real meaning to the subject creature or creatures. These words and sounds will challenge the subject(s), be insulting, and in general cause irritation and anger. If the subject creature or creatures fail to save versus spell, the *taunt* spell will cause them to rush forth in fury to do battle with the spell caster, and each and every affected creature so coming will certainly attack the spell caster if physically capable of doing so, i.e. they will seek to use body weapons and hand-held weapons rather than attacking from a distance. Separation by an impenetrable or uncrossable boundary (a *wall of flame*, a deep chasm) will cause the spell to break. Only one sort of creature can be affected by a single *taunt* spell; in a mixed group of orcs and goblins (for instance) the caster would be able to affect either the orcs or the goblins (caster's choice), but not both at once. The magic affects creatures closest to the spell caster first, regardless of maximum range. Thus, if a group of gnolls were being *taunted* by a 10th-level magic-user, the nearest ten creatures would be subject to the spell first, even though the spell caster might prefer to affect the gnollish shaman at the rear of the group. Troops under a strong leader would gain a saving throw bonus of +1 to +4, at the DM's discretion.

Wizard Mark (Alteration)

Level: *1*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *1 sq. ft.*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: When this spell is cast, the magic-user is able to inscribe, visibly or invisibly, his or her personal rune or mark, as well as up to six additional characters of smaller size. A *wizard mark* spell allows the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, *detect magic* will cause it to glow and be readable (which does not necessarily imply understandability). *Detect invisibility, true seeing, true sight,* a *gem of seeing*, or a *robe of eyes* will likewise note an invisible *wizard mark*. A *read magic* spell will reveal the maker's intent, and an *erase* spell will wipe clean a *wizard marked* surface. The material components for the casting of this spell are a pinch of diamond dust (about 50 gp worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still needed, but the caster uses a stylus of some sort rather than his or her digit.

Second Level Spells:

Bind (Alteration/Enchantment)

Level: *2*
Range: *3″*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: When this spell is employed, the magic-user causes any ropelike object of non-living material to behave as he or she orders. The subject can be string, yarn, cord, line, rope, or even a cable. About 50′ of normal rope (1 inch diameter), plus 5′ per level of the spell caster, can be affected. Reduce length proportionately when diameter increases, and increase length by 50% when diameter is halved. The commands possible to give under a *bind* spell are: *Coil* (form a neat, coiled stack); *Coil & Knot; Loop; Loop & Knot; Tie & Knot;* and the reverses of all of the above (*Uncoil*, etc.). The rope or other ropelike object must be within about 1 foot of any object in order for it to respond properly, so it must usually be thrown or hurled nearby. Any creature affected by the ropelike object can, of course, interact with it as if it were a normal object. The creature's hold overrides the dweomer on the rope, and the rope takes 2 points of slashing damage before breaking. The rope cannot be used as a garrot, but can be used as a trip line or to *entangle* (as the druid spell) a single opponent. The dweomer does not cause the rope to have magical properties beyond its ability to obey commands (cf. *rope of climbing, rope of entanglement*).

Deeppockets (Alteration/Enchantment)

Level: *2*
Range: *Touch*
Duration: *24 turns +6/level*
Area of Effect: *One garment*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: This spell allows the magic-user to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 300 gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number. The *deeppockets* spell then makes one of these pockets able to hold 1,000 gp worth of weight (5 cubic feet volume) as if it were only 100 gp of weight. Furthermore, there will be no discernible bulge where the special pocket is. The spell can be changed to allow 10 pockets each of 100 gp weight capability (1/2 cubic foot volume each). If a robe or like garment is sewn with 100 or more pockets (1,000 gp minimum cost), then 100 pockets can be dweomered to contain 10 gp weight each and hold 1/8 cubic foot volume each. If the spell duration expires while there is material within the enchanted pockets, or a *dispel magic* is cast upon the enchanted garment, the wearer must make a saving throw versus spell. Failure indicates the material in those pockets has gone from extradimensional space to astral space — lost forever. Success indicates the material suddenly and totally appears around the wearer, and immediately falls to the ground. In addition to the garment, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Flaming Sphere (Alteration/Evocation)

Level: *2*
Range: *1″*
Duration: *1 round/level*
Area of Effect: *6′ diameter sphere*
Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: *Neg.*

Explanation/Description: A *flaming sphere* spell causes a burning globe of normal-type fire to come into being up to 1″ distant from the spell caster. This sphere will then begin rolling in the direction in which the magic-user points, even though it might be uphill. It will roll over low barriers such as walls, furniture, etc., as as long as these barriers are not over 4′ tall. Flammable substances will be set afire by contact with the sphere. Creatures struck will suffer 2-8 points of damage. All creatures within a 5′ radius of the sphere's center must save versus spell or else take the indicated damage. A successful save negates the *flaming sphere*. The *flaming sphere* moves at a rate of 1″ per round as long as the spell caster points in the direction it is to move, for it otherwise merely stays at rest and flames. It can be extinguished by the same means as any normal fire of its size. The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

Irritation (Alteration)

Level: *2*
Range: *1″/level*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: *Neg.*

Explanation/Description: An *irritation* spell affects the epidermis of the subject creature. Creatures having very thick or insensitive skins (such as buffalo, elephants, scaled creatures, etc.) are basically

unaffected by the dweomer. There are two versions of the spell, either of which can be cast from the standard preparation:

Itching — When cast, this causes the subject to feel an instant itching sensation on some portion of its body. If 5-8 segments are not immediately spent scratching this *irritated* area, the subject creature will be so affected that the next 3 rounds will be spent squirming and twisting, effectively lowering the subject's armor class by 4 and its "to hit" probability by 2 during this time. Spells are ruined for the initial round this spell is in effect, but not for the following three rounds.

Rash — When a *rash* version of the spell is cast, the subject creature will notice nothing for 1-4 rounds, but thereafter its entire skin will begin to break out in red welts which faintly itch. The *rash* will persist until either a *cure disease* or *dispel magic* is cast upon it. It lowers comeliness by 1 point per day until four days have passed, i.e. maximum loss of comeliness is 4 points. After one week, the subject's dexterity is lowered by 1 point also. Symptoms vanish immediately upon the removal of the *rash*, all statistics returning to normal.

The material component for this spell is powdered leaf from poison ivy, oak, or sumac.

Know Alignment (Divination) Reversible

Level: *2*
Range: *1"*
Duration: *1 round/level*
Components: *V, S*
Casting Time: *1 round*
Saving Throw: *None*
Area of effect: *One creature per 2 rounds*

Explanation/Description: Except as noted above, this spell is the same as the 2nd-level clerical spell of the same name. If a target creature is scried for only one round, only its alignment ethic (law/chaos) will be discerned.

Melf's Acid Arrow (Evocation)

Level: *2*
Range: *3"*
Duration: *Special*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *Special*
Area of Effect: *One target*

Explanation/Description: By means of this spell, the magic-user creates a magic "arrow" which speeds itself to its target as if fired from the bow of a fighter of the same level as the magic-user casting the spell. The arrow is equal to a +1 weapon for hit determination purposes. The effect of a hit might inflict damage on the target even if it would not normally be harmed by an arrow or magic weapon of only +1 value. This is due to the acid. The arrow itself does 2-5 points of damage. The acid which gushes forth when it hits is equal to an acid missile of 8-ounce volume (1' diam. area of effect, 2-8 hit points damage, plus item saving throw; splash does not apply). The acid's strength increases by one round's worth of damage for every 3 levels of experience of the spell caster above the 3rd, so that damage will occur over two rounds if the spell cast is from a 4th-6th level magic-user, unless the target can have the acid neutralized. The material components of the spell are a dart and powdered rhubarb leaf and adder stomach.

Preserve (Abjuration)

Level: *2*
Range: *Touch*
Duration: *Permanent*
Components: *V, S, M*
Casting Time: *2 rounds*
Saving Throw: *None*
Area of Effect: *½ cu. ft. per level of caster*

Explanation/Description: A *preserve* spell enables the caster to retain some item fresh and whole until some later time when it is needed in a spell. Of course, the dweomer is ineffective in retaining the potency of material such as mistletoe, holly berries, and similar stuffs which must be gathered periodically. It is likewise ineffective in preserving the deceased for later resurrection. It is otherwise effectual. The sort of material which can be treated by a *preserve* spell depends upon the level of the caster:

Hard, relatively dry material: 2nd-4th level
Soft, relatively wet material: 5th-7th level
Semi-liquid and liquid materials: 8th level & up

A container is necessary only in cases where a relatively high degree of moisture is concerned. The material components of the spell are a pinch of dust, a bit of resin (or amber), and a drop of brandy.

Protection From Cantrips (Abjuration)

Level: *2*
Range: *Touch*
Duration: *1 day/level*
Components: *V, S*
Casting Time: *2 segments*
Saving Throw: *None or Neg.*
Area of Effect: *One creature or object*

Explanation/Description: By casting this spell, the magic-user provides immunity to the effects of cantrips cast by other magic-users, apprentices, or creatures that use cantrip magic. The spell will protect the caster, or one item or person that he or she touches (such as a spell book or a drawer containing spell components). Any cantrip that is cast against the person or item in question dissipates with an audible popping sound. This spell is often used by a magic-user with mischievous apprentices, or one who wishes apprentices to clean or shine an area using elbow grease instead of magic. Any unwilling target of this spell must be touched (via a roll "to hit") and is allowed a saving throw versus spell to escape the effect.

Tasha's Uncontrollable Hideous Laughter (Evocation)

Level: *2*
Range: *5"*
Duration: *1 round*
Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: *Special*
Area of Effect: *One creature*

Explanation/Description: This spell enables the caster to cause the subject to perceive everything as hilariously funny. The effect is not immediate, and the subject creature will feel only a slight tingling on the round the dweomer is placed, but on the round immediately following, it will begin smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of *uncontrollable hideous laughter*. Although this magic mirth lasts only a single round, the affected creature must spend the next round regaining its feet, and it will be at -2 from its strength (or -2 "to hit" and damage) on the 3rd and 4th rounds following the spell casting. A successful save versus spell negates the effect. The saving throw depends on the intelligence of the creature. Creatures with intelligence of 3 or less are totally unaffected. Those with intelligence of 4-8 save at -6; those with intelligence of 9-12 save at -4; those with intelligence of 13-15 save at -2; and those with intelligence of 16 or greater have normal saving throw probability. The material components of the spell are a small feather, a tiny wooden paddle, and a minute tort. The tort is hurled at the subject, while the feather is waved in one hand and the paddle is tapped against the posterior of the spell caster.

Vocalize (Alteration)

Level: *2*
Range: *Touch*
Duration: *5 rounds*
Components: *S, M*
Casting Time: *1 round*
Saving Throw: *None*
Area of Effect: *One spell-casting creature*

Explanation/Description: This spell allows the recipient to cast spells that normally require a verbal component without having to make a sound, so long as the casting of the subsequent spell(s) takes place entirely within the duration of the *vocalize* spell. This spell is of great use in situations where quiet is desired, or when the recipient is under the influence of a *silence* spell. The *vocalize* spell does not negate possible effects upon other vocal communication (a *message* spell could be cast from within an area of magical *silence*, but no information would be transmitted back to the caster). The spell does not

negate the effect of *silence*, but merely offsets it for the purpose of subsequent spell casting. If a spell cast by means of a *vocalize* spell has some audible effect, that sound will be masked for as long as the *silence* remains in force. The material component of this spell is a bell without a clapper, or else a jailbird's tongue.

Whip (Evocation)

Level: *2*
Range: *1"*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user creates a material, whip-like substance up to 1" distant from his or her person. The spell caster can then wield this *whip* by moving his or her hand as if it held an actual one, for the magical one will respond to movements made by its evoker. The lash can be used so as to make both a whistling crack and an actual strike each turn. The sound alone is sufficient to keep normal animals at bay unless they save versus spell. Any animal actually struck (as indicated by a normal "to hit" die roll) must save versus spell at -1 to -4 or else slink away and not return for at least an hour. Note that the *whip* does not do actual damage to the creature struck. Creatures with intelligence above 3 are not affected, nor are giant-sized animals above bear-size, nor are monsters. The *whip* can also be used in melee combat, a successful "to hit" roll indicating that the lash has struck and wrapped around an opponent's weapon. If that weapon is an edged one, the *whip* must make a saving throw versus *crushing blow* (13 or better); if the weapon is non-edged, the *whip* must save versus *normal blow* (6 or better). Success on this saving throw indicates that the *whip* has torn the weapon from the opponent's hand — unless the opponent succeeds on a saving throw versus spell. An affected weapon will be cast to the ground, and the opponent must take 1 round to recover it. The magic bonus of a target weapon applies as a penalty to the *whip*'s saving throw versus *crushing blow* or *normal blow*, and the magic resistance of an intended target opponent must fail for a "to hit" roll to be possible in the first place. The material component of the spell is a small bit of silk braided so as to form a miniature whip.

Zephyr (Evocation)

Level: *2*
Range: *0*
Duration: *1 segment*
Area of Effect: *1" path, ½" per level in length*
Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: By means of this spell, a gentle draft of air moves from the spell caster and travels in the direction that he or she is facing. It continues until the maximum area of effect is reached. The force of the *zephyr* is sufficient to cause small flames to waver and dance. It fans flames and fires of larger size, making them hotter (+ 1 on damage dice, if applicable). It will hold back moving clouds of vapors (such as a *cloudkill*) for 1 round. It will weaken such vapors as *fog cloud* and *wall of fog* so as to reduce their duration by half. It will move stagnant air, vapors, or even poisonous gases backwards by 1", and this force likewise reduces their duration and potency by half, unless the vapor or gas is renewed by some source. The material component for this spell is a piece of fine parchment, accordion-folded and tacked near the bottom with a pin or ivory or silver.

Third Level Spells:

Cloudburst (Alteration)

Level: *3*
Range: *1"/level*
Duration: *1 round*
Area of Effect: *3" diam. cylinder up to 6" high*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None (& special)*

Explanation/Description: This spell is identical to the 3rd-level clerical spell of the same name, except that a holy symbol is not part of the material component.

Detect Illusion (Divination)

Level: *3*
Range: *Touch*
Duration: *2 rounds + 1/level*
Area of Effect: *Line of sight 1" wide, 1"/level long*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None*

Explanation/Description: This spell is the same as the 1st-level illusionist spell *detect illusion*, except as noted above.

Item (Alteration)

Level: *3*
Range: *Touch*
Duration: *6 turns/level**
Area of Effect: *2 cu. ft. per level of caster*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *Special*

* Duration quadrupled if used on non-living material.

Explanation/Description: By means of this spell, the magic-user is able to touch any normal, non-magical item of a size appropriate to the allowable area of effect and cause it to shrink to one-twelfth of its normal size. Optionally, the caster can also change its now-shrunken composition to a cloth-like one. Only living things are entitled to a saving throw versus spell, but each such save is at + 4. Objects and creatures transformed to cloth make saving throws normally (as if not altered) against subsequent attacks. Objects changed by an *item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by word of command from the original spell caster. It is possible to affect a fire and its fuel with this spell.

Material (Evocation-Conjuration)

Level: *3*
Range: *1"*
Duration: *Permanent*
Area of Effect: *1 cu. ft. per level of caster*
Components: *V, S*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: A *material* spell allows the magic-user to actually bring into being certain common things. There is no great difficulty in causing common basic materials such as stone, earth (soil), or wood to appear. These sorts of materials in raw, unworked form are easily gained by means of this spell. Similarly, other inorganic or non-living materials such as water, air, dung, straw, etc., can be conjured. When simple plants are concerned, such as when the caster attempts to bring into being an area of grass, there is a base 100% chance of total failure, modified downward by 1% per level of the spell caster. Animal life can never be affected by this spell. In no event can worked, refined, or fabricated items be brought into being by a *material* spell, nor can rough gems or precious metals. The spell essentially enables the magic-user to create common things of a basic nature.

Melf's Minute Meteors (Evocation/Alteration)

Level: *3*
Range: *1"/level*
Duration: *Special*
Area of Effect: *One target per missile*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: This spell is unusual in two respects. First, the dweomer enables the caster to cast small globes of fire, each of which bursts into a 1 ft. diameter sphere upon impact, inflicting 1-4 points of damage upon the target creature — or otherwise igniting combustible materials (even solid planks). These meteors are missile weapons thrown by the mage, with misses being treated as grenade-like missiles. This ability continues from round to round until the caster has fired off as many of these "meteors" as he or she has levels of experience, until he or she decides to forego casting any additional missiles still remaining, or until a *dispel magic* spell is successfully cast upon the magic-user. Second, once *Melf's Minute Meteors* is cast, the magic-user has the option to discharge the available missiles at the rate of 1 every 2 segments, as desired, or 1 every

round (beginning with the initial round of casting). The magic-user may not switch between these options once one of them is chosen.

In the first option, the caster must point at the desired target on the second segment after the spell is cast, and a missile will be discharged. This process is repeated every 2 segments thereafter until all of the missiles are so released. Naturally, this usually will mean that the spell actually carries over into at least the following round.

If the second option is chosen, the magic-user can withhold or discharge missiles as he or she sees fit, so long as one missile is let go during each subsequent round. This option has the benefit of enabling the spell caster to actually discharge one of the "meteors" and conjure some other spell as well in the same round. The other spell must be of such a nature as to not require the continuing concentration of the spell caster, or else he or she will involuntarily forego the casting of any further missiles from the original spell. However, the magic-user's opportunity to discharge a missile and cast a spell in the same round is of such benefit that the potential loss is not of concern. If the magic-user fails to maintain an exact *mental* count of the number of missiles remaining, this is an unfailing indication that he or she has involuntarily foregone the remaining portion of the spell.

The components necessary for the casting of this dweomer are nitre and sulphur formed into a bead by the admixture of pine tar, and a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gp to construct, so fine is its workmanship and magical engraving, but it remains potent throughout numerous castings of the spell — unless damaged by accident or abuse.

Secret Page (Alteration)

Level: *3* Components: *V, S, M*
Range: *Touch* Casting Time: *1 turn*
Duration: *Until dispelled* Saving Throw: *None*
Area of Effect: *One page of any size up to 2 ft. square*

Explanation/Description: When cast, a *secret page* spell alters the actual contents of a page to appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks; the text of a spell can be altered to show a ledger page or even another form of spell, etc. *Confuse languages* and *explosive runes* may be cast upon the *secret page*, but a *comprehend languages* will not reveal the actual contents of the *secret page*. The caster is able to reverse the effect of the spell by the mere utterance of a command word, then peruse the actual page, and return it to its *secret page* form thereafter. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page with this spell cloaking its true contents can attempt a *dispel magic*, but if it fails, the page will be destroyed. Short of an *alter reality* or *wish* spell, only will-o-wisp or boggart essence will reveal the true nature of the subject of a *secret page* spell, if that page is not subjected to *dispel magic*. The material component of the spell is powdered herring scales.

Sepia Snake Sigil (Conjuration/Summoning)

Level: *3* Components: *V, S, M*
Range: *½"* Casting Time: *3 segments*
Duration: *Special* Saving Throw: *None*
Area of Effect: *One sigil*

Explanation/Description: There are three forms of this spell, but each eventually causes the conjuration of a deep brown snake-like force. This so-called *sepia snake* springs into being and strikes at the nearest living creature (but the *sepia snake* will not attack the magic-user who cast the spell). Its attack is made as if it were a monster with hit dice equal to the level of the magic-user who cast the dweomer. If it is successful in striking, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until the caster releases the dweomer or until a *dispel magic* spell does so. Until then, nothing can get at the victim, move the shimmering force surrounding him or her, or otherwise affect the field or the victim. The victim does not age, grow hungry, sleep or regain spells when in this state, and is not aware of his or her surroundings. If the *sepia snake* misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke which is 1" in diameter and lasts for 1 round. The three applications are: 1) as a glowing sigil in the air drawn by the spell caster and pointed at the intended target; 2) as a glyph of umber marked on some surface that is touched or gazed upon; and 3) as a small character written into some magic work to protect it. The components for the spell are 100 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Wind Wall (Alteration)

Level: *3* Components: *V, S, M*
Range: *1"/level* Casting Time: *3 segments*
Duration: *1 round/level* Saving Throw: *Special*
Area of Effect: *An area 1" wide and ½" high per level of caster*

Explanation/Description: This spell brings forth an invisible curtain of wind of considerable strength — sufficient to blow birds as large as crows upward, or to tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw versus spell determines whether the subject maintains its grasp.) Normal insects cannot pass such a barrier. Loose material, even cloth garments, caught in a *wind wall* will fly upward. The material components are a tiny fan and a feather of exotic origin.

Fourth Level Spells:

Dispel Illusion (Abjuration)

Level: *4* Components: *V, S*
Range: *½"/level* Casting Time: *4 segments*
Duration: *Permanent* Saving Throw: *None*
Area of Effect: *Special*

Explanation/Description: This spell is similar to the 3rd-level illusionist spell of the same name. A magic-user attempting to dispel an illusion is considered at *two* levels below his actual level with respect to *illusion/phantasm* spells cast by an illusionist.

Evard's Black Tentacles (Conjuration/Summoning)

Level: *4* Components: *V, S, M*
Range: *3"* Casting Time: *8 segments*
Duration: *1 round/level* Saving Throw: *None*
Area of Effect: *30 sq. ft. per level of caster*

Explanation/Description: By means of this spell the caster creates many rubbery, black tentacles in the area of effect of the dweomer. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot — including water. Each tentacle is 10' long, AC 4, and takes as many points of damage to destroy as the magic-user who cast the spell has levels of experience. Furthermore, there will be one such tentacle for each of the levels of experience of the spell caster. Any creature within range of the writhing tentacles is subject to attack. If more than one target is within range of a tentacle, the probability of attack on each is determined and the result found by die roll. A victim of a tentacle attack must make a saving throw versus spell. If this succeeds, the victim takes 1-4 hit points of damage from initial contact with the tentacle, and it then is destroyed. Failure to save indicates that the damage inflicted will be 2-8 points, the ebon member is wrapped around its victim, and damage will be 3-12 points on the second and succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they will entwine any object — a tree, post, pillar — or continue to squeeze a dead opponent. Once grasped, a tentacle remains wrapped around its chosen target until the tentacle is destroyed by some form of attack or it disappears due to the expiration of the dweomer's duration. The component for this spell is a piece of tentacle from a giant octopus or giant squid.

Leomund's Secure Shelter (Alteration - Enchantment)

Level: *4*
Range: *2"*
Duration: *6 turns/level*
Area of Effect: *30 sq. ft. per level of caster*
Components: *V, S, M*
Casting Time: *4 turns*
Saving Throw: *None*

Explanation/Description: This spell enables the magic-user to magically call into being a sturdy cottage or lodge, made of material which is common in the area where the spell is cast — stone, timber, or (at worst) sod. The floor area of the lodging will be 30 square feet per level of the spell caster, and the surface will be level, clean, and dry. In all respects the lodging will resemble a normal cottage, with a sturdy door, two or more shuttered windows, and a small fireplace.

While the lodging will be secure against winds of up to 70 miles per hour, it has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat will certainly affect it, and its occupants, adversely. The dwelling does, however, provide considerable security otherwise, as it will be as strong as a normal stone building regardless of its material composition, will resist flames and fire as if it were stone, and will be generally impervious to normal missiles (but not the sort cast by siege machinery or giants). The door, shutters, and even chimney are secure against intrusion, the two former being *wizard locked* and the latter being being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an *alarm* spell (qv). Lastly, an *unseen servant* (qv) is called up to provide service to the spell caster.

The inside of a *Leomund's Secure Shelter* will contain crude furnishings as desired by the spell caster — up to 8 bunks, a trestle table and benches, as many as 4 chairs or 8 stools, and a writing desk. The material components of this spell are a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *alarm* and *unseen servant* spells if these are to be included in the spell; i.e. string and silver wire and a small bell.

Magic Mirror (Enchantment - Divination)

Level: *4*
Range: *Touch*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 hour*
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found on p. 141 of the DMG under the description for the *crystal ball*. The mirror used must be of finely wrought and highly polished silver of a minimum cost of 1,000 gp. This mirror is not harmed by casting of the spell as are the other material components — the eye of a hawk, an eagle, or even a roc, and nitric acid, copper and zinc (cf. 5th-level cleric spell *magic font* and 2nd-level druid spell *reflecting pool*). The following spells can be cast through a *magic mirror*: *comprehend languages, read magic, tongues, infravision,* and *ultravision*. The following spells have a 5% chance per level of the caster of operating correctly if cast through the *magic mirror*: *detect magic, detect good/evil, message*, and *detect illusion*. There is a chance of the target realizing he or she is being watched. The base chance for a target to detect any *crystal ball*-like spell is listed in the *crystal ball* item description, with the following additions: A cavalier has a base 5% chance of detecting scrying and a barbarian has a base 1% chance.

Otiluke's Resilient Sphere (Alteration - Evocation)

Level: *4*
Range: *2"*
Duration: *1 round/level*
Area of Effect: *1 ft. diameter sphere per level of caster*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *Neg.*

Explanation/Description: When this spell is cast, the result is a globe of shimmering force which encapsulates the subject creature — if it is small enough to fit within the diameter of the sphere and it fails to successfully save versus spell. The *resilient sphere* will contain its subject for as long as its dweomer persists, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell. These will cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, and the target can breathe normally. The subject may struggle, but all that will occur is a movement of the sphere. The globe can be physically moved either by people outside the globe, or by the struggles of those within. The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemispherical piece of gum arabic.

Shout (Evocation)

Level: *4*
Range: *0*
Duration: *Instantaneous*
Area of Effect: *1" x 3" cone*
Components: *V, M*
Casting Time: *1 segment*
Saving Throw: *Neg.*

Explanation/Description: When a *shout* spell is cast, the magic-user empowers himself or herself with tremendous vocal powers. Via the dweomer of the spell, the caster releases an ear-splitting noise which has a principal effect in a cone shape radiating from the mouth of the caster to a 3" terminus. Any creature within this area will be deafened for 2-12 rounds and take a like amount (2-12 points) of damage (unless a saving throw is made). Any exposed brittle or similar substance subject to sonic vibrations will be shattered by a *shout*, e.g. a *wall of ice*. A spell of this nature can be employed but once per day, for otherwise the caster might permanently deafen himself or herself. The material components for casting the *shout* spell are a drop of honey, a drop of citric acid, and a small cone made from a bull's or ram's horn.

Stoneskin (Alteration)

Level: *4*
Range: *Touch*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile or the like. Thus, even a *sword of sharpness* would not affect a creature protected by *stoneskin*, nor would a rock hurled by a giant, a snake's strike, etc. However, magic attacks from such spells as *fireball, magic missile, lightning bolt,* and so forth would have normal effect. Any attack or attack sequence from a single opponent dispels the dweomer, although it makes the creature immune to that single attack or attack sequence. Attacks with relatively soft weapons, such as a monk's hands, an ogrillon's fist, etc, will inflict 1-2 points of damage on the *attacker* for each such attack while the attacked creature is protected by the *stoneskin* spell, but will not dispel the dweomer. The material components of the spell are granite and diamond dust sprinkled on the recipient's skin.

Ultravision (Alteration)

Level: *4*
Range: *Touch*
Duration: *6 turns + 6 turns/level*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: By means of this spell the magic-user empowers the recipient to see radiation in the ultraviolet spectrum. In night conditions this means that vision will be clear, as if it were daylight, to a range of 100 yards, and shadowy and indistinct from beyond 100 yards to about 300 yards distance. If the night is very dark, with thick clouds overhead, reduction of ultravisual sight is 50%. Where more than about 6 feet of earth or 3 feet of stone interpose between the sky and the individual, such as in virtually any underground area, *ultravision* allows only vision of the dimmest sort in about a

3-foot radius, since the ultraviolet rays are screened out. (Of course, if an emission source is nearby, the visual capabilities improve accordingly.) Nearby light, including the radiance shed by magic items, tends to spoil ultravision, the brightness of the rays "blinding" the eyes to dimmer areas more distant. The material component for this spell is a crushed amethyst of at least 500 gp value.

Fifth Level Spells:

Avoidance (Abjuration/Alteration) Reversible

Level: *5*
Range: *1"*
Duration: *Until dispelled*
Area of Effect: *Up to 3' cube*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *Special*

Explanation/Description: By means of this spell, the caster sets up a natural repulsion between the affected object and any living things. Thus, any living creature attempting to touch the affected object will be repulsed (unable to come closer than 1'), or will repulse the affected object, depending on the relative mass of the two; i.e., a lone halfling attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back; a dozen such halflings would find themselves unable to come within 1' of the chest, while the chest would skitter away from a giant-sized creature as the creature approached. The material component for the spell is a magnetized needle. Because the spell cannot be cast upon living things, any attempt to cast *avoidance* upon the apparel or possessions borne by a living creature entitles the subject creature to a saving throw. The reverse of this spell, *attraction*, uses the same material components, and sets up a natural attraction between the affected object and all living things. The creature will be drawn to the object if the creature is smaller, or the object will slide toward the creature if the creature is of greater mass than the object. A successful *bend bars* roll must be made to remove an object once it has adhered to another object or creature in this fashion.

Dismissal (Abjuration) Reversible (Conjuration/Summoning)

Level: *5*
Range: *1"*
Duration: *Permanent*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *One round*
Saving Throw: *Neg.*

Explanation/Description: By means of this spell, a magic-user on the Prime Material Plane seeks to force or allow some creature from another plane of existence to return to its proper plane (cf. 4th-level cleric spell *abjure*). The name of the type of creature to be returned must be known, and if it has a given, proper, or surname, this too must be known and used in the spell. Magic resistance, if any, is checked for effect immediately. Then, the level of the spell caster is compared to the level or number of hit dice of the creature being dismissed. If the magic-user has a higher number, the difference between his or her level is subtracted from the saving throw score of the creature to be affected by the *dismissal*. If the creature has a higher level or higher number of hit dice than the level of the caster, then that difference is added to its saving throw score. *Exception:* If the creature desires to be dismissed, then only an unmodified saving throw is needed. Certain arcane works are reputed to allow greatly enhanced chances for spell success. If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The reverse of the spell, *beckon*, attempts to conjure up a known and named (if applicable) creature from another plane. Success or failure is determined in the same manner as for a *dismissal* spell, but in this case magic resistance is only checked if the creature has no known proper name. If the spell succeeds, the creature is instantly transported from wherever it was to the plane of the spell caster. This does not guarantee that the beckoned creature will be kindly disposed to the magic-user, nor will it in any way be subject to his or her wishes or commands without some additional constraint. Because of this, various sorts of protective measures are generally taken when using this form of the spell, and even with careful preparation, the results might be unwholesome.

This spell does not work on creatures that are native to the Prime Material Plane but travel to other planes (such as shedu), nor against creatures that have part of their ancestry in the Prime Material Plane (such as cambions).

The material components of the spell vary with the type of creature to be dismissed or called. In general, items which are inimical and distasteful to the subject creature are used for a *dismissal*, and for a *beckon* spell materials which are pleasing, desirable, and rewarding must be used.

Dolor (Enchantment/Charm)

Level: *5*
Range: *1"*
Duration: *2 rounds*
Area of Effect: *One creature*
Components: *V, S*
Casting Time: *5 segments*
Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user attempts to force compliance or obedience from some oppositely aligned or hostile creature from a plane foreign to that of the spell caster. The dweomer causes *unease* in the creature in question during its mere reading, and on the round thereafter, the subject becomes *nervous* and filled with *doubts*, while on the last round of effect the creature actually feels a dull, all-encompassing *dolor*. The initial effects cause the subject creature to make all saving throws versus commands and non-offensive spells (including *charms*) at -1 on the dice rolled to determine whether or not it resists, the adjustment favoring compliance. The secondary effects cause the adjustment to go to -2. The tertiary effect brings with it an adjustment of -3. Thereafter, the creature is no longer affected and it makes further saving throws without adjustment.

The verbal component of the spell must deal with the class of creature in question, containing as much information as possible about the subject creature.

When uttering the spell, the magic-user can be mentally assailed by the creature if the subject has a higher intelligence than the spell caster. In such a case, the creature has a 5% chance per point of superior intelligence of effectively *charming* and *dominating* the magic-user. In the case of such control, the creature will then do with the spell caster as its alignment dictates. If the spell caster is distracted or interrupted during the casting of the spell, the subject creature is able to *automatically* effect the *charm* and *domination*.

Fabricate (Enchantment - Alteration)

Level: *5*
Range: *1/2"/level*
Duration: *Permanent*
Area of Effect: *1 cu. yd. per level of caster*
Components: *V, S, M*
Casting Time: *Special*
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user is able to convert material of one sort into a product of desired nature which is of basically the same material as was initially used when the *fabricate* was cast. Thus, the spell caster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created or altered by a *fabricate* spell. The quality of items made by means of the spell is commensurate with the quality of material used as the basis for the new fabrication. If mineral material is worked with, the area of effect is reduced by a factor of nine; i.e., 1 cubic yard becomes 1 cubic foot.

Articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be *fabricated* unless the magic-user actually has great skill in the craft considered. Casting requires 1 full round per cubic yard (or foot) of material to be affected.

Leomund's Lamentable Belabourment (Enchantment/Evocation)

Level: *5*
Range: *1"*
Duration: *Special*
Area of Effect: *One or more creatures in a 1" radius*
Components: *V*
Casting Time: *5 segments*
Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user causes a combination of *fascination, confusion,* and *rage* upon one or more creatures able to understand the language in which the spell caster speaks. Upon casting the spell, the magic-user begins discussion of some topic germane to the creature or creatures to be affected. Those not saving versus spell will immediately begin to converse with the spell caster, agreeing or disagreeing, all most politely. As long as the spell caster chooses, he or she can maintain the spell by conversing with the subject(s). As long as there is no attack made upon them, they will ignore all else going on around them, instead "choosing" to spend their time exclusively talking and arguing. This saving throw, and all saving throws in this spell, is modified by the target's intelligence as follows: Creatures with intelligence of 2 or lower are not affected by the spell, but those with intelligence of 3-7 save at -1. Beings with intelligence of 8-10 save normally, those with intelligence of 11-14 at +1, and those with intelligence scores of 15 or higher at +2.

If the spell is maintained for more than 3 rounds, each subject creature must attempt another save versus spell. Those failing to save this time will wander off in *confusion* for 3-12 rounds, avoiding the proximity of the spell caster in any event. Those who make the *confusion* save are still kept in *fascination* and must also save in the 4th, 5th, and 6th rounds (or for as long as the caster continues the dweomer) to avoid the *confusion* effect. If the spell is maintained for more than 6 rounds, each subject must save versus spell to avoid going into a *rage* — either at oneself, if one is the sole object of the spell, or at all other subjects of the spell — and attacking (regular "to hit" probability) against one's own person, or falling upon the nearest other subject of the dweomer with intent to kill. This *rage* will last for 2-5 rounds. Those subjects who save versus spell on the *rage* check will realize that they have fallen prey to the spell and will collapse onto the ground, lamenting their foolishness, for 1-4 rounds unless they are attacked or otherwise disturbed.

If during the course of the maintenance of the spell the caster is attacked or otherwise distracted, he or she is still protected, for the subject or subjects will not notice. The magic-user can leave at any time after the casting and the subject(s) will continue on for 1 full round as if he or she were still there to converse with. In these cases, however, saving throws for continuance of the spell are not applicable, even if, for instance, the subject(s) would otherwise have had to save to avoid *confusion* or *rage*. Note that the spell is entirely verbal.

Sending (Evocation)

Level: *5*
Range: *Special*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: By means of this spell, the caster is empowered to contact a single creature with whom he or she is familiar and whose name and appearance are well known. If the creature in question is not on the same plane of existence as the spell caster, there is a 5% chance per plane removed that the *sending* will not arrive; i.e., if the subject were two planes removed there would be a 10% chance of failure. The magic-user can send one word per level of experience, with articles not considered; e.g., *a, an,* and *the* are not treated as words with respect to the message sent. Although the *sending* is received, the subject creature is not obligated to act upon it in any manner. The *sending*, if successful, will be understood even though the creature has an intelligence of as little as 1 factor (1 point, or *animal* intelligence).

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of copper wire.

Sixth Level Spells:

Chain Lightning (Evocation)

Level: *6*
Range: *4" + 1/2"/level*
Duration: *Instantaneous*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *6 segments*
Saving Throw: *1/2 or Neg.*

Explanation/Description: When this spell is cast, the electrical discharge begins as a single stroke of lightning, 1/4" wide, commencing from the fingertips of the caster and extending to the primary target, which must lie within the maximum range of the spell as dictated by the level of the caster.

Chain lightning differs sharply from a *lightning bolt* spell in that it has a primary target as opposed to an area effect. If the primary target makes a successful saving throw versus spell, one-half damage from the bolt of *chain lightning* is taken; otherwise full damage (1d6 points per level of the spell caster) will be inflicted.

In addition, after striking the initial target, the bolt arcs to the nearest other object, be it animal, vegetable, or mineral. This chain of striking continues from one object to another object nearest it, possibly setting up an oscillation between two (presumably stationary or immobilized) objects, or a regular pattern involving three or more objects. If two or more possible targets are equidistant, the *chain lightning* will arc to metal first, then to the one with the most fluid, otherwise at random. The chain keeps building up to as many "links" (including the initial target) as the spell caster has levels. Thus, a 12th-level magic-user casting the spell would hit 12 targets: the primary target first, then 11 other (not necessarily different) targets. After the initial strike, each object subsequently struck is entitled to a saving throw versus spell, if applicable. Success on this save indicates that the stroke actually arced to the *next* nearest target, and the target that saved takes *no* damage.

The arcing bolt will continue until it has struck the appropriate number of objects, as indicated by a target's failure to save or lack of the opportunity to do so (as for an inanimate object of non-magical nature), until the stroke fades out or strikes a target that grounds it. Direction is never a consideration in plotting the path of the arcing *chain lightning*. Distance is a factor, though; a single arc can never be longer than the range limit. If, in order to arc, the bolt must travel a greater distance than its maximum range, the stroke fades into nothing. A tree or a substantial piece of conductive metal — such as interconnecting iron bars of a large cell or cage — will ground the lightning stroke and prevent further arcing.

The lightning inflicts one less d6 of damage on each target it hits after striking the primary target for the first time; if the initial target was struck by a 12d6 bolt, the next target struck takes an 11d6 bolt, then 10d6, 9d6, 8d6, 7d6, and so on all the way down to 1d6 — the last spurt of energy from the bolt. (A saving throw for half damage applies on each strike, different from the save versus spell to see if the lightning actually hits a secondary target.) The caster *can* be struck by an arc from his or her own spell. The material components are a bit of fur; an amber, glass, or crystal rod; and as many silver pins as the spell caster has levels of experience.

Contingency (Evocation)

Level: *6*
Range: *0*
Duration: *1 day/level*
Area of Effect: *The magic-user*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user is able to place another spell upon his or her person so that the latter spell will come into effect upon occurrence of the situation dictated during the casting of the *contingency* spell. The *contingency* spell and the spell it is to bring into effect — the "companion" spell — are, in effect, cast at the same time (the 1-turn casting time indicated above is

a total for both castings). The spell to be brought into effect by the prescribed contingency must be one which affects the magic-user's person (*feather fall, levitation, fly, statue, feign death,* etc.) and of a level no higher than one-third of the experience level of the caster (rounded down), to an upper limit of the 6th spell level: a 4th level "companion spell" maximum at 12th, 13th or 14th level of experience; a 5th level maximum at 15th, 16th or 17th level of experience, and a 6th level maximum at 18th level of experience and beyond. Only one *contingency* spell can be in effect upon the spell caster at any one time; if a second is used, the first one (if still active) is cancelled.

The situation prescribed to bring the spell into effect must be clear, although it can be rather general. For example, a *contingency* cast with an *airy water* "companion spell" might prescribe that any time the magic-user is plunged into or otherwise engulfed in water or similar liquid, the *airy water* spell will instantly come into effect. Likewise, the *contingency* could bring a *feather fall* into effect anytime the magic-user falls over 2′ distance. In all cases, the *contingency* immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that complex, complicated, and/or convoluted prescribed conditions for effecting the play of the dweomer are likely to cause the whole spell complex (the *contingency* spell and the companion magic) to simply fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gp worth of quicksilver, an elephant ivory statuette of the magic-user, and an eyelash of an ogre magi, ki-rin, or similar spell-using creature. Note that the ivory statuette is not destroyed by the spell casting (although it might be subject to wear and tear), and it must be carried on the person of the spell caster for the *contingency* spell to perform its function when called upon.

Ensnarement (Conjuration/Summoning)

Level: *6*
Range: *1″*
Duration: *Special*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *Neg.*

Explanation/Description: The casting of this spell attempts a dangerous act — the luring of a powerful creature from another plane to a specially prepared trap where it will be held until it agrees to perform one service in return for freedom from the *ensnarement* spell. The spell causes an awareness of a *gate*-like opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a *gate*. To save, the creature must roll equal to or less than its intelligence score on 3d6. The score is modified by the difference between the creature's intelligence and that of the spell caster's. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spell caster has a higher score, the difference is added to the total of the 3d6.

If the saving throw succeeds, the creature merely ignores the spell-created opening, and the dweomer fails. If the saving throw is not made, the creature steps into the opening and is *ensnared*. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this also must be used in casting of the *ensnarement* spell.

When actually ensnared, the creature coming from another plane to that of the spell caster is not constrained from harming the one who trapped it. Therefore, the caster uses a magic circle (for creatures from the upper planes or the Astral Plane), a thaumatugic triangle (for creatures from the Ethereal, Elemental, or Concordant Opposition planes), or a pentagram (for creatures from the lower and infernal planes). Regardless of such protection, there is a chance that the entrapped creature will be able to break free and wreak its vengence upon the spell caster. The base chance for an ensnared creature to break free depends on the manner in which the confining design was made. A hand-done one has a base chance of 20% of being broken, one inlaid or carved has only a base of 10%, and that for the first time only (which indicates whether or not the job was done properly). This base chance is modified by the total score of the magic-user's combined intelligence and experience level compared to the intelligence score and the experience level or number of hit dice of the creature summoned. If the spell caster has a higher total, that difference is subtracted from the percentage chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance may be further modified by care in preparation of the protective symbol. If the hand-made protection is inscribed over a long period of time, using specially prepared pigments (1,000 gp per turn of application), the chance of an *ensnared* creature breaking free is reduced by 1% for every turn spent so preparing; i.e., an expenditure of 1 turn and 1,000 gp reduces the chance of breaking free by 1%. This can bring the base chance to 0%, but the further modifications for intelligence and level/hit dice still must be made thereafter, and no amount of special preparation can negate that risk. Similarly, an inlaid or inscribed design can be brought to a 0% chance of being broken by inlaying it with various metals, minerals, etc. This effort will require a minimum of one full month of time and add not less than 50,000 gp to the basic cost of having the protection inlaid or inscribed into stone. Any breaking of the lines of protection or blurring of the glyphs, runes, and sigils which guard the magical barrier will spoil the efficacy of the dweomer and allow the creature to break free automatically. Even a straw dropped across the lines of a circle destroy its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed protective device, for the magic of the barrier absolutely prevents it.

Once safely *ensnared*, the creature can be kept for as long as the spell caster dares. (Remember the danger of something breaking the inscription!) The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature. The DM will then assign a value to what the magic-user has said to the ensnared creature, rating it from 0 to 6. This rating is then subtracted from the intelligence score of the creature. If the creature makes its saving throw, a score equal to or less than its adjusted intelligence, it will refuse service. New offers, bribes, etc. can be made, or the old ones re-offered 24 hours later, when the creature's intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to release it by means of some riddance spell. It need not be stressed that certain other spells can be used to force a captive creature into submission.

Once the single service is completed, the creature need only so inform the spell caster to be instantly teleported from whence it came. Revenge can be sought (*cf.* efreeti, aerial servant, and invisible stalker). Impossible commands or unreasonable commands will never be agreed to.

Eyebite (Enchantment/Charm, Illusion/Phantasm)

Level: *6*
Range: *20′*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *Special*

Explanation/Description: An *eyebite* spell enables the caster to merely meet the gaze of his or her subject and speak a single word to cause the dweomer to be effectuated. With this single spell, the caster can choose which particular effect is to strike the subject, but the *eyebite* spell is then dissipated, even though only one of its four possible effects were used. The four effects of the spell to be chosen from are these:

Charm: The magic-user can charm a person or monster by gaze and vocalization of a single word. The effect is to make the *charmed* subject absolutely loyal and docile with respect to the charmer, even to the point of personal danger. It is otherwise the same as a *charm person* or *charm monster* spell. A successful saving throw versus spell negates this effect.

Fear: The magic-user can cause fear by gaze and vocalization of a

single word. The subject will act as if struck by a *fear* spell unless a saving throw versus spell is successful.

Sicken: This power enables the caster to merely gaze at the subject, speak a word, and cause sudden nausea and sickness to sweep over the subject's body. The victim will be at one-half normal abilities (strength, intelligence, etc.) from the pain and fever (creatures without ability scores are not affected). Movement will be at one-half normal rate also, and the victim will have to rest half of each turn in order to be able to move at all. A saving throw versus spell will negate the power of the dweomer. Otherwise, the victim will remain struck by the *sickness*, losing one actual point of constitution per day until death occurs at zero constitution points. The effects are negated by a successful *dispel magic* spell or by a *heal* spell. *Alter reality, limited wish,* and *wish* spells will also remove the *sickness*, but a *cure disease* will not. Note: All non-human, non-demi-human, and non-humanoid creatures save at +4 versus this effect.

Sleep: The magic-user can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject makes its saving throw versus spell. Creatures normally subject to the 1st-level spell *sleep* save at -2. Undead are not subject to this power. Affected creatures must be shaken or otherwise shocked to bring them back to consciousness.

Mordenkainen's Lucubration (Alteration)

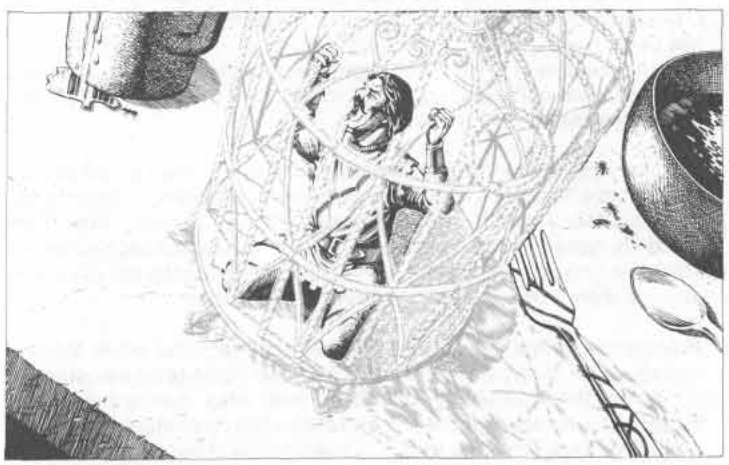
Level: *6*
Range: *0*
Duration: *Instantaneous*
Area of Effect: *The magic-user*
Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: By use of this spell, the magic-user is able to instantly recall any spell he or she has used and otherwise forgotten during the past 24 hours. The spell must have been memorized and actually used during the stated time period, and it cannot be of greater power than fifth level. *Mordenkainen's Lucubration* enables the spell caster to recall any 1st- through 5th-level spell precisely as if it had never been cast. Only one such spell can be so recalled by use of the *lucubration* dweomer. The spell recalled can thereafter be cast normally on any succeeding round. Material spell components must be available if the spell recalled requires such, or else the remembered spell is not usable until the material components are available.

Transmute Water to Dust (Alteration) Reversible

Level: *6*
Range: *6"*
Duration: *Permanent*
Area of Effect: *1 cubic " per level of caster*
Components: *V, S, M*
Casting Time: *6 segments*
Saving Throw: *None (& special)*

Explanation/Description: This spell is identical to the 6th-level druid spell of the same name, except as noted above. The magic-user does not need mistletoe as a material component.



Seventh Level Spells:

Banishment (Abjuration - Evocation)

Level: *7*
Range: *2"*
Duration: *Permanent*
Area of Effect: *2 levels/HD of creature(s) per level of caster*
Components: *V, S, M*
Casting Time: *7 segments*
Saving Throw: *Special*

Explanation/Description: A *banishment* spell enables the caster to force some creature from another plane to return to its own abode. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. More than one creature can be forced into magical *banishment*, providing the spell caster is of sufficient strength (levels of experience) to do so, and providing that the potential subjects are within range of the spell. The spell requires that the magic-user both name the type of creature(s) to be sent away, give its true and proper name as well, and call upon powers opposed to the creature(s). In any event, the target creature's magic resistance must be defeated for the spell to be effective.

The material components of the spell are substances harmful, hateful, and/or opposed to the nature of the subject(s) of the dweomer. For every such substance included in the casting, a subject creature loses -2 from the dice rolled to determine its save versus spell. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a *banishment* upon a demon, its saving throw versus the spell would be made at -8 (four substances times the factor of 2). Special items, such as hair from the tail of a ki-rin, or couatl feathers, could also be added to bring the factor up to -3 or -4 per such item. In contrast, a devil's scale or titan's hair, or mistletoe blessed by a druid might lower the factor to -1 with respect to a demon. If the subject creature makes its saving throw versus the spell, the caster will be stung by a backlash of energy, take 2-12 points of damage, and be stunned for 2-12 segments.

Note: If the powers called upon when casting the *banishment* spell are directly and actively opposed to the creature(s) to be banished, or if they are favorably and actively concerned with the interests of the spell caster, these powers can augment the efficacy of the spell components by from -1 (least concerned) to -6 (most concerned). Specifics of this effect are left up to the judgement of the referee.

Forcecage (Evocation)

Level: *7*
Range: *1" per 2 levels*
Duration: *6 turns + 1/level*
Area of Effect: *2" cube*
Components: *V, S + special*
Casting Time: *3-4 segments*
Saving Throw: *None*

Explanation/Description: This powerful spell enables the caster to bring into being a *cube of force*, but it is unlike the magic item of that name in one important respect: The *forcecage* does not have solid walls of force; it has alternating bands of force with ½' gaps between. Thus, it is truly a cage rather than an enclosed space with solid walls. Creatures within the area of effect of the dweomer are caught and contained unless they are able to pass through the openings — and of course all spells and breath weapons can pass through the gaps in the bars of force of the *forcecage*. Furthermore, creatures with a magic resistance can apply that resistance in a single attempt to pass through the walls of the cage. If resistance fails, then the creature in question is caged. Regardless of success, any and all other creatures also in the area of effect of the spell are trapped unless they also have magic resistance which allows them to escape. The *forcecage* is also unlike the solid-walled protective device, *cube of force*, in that it can be gotten rid of only by means of a *dispel magic* spell or by expiration of the dweomer.

By means of special preparation at the time of memorization, a *forcecage* spell can be altered to a *forcecube* spell. *Forcecube* has one-eighth the area of effect (a cube 1" on a side), and the dweomer then resembles the magic of a *cube of force* in all respects except for the

differences between a cast spell and the magic of a device, including the methods of defeating its power.

Although the actual casting of either application of the spell requires no material component, the study of the spell required to commit it to memory does demand that the magic-user powder a diamond of at least 1,000 gp value, using the diamond dust to trace the outlines of the cage or cube he or she desires to create via spell casting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the magic-user must then toss the dust into the air and it will disappear.

Mordenkainen's Magnificent Mansion (Alteration/Conjuration)

Level: *7*
Range: *1"*
Duration: *1 hour/level*
Area of Effect: *300 sq. ft. per level of caster*
Components: *V, S, M*
Casting Time: *7 rounds*
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user conjures up an extra-dimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area will see only a faint shimmering in the air, an area of some 4′ in width and 8′ in height. The caster of the spell controls entry to the *mansion*, and the portal is shut and made invisible behind him when he enters. He may open it again from his own side at will. Once observers have passed beyond the entrance, they will behold a magnificent foyer and numerous chambers beyond. The place will be furnished and contain sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spell caster has levels of experience.There will be a staff of near-transparent servants, liveried and obedient, there to wait upon all who enter. The atmosphere and temperature will be clean, fresh, and warm.

Since the place can be entered only through its special portal, outside conditions do not affect the *mansion*, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal, but the food is not. It will seem excellent and be quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and ravenous hunger will strike unless the individuals actually ate normal food. For each imaginary meal eaten inside the *mansion*, the individual must spend 1 hour sitting and eating normal fare. Failure to do so means that he or she has lost as many points of strength as he or she ate meals when in the mansion-like space. Such strength loss is restorable upon eating as noted, but this must be done within 6 hours or the loss of strength will be permanent. The components for this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with *illusion* magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes.)

Sequester (Illusion/Phantasm - Abjuration)

Level: *7*
Range: *Touch*
Duration: *1 week + 1 day/level*
Area of Effect: *2′ cube per level of caster*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Special*

Explanation/Description: When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a secret door, a treasure vault, or whatever. Of course, it does not render the subject proof from tactile discovery or from devices such as a *robe of eyes* or a *gem of seeing*. If cast upon a creature not desiring to be affected and able to resist and avoid the spell, a normal saving throw versus spell is given. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are kept effectively in a state of suspended animation until the spell wears off or is dispelled. The material components of the spell are basilisk eyelash, gum arabic, and a dram of whitewash.

Teleport Without Error (Alteration)

Level: *7*
Range: *Touch*
Duration: *Instantaneous*
Area of Effect: *Special*
Components: *V*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell is similar to a *teleport* spell. The caster is able to transport himself or herself, along with the material weight noted for a *teleport* spell, to any known location on his or her home plane — with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at at best, "Studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area so that it could later be used as a destination for *teleportation without error*. The table for *teleport* is used for teleporting to other planes, with the appropriate knowledge of the plane to which transportation is desired used to determine chance of error. (Exception: See 9th-level magic-user spell *succor*, described hereafter.) The caster can do nothing else in the round that he or she appears from a teleport.

Torment (Evocation - Alteration)

Level: *7*
Range: *1"*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Special*

Explanation/Description: When this spell is cast, the magic-user seeks to force submission and obedience from a captive creature from another plane from whom a service is being demanded (also see *dolor* and *ensnarement* spells herein). The initial uttering of the spell causes a link from the caster to the captive creature bound in a magic circle, thaumaturgic triangle, or pentagram. (An intended victim of this spell must fail a magic resistance check, if applicable, for the *torment* to have any effect.) Thereafter, the magic-user continues to read the balance of the specially prepared writing, and each round this continues, the captive feels progressively worse — discomfort and then pain. The first two rounds bring *twinges*, the third and fourth rounds of reading bring *shooting pains*, and the fifth and sixth rounds of reading cause *aches* and then *cramps*.

The creature refusing to submit to the performance of a service is given a straight saving throw versus spell, adjusted each round for the intensity of the dweomer to be affected by it. The save in the first round is made at -1 to the die roll, the second at -2, the third at -3, the fourth at -4, and the fifth and sixth at -6 and -8 respectively. Failing the saving throw indicates the creature has agreed to the mage's demands. There is no penalty following round 8 in any event.

The effects of the *torment* will have an effect on the creature should it break loose. The creature is -1 on initiative for every 2 rounds the spell has been in effect, up to a maximum penalty of -4 on round 8. In addition, the creature is -1 to hit and -1 per die of damage after 3 rounds of the spell, this increasing by -1 per round to -4 in round 6, then decreasing again to -1 in round 9.

It is likely that any intelligent creature with low moral standards will submit once it realizes the nature of the spell it is being subjected to. Naturally, this does not cause the creature to feel anything other than immense hatred for the magic-user. The forced service will be carried out to the letter, as is the case with all such agreements, but the creature will most certainly seek whatever revenge it can.

Preparation for the casting of a *torment* spell requires either the secret name for the type of creature or its given name to be inscribed in the text of the incantation. The caster must also identify himself or herself. This establishes the link and allows the dweomer to be efficacious. However, for every 1 point of intelligence of the creature above

that of the spell caster, there is a 1% chance that the captive creature will gain control, draw the caster into the confines of its prison, and carry him or her off to its own plane and whatever fate is thus decreed. If the magic-user is interrupted or distracted during the reading, there is a 5% chance per point of intelligence of the captive creature that it will gain control.

The material component of the spell is the aforementioned "specially prepared writing" (in the form of a scroll). Its special inks will require an expenditure of not less than 1,000 gp per hit die of the creature to be affected by the dweomer of the spell.

Truename (Enchantment/Alteration)

Level: *7*
Range: *3"*
Duration: *Special*
Area of Effect: *Thing named*
Components: *V, S*
Casting Time: *Special*
Saving Throw: *Neg.*

This spell enables the magic-user to have great power over any living thing which has a name, generic or individual, known to the spell caster. Naturally, most *true* names are not known (even by the creatures themselves), for the common names of most things are not their true and secret names. True names are discovered through hard work, spying, extensive use of *legend lore* and sagecraft (at the most difficult levels). The casting of a *truename* spell requires the magic-user to call out the true name of the subject and then begin a recitation of verse which encompasses the nature and/or history of the subject. This will require 3 segments. Thereafter, still in verse (and preferably rhyming or near-rhyming), the caster must describe the desired result of the *truename* spell. Each possible result differs in the length of time necessary to effectuate it:

Multiple Suggestion: The verses can contain from 1 to 4 *suggestion* powers, just as if each were a spell. Each verse requires 1 segment to recite. (See *suggestion* spell.) In a total of 7 segments (including the time for the initial reading), 4 *suggestions* can be made.

Weakness and Surrender: The verses recited cause actual loss of 1 point of strength (-1 to hit and damage, -1 on movement rate) for each segment of recitation. With the loss of each point of strength, the subject must save versus paralyzation or meekly surrender. Each verse must continue for 1 segment. Strength loss is recovered in from 2-8 rounds after the recitation ceases, and with recovery of strength the subject regains its will to resist.

Polymorph: The verses can cause the subject to change into something else, just as if a *polymorph any object* spell had been cast. No system shock saving throw is needed. The length of time in verses (1 segment per verse) to cause the *polymorph* depends on how radical the change:

mineral to animal = 10 verses
mineral to vegetable = 9 verses
vegetable to animal = 8 verses
monster to normal = 7 verses
monster to monster = 6 verses
other to human = 5 verses
animal to animal = 4 verses
vegetable to vegetable = 3 verses
mineral to mineral = 2 verses

The reverse of the preceding cases also holds. In cases not stated, the DM is to use the closest stated case as a guide. The subject returns to its natural form in time. Duration is 6 turns per level of the spell caster minus 1 turn for every verse required to effect the *polymorph*. The subject will think and behave exactly as a non-polymorphed thing of the same type, but have its original hit points.

Transport: When the *transport* verses are recited, the subject will be *teleported without error* or otherwise moved to some other place. The number of verses required depends on the location of the *transport*:

same plane/100 mile range = 4 verses
same plane/500 mile range = 5 verses
same plane/2,000 mile range = 6 verses
one plane/world removed = 7 verses
two planes/worlds removed = 8 verses

The subject will automatically be altered so as to be able to physically survive the normal conditions of the place to which it is sent. There is no saving throw if the subjects are willing, even if they have a magic resistance.

If at any time during the recitation of the spell the caster is interrupted, the magic fails and the spell is lost.

Volley (Abjuration)

Level: *7*
Range: *Special*
Duration: *Special*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *Special*

Explanation/Description: This highly dangerous dweomer enables the prospective recipient of a spell to turn the casting back upon its sender. Thus, the range, duration, area of effect, and saving throw of this spell depend upon circumstances and the spell being *volleyed*. Assume that a *power word kill* is cast at a magic-user prepared with a *volley* spell. The *volley* has been cast also, so that when the *power word kill* is aimed at the target, the *volley* causes the spell to bounce back upon its caster. Then, if the caster of the first spell fails to make a saving throw versus spell, the *power word kill* works upon its caster rather than its intended target. However, if the original caster does save versus spell, the spell once again flies toward the original target. The caster of the *volley* spell must then save versus spell, or be affected by the attack. Again, if the caster of the *volley* spell saves, then the spell is returned to its originator, who must again save or be affected. The spell will be sent back and forth until one or the other fails to save, or until the spell loses its power. The entire spell is *volleyed*, such that if a *lightning bolt* were to start 10 feet before the volleying magic-user, the full spell would be returned, leaving others in the volleying party unscathed. Each exchange will take a single second. A spell will lose power if it passes through a number of exchanges equal to its level, counting each volley, but not the original casting, as half of a single exchange; i.e., a 1st-level spell will be cast, *volleyed* the first time, (perhaps) return *volleyed*, and then will dissipate; a 2nd-level spell would go through four *volley* portions (two complete exchanges) before being exhausted; and so on. The material component is a bit of bent willow or other flexible wood, crisscrossed with specially prepared strands of gut.

Eighth Level Spells:

Binding (Enchantment - Evocation)

Level: *8*
Range: *1"*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *Special*
Saving Throw: *Special*

Explanation/Description: A *binding* spell enables the caster to capture a creature from the lower planes. The subject must already be confined by some form of restraining diagram. The duration of the spell depends upon the form of the *binding* and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the dweomer, but include: a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of *binding*; and materials such as miniature chains of special metal (iron for demonkind, silver for diabolical creatures, nickel for the minions of Hades, etc.), soporific herbs of the rarest sort, a diamond or corundum gem of great size (1,000 gp value per hit die of the subject creature), and a vellum depiction or carved statuette of the subject to be captured.

A saving throw is not applicable as long as the experience level(s) of the caster(s) is (are) at least twice as great as the hit dice of the subject. In a case where the foregoing does not hold, then the subject

gains a saving throw versus spell, modified by the form of *binding* being attempted and the relative ratio of level(s) of experience of the caster(s) to the subject creature's hit dice. For purposes of determining this number, the level of the principal caster is augmented by one-third of the level of experience of each assistant magic-user of 9th or higher level, and an additional level is gained for each assistant of 4th to 8th level. No more than six other magic-users can assist with a *binding* spell. The various forms of *binding* are these:

Chaining: The subject is confined by restraints which generate an *antipathy* affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s). The subject of this form of *binding* (as well as of *slumber* and *bound slumber*; see below), remains within the restraining diagram.

Slumber: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

Bound Slumber: A combination of *chaining* and *slumber* which lasts for up to one month per level of the caster(s).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it may not wander by any means until freed. The dweomer remains until the magical hedge is somehow broken.

Metamorphosis: Causes the subject to change to some noncorporeal form, save for its head or face. The *binding* is permanent until some prescribed act frees the subject.

Minimus Containment: The subject is shrunk to a height of one inch or even less and held within the hedged prison of some gem or similar object. The subject of a *minimus containment*, *metamorphosis*, or *hedged prison* radiates a very faint aura of magic.

The saving throw, if applicable, is made at the normal level for the *chaining* form of the spell. *Slumber* allows the subject a +1, *bound slumber* a +2, *hedged prison* a +3, *metamorphosis* a +4, and *minimus containment* a +5 on the save. However, if the subject is initially weakened by magical means such as *dolor* or *torment* spells, the saving throw is subject to an adjustment or -1 for the former spell, -2 for the latter spell, and -4 for both in successive combination. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A *binding* spell can be renewed in the case of the first three forms of the dweomer, for the subject does not have the opportunity to break the bonds. After one year the subject gains a normal saving throw versus spell. Whenever it is successful, the *binding* spell is broken and the subject creature is free. (If anything has caused a weakening of the *chaining* or *slumber*, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.)

Demand (Evocation - Enchantment/Charm)

Level: *8*
Range: *Special*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S*
Casting Time: *1 turn*
Saving Throw: *Special*

Explanation/Description: This spell is essentially the same as a *sending* spell. *Demand* differs from *sending* in that the spell caster may phrase his or her message so as to contain a *suggestion* spell and if the subject fails to make its saving throw versus spell, it will do its best to carry out the *suggestion* contained in the message of the *demand*. Of course, if the message is relatively impossible or incongruous according to the circumstances which exist for the subject at the time the *demand* comes, the message is understood but no saving throw is necessary and the *suggestion* is ineffective. The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature — a hair, bit of nail, etc.

Otiluke's Telekinetic Sphere (Evocation - Alteration)

Level: *8*
Range: *2"*
Duration: *1 round/level*
Area of Effect: *1' diameter sphere per level of caster*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *Neg.*

Explanation/Description: This spell is exactly the same as the 4th-level magic-user spell, *Otiluke's Resilient Sphere*, with the addition that the interior of the globe is virtually weightless; i.e., anything contained within it weighs only 1/16 of its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 1" per level of the caster after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the essential weight is but 1/16 of actual, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. In addition to the material components for the *resilient sphere*, the caster must have a pair of small bar magnets to effectuate this spell.

Sink (Enchantment - Alteration)

Level: *8*
Range: *1"/level*
Duration: *Special*
Area of Effect: *One creature or one object of 1 cu." per level of caster*
Components: *V, S*
Casting Time: *8 segments*
Saving Throw: *Special*

Explanation/Description: When the magic-user casts a *sink* spell, he or she must chant the spell for 4 segments without interruption. At that juncture, the subject creature or object will become rooted to the spot unless a saving throw versus spell (with respect to a creature) or a saving throw versus *disintegration* (for an object with magical properties) is successful. (Note: "Magical properties" include those of magic items as listed in the Dungeon Masters Guide, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them.) Items of a non-magical nature are not entitled to a saving throw. The subject will also become of the same density as the surface upon which it stands at this juncture if its saving throw was not successful.

The spell caster now has the option of ceasing his or her spell and leaving the subject as it is, in which case the spell will lose its dweomer in 4 turns, and the subject will return to normal. If the magic-user proceeds with the spell, the subject will begin to slowly *sink* into the ground. On the 5th segment the subject will *sink* to one-quarter of its height, on the 6th another quarter, on the 7th another, and on the 8th segment it will be totally sunken into the ground.

This virtual entombment will place a living subject into a state which duplicates *stasis* but does not otherwise harm the subject. Non-living or living, the subject will exist in undamaged form in the surface into which it was sunk, its upper extremity as far beneath the surface as the subject has height; i.e., a 6' high subject will be 6' beneath the surface, while a 60' high subject will have its uppermost portion 60' below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject will return to normal — although it will not then rise up. Such spells as *dig*, *transmute rock to mud*, and *freedom* (reverse of *imprisonment*) will not harm the subject of a *sink* spell and will be helpful in recovering it in many cases. If a *detect magic* spell is cast over an area upon which a *sink* spell was used, it will reveal a faint dweomer of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the *detect magic*, the dweomer will be noted as magic of an enchantment-alteration nature.

Ninth Level Spells:

Crystalbrittle (Alteration)

Level: *9*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *2 cu. ft. per level of caster*
Components: *V, S*
Casting Time: *9 segments*
Saving Throw: *Special*

Explanation/Description: The dweomer of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of by means of a *wish* spell; i.e., *dispel magic* will not reverse the spell.

The caster must physically touch the target item — equal to a hit in combat if the item is being worn or wielded, or is a monster. Any single metal item can be affected by the spell. Thus, a suit of armor being worn by the subject can be changed to crystal, but the subject's shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A +1/+3 sword would get a 10% (average of the two plusses) chance to save; +5 magic armor a 25% chance to be unaffected; an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). Artifacts and relics of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Energy Drain (Evocation)

Level: *9*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None*

Explanation/Description: By casting this spell, the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (as if struck by a spectre). A monster loses two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and hit points, and abilities permanently (until regained through adventuring, if applicable). The material component of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is then cast forth, and upon touching the victim the magic-user speaks the triggering word, causing the dweomer to take effect instantly. There is always a 5% (1 in 20) chance that the caster will also be affected by the *energy drain* and lose one energy level at the same time the victim is drained of two. Humans or humanoids brought to zero energy level by this spell become juju zombies.

Mordenkainen's Disjunction (Alteration - Enchantment)

Level: *9*
Range: *0*
Duration: *Permanent*
Area of Effect: *3" radius*
Components: *V*
Casting Time: *9 segments*
Saving Throw: *Special*

Explanation/Description: When this spell is cast, all magic and/or magic items within the radius of the spell, except those on the person of or being touched by the spell caster, are *disjoined*. That is, spells being cast are separated into their individual components (usually spoiling the effect as does a *dispel magic*), and *permanent* and magicked items must likewise save (versus spell if actually cast on a creature, or versus a *dispel magic* otherwise) or be turned into normal items. Even artifacts and relics are subject to *Mordenkainen's Disjunction*, although there is only a 1% chance per level of the spell caster of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods *et al*, miscellaneous magic items, artifacts and relics, arms and armor, swords and miscellaneous weapons within 3" of the spell caster can possibly lose all their magical properties when *Mordenkainen's Disjunction* is cast.

Note: Destroying artifacts is a dangerous business, and 95% likely to attract the attention of some powerful being who has an interest or connection with the device. Additionally, if an artifact is destroyed, the casting magic-user must save versus spell at -4 or permanently lose all spell casting abilities.

Succor (Alteration - Enchantment)

Level: *9*
Range: *Touch*
Duration: *Special*
Area of Effect: *One individual*
Components: *V, S, M*
Casting Time: *1 to 4 days*
Saving Throw: *None*

Explanation/Description: This spell is essentially the same as the 7th-level cleric spell of the same name. A *succor* spell cast by a magic-user will *teleport without error* the individual breaking the object and speaking the command word. If the reverse is used, the archmage is likewise brought to the presence of the individual. Unlike the cleric spell of the same name (qv), the summoned archmage has no choice than to answer the summons, making this version of the spell rare indeed. Intervening planes have only a 1% chance each, cumulative, of causing irrevocable loss of the individual or spell caster involved in the *succor*. The material component used must be gem material of not less than 5,000 gp value; whether it is a faceted gem or not is immaterial. The components can only be enchanted once per month (usually on the night of a clear, full moon). At that time, the object is "set" for the type of *succor* and its final destination (either the location of the spell casting or an area well known to the mage).

ILLUSIONIST SPELLS

CANTRIPS

For general information on cantrips and how they are cast by illusionists, see the text under the heading of magic-user cantrips beginning on page 45. Everything given therein applies to illusionists and aspiring illusionists as well, including the ability to use those minor spells defined as magic-user cantrips. Below and on the following page are described the special *minor illusion* cantrips available only to those of the illusionist sub-class.

Minor Illusion Cantrips:

Colored Lights (Alteration)

Area of Effect: *Special*
Casting Time: *½ segment*

When this cantrip is used, the caster creates one or more globes of pastel light (cf. magic-users' *bluelight* cantrip). A single globe of illumination 1 foot in diameter can be brought forth, or a pair of 6-inch-diameter globes, three 4-inch globes, or four 3-inch globes. The caster can cause these globes of light to be of any pastel color. Each will illuminate a radius around it equal to five diameters; i.e., a 1-foot globe sheds a 5-foot radius of brilliance, while a 3-inch sphere of light illuminates only a radius of 15 inches. As long as the caster concentrates on the *colored lights*, the cantrip will remain active, and the globe or globes will float near or rest upon the caster, as he or she desires, within the 1" range. Globes can be moved back and forth, up and down, to and fro as desired. The illumination from any one of them will not cast reflections beyond 1", and the light shed cannot be detected beyond 3". Infravision and ultravision are not affected if light is colored pale blue or pink, but other hues will disturb these visual capabilities. Verbal and somatic components are these: The caster must speak the color and number of globes desired, then speak a magic word (*noma*, *mazda*, etc.), while directing the globes with one or more fingers.

Dim (Alteration)

Area of Effect: *Special* Casting Time: *½ segment*

By means of a *dim* cantrip, the illusionist causes a light source to become weaker or the very air to become less permeated by light rays. If light sources are to be affected, then about 6 torches, a medium-sized fire (such as in a fireplace or campfire), 72 candles, or even a *light* or *continual light* spell can be affected. The *dim* cantrip will cause any of the above light sources to at best shed only half their normal radiance for one full round. Torches will burn only as brightly as candles; candles will but glow dimly; a fire will become torchlike in illumination, and all *light* spells dim to half their normal brightness. Affected light must be within 1″ of the caster. He or she must speak a magical phrase (such as *bee-row-nout* or *rhee-oh-stat*) and make a downward motion with one hand to effectuate the cantrip.

Haze (Alteration)

Area of Effect: *1″ cube* Casting Time: *½ segment*

When a *haze* cantrip is cast, the atmosphere in the desired area of effect becomes cloudy, as if layered by smoke or filled with floating dust. Any creature attempting to discharge missiles or cast spells at a target screened by such a haze will be affected. The target is 5% harder to hit, so missile discharge is at -1 "to hit" and saving throws are at +1 (or one is given when otherwise none is allowed, although it is only a 5% chance to save in the latter case). Hiding in shadows is 5% more effective when screened by a *haze* cantrip. The hazy effect lasts but a single round. It must be cast over an area within 1″ of the caster. Atmospheric conditions will destroy the haze if applicable — a good breeze, rain, etc. A *gust of wind* spell will immediately disperse the *haze*. The caster hums a melody while the hands make passes before the body to effectuate this cantrip.

Mask (Illusion)

Area of Effect: *One person* Casting Time: *⅙ segment*

A *mask* cantrip enables the caster to alter his or her visage, or the visage of whatever subject individual (human, demi-human, or humanoid) he or she chooses, by means of an illusion. Ears, hair, head shape, facial features, and all such aspects of appearance are affected. The *mask* will only be detectable if a viewer peers closely or can *detect illusion* and does so. The effect lasts for 3-6 rounds. The caster touches his or her face, thinks of the desired features, and then speaks a word descriptive of the visage desired.

Mirage (Illusion)

Area of Effect: *2 sq. ″* Casting Time: *½ segment*

This cantrip lets the caster cause an area to appear to be something other than it is. The *mirage* cantrip brings an illusionary scene to cover the area. The area must be relatively flat and featureless, and the *mirage* must be an actual place, in existence at the time, which the caster has actually beheld. A saving throw versus spell is applicable. The cantrip lasts for as long as the caster concentrates, although each round there is a 5% cumulative chance that it will waver and reveal its true nature. Touching a mirage will instantly dispel the cantrip, as will *dispel illusion* or *dispel magic*. The caster must speak a word or two descriptive of the *mirage* and then make a single pass to cause the magic to begin. It is maintained by concentration alone thereafter.

Noise (Illusion)

Area of Effect: *1″ radius* Casting Time: *⅙ segment*

The caster of a *noise* cantrip causes illusory sound of whatever nature he or she desires, although it is indistinct and confusing. Thus, he or she can cause a murmuring sound as if many voices were speaking behind a thick door or at a great distance, a rushing sound similar to wings and wind combined, shuffling and scraping as if many people were moving things or walking slowly but at some distant place, etc. All creatures within the area of effect will be subject to the cantrip, but each gets a saving throw. Success negates the *noise* with respect to the individual. Range is 1″ for the cantrip's radius of sound. The caster points a digit at the desired area and then softly makes sounds imitative of the noises desired.

Rainbow (Alteration)

Area of Effect: *Special* Casting Time: *⅓ segment*

By means of this cantrip, the caster brings into being a plane of pastel colors which exactly duplicates a rainbow. He or she can cause this 30-foot-long, 1-foot-wide band of color to arch into a bowed shape, remain a ribbon, twist and turn, etc. In any event, one end of the *rainbow* must be within 1″ of the caster when the cantrip is cast. The colors will glow softly and be visible even in total (normal) darkness. If no motion is desired, the caster may leave the vicinity of the *rainbow*. If motion is desired, the caster must control it by hand gesture and remain within 1″ of it. The *rainbow* will last for 1 round and then fade away. All creatures failing to save versus spell will gaze at the *rainbow* for 1-4 segments, 2-5 if the caster keeps it in motion. Verbal component is a name of power (*gar-land*, *pegee-lee*, etc.), which is spoken while the fingers of both hands form a pyramid.

Two-D'lusion (Illusion)

Area of Effect: *4 sq. ″* Casting Time: *⅙ segment*

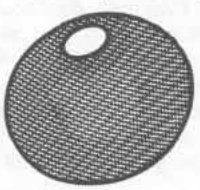
This cantrip is virtually the same as a *phantasmal force* spell in most respects. The caster creates a two-dimensional illusion of whatever he or she desires. If any viewer sees it from an angle of more than 45° from its horizontal or vertical viewing axis, the nature of the illusion will be immediately apparent. It is dispelled by touch or magic (*dispel illusion* or *dispel magic*). It is invisible from the side or the rear, and lasts as long as the caster concentrates upon it. To effectuate the cantrip, the caster must speak a phrase descriptive of the illusion while making a circular motion with his closed hand.

First Level Spells:

Chromatic Orb (Alteration - Evocation)

Level: *1* Components: *V, S, M*
Range: *0* Casting Time: *1 segment*
Duration: *Special* Saving Throw: *Special*
Area of Effect: *One creature*

Explanation/Description: The *chromatic orb* spell enables the illusionist to create a small globe of varying hue in his or her hand and hurl it at any opponent he or she desires, providing there are no barriers between the illusionist and the target creature, and that the target creature is within 3″ (the longest distance the chromatic orb can be hurled). It is magical, and even creatures normally struck only by +5, +4, etc. magic weapons will be affected by the *chromatic orb* if it strikes. Magic resistance withstands this spell, of course. At 1″ or closer, there is a +3 chance "to hit," at over 1″ to 2″ there is a +2 chance to strike the target, and from over 2″ to the maximum 3″ range the chance "to hit" is only +1. If a *chromatic orb* misses a target, it dissipates without further effect. The color of the globe determines its effect when a subject is struck. Low-level illusionists are restricted as to what color orb they can bring into existence by means



of this spell, although the hues below their level are always available should the choice be made to select a color not commensurate with level of experience. Colors and effects are shown on the table below.

Minimum Level of Caster	Color of Orb Generated	Hit Points of Damage	Special Powers
1st	Pearly	1-4	light[1]
2nd	Ruby	1-6	heat[2]
3rd	Flame	1-8	fire[3]
4th	Amber	1-10	blindness[4]
5th	Emerald	1-12	stinking cloud[5]
6th	Turquoise	2-16	magnetism[6]
7th	Sapphire	2-8	paralysis[7]
10th	Amethyst	*(slow)*	petrification[8]
12th	Ashen	*(paralysis)*	death[9]

Notes on special powers:
1: Light equal to a *light* spell will be generated and persist for 1 round/level of the caster, and any subject failing to save versus spell will be blinded for the duration.
2: Heat from the ruby orb will melt up to 1 cubic yard of ice, and creatures not saving versus spell will suffer a loss of 1 point of strength and 1 point of dexterity (or -1 "to hit" and AC) for 1 round following being struck by the orb.
3: Fire from the orb will set aflame all combustibles within a 1′ radius of the target, and unless the target saves versus spell an additional 2 points of fire damage will be suffered (except when protected from fire by magical or natural means).
4: The target subject will suffer blindness for 5-8 rounds unless a successful saving throw versus spell is made (*cure blindness* or *dispel magic* negates this effect).
5: A magical *stinking cloud* of 5′ radius (around the target) is created when a successful hit is made, and the subject must save versus poison or else be helpless, and in any event will be helpless until leaving the area of the vapors (cf. *stinking cloud* spell).
6: The turquoise orb inflicts electrical damage, and if the target is wearing ferrous metal it will be magnetized for 3-12 rounds unless a saving throw versus spell is successful. Magnetized metal will stick fast to other magnetized metal items, and non-magnetized ferrous metal items will cling until pulled free.
7: Unless a saving throw versus paralyzation is made, the subject creature will be paralyzed for 5-20 rounds.
8: The subject creature will be turned to stone unless a saving throw versus petrification is made, and even if the save is made, the subject will be slowed for 2-8 rounds (cf. *slow* spell).
9: The subject creature will die unless a successful saving throw versus death magic is made, and even if a save is made, the subject will be paralyzed for 2-5 rounds.

The material component of the spell is a gem of the appropriate hue, or else a clear crystal one (such as a diamond). The gem can be as small (in value) as 50 gold pieces as long as its color is appropriate.

Phantom Armor (Alteration/Illusion)

Level: *1*
Range: *Touch*
Duration: *Special*
Area of Effect: *One person*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: None

Explanation/Description: When this spell is cast, the illusionist creates a quasi-real suit of plate mail. This semi-illusory material covers the subject and actually gives some real protection unless the opponent actively disbelieves in the armor (saves versus spell), or else a *dispel illusion* or *dispel magic* spell is cast upon it, or a *wand of negation* affects it. Until gone, or disbelieved, the armor protects the wearer as if he or she were in plate mail (AC 3, and armor type 3 as well). For each level of the spell caster, the *phantom armor* will absorb 1 point of damage delivered by a blow which would otherwise hit armor class 3. When the *phantom armor* has absorbed as many points of damage as the spell caster has levels of experience, it is dispelled and vanishes. Any remaining and all additional damage accrues to the person. Additionally, *phantom armor* allows a bonus of + 1 on saving throws versus all attack forms which would be similarly modified by magic armor. The dweomer in no way affects the movement or spell-casting abilities of the wearer. It is not subject to rust monster attack (and such may enhance disbelief). The spell will not function with any other form of magical protection. The material component is a small plate of mithral (10 gp value) which disappears when the spell is cast.

Read Illusionist Magic (Divination) Reversible

Level: *1*
Range: *0*
Duration: *2 rounds/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell is the same as the 1st level magic-user spell *read magic*, except that it applies only to spells usable by and used by illusionists, as well as to various other inscriptions written in illusionist-type magic script by illusionists.

Spook (Illusion/Phantasm)

Level: *1*
Range: *0*
Duration: *Special*
Area of Effect: *One creature within 1″ of the illusionist*
Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *Neg.*

Explanation/Description: A *spook* spell enables the illusionist to play upon natural fears to cause the subject creature to perceive the spell caster as someone or something inimical. Without actually knowing what this is, the illusionist merely advances threateningly upon the subject, and if a successful saving throw versus spell is not made, the creature will react by rapidly turning and fleeing in as opposite a direction from the illusionist as possible (effects as a *wand of fear*, though items carried are not dropped). Although the spell caster does not actually pursue the fleeing creature, a phantasm from its own mind will do so. However, each round after the initial casting of the *spook* spell the creature is entitled to another saving throw, and each such saving throw is at a cumulative + 1 per round, until the subject sucessfully saves versus spell and the spell is broken. In any event, the spell will function only against creatures with intelligence of not less than 1.

Second Level Spells:

Alter Self (Alteration/Illusion)

Level: *2*
Range: *0*
Duration: *3-12 rounds + 2/level*
Area of effect: *The illusionist*
Components: *V, S*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: When this spell is cast the illusionist is able to alter himself or herself in a manner similar to a *change self* spell. However, *alter self* enables the caster to effect a quasi-real change, so that size can be altered by 50% of actual. If the form selected has wings, the illusionist can actually fly, but only at one-quarter the rate of speed of a true creature of that type, and with a loss of two Maneuverability Classes (to a minimum of "E"). If the form has gills, he can breathe underwater as long as the spell lasts. Using *alter self* to change into a larger creature does not permit additional attacks or damage unless the illusionist is accustomed to this form.

Fascinate (Illusion/Phantasm)

Level: *2*
Range: *3″*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S*
Casting Time: *2 segments*
Saving Throw: *Neg.*

Explanation/Description: By means of this spell the illusionist attempts to captivate the subject creature's attention and gain its love,

friendship, and/or obedience. The spell creates an illusion around the spell caster so that he or she becomes, in the eyes of the subject, a trusted and/or desired companion. Unless a saving throw versus spell is successful, the subject will follow the illusionist wherever he or she goes, if possible without undue risk to life and safety. If the illusionist is able to converse with the *fascinated* creature, the subject will obey requests from the spell caster as long as a roll of 3d6 per request does not exceed the comeliness of the illusionist. (Requests which are obviously against the better interests of the creature add +1 to the dice roll, and the more hazardous and unreasonable of these requests will add from +2 to +6 to the dice roll.) The spell is shattered whenever comeliness is exceeded, and the subject will certainly be filled with rage and hate. Creatures of normal sort with animal intelligence will remain *fascinated* for only a short period of time (1-4 days), but if the illusionist has been careful to treat the subject well, attend to its needs, and feed it, there is a 2% chance per point of comeliness of the illusionist that the subject will willingly choose to befriend and follow him or her. Otherwise, the creature will attack (if it was not cared for) or leave (if it was cared for) when the spell wears off. Non-intelligent creatures are not subject to a *fascinate* spell (cf. *charm person*).



Ultravision (Alteration)

Level: *2*
Range: *Touch*
Duration: *6 turns + 1/level*
Area of Effect: *Creature touched*
Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is essentially the same as the 4th-level magic-user spell of the same name. Note additionally that creatures with high intelligence might be able to *detect invisible* creatures by the use of ultravision, either natural or magically bestowed. The required material component for the illusionist version of this spell is a powdered essence of carrots.

Whispering Wind (Alteration/Phantasm)

Level: *2*
Range: *Special*
Duration: *Special*
Area of Effect: *2′ radius*
Components: *V, S*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: By means of this spell the illusionist is able to either send a message or cause some desired sound effect. The *whispering wind* can be prepared so as to travel as many tens of feet underground or miles above ground as the spell caster has levels of experience. Thus, a 3rd-level illusionist could send the spell wafting 30′ in a dungeon or as far as three miles outdoors. The *whispering wind* will be as gentle and unnoticed as a zephyr until it reaches the desired objective of the spell caster. It then delivers its whisper-quiet message or other sound for a duration of up to two segments. The dweomer then fades and vanishes — as it will do if the subject is beyond range, or more than two hours of time have elapsed, or it is magically dispelled. The illusionist can prepare the spell to bear a message of up to 12 words, cause the spell to deliver other sounds for 12 seconds, or merely have the *whispering wind* seem to be a faint stirring of the air which has a susurrant sound. He or she can likewise cause the *whispering wind* to move as slowly as 1″ per round or as quickly as 20″ (or any rate in between). When the spell reaches its objective, it swirls and remains for the full two segments, regardless of its speed otherwise. As with the *magic mouth* spell, no spells may be cast through the *whispering wind*.

Third Level Spells:

Delude (Alteration)

Level: *3*
Range: *0*
Duration: *1 turn/level*
Area of Effect: *The illusionist*
Components: *V, S*
Casting Time: *3 segments*
Saving Throw: *Neg.*

Explanation/Description: By means of a *delude* spell, the illusionist is able to replace the aura of his or her own alignment with that of any other creature within a 3″ radius, although the creature must be of higher than animal intelligence for the aura exchange to work. The target creature retains his or her original alignment. Any attempt to *know alignment* will discover only the aura (alignment) which the illusionist has opted to assume. A *detect good* or *detect evil* will detect this only of the substituted creature's aura. The creature whose aura has been copied will radiate magic, but the illusionist will radiate magic only to the creature whose aura has been exchanged. If *delude* is used in conjunction with a *change self* or *alter self* spell, the actual class of the illusionist will be totally hidden, and he or she will absolutely appear to be whatever class he or she has chosen to appear as, for a saving throw (versus spell) applies only to the aura transfer.

Phantom Steed (Conjuration/Phantasm)

Level: *3*
Range: *Touch*
Duration: *6 turns/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: When this spell is cast the illusionist creates a quasi-real, horse-like creature. This creature can be ridden only by the illusionist who created it, or by any person for whom the illusionist creates such a mount specifically. All *phantom steeds* have black heads and bodies with gray manes and tails, and smoke-colored, insubstantial hooves which make no sound. Their eyes are milky-colored. They do not fight, but all normal animals shun them, so only monstrous ones will attack. If more than 12 points of damage accrue to such a mount, the dweomer is dispelled and the *phantom steed* disappears. A *phantom steed* moves at a maximum rate of 4″ per level of the spell caster. It has what seems to be a saddle and a bit and bridle, but it can not carry saddlebags and the like — only its rider and what he or she carries. These mounts gain certain powers according to the level of the illusionist who created them:

8th level: Ability to pass over sandy, muddy, or even swampy ground without difficulty.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14th level: Ability to perform as if it were a pegasus.

Phantom Wind (Alteration/Phantasm)

Level: *3*
Range: *1″/level*
Duration: *1 round/level*
Area of Effect: *1″ broad path*
Components: *V, S*
Casting Time: *3 segments*
Saving Throw: *None*

Explanation/Description: When this spell is employed, the illusionist creates a wind which cannot be seen or felt. This movement of air does, however, serve to blow light objects before it, flutter curtains or drapes, flap loose clothing (such as capes, cloaks, and mantles), fan fires, and move clouds of gaseous materials (such as a *wall of fog*, a *fog cloud*, a *cloudkill* cloud, etc.). The wind created moves in the direction in which the illusionist points, its effects being felt in a progressively longer path as the spell continues, at a movement rate of 1″ per round, with the effects lasting the entire course of the path. Thus, the

spell could, for example, be employed to move several sailed vessels, but the first affected by the wind would also be the one to move the farthest.

Wraithform (Alteration/Illusion)

Level: *3*
Range: *0*
Duration: *2 rounds/level*
Area of Effect: *The illusionist*
Components: *S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: When this spell is cast, the illusionist and all of his or her gear become insubstantial. The caster can be hit only by magic weapons of +1 or better, or by creatures otherwise able to affect those struck only by magic weapons. Undead of most sorts will ignore an individual in *wraithform*, believing him or her to be a wraith or spectre, though a lich or "special" undead may save versus spell at -4 to recognize the dweomer. The illusionist will be able to pass through small holes or narrow openings, even mere cracks, with all he or she wears or holds in his or her hands, as long as the spell persists. No form of attack is possible when in *wraithform*, except against creatures which exist on the Ethereal Plane, where all attacks (both ways) are normal. *Dispel illusion* and *dispel magic* are the only ways to force an illusionist in *wraithform* back to normal form. The spell caster can return to normal form at will, but this ends the spell effect. The material components for this spell are a bit of gauze and a wisp of smoke.

Fourth Level Spells:

Dispel Magic (Abjuration)

Level: *4*
Range: *9"*
Duration: *Permanent*
Area of Effect: *3" cube*
Components: *V, S*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: This spell is essentially identical to the 3rd-level clerical spell of the same name. An illusionist casts the spell as if he or she were two levels below actual, i.e. a 9th-level illusionist casts a *dispel magic* as if he or she were of 7th level.

Rainbow Pattern (Alteration/Phantasm)

Level: *4*
Range: *1"*
Duration: *Special*
Area of Effect: *3" x 3" square area*
Components: *S, M*
Casting Time: *4 segments*
Saving Throw: *Neg.*

Explanation/Description: By means of this spell the illusionist creates a pastel, glowing, rainbow-hued band of interplaying patterns. The effect is the same as a *hypnotic pattern* spell. However, once the *rainbow* pattern is cast, the illusionist need only gesture in the direction he or she desires, and the pattern of colors will move slowly off in that direction, at the rate of 3" per round. It will persist without further attention from the spell caster for 1-3 rounds, and all creatures (up to 24 levels or hit dice) subject to the dweomer will follow the moving rainbow of light. If the pattern leads its targets into a dangerous area (through flame, off a cliff), allow a second saving throw. If the view of the lights is completely blocked (by an *obscurement* spell, for instance), the spell is negated. The material components for the spell are a crystal prism and a piece of phosphor.

Solid Fog (Alteration)

Level: *4*
Range: *3"*
Duration: *2-8 rounds + 1/level*
Area of Effect: *2 cubic " per level of caster*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: When this spell is cast, the illusionist creates an area of fog similar to the effect of a *wall of fog* spell. However, while these rolling, billowing vapors conform to a *wall of fog* in most respects, only a very strong wind can move them, and any creature attempting to move through the *solid fog* will progress at a rate of but 1' per 1" of normal movement rate per round. A *gust of wind* spell cannot affect it. A *fireball, flame strike*, or a *wall of fire* will burn it away in a single round. The material components for the spell are a pinch of dried, powdered peas combined with powdered animal hoof.

Vacancy (Alteration/Phantasm)

Level: *4*
Range: *1"/level*
Duration: *1 turn/level*
Area of Effect: *1" radius per level of caster*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: When a *vacancy* spell is cast, the illusionist causes an area to appear to be vacant, neglected, and unused. Those who behold the area will see dust on the floor, cobwebs, dirt, or any other condition which would be typical of a long-abandoned place. If they pass through the area of spell effect, they will seemingly leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place will seem empty of what it actually contains. Merely brushing some invisible object will not cause the *vacancy* spell to be disturbed, and only forceful contact will allow any chance to note that all is not as it seems. The spell is a very powerful combination of advanced invisibility/illusion, but it can cloak only non-living things. Living things will not be invisible, but their presence does not otherwise disturb the spell. If forceful contact with a cloaked object occurs, those creatures subject to the dweomer will be able to penetrate the spell only if they discover several items which they cannot "see"; each is then entitled a saving throw versus spell. Failure indicates a belief that the objects only are invisible. A *dispel illusion* or *dispel magic* spell will remove the dweomer, so that the actual area can be viewed as it is in reality. *True seeing*, a *gem of seeing*, and similar effects can penetrate the deception, but *detect invisibility* cannot. The illusionist must have a square of finest black silk to effect this spell. This material component must be of not less than 100 gp value.

Fifth Level Spells:

Advanced Illusion (Illusion/Phantasm)

Level: *5*
Range: *6" + 1"/level*
Duration: *1 round/level*
Area of Effect: *4 square " + 1 square " per level*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *Special*

Explanation/Description: This spell is essentially a *spectral forces* spell which operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the illusionist to concentrate on the spell for longer than 5 segments after casting it, as the program has then been started and will continue. The illusion has visual, full audial, olfactory, and thermal components. If any viewer actively attempts to disbelieve the dweomer, then he or she gains a saving throw versus spell. If any viewer successfully disbelieves and communicates this fact to other viewers able to comprehend the communication, each such viewer gains a saving throw versus spell with a +4 bonus. The material components are a bit of fleece and several grains of sand.

Dream (Alteration - Illusion/Phantasm)

Level: *5*
Range: *Special*
Duration: *Special*
Area of Effect: *Special*
Components: *Special*
Casting Time: *1 day*
Saving Throw: *Neg.*

Explanation/Description: A *dream* spell is a form of *limited wish*, but it has far more limited scope. The illusionist must actually find a comfortable place to rest, lie prone, compose his or her thoughts so as to

concentrate upon the desired result, and then go to sleep. If he or she has an undisturbed sleep of not less than 8 hours duration, the *dream* magic will be effectuated 1 to 12 hours thereafter. Typical things which can be brought about by a *dream* are:

Recovery of an individual's lost hit points
Restoration of a body member such as a hand or foot
Success in locating some object not heavily guarded by magic wards and protections
Discovery of a means of ingress or egress
Location of a safe path through a wilderness
Improvement of chances for gaining a rich treasure
Approximate strength of enemy/opponent forces. Note: If a creature scried by this effect has 7 + or more hit dice, it may make a saving throw versus spell. If successful, it will be undetected by the *dream,* and might furthermore sense the illusionist as if *detecting invisible.*

It must be noted that a *dream* is not an ultra-powerful spell, and the results of its casting must be strictly limited. The guide given above denotes the maximum capability of the casting of a *dream* spell. Results will never exceed these parameters on a permanent basis. If, for example, a dead companion, slain in a recent battle, were dreamed alive, he or she would remain living for but 1 turn per level of experience of the illusionist casting the spell. Thereafter, the dweomer would disappear, the companion would return to his or her previous state, and a more permanent form of magic would be needed to allow the lost individual to actually live fully again.

A *dream* cannot be affected by an *extension* or *permanency* spell. The illusionist can use this spell but once per week. If it is cast twice within the same week, the spell will absolutely fail the second time and the illusionist will age from 1-10 years.

Magic Mirror (Enchantment - Divination)

Level: *5*
Range: *Touch*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 hour*
Saving Throw: *None*

Explanation/Description: This spell is virtually the same as the 4th-level magic-user spell of the same name. It uses the same material components, except that if the illusionist casts a *vision* spell in place of the normal material components, the mirror will scry properly, although the *vision* spell will not function normally.

Tempus Fugit (Illusion/Phantasm) Reversible

Level: *5*
Range: *0*
Duration: *5 turns/level*
Area of Effect: *1" radius*
Components: *V, S*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: This powerful illusion affects the minds and bodies of all those within the area of effect. The spell causes those affected to perceive the passage of time in a much faster manner. Those entering this area after the casting is completed are similarly affected. Every turn (10 minutes) spent under the *tempus fugit* spell seems like a full hour to those within its dweomer. Because of this, all functions of affected individuals are speeded up accordingly. They must eat, sleep, and so forth according to an accelerated rate. The duration of other spells cast within the *tempus fugit* area is also sped up accordingly. One hour is as six to them, four hours a full day. This acceleration of time allows rest, renewal of spells, and recovery of hit points lost.

If desired, the spell caster can reverse the spell so that time is slowed for the individuals: An hour will seem as only a turn, a day merely four hours. Reversal requires no special preparation. In either case, the illusionist is also affected by the spell. Under the reverse, the effects will always last at least one turn after the caster desires its dispelling, because his or her reactions are so greatly slowed.

Sixth Level Spells:

Death Fog (Alteration - Evocation)

Level: *6*
Range: *3"*
Duration: *1-4 rounds + 1/level*
Area of Effect: *2 cubic " per level of caster*
Components: *V, S, M*
Casting Time: *6 segments*
Saving Throw: *None*

Explanation/Description: The casting of a *death fog* spell creates an area of *solid fog* which has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die — grass and similar small plants in 2 rounds, bushes and shrubs in 4, small trees in 8, and large trees in 16 rounds. Animal life not immune to acid will suffer damage according to the length of time it is exposed to the vapors of a *death fog:*

1st round: 1 point
2nd round: 2 points
3rd round: 4 points
4th & each succeeding round: 8 points

The characteristics of a *death fog* are otherwise the same as a *solid fog*. The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals).

Mislead (Illusion/Phantasm)

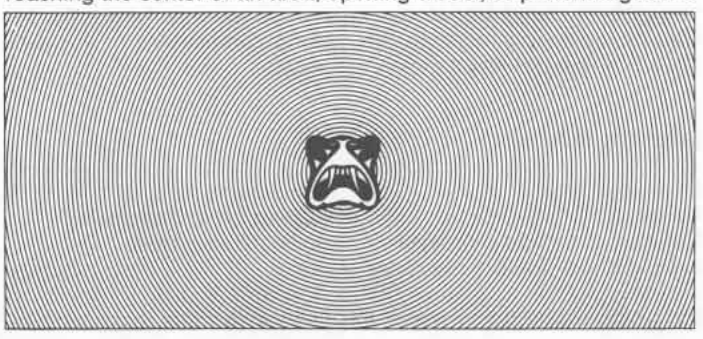
Level: *6*
Range: *1"*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *S*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: When a *mislead* spell is cast by the illusionist, he or she actually creates a phantasmal double at the same time that he or she is cloaked by *improved invisibility* magic. The illusionist is then free to go elsewhere while his or her phantasm seemingly moves away. The spell allows the phantasm of the illusionist to speak and gesture as if it were real, and there are full olfactory and touch components as well. A *detect illusion, true seeing* or *true sight* spell, or a *gem of seeing,* will reveal the illusion for what it is, and a *detect invisibility, true sight,* or *true seeing* spell, or a *gem of seeing* or *robe of eyes,* can detect the invisible illusionist (cf. *shadow door*).

Phantasmagoria (Illusion/Phantasm)

Level: *6*
Range: *6"*
Duration: *1 round/level*
Area of Effect: *4 square " + 1 square " per level of caster*
Components: *V, S*
Casting Time: *6 segments*
Saving Throw: *Neg.*

Explanation/Description: By means of this spell, the illusionist prepares a special form of *spectral forces* spell which is triggered by some special action. The *phantasmagoria* typically includes a full visual, audial, olfactory, and touch illusion which involves falling, sliding, or moving rapidly. The effect can be aimed at making the subjects believe that they are so doing or that something else is doing so. For example, the *phantasmagoria* may be triggered when falling into a pit, reaching the center of an area, opening a door, or performing some



like action. The subject(s) will then believe that the fall continues for scores of feet; that a pit has opened and that they are helplessly sliding down into an unknown area; that a wall of water is rushing down from the area beyond the just-opened door, or whatever. Note that unlike the *programmed illusion* spell, the *phantasmagoria* spell must always involve the illusion of something falling or rushing, or a dwindling perspective.

Mirage Arcane (Illusion/Phantasm - Alteration)

Level: *6*
Range: *1"/level*
Duration: *Special*
Area of Effect: *1" per level radius*
Components: *V, S (M optional)*
Casting Time: *3 or 6 segments*
Saving Throw: *None*

Explanation/Description: The dweomer of this spell is similar to that of the *vacancy* spell, only it is more powerful and elaborate. *Mirage arcane* is also similar to the *mirage* cantrip. The spell enables the caster to make an area appear to be something other than it is. The illusionist is able to make it appear as whatever he or she envisions. The spell will remain as long as the caster maintains a faint concentration upon it, and even after this is no longer held the spell will persist for a total of 6 turns plus 1 additional turn for each experience level of the caster. (Note: Faint concentration can be maintained during normal conversation but not while spell casting, in melee, or if harmed by an attack.) In all cases the *mirage arcane* must be of some place the illusionist has actually seen personally. If he or she actually has a small bit of anything connected with the place envisioned to create this spell, then it takes on a form of reality. In its basic form, where casting time is but 3 segments, forceful contact and tactile discovery are necessary to have any hope of discovering the magic, short of a detection device or spell. In its more complex form, where a material component is used, and 6 segments of casting time are expended, detection is possible only by some magical means, whether device, item, or spell. Either form of *mirage arcane* is subject to *dispel illusion* or *dispel magic*. As with all powerful illusions, the mind of the beholder will cause appropriate effects upon the viewer's body. Conversely, belief cannot usually affect the laws of nature and magic. However, under the influence of this spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water which was cooling his feet (and taking no damage), dine upon imaginary food and actually be nutritionally satisfied, or rest comfortably upon a bed of sharp stones, thinking it to be a featherbed. Gravity, for instance, is not affected by the dweomer, so that an envisioned bridge spanning a deep chasm will *not* support the believer. Those who may be there to witness the event will see it as a sudden disappearance of the individual. They will in no way connect it with an illusion unless they are otherwise aware of some magic at work.

Seventh Level Spells:

Shadow Walk (Illusion - Enchantment)

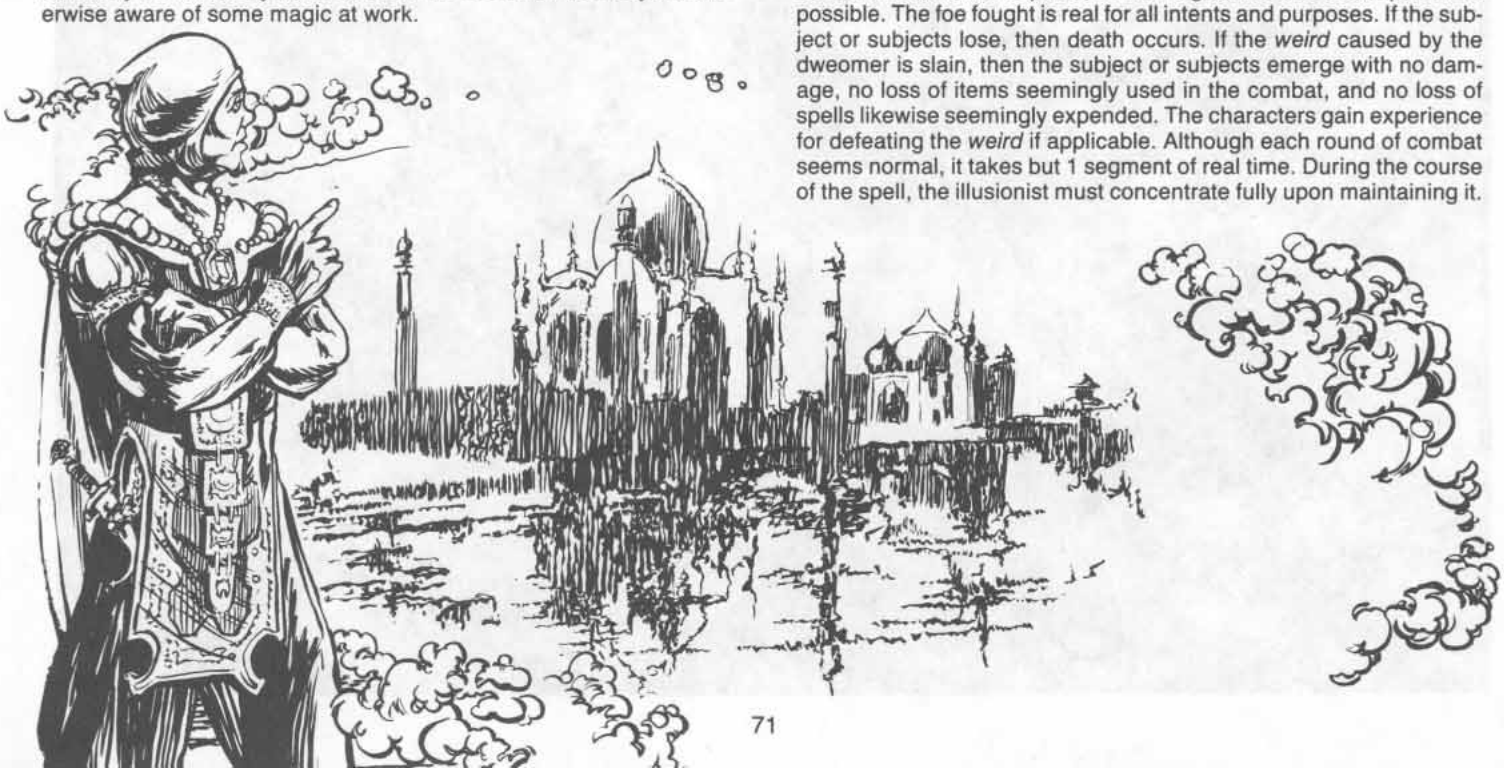
Level: *7*
Range: *Touch*
Duration: *6 turns/level*
Area of Effect: *Special*
Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: In order to effectuate a *shadow walk* spell, the illusionist must be in an area of heavy shadows. The caster and any creatures he or she touches will then be transported to the edge of the Prime Material Plane where it borders the Plane of Shadow. In this region the illusionist can move at a relative rate of up to 7 leagues per turn, moving normally on the borders of the Plane of Shadow but aware of his or her position relative to the Prime Material Plane. Thus, rapid travel can be accomplished by stepping from the Plane of Shadow to the Prime Material Plane, with the destination controlled by the illusionist. The *shadow walk* spell can also be used to travel to other planes which border on the Plane of Shadow, but this requires a rather perilous transit of the Plane of Shadow to arrive at a border with another plane of reality. Any creatures touched by the illusionist when *shadow walk* is cast will also make the transition to the borders of the Plane of Shadow. They may opt to follow the illusionist, wander off into Shadowland, or stumble back onto the Prime Material Plane (50% chance for either result if they are lost or abandoned by the illusionist). Creatures unwilling to accompany the illusionist into the Plane of Shadow get a saving throw, negating the effect if made.

Weird (Evocation - Illusion/Phantasm)

Level: *7*
Range: *3"*
Duration: *Special*
Area of Effect: *2" radius*
Components: *V, S*
Casting Time: *7 segments*
Saving Throw: *Special*

Explanation/Description: When this spell is cast the illusionist must be able to converse with the subject or subjects to bring the dweomer into being. During the casting, the illusionist must call out to the subject or subjects, informing one or all that their final fate, indeed their doom, now is upon them. The force of the magic is such that even if the subject or subjects make their saving throw, fear will paralyze them for a full 7 segments, and they will lose from 1-4 strength points from this fear, although the lost strength will return in 7 rounds. Failure to save versus spell will cause the subject or subjects to face their nemesis, the opponent(s) most feared and inimical to them. Actual combat must then take place, for no magical means of escape will be possible. The foe fought is real for all intents and purposes. If the subject or subjects lose, then death occurs. If the *weird* caused by the dweomer is slain, then the subject or subjects emerge with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. The characters gain experience for defeating the *weird* if applicable. Although each round of combat seems normal, it takes but 1 segment of real time. During the course of the spell, the illusionist must concentrate fully upon maintaining it.





UNEARTHED ARCANA

Dungeon Masters' Section

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CREATING THE PLAYER CHARACTER

GENERATION OF ABILITY SCORES

Method V:

This method can only be used to create human player characters. It gives the player an opportunity to generate a character of a desired class (subject to the DM's approval) and be assured that the ability scores for the character will meet the minimum requirements for the class in question.

After the player's selection of a class is approved, he or she rolls a certain number of six-sided dice for each ability score to be generated, as indicated on the following table. The best three die rolls for each ability are added together to produce the score. (For example, a fighter's strength is determined by rolling 9d6 and keeping the three highest results.) If the total of the three highest die rolls is below the minimum requirement for an ability in a certain class, then the player takes the minimum number (e.g., 15 for a monk's strength) as the character's ability score. Similarly, if a rolled score is greater than the maximum allowable (such as for a barbarian's wisdom), then the score is lowered to the maximum number.

Class	Number of Dice Rolled For:						
Desired	**Str**	**Int**	**Wis**	**Dex**	**Con**	**Cha**	**Com**
Cavalier	8	6	4	7	9	3	5
Paladin	7	5	8	3	6	9	4
Cleric	7	4	9	5	8	6	3
Druid	7	4	8	5	6	9	3
Fighter	9	3	5	7	8	6	4
Barbarian	9	3	5	7	8	6	4
Ranger	7	6	8	5	9	4	3
Magic-user	4	9	7	8	6	5	3
Illusionist	3	8	7	9	5	6	4
Thief	6	5	3	9	7	4	8
Assassin	6	7	4	9	8	3	5
Monk	7	5	9	8	6	4	3

Starting Hit Points for Player Characters

No matter what other abilities and characteristics a player character may possess, survival through first level will be difficult if the character is saddled with a low initial roll for hit points. Accordingly, a minimum has been established for starting hit points for player characters. If the initial roll of the die (or dice, for rangers and monks) is lower than the number given below, then the character is granted this number of hit points to begin his or her adventuring career:

Cavalier	6	Magic-user	3
Paladin	6	Illusionist	3
Cleric	5	Thief	4
Druid	5	Assassin	4
Fighter	6	Monk	5
Barbarian	7		
Ranger	9		

A multi-classed character uses the average of the minimums for each applicable class, rounded up; e.g., a 1st-level fighter/magic-user will have at least (6 + 3)/2 = 5 hit points. This initial hit-point number is subject to bonuses or penalties for high or low constitution; for instance, a 1st-level fighter with a constitution score of 17 will have at least 9 hit points.

CHARACTER ABILITIES

EXPLANATION OF ABILITIES

Comeliness: This character attribute is fully described on pages 6 and 7 of this volume. This "ability," while it might more properly be called a characteristic, does have effects (in game terms) upon those viewing or reacting to the character. As shown above, human player characters created for a certain class have a better chance to be gifted with above-average comeliness (or, more accurately, it may be assumed that certain classes are more of an attraction for relatively beautiful/handsome characters).

CHARACTER CLASSES

FOLLOWERS FOR UPPER LEVEL PLAYER CHARACTERS

Cavaliers:

Cavaliers have special requirements on the types of followers, henchmen, and retainers they may have.

Followers: Unlike other characters, cavaliers begin to attract followers at relatively low level. These troops are men-at-arms. Their numbers and type are determined as follows:

At 4th level: 1-4 men-at-arms
At 5th level: 2-8 men-at-arms
At 6th level: 3-12 men-at-arms
At 7th level: 6-24 men-at-arms
At 8th level: 12-48 men-at-arms
At 9th level: 24-96 men-at-arms
At 10th level: 48-192 men-at-arms

The number ranges given above are followed on a per-level basis, and are not cumulative. If the dice roll for followers gained at a new level is equal to or lower than the number of followers a cavalier currently has, then no new followers are gained at that level. Example: A roll of 1d4 at 4th level indicates that the cavalier attracts 3 followers. When the cavalier attains 5th level, 2d4 are rolled, and if the result is 2 or 3, then no new followers are gained (assuming that the original followers are still in the cavalier's service).

Whenever a number of new followers is gained, roll percentile dice and refer to the following table to determine how they are equipped:

01-50	Light cavalry in ring mail and shield, each with 3 javelins, long sword, and hand axe; or, Heavy infantry in scale mail, with pole arm of choice and club.
51-75	Heavy infantry in splint mail with morning star and hand axe; or, Heavy infantry in leather armor with pike and short sword.
76-90	Crossbowmen in chain mail with heavy crossbow and short sword; or, Crossbowmen in chain mail with light crossbow and military fork.
91-00	Cavalry in banded mail and shield with lance and horseman's mace; or, Cavalry in studded leather with long sword and horseman's flail. Either type will be mounted on medium warhorses.

The cavalier must go to a locale where such men-at-arms are located in order to attract these followers. Those followers lost are not replaced except by troops gained at higher levels. A cavalier's followers will not demand wages or salary, but must be fed, cared for, and rewarded as suitable for the conditions.

Neutral cavaliers will attract men-at-arms only when they champion a specific, neutral cause, such as serving for a druid to protect creatures of the woodland. These followers will not remain if the cavalier goes elsewhere.

Evil cavaliers will only attract bandits, brigands, and the like as followers. An evil cavalier could attract orcs or hobgoblins if in the correct area. If monsters of 1 + 1 hit dice or greater strength are considered, reduce the total number of followers accordingly, if the result would otherwise overcompensate for penalties of using such creatures.

For every group of 20 troops which serve a cavalier, there will be a fighter follower/leader of 5th level, dressed in plate mail and shield with a *battle axe* +2. For every 60 troops there will be a 6th-level fighter leader (with *plate mail* +1 and shield, *longsword* +2), and

a 3rd-level fighter lieutenant (plate mail, battle axe). These gains will be made as the total men-at-arms in the cavalier's service reach appropriate totals. These leaders will not be replaced if slain, although the cavalier may recruit mercenaries to take their place. Evil cavaliers may attract monsters as leaders (a troll instead of a 6th-level fighter, for instance). There is a 1% per level chance that an encountered intelligent monster of fewer hit dice and similar alignment will become a follower of the evil cavalier. There is a 5% per level chance that such intelligent monsters will be disposed to cooperate with, or at least remain neutral to, the cavalier, providing the evil cavalier's armorial bearing and shield are known.

HENCHMEN (RETAINERS)

Cavaliers and Henchmen

A cavalier may have as many henchmen as indicated by the Charisma Table (Players Handbook, p. 13), with a bonus of +3 to that number for cavaliers of good alignment or a bonus of +1 for neutral or evil cavaliers. The types of henchmen that a cavalier will (or can) accept are based on the alignment of the cavalier:

Good	Neutral	Evil
Clerics	Druids	Clerics
Fighters	Fighters	Fighters
Cavaliers (good)	Cavaliers	Cavaliers (evil)
Magic-users	Magic-users	Magic-users
Paladins	Thieves	Thieves
Bards	Bards	Assassins

Cavaliers and Retainers

As soon as a cavalier of good alignment reaches 4th level (Knight Errant), the cavalier must acquire at least one retainer. These retainers can be either Armigers (level 1), or Scutifers (level 2), or both. Upon becoming a Knight (6th level), an Esquire (level 3) must be added to the staff. Upon becoming a Grand Knight (7th level), a Horseman to act as a herald and a Lancer to act as a guard must be added. At 8th level, the Banneret must bring at least an additional mounted man-at-arms to his staff of retainers. All cavalier retainers will serve for nothing more than care, upkeep, and training, as applicable. Gifts are always accepted, of course.

As a Chevalier (9th level), the cavalier may willingly travel with or without his group of retainers. At lower levels, the master of a cavalier can require the cavalier to travel without retainers. A cavalier is responsible for the actions of his or her followers and retainers, and is required to insure that others of the cavalier class live up to the standards of the class.

Paladins and Retainers

A paladin does not gain followers as a cavalier, but does gain retainers. These retainers do not have to be paladins, but must be cavaliers. The paladin is responsible for his retainers upholding both the chivalric code and the paladin's personal standards within the strictures of the lawful good alignment.



ARMOR, ARMOR CLASS & WEAPONS

TYPES OF ARMOR & ENCUMBRANCE, Expanded

Armor Type	Bulk	Weight*	Base Movement	Cost
Banded	bulky	35# +	9″	90 gp
Bronze Plate Mail	bulky	45# +	6″	100 gp
Chain Mail	fairly	30# +	9″	75 gp
Elfin Chain Mail	non-	15#	12″	**
Field Plate	fairly	55#	6″	2000 gp
Full Plate	fairly	65#	6″	4000 gp
Leather	non-	15#	12″	5 gp
Padded	fairly	10#	9″	4 gp
Plate Mail	bulky	45#	6″	400 gp
Ring Mail	fairly	25#	9″	30 gp
Scale Mail	fairly	40#	6″	45 gp
Shield, Buckler	non-	3#	—	5 gp
Shield, Large	bulky	10#	—	15 gp
Shield, Small	non-	5#	—	10 gp
Shield, Small, Wood	non-	3#	—	1 gp
Splint Mail	bulky	40#	6″	80 gp
Studded Leather	fairly	20#	9″	15 gp

* Assumes human-size.

** Elfin chain mail is never available on the open market.

DESCRIPTIONS OF NEW ARMOR TYPES

Bronze Plate Mail is an earlier, cheaper version of plate mail, and consists of thick bronze plates worn over leather or padded armor. Because it does not use iron-based metal, this armor is immune to the effect of rust monster attacks and similar perils. However, its protective quality is not as good as regular plate mail (AC 4 compared to AC 3), and in addition its construction makes the wearer more vulnerable to attacks from the rear, so that such attacks are made at +2 "to hit" in addition to other bonuses that may apply.

Elfin Chain Mail is an extremely rare form of armor made only by the elven peoples, who guard the secrets of its manufacture from adventurers — even those of their own race. It appears as a very light form of chain mail, and may be worn by thieves, although it may somewhat impair their abilities. Non-magical suits of elfin chain mail are sometimes given to those heroes who have performed some great and invaluable service for the elven peoples.

Field Plate Armor consists of light, interlocked plates covering the entire body and includes full visored helm, gauntlets, and armored boots. Because of its well-balanced construction, it is only as bulky as chain mail, but provides protection that is superior to plate mail. Field plate must be fitted to its wearer by a skilled armor, and (if non-magical) can only be worn by the character for whom it has been manufactured.

In addition, field plate armor has the ability to absorb damage. For every die of damage that would be inflicted upon the wearer from any attack, physical or magical, the armor will absorb 1 point of that damage. (On a damage die roll of 1, the wearer would take no damage.) For example, the armor will absorb 1 point of damage from the strike of a long sword, and the damage from an *ice storm* (3-30, or 3d10) would be reduced by 3 points, and the damage from the breath weapon of a 9 HD dragon is reduced by 9 points. However, after the armor absorbs 12 points of damage in this fashion, it is damaged and must be repaired. Until repairs are made, it cannot absorb further damage and is considered one armor class worse in protective power. Damaged field plate armor may be repaired by a trained armor at a cost of 100 gp per point of absorbing power restored, and one day of time per point restored.

Full Plate Armor consists of perfectly forged interlocking plates backed with chain, covering the entire body. It includes an ornate visored helm, gauntlets, and armored footgear. Because of its balanced and expert construction, full plate is only as bulky as chain

mail, but provides the best non-magical protection available. Full plate must be fitted to its wearer by an armorer, and (if non-magical) cannot be worn by anyone other than the one for whom it was prepared. It is normally worn only by cavaliers, paladins, and fighters of long service and many battles, and is only rarely donned by adventuring rangers, barbarians, and clerics.

Similar to field plate (see above), full plate can absorb some of the damage that would otherwise be suffered by its wearer. This capacity is 2 points per die of damage, so that on a damage die roll of 2 or 1, the wearer does not suffer any damage. Full plate can absorb as many as 26 points of damage in this fashion before needing repair. Until it is tended to, the armor will be one armor class worse in protective power and will not absorb any more points of damage. Full plate armor can be repaired by a qualified armorer at a cost of 200 gp and two days for each point of absorbing power restored.

Shield, Buckler is a form of small shield that protects the user against but one opponent (of the user's choice) during any melee round in which the shield is employed. It is small and easily carried, and may be strapped to the arm, making it able to be used by crossbowmen and slingers. A small demi-human such as a halfling or a gnome would be fully protected by the buckler, and it is treated as a small shield in those cases.

WARHORSES AND BARDING

Warhorses are, of course, simply mounts which have been trained for combat. However, since horses tend to be nervous and skittish even when domesticated, it takes careful selection and training to create a true warhorse. The warhorse is obedient, inured to the noise and confusion of battle, and does not shy at sudden movement, nor become nervous at the reek of spilled blood. Furthermore, the warhorse is tough, has stamina, and will certainly be aggressive in battle. A perusal of the Monster Manual will show that ponies, draft horses, and wild equines have an attack form. This is their bite. Warhorses, however, are carefully trained to not only use their powerful teeth as weapons, but also to strike with their forehooves when in melee.

The *selection* of warhorses is possible for any character trained in mounted combat. Such characters include cavaliers, paladins, fighters, barbarians, and rangers. These classes can use the additional attack forms of their mounts, and can control them fully in battle.

The *creation* of warhorses is another matter altogether. A knowledgeable and skilled handler and trainer must carefully choose candidates (in most cases stud colts), train these candidates for several years, and then pass them on to individuals who will introduce them to battle. In so-called civilized states, such activity will be accomplished by military personnel and independent enterprises as well. In so-called barbaric areas, the whole process will typically be taken care of by the young boys and warrior men of the group, the process being part of the training to manhood and normal adult activity of the group. In this latter case, the animals will almost certainly be light warhorses, with the most sophisticated of groups breeding and training medium steeds as well, but only on a more limited basis. (The Mongols are a prime example of this latter case.)

A light warhorse was referred to as a *courser* in medieval Europe. Such a steed was relatively light, quite fast, and had great endurance. A typical light warhorse would be from 14 to 15 hands high, depending on the availability of stock and the size of the rider.

A medium warhorse was little more than a larger, stronger light warhorse. The typical example would be at least 15½ hands to about 16½ hands high. Such animals were the steeds of the elite Mongol lancers, Saracen elites, and general cavalry of Europe.

The heavy warhorse, the *destrier*, was a huge animal of 18 or more hands in height and massive bulk. The famous Clydesdales are horses of this type. The power and size of heavy warhorses allowed the heavily armed and armored feudal knights and nobles to crush all opponents not likewise equipped and mounted, until the longbow and pike proved themselves . . . in the hands of expert troops.

The light warhorse will certainly force a non-warhorse to move aside. A medium warhorse will overbear a light one, and the heavy warhorse will push aside, at the very least, any lesser steed. Such overbearing will force the lighter horse to a prone position, and the rider will be thrown unless that rider has horsemanship skills (such as those possessed by the cavalier). Mounts trained to combat will not only attack fiercely, but they will await a dismounted rider's return to the saddle, even going so far as to protect him or her from enemy attacks. A well-trained horse might even be able to bear a seriously wounded rider from the field/encounter to the home place.

Barding is simply the term for the armor used to protect the mount. The armor so used covers the head, neck, and body of the warhorse. The main types of barding are:

Leather — adds 1 factor to AC, weighs 160#; includes various forms of padded barding.
Scale — adds 2 factors to AC, weighs 250#; includes various leather studding and ring mail armors.
Chain — adds 3 factors to AC, weighs 350#; includes various metal bands and plates, so the classification encompasses padded barding.
Plate — adds 4 factors to AC, weighs 500#; principally various pieces of plate with chain mail support in other areas.

The warhorse must be able to carry the weight of barding, in addition to the rider and other gear, in order to benefit from the protection of barding. Accordingly, the heavier types of barding are prohibited to the lighter types of horses. In other cases, a barded warhorse's movement rate will be reduced as shown on the following table.

Barded warhorse base movement rate

	Barding Type			
Warhorse	**Leather**	**Scale**	**Chain**	**Plate**
light	21″	15″	NA	NA
medium	17″	15″	12″	NA
heavy	15″	14″	13″	12″

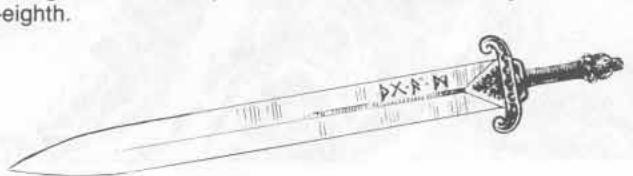
NA = Not Allowed.

Endurance: The effect of wearing barding will be seen not only in relative base movement rate but also in the overall endurance of the mount, provided that the animal must wear the barding while traveling. As a rule of thumb, use the base movement rates given above to find the total number of miles the mount can travel in one day.

Magical Horse Barding: It is possible that magical armor for horses and other sorts of mounts can be fashioned. Such protection would be rare in the extreme and as such is not listed as a randomly found magical item. It would be worth at *least* five times the cost of comparable armor (by type, not class) for a character. The value of such magical addition can *never* exceed +3. Of such barding, 65% would be +1, 25% +2, and 10% +3. The type of magic barding found would be: leather 10%, scale 15%, chain 25%, plate 50%.

Elfin Chain Mail for Unicorns or Griffons: Protection of this sort can be allowed by the DM at his or her option. Weight and movement rate effect is equal to leather barding. Protection is equal to chain barding.

Barding for Other Types of Steeds: As a general rule, steeds able to fly are able to wear only leather (or elfin chain mail) barding. Movement rate should be reduced by one-eighth for such protection. Aquatic steeds cannot be effectively barded. Other types of mounts, such as elephants, for instance, can be barded, and only plate barding would have any significant effect on movement rate. Plate barding will reduce the movement rate of a very, very, strong mount by from one-fifth to one-eighth, with an elephant's movement reduced by the least, or one-eighth.



DESCRIPTIONS OF NEW WEAPON TYPES

Aklys: The aklys is a weighted, shortish club with a stout thong attached to the butt. While it can be used as a hand-held striking weapon, its principal employment is as a missile. Once hurled, the aklys may be retrieved by its thong. Of the hits scored with this weapon, 5% will be of the sort which entangle the target individual. If the target is man-sized or smaller, it will be dismounted or jerked to its knees or side (if not bipedal), at the wielder's option. Conversely, if the target is larger than man-sized, its actions might well jerk the aklys thrower prone. The weapon is tied to the wielder by a thong or cord of about 10 feet in length. When a hit is scored, a subsequent roll of 20 indicates entanglement. This condition persists until a round can be spent disentangling the aklys and thong, the thong is broken, the thong is severed (which requires 2 points of cutting damage), or the wielder somehow manages to divest himself or herself of the fastened line. Since the thong is usually secured to the wrist or gauntlet, such action can prove to be difficult.

Atlatl: An atlatl is simply a throwing stick for a short javelin. Its leverage and track provide greater range and velocity as well as better accuracy. (Ancient javelineers wrapped their missiles with a cord to impart spin, for they retained one end of this cord when the javelin was hurled. This also improved accuracy.) The shorter, lighter javelins associated with an atlatl inflict the same amount of damage because of their velocity.

Blowgun: The blowgun is principally used by jungle natives. Because it is long and rather fragile, it is an impossible weapon on the normal battlefield. The slightest jostling of the blowgun or its wielder will destroy the aim and make a hit impossible. (In actuality, the blowgun is usually set upon a rest so as to avoid swaying.) Natives employ an insinuative poison on blowgun needles (darts) in order to inflict fatal damage against all but the smallest of targets.

Caltrop: A caltrop is a four-pronged or six-pronged device (which in its latter form resembles a "jack" from the children's game of ball and jacks). It is about one-half foot in diameter, with three-inch-long, pick-like points radiating at about 70° or 90° from each other. It is tossed or placed on the ground to serve as an impediment to closing attackers. Intelligent creatures aware of caltrops in their path can usually move them aside or otherwise avoid them, although this will surely slow movement by one-half for a round. Unintelligent or unaware opponents will move through the field of caltrops at peril. Human armor class considers only footwear and does not allow for a dexterity bonus. For each foot/paw/hoof of movement through an area of one square yard of caltrops, a check must be made to see if a caltrop is stepped on. This check is made as if each square yard crossed was a 1 + 1 HD monster attacking the foot armor of the character. Any hit has a 25% chance of slowing movement by 25% for four days; hits on two feet/paws/hooves indicate the possibility of virtually no movement for eight days while healing takes place. (Spell use will, naturally, mitigate this.) Caltrops of smaller size can be employed, but these are not particularly effective if under a two-inch prong length, and for game purposes they can be ignored. Because of their size and composition, it is worthwhile to note that it is quite difficult to carry caltrops; they tend to poke through packs and sacks, and falling while carrying them could be disastrous! A box or similar container is usually necessary to transport them. These instruments require no proficiency or special skill to use.

Crossbow, Hand-held: The hand-held crossbow is the creation of the dark elves, and is much more common in their underground realm than in the surface world. These crossbows require only one hand to fire, but two hands to load and reload them. Dark elves commonly use insinuative poisons and sleep-inducing agents on their crossbow projectiles. In the latter case, a target hit by a dart tipped with this substance must save versus poison at -4 or fall unconscious. The basic cost of 300 gp listed for this weapon applies when the weapon is to be obtained from a non-drow source in the surface world; in the domain of the dark elves, such weapons are much more in evidence (and available), and may be purchased for as little as 30 gp. Likewise, the cost of special quarrels for this weapon will be reduced by approximately a factor of 10 (down to 10 gp each) if they are obtained from the dark elves.

Garrot: A garrot is a strangling device usually made of cord, but which can also be fashioned of cloth or wire. In order to be employed effectively, the wielder of the garrot *must* strike from behind, and the victim must be either unaware of the impending attack or else unable to take effective defensive action. A target that is completely surprised from behind would be subject to the effects of a successful garrot attack, but such a target engaged in melee with other characters (and as such dodging and evading blows) would not. The victim must be humanoid and have a relatively unprotected neck — even a stout collar of leather will prevent successful use of the garrot. The victim's neck must be no more than 1 foot above the shoulder height of the wielder of the garrot, and any limb, instrument, or weapon raised to prevent encirclement of the neck will foil that complete encirclement and reduce damage to 1 point. A successful hit will inflict the indicated damage, and will slay the victim at the end of the next round unless the wielder is caused to release the garrot. A successful attack on the garrot-wielder by any individual (the victim can attack, but is -2 to hit), a successful attack by any means of weaponless combat, or the victim's making a successful *bend bars* roll against the garrot itself will all spoil the attack and save the target's life. Unless the victim is normally entitled to more than one attack per round, he or she cannot attempt an attack and a *bend bars* maneuver in the same round; in this instance, the *bend bars* attempt counts as one of the victim's combat maneuvers in that round.

Harpoon: This weapon is a form of throwing spear with the head socket detachable in most cases. The head is fastened to a line so as to secure the target creature to the wielder or some object, provided the weapon strikes home. Against most targets, a hit from the harpoon indicates that the barbed head is buried or snagged. (See *aklys* above for details of this entangling effect, unless the harpoon line is secured to some stout object.) Naturally, the line attached to the harpoon must be of sufficient length to allow hurling to the range needed. Furthermore, this line must be able to run freely when the weapon is hurled (and possibly subsequently moved away with at great rapidity). In general, the following guidelines can be used when dealing with harpoon hits:

If the target creature has an intelligence of not less than 2, and likewise has some means of effectuating dislodgement of the weapon head or severance of the line, a saving throw versus poison is allowed. Success indicates the victim has freed itself. Failure indicates continued attachment, 1 point additional damage, and the possibility that the victim will be dragged 1" closer to the harpooner if the wielder so desires and the victim is of a size, weight, and strength which enables the harpooner to do so (*cf.* kuo-toa in the FIEND FOLIO® Tome).

Hook Fauchard: This pole arm is principally useful as a device to dismount or fell opponents. It is a normal fauchard with its tip hook greatly elongated and curved into a sickle shape. The wielder attacks by making a sweeping motion to encompass the target with the hook of the weapon. A successful hit will have a 20% probability of dismounting or toppling (to knees or prone position) the target. This assumes that the wielder is larger than his or her opponent, or at least over 50% of the target's height and weight.

Lasso: This weapon does no damage in game terms. A successful hit, however, effectively creates the same situation as does a successful harpoon hit, only the lasso must be broken or severed to detach it if the wielder is exerting force to keep it taut. There is a 75% chance that the victim will be dismounted, and/or a 25% chance that the victim will be pulled off its feet if the target is bipedal and of a height and mass not greater than +50% of the lasso wielder. Note that several creatures can combine to make this more probable, i.e. rider and mount, several individuals seizing the other end of the lasso line, etc. A lasso is severed by 2 points of cutting damage. Strength can snap a lasso, with a chance equal to that of bending bars, but only one such attempt is allowed in any given instance.

Man Catcher: A man catcher is a two-pronged pole arm. Each prong is curved to encompass a humanoid creature of man-size. Creatures larger or smaller than human size by 50% or more will be unaffected by this arm, for it either will not encompass them or else they can simply drop out of its prongs. The simplest form of man catcher has inward-curving prong ends. These allow entry into the encompassing

area, but their inward points prevent egress — especially when the wielder is actively employing the weapon. The more complex form of the device has movable arms which are spread in an open position but close somewhat when the target contacts the lower (shaft area) portion of the man catcher. Both forms have sharpened edges and spikes to both damage the opponent and prevent the use of hands to escape the weapon. Anyone caught in a man catcher loses all shield and dexterity bonuses. Furthermore, he or she can be pulled and pushed about. This pushing and pulling will automatically inflict 1-2 points of damage per round. There is a 25% chance for the victim to be pulled off its feet to either a kneeling or prone position. Anyone caught in a man catcher may attempt to break out by making a successful *bend bars* roll. Multiple attempts may be made, but the character caught will take 1-4 hp damage with each attempt unless he or she is wearing gloves or other protective devices. Characters other than the one caught may rescue the caught individual by forcing the weapon's wielder to release grip on the weapon, or by hacking through the pole (6 points cutting damage).

Sap: A sap, sometimes called a blackjack, is typically a small leather bag filled with sand or a similar material (such as lead shot). The weapon is useful only as an instrument to concuss the target into unconsciousness, so any form of head covering makes it less effective. In fact, unless the head is uncovered, there is no chance the sap will cause unconsciousness, although damage will occur if a hit is made. An uncovered (or light-cloth covered) head struck by a sap has a 5% chance per point of strength of the wielder to cause unconsciousness. Strength greater than 18 means automatic unconsciousness; i.e., 18/01 strength is sufficient to cause this. A hit anywhere but on the head will inflict half damage only and have no other effect.

Spiked Buckler: The spiked buckler is the only effective form of the armed shield, for larger ones are too difficult to move quickly, and their projections form too easy a hold for opponents. The spiked buckler functions defensively as a standard buckler, capable of aiding the wielder's protection from one attack. Well-made spiked bucklers will have an edged spike, although the effective attack is by buckler thrust and seldom, if ever, a slash. When the wielder is fighting within arm's length of an opponent, the spiked buckler can be used for a separate attack during the round. Such attack is always made after the initial weapon attack, if any. Only one such extra attack per round is possible. If the spiked buckler is a second attack mode, the attack is made at -2 hit probability, this penalty cumulative with any others which are applicable.

Staff Sling: A staff sling is simply a pole of four or more feet in length with a pocketed thong of some sort fixed to its top end. The missile to be slung is placed in the widest portion of the thong, the free end grasped, and the staff swung forcefully, either sideways on an ascending curve or from the rear to overhead. At the proper time the free end of the thong is released, and the momentum of the swing carries the missile to its target. Note that the staff sling is much the same as a miniature siege machine. Its principal use is the hurling of small, relatively heavy missiles over some intervening obstacle, such as a wall. It is slower to use and less accurate than a normal sling, but it throws heavier missiles on a high trajectory. It does not have the range of a normal sling. It is so difficult to hit targets near to the slinger that for all practical purposes, the staff sling always operates at medium or long range only. If combustibles or like materials are slung with it, the *Grenade-like Missile Table* in the Dungeon Masters Guide should be used to determine results.

Sword, Falchion: The falchion gets its name from its slightly curved, vaguely sickle-like shape. While it could be treated as a scimitar (which term generally encompasses such sword forms as sabre, yatagan, and tulwar), many medieval European falchions were much heavier and the point was actually used for thrusting. It has, therefore, been included in the forms of swords possible in an expanded AD&D® game campaign. The Dungeon Master should assume that 25% of magic broadswords are falchions.

Sword, Khopesh: This weapon has no place in medieval warfare, for it is an Egyptian weapon which went out of use around the tenth century B.C. However, it is so interesting and it fits so well into the concepts of the game that it can be added if the DM approves of such. A khopesh has about six inches of handle and quillons. Its blade is then straight from the quillons for about two feet. The blade becomes sickle-shaped at this point, being about two additional feet long but effectively extending the overall length of the sword by only 1½ feet. The curved portion resembles a squared-off capital letter "D," complete with upper serif, but with the back (left-hand) bar missing. This makes the khopesh both heavy and unwieldy (thus the high number for speed factor), difficult to employ properly and undoubtedly hideously difficult and slow to recover, particularly after a badly missed blow. Nevertheless, the weapon will not only cause damage, but its sickle-like portion can snag an opponent or an opposing weapon. Unless the opponent is 50% smaller and lighter than the wielder of the khopesh (deducting or adding 5% per point or category over 18 of strength difference to arrive at final mass), the weapon will simply make it impossible for the snagged opponent to get in an effective attack for 10 segments. If smaller and lighter, the opponent will either be pulled to the ground (25%) or impeded in an attack (75%) when snagged.

A weapon can be snagged only if it has protrusions or indentations, but the only smooth weapons for this purpose are daggers, swords, spears, and the like. Just as with snagging an opponent where any hit has a 5% chance to do so, any miss also allows a 5% chance for snagging the opponent's weapon, if applicable. If an opponent's weapon is snagged, there is a 10% chance it will be torn from his or her grasp. Failing that, the snagging will either disallow the opponent the opportunity to effectively attack for 10 segments (80%), just as a body/equipment snag would, or else the opponent's strength and/or leverage would tear the wielder's grasp (10%).

Because of this weapon's ancient origin and unusual shape, it is an ideal druidical instrument. The DM should consider placement of both normal and magical khopeshes in the campaign, aiming especially at druidical use. Of all magical scimitars discovered, 10% will be khopeshes.



Whip: The whip is a dangerous weapon only in the hands of a highly skilled and well trained user. To inflict damage, the whip must contact exposed, or lightly covered, flesh. Heavy clothing or thick hair/fur will be of considerable protection until torn away by repeated lashing. (Thick hide, such as that of an elephant, rhinoceros, or hippopotamus, will allow a slight sting at best, with no real damage inflicted.) Heavily scaled or otherwise protected opponents will not even feel the lash of a heavy leather whip, even with a weighted tip.

However, the whip also has another use. It can entangle an opponent's limb(s) or weapon. Any hit scored on an opponent means that an entanglement of some sort will occur. If the whip is in non-proficient hands, the chance is only 5%. In proficient hands, there is a 5% chance per level of the wielder for entanglement, but only at the wielder's option. The entanglement will be one limb (50%), two limbs (10%), the weapon arm and weapon (20%), or the head (20%, or 40% in the case of an opponent not using a weapon).

One-limb entanglement indicates no effective attack for 10 segments. Two-limb entanglement indicates the same, with a 25% chance that the opponent will be kneeling or prone for that period and must thereafter recover its feet. A hit on the weapon arm/weapon indicates no effective attack for 10 segments and a 10% chance that the weapon will be lost. (If the weapon is edged, there is a 50% chance that the whip will be severed and useless instead.) A neck hit indicates the opponent can make no effective attack for 10 segments, and additional garrot-type damage will be scored if the opponent has no throat protection such as thick hide, heavy leather, armor, mane-like fur or hair, etc. A proficient wielder can disentangle the whip by rolling his or her dexterity or less on 3d6 minus 2. Otherwise, the whip remains entangled until it is broken or severed, or until the wielder pulls it loose, or until the opponent does so (the chance of this last occurrence is 5% + 1% per point of strength of the victim).

CHARACTER SPELLS

ACQUISITION OF CANTRIPS, MAGIC-USERS

The number and types of cantrips known and recorded is determined by random use of the tables on page 30 of this volume. The exception is the table of *useful* cantrips — those which are employed to make apprenticeship less wearisome. An apprentice has one *useful* cantrip for each point of intelligence, and is allowed free choice from the list of 20 offered. For the other five categories of magic-user cantrips, the number which may be known (selected at random) is as follows: *reversed,* 2-8; *legerdemain,* 2-5; *person-affecting,* 2-8; *personal,* 2-8; and *haunting-sound,* 2-5.

It is possible that an apprentice will have developed other cantrips over the course of his or her apprenticeship. The Dungeon Master must carefully review any proposed cantrip to determine if it is of suitable nature and power when compared to existing cantrips herein. In no event is it possible for any apprentice to have developed more than three new cantrips.

Since cantrips are magical, they must be read as would a spell. Likewise, to record one in a spell book or on a scroll, the same procedure is followed as in recording a spell.

MAGIC-USER SPELL BOOKS

General note: Most of the information in this section applies equally to spell books for illusionists as well as for magic-users. See the following section on illusionist spell books for those areas where particular differences exist.

When a magic-user completes his or her apprenticeship, it is assumed that he or she has one, or possibly two, spell books. A *Book of First Level Spells* will certainly be possessed, and there might be a *Book of Cantrips* as well. The latter depends upon the options of both the DM and the concerned player. The following applies to all spell books.

Types of spell books

There are two kinds of spell books:

1. *Standard* books, each of which contains up to 36 cantrips, up to 24 spells of 1st-3rd level, up to 16 spells of 4th-6th level, or up to 8 spells of 7th-9th level.

2. *Travelling* books, each of which contains at most one-fourth of the number of spells possible to be contained in a standard spell book — either nine cantrips; six spells of 1st, 2nd, and/or 3rd level; four spells of 4th, 5th, and/or 6th level; or two spells of 7th, 8th, and/or 9th level.

Cost of spell books

A *standard spell book* costs 1,000 gp for materials, plus an additional 100 gp per spell level for each spell contained therein. (For this determination and all other similar ones, consider cantrips as 1st-level spells.) The cost of a new magic-user's or illusionist's initial book or books is assumed to be borne by the new spell caster's former master, so the fledgling spell caster will have one or two spell books at no cost to him or her. Books which are prepared later in a magic-user's career (having higher spell-level capacity than "beginning" books) are not supplied by the character's master, but must be composed by the character in question as part of his or her training when the spell caster is trying to rise to a higher experience level. This composition will take from 4-7 weeks for each new *standard* book; the book is composed during and after the time when other training exercises are taking place.

These same costs/prices apply when such a book is being manufactured and composed: Any *standard spell book* requires a 1,000 gp investment for materials, plus 100 gp per level for each spell entered within the book, payable when a magic-user adds a new spell to his or her repertoire. (Entering a 1st-level spell costs 100 gp, a 2nd-level spell costs 200 gp, etc.)

A *travelling spell book* costs 500 gold pieces for materials. The cost of each spell contained within such a book is the same as the cost for entering a spell in a *standard* book. All *travelling spell books* must be fabricated by the magic-user, or otherwise discovered as treasure by the magic-user or his or her associates. A player character cannot automatically possess a *travelling spell book* at the beginning of his or her career.

Physical aspects of standard books

A *standard spell book* is approximately 16 inches in height, 12 inches wide, and 6 inches thick. (The DM has leeway to reduce or enlarge this general size, although nothing smaller than 12x12x6 inches or larger than 18x12x9 inches is recommended.) The weight of a *standard* book of median size is 150 gold pieces (adjusted upward or downward for varying sizes). The encumbrance value of such a book is equal to three times its weight (450 gp or thereabouts), although it is correct to assume that a volume will fit within an otherwise empty backpack or large sack.

The cover of a *standard* book is typically heavy leather — dragon hide or something similar — inlaid with metal so as to provide both extra durability and a means to close and secure the book. Vellum pages are sewn together and secured to a fine, supple leather spine backing. Pages are secured additionally by fine leather front and back pieces. It is also usual for such a tome to have vellum stubs at intervals for insertion of additional pages, although this by no means allows for any increase or change in the number and types of spells the book can contain.

Notwithstanding any special protections placed thereon, a *standard spell book* has a saving throw equal to that of "leather or book," and with +2 to dice rolls made to save against *acid, fireball, disintegration,* and *lightning* attacks.

Physical aspects of travelling books

A *travelling spell book* is approximately 12 inches tall, 6 inches wide, and 1 inch thick; 9x9x1 is likewise a good working size. The weight of such a book is approximately 30 gold pieces, and encumbrance roughly 60 gp. Five such books will fit within a backpack, twice that number in a large sack.

The cover of a *travelling spell book* is strong, supple leather, such as that from a giant cobra. The hand-sewn leaves of parchment are carefully secured to a fine leather backing and glued to the spine. The whole is further secured by front and back pieces of vellum. A small lock or leather ties are typically used to secure the whole. Pages are very thin and fragile, so great care must be taken to protect the book when it is in use.

Notwithstanding any special protections placed thereon, a *travelling spell book* has a saving throw equal to that of "leather or book," with no bonuses (as a *standard* book has) against certain forms of attack.

Value of spell books

A *standard spell book* has an Experience Point Value of 500 points per spell level contained therein (again, considering cantrips as 1st-level spells), and a Gold Piece Sale Value of 1,000 gp per spell level (applies to all spells, including cantrips). As with any other magical items acquired, spell books must either be sold immediately or else the x.p. value taken. This holds true regardless of whether or not any tome is eventually sold. Thus, a spell book cannot be kept while a particular spell or spells are transcribed, and then the work sold for the Gold Piece Sale Value and the proceeds taken toward experience points.

Casting spells directly from books

In extremis, the DM may allow a magic-user to cast a spell directly from any sort of spell book just as if the book were a scroll. The book must be of appropriate sort so that the spell matches the profession of the caster, i.e. magic-user spell, magic-user spell book. The caster must be able to know *and* use the spell in question. (Note that in this regard, reading directly from a spell book differs from the use of scroll spells.)

Direct casting of a spell from a spell book automatically destroys that spell. There is also a 1% chance per level of the spell that the spells immediately preceding and following the spell cast will likewise be destroyed. There is an additional 1% chance that the casting of a spell directly from a spell book will destroy the entire book. A *permanency* spell, for instance, would not prevent a spell from "disappearing" when cast in this manner; even though writing might remain on the page, that writing will no longer be magical in nature. These strictures apply whether a spell caster is using his or her personal book or the book of another. *Read magic* is required for one magic-user to read another magic-user's spell book, and a magic-user can learn a spell by reading it from another's book. This learning process requires 2-8 hours of study per level of the spell, after which time the spell is learned and thereby immediately usable by the magic-user who did the studying.

ACQUISITION OF ILLUSIONIST SPELLS

Illusionists begin with a limited book of spells, just as do regular magic-users. The spells available are divided into three groups; one from each group will be known by the beginning illusionist. The illusionist always has *read illusionist magic*. The spell groupings are:

Offensive Spells	Defensive Spells	Misc. Spells
1. *Color Spray*	*Audible Glamer*	*Change Self*
2. *Hypnotism*	*Darkness*	*Dancing Lights*
3. *Light*	*Gaze Reflection*	*Detect Illusion*
4. *Phantasmal Force*	*Wall of Fog*	*Detect Invisibility*
5. *Chromatic Orb*	*Phantom Armor*	(choose)
6. *Spook*	(choose)	(choose)*

* The DM has three options which can be used here:
1) allow an additional (5th) miscellaneous spell, or
2) allow re-selection of an offensive spell, this time by the player's choice rather than the die roll, or
3) simply assume that the roll means nothing more than choice of a miscellaneous spell, just as a roll of 5 does.

Spells from this work were added to the list of initial spells because of the limited number of illusionist spells originally given in the Players Handbook. You will note that this has not been done for magic-users of the original sort, since that class already has a sufficient number of spells to select from.

ACQUISITION OF CANTRIPS, ILLUSIONISTS

Illusionists have available to them all of the cantrips that can be learned and employed by regular magic-users, although an illusionist's capacity for such minor magics is different in each category from that of a regular magic-user (see the list that follows). In addition, illusionists can learn and employ from 5-8 *minor illusion* cantrips, none of which are available to regular magic-users. Except where otherwise indicated, all properties pertaining to magic-user cantrips likewise apply to those employed by the illusionist class.

The number of magic-user cantrips available to illusionists in each category is as follows:

Useful cantrips: One per point of intelligence, up to intelligence minus 3; i.e., an illusionist with 18 intelligence can choose 15 *useful* cantrips from the magic-user list.

Reversed: 2-5 *Personal:* 2-5
Legerdemain: 3-6 *Haunting-sound:* 5-8
Person-affecting: 2-5

ILLUSIONIST SPELL BOOKS

Illusionist spell books are the same as those of regular magic-users, with the following exceptions:

1. *Standard spell books* contain either 24 spells of 1st or 2nd level, 16 spells of 3rd or 4th level, or 8 spells of 5th, 6th, or 7th level. If 1st-level magic-user spells are known and used by the illusionist, he or she must have a new spell book for such spells; this tome is essentially a *standard* work for first level containing up to 24 spells.

2. *Travelling spell books* hold 6 spells of 1st or 2nd level, 4 spells of 3rd or 4th level, or but 2 spells of 5th, 6th, or 7th level.

For additional security, illusionists may opt to do their spell books using *illusionary script*, which would only be recognizable as such by another illusionist. A magic-user may not learn a spell from an illusionist spell book (and vice versa) even if the illusionist spell in question is the same in name (and perhaps other respects) as a magic-user spell. The magical forces released by the casting of "namesake" spells are similar to one another, but the way in which that magic is triggered differs from class to class.

COST OF MAGIC-USER/ILLUSIONIST SPELL CASTING

While the cost of having a cleric cast needed spells is reasonably well detailed in the Dungeon Masters Guide, the cost of magic-user or illusionist spell casting was neglected. Rather than giving an extensive list of spells and costs, the following set of guidelines is provided to enable the DM to determine a "reasonable" fee for any spell.

Basic costs: A willing magic-user or illusionist will typically work for a fee of 200 gp per spell level. Double the material component(s), or material components of at least such value as substitutions, is also part of the basic fee.

Additional costs: Failure to furnish the material component(s) of a spell which has components of ordinary sort will incur a surcharge of 10% or three times the value of the component(s), whichever is greater. Failure to furnish any extraordinary component(s) that may be needed brings a surcharge of 100% of the casting cost or three times the value of the component(s), whichever is greater. Spells which place the caster in danger (including such castings as *identify*, which causes a temporary drop in constitution of the caster) require at least a double fee, and guarantees will be required as well. Spells which age the caster will be cast only if a counter to such aging is awarded prior to spell casting, unless the amount of aging is insignificant to the caster. (A young elf will not be overly concerned about aging 5 years, although a fee of ten times normal might be charged!)

Magic item payment: A magic-user or illusionist will generally accept some item of magic in lieu of cash or like valuables. In such cases, the sale value of the item, adjusted downward by the general reaction of the spell caster to the individual requesting his or her services, is to be considered the base value of the item. The character and behavior of the NPC encountered will always be the purview of the DM. Such character or behavior will, naturally, often affect costs and fees.

Hostile spell casters: In general, a hostile spell caster will either charge at least double normal fees, or else he or she will simply refuse to cast any spell whatsoever — unless possibly bribed to do so with some magic item. Any spell caster of good alignment is quite unlikely to cast any spell for a character of evil alignment in any event. Again, adjudication of such events is the realm of the DM.

Spell casting under duress: Use the rules in the Dungeon Masters Guide for all magic-user and illusionist spell casting under threat, magical influence, etc.

SPELL EXPLANATIONS

SPELLS: SPECIAL COMMENTARY FOR REFEREEING

MAGIC-USER SPELLS

Eighth Level Spells:

Permanency: The spells upon which a personal *permanency* will be effective include:

comprehend languages
detect evil
detect illusion
detect invisibility
detect magic
infravision
protection from evil
protection from normal missiles
read magic
run
tongues
ultravision
unseen servant

In addition to personal use, the *permanency* spell can be used to make the following object/creature or area effect spells lasting:

alarm
deeppockets
dispel magic
enlarge
fear
forcecage
gust of wind
invisibility
magic mouth
preserve
prismatic sphere
stinking cloud
wall of fire
wall of force
web
wind wall

Note further that there is only a 5% chance of a spell caster losing a constitution point if the *permanency* spell is cast upon a non-living thing. However, when the spell is applied as a charge in a device (such as a *ring of spell storing*), the chance of such a loss is 100%.



Serten's Spell Immunity: The spell grants the following saving throw bonuses:

beguiling, charm, suggestion, forget, hypnotism, ray of enfeeblement, person-affecting cantrips	+9
command, domination, fear, hold, scare, spook, antipathy/sympathy, confusion, mass suggestion, eyebite, cloak of fear	+7
geas, quest, chaos, feeblemind, Otto's irresistible dance, dolor, demand, torment, Leomund's lamentable belabourment	+5

This spell bestows a saving throw against all forms of magic given above (but not against something such as the *fascination* effect of comeliness) even if no saving throw is normally allowed.

THE ADVENTURE

Underwater Spell Use:

The following spells, all described elsewhere within this text, cannot be used underwater:

Cleric:

1st level — *precipitation*
2nd level —*dust devil*
3rd level — *cloudburst*
5th level — *air walk* *
rainbow *

Druid:

1st level — *precipitation*
2nd level —*flame blade* *
3rd level — *cloudburst*
6th level — *liveoak*

Magic-user:

Cantrips — *dampen*
bee
bug
dry
dust
dusty
gnats
mouse
spider
1st level — *mount*
precipitation
2nd level —*flaming sphere* *
3rd level — *cloudburst*
Melf's minute meteors
wind wall *
4th level — *shout* *

Illusionist:

Cantrips — *haze* *
rainbow *
2nd level —*whispering wind* *
3rd level — *phantom wind* *
4th level — *solid fog* *
6th level — *death fog* *

* Spells that can be cast and will function within the bounds of an *airy water* spell.

The effects of the following spells will be substantially altered when they are cast underwater:

Cleric:

3rd level — *water walk:* The casting of this spell causes the recipient to immediately bob to the surface.
5th level — *magic font:* This spell requires a glass globe of pure water to function as opposed to a font.

Druid:

2nd level — *reflecting pool:* This spell can be cast in any watery space.
6th level — *transmute water to dust:* Casting this spell underwater causes a "hole" of 10 cubic feet per level of the caster to open up. If there is sufficient surrounding water, the unaffected water will rush in, inflicting 1-4 points of damage per level of the caster to all within (no saving throw).

Magic-user:

Cantrips — *salt:* This spell will produce a small amount of salt water, about 1 pint total. Unless contained, the salt water will quickly disperse into the surrounding water.
1st level — *firewater:* The substance produced by this spell will float to the top of the body of water. The *firewater* may not be ignited underwater.
2nd level — *Melf's acid arrow:* The acid from this arrow lasts only a single round, then is washed away by the surrounding water.
6th level — *chain lightning:* Effects underwater as a *lightning bolt* of double normal radius, but inflicts only 1d6 of damage for every level of the caster (saving throw for half damage).
transmute water to dust: As for the 6th level druid spell.
7th level — *Mordenkainen's magnificent mansion:* At the caster's option, the mansion can be filled with water, or the membrane can prevent the influx of water, leaving the mansion's interior tidy and dry.
8th level — *sink:* This spell will place a creature the given number of feet below the floor of the river or sea. The magic of the containment will, however, radiate through the water to the surface.

Illusionist:

3rd level — *phantom steed:* Such creatures summoned underwater are hippocampi with black forebodies and silver-gray scales. They do not gain the special abilities in traveling or flying, but do gain the 4"/level movement of the *phantom steed.* Otherwise they are similar to the steed summoned by the spell.

COMBAT

EFFECTS OF DARKNESS

On many occasions, a situation will present itself where combat must be conducted in conditions of darkness or poor illumination. The effects of darkness on combat are as follows:

1. If an opponent cannot be seen, then attacks against that opponent are as against an invisible target, i.e. at -4 "to hit."
2. If the opponent is vaguely discernible, such as a faint blur or a darker shape that stands out against the background, then attacks against that opponent are at -2 "to hit."
3. Combat is not affected by illumination (or lack thereof) in conditions of daylight or in light conditions such as those produced by most light-giving devices and spells, including the illumination of torches, lanterns, *light* spells or *continual light* spells.
4. In essence, the converse of all the above cases will hold true when considering creatures which function normally or at some relative advantage in conditions of darkness. For instance, creatures with infravision will still be able to "see" opponents in the absence of normal (visible spectrum) light. Creatures that are accustomed to operating in darkness will suffer vision penalties when attacking opponents in illuminated conditions (cf. descriptions of gray dwarves, dark elves, and dark gnomes elsewhere in this volume).

The effects of a *faerie fire* spell will be of benefit only when outlining opponents in poor lighting conditions, such as an area of a dungeon where the only light comes from softly glowing magic weapons, or in total darkness. In illumination similar to that of a torch or a *light* spell (or anything stronger), the spell will function normally, but will not contribute to the visibility of the target it encompasses.

As in so many other cases, particularly those relating to combat, common sense must be the final determinant of whether or not an act is possible, or whether a bonus or penalty to its chance of success should be applied. If a certain situation seems to warrant an exception to these rules, it is within the purview of the Dungeon Master to moderate the events accordingly.

THE CAMPAIGN

SOCIAL CLASS AND RANK

The Dungeon Master should determine the social class of each character he or she has in the campaign. This is accomplished by use of the *Social Class Table* given below. You will note that this table does not include any social or political information, but that guidelines of this sort are included in a reference immediately following the table. This allows the DM to model the social class distinctions to the tenor of his or her individual milieu.

Social Class Table

Dice roll	Social (/Economic) Class
01-04	Lower Lower Class (LLC)
05-10	Middle Lower Class (MLC)
11-20	Upper Lower Class (ULC)
21-35	Lower Middle Class (LMC)
36-55	Middle Middle Class (MMC)
56-87	Upper Middle Class (UMC)
88-96	Lower Upper Class (LUC)
97-99	Middle Upper Class (MUC)
00	Upper Upper Class (UUC)

Typical members of a class

LLC: Freed slaves, peasants, tinkers, vagabonds, beggars, criminals, low-level thieves, low-level and mid-level assassins
MLC: Herdsmen, laborers, peddlers, actors, jugglers, men-at-arms, low-level barbarians, mid-level thieves, high-level assassins, low-level bards
ULC: Freemen, tradesmen, petty officers, money-changers, fences, low-level fighters, high-level thieves
LMC: Artisans, craftsmen, petty merchants, junior officers, bankers, landless knights, druids, rangers
MMC: Landed gentry, merchants, petty officials, senior officers, landless petty nobles, mid-level fighters, low-level magic-users, low-level illusionists
UMC: Guild masters, great merchants, military commanders, officials, landless nobles, lesser clerics, high-level fighters, mid-level magic-users, mid-level illusionists
LUC: Great landed gentry, generals and marshals, greater officials, knights, mid-level clerics, cavaliers, paladins, high-level magic-users, high-level illusionists
MUC: Knights, commanders, great clerics, nobles, high-level paladins, very high-level magic-users and illusionists
UUC: Great nobles, sovereign nobility, royalty

For player characters, initial social status has no effect on starting money and equipment, with the exception of cavaliers and paladins. Rules for starting gold and equipment for those classes are detailed under the "Money" heading in the Players' Section of this book.

The various occupations and status positions can be adjusted as required by the background of each milieu. The positioning of non-humans is entirely dependent upon the individual milieu. As a general rule, a human society would probably consider the non-humans as:

Dwarves — MMC (they are reputed to have gold and gems!)
Elves — ULC (wood elves) to LUC (gray elves)
Gnomes — ULC to LMC
Halflings — ULC (they are small and rustic)
Half-elves — Slightly above a human counterpart
Half-orcs — LLC

Social Class and Profession: As a general rule, any character must have a social status of, at the lowest, one rank below that specified for his or her profession in the milieu. For instance, using the system outlined above, a character embarking on a career as a fighter must have a social standing of no lower than Middle Lower Class, and conversely a character with a standing lower than that cannot hope to make his or her way in the fighter profession. At the lowest extreme, this means that a character born to the Lower Lower Class can be only a thief or assassin.

CIRCUMSTANCES OF BIRTH

By the nature of the topic, not much can be offered in the way of "rules" for ascertaining the origin and background of characters in the campaign milieu. Virtually all such decisions must be made by the individual Dungeon Master, so that the results fit smoothly into the adventuring environment that he or she has designed. As a starting point, however, the following tables will suffice for those who wish to determine what role fate has played with regard to when and how a character came into the world.

Birth Table

Dice Roll	Order of Birth	Dice Roll	Order of Birth
01-05	Only child	81-85	7th child
06-10	1st child	86-90	8th child
11-20	2nd child	91-94	9th child
21-35	3rd child	95-97	10th child
36-50	4th child	98-99	11th child
51-65	5th child	00	12th child
66-80	6th child		

Parents' Marital Status Table

Dice Roll	Marital Status
01-80	Parents legally married
81-00	Parents unmarried*

* The child of unmarried parents is typically one social class lower than the social class of the father.

Racial Modifiers

Dwarves, all	-15 to dice rolls on both tables
Elves	Modify dice rolls on both tables as follows:
Drow	-15
Gray	-30
High	-20
Wood	-10
All others	-15
Gnomes, all	-20 to dice rolls on both tables
Half-elves	-10 to dice rolls on both tables
Halflings, all	-10 to dice rolls on both tables
Half-orcs	+10 to dice rolls on Birth Table, +75 to dice rolls on Marital Status Table
Humans	no modifiers to dice rolls



TREASURE

RANDOM TREASURE DETERMINATION

III. MAGIC ITEMS (Revised Table)

Dice	Results
01-20	**Potions**
	01-65 Table III.A.
	66-00 Table III.A.2.
21-35	**Scrolls**
	01-85 Table III.B.
	86-00 Table III.B.2.
36-40	**Rings**
	01-67 Table III.C.
	68-00 Table III.C.2.
41-45	**Rods, Staves & Wands**
	01-40 Table III.D.
	41-00 Table III.D.2.
46-60	**Miscellaneous Magic**
	01-14 Table III.E.1.
	15-28 Table III.E.2.
	29-42 Table III.E.3.
	43-56 Table III.E.4.
	57-70 Table III.E.5.
	71-85 Table III.E.6.
	86-00 Table III.E.7.
61-75	**Armor & Shields**
	01-50 Table III.F.
	51-00 Table III.F.2.
76-86	**Swords**
	01-95 Table III.G.
	96-00 Table III.G.2.
87-00	**Miscellaneous Weapons**
	01-50 Table III.H.
	51-00 Table III.H.2.

III.A. POTIONS

Dice	Result	Experience Point Value	G.P. Sale Value
01-03	*Animal Control* •	250	400
04-06	*Clairaudience*	250	400
07-09	*Clairvoyance*	300	500
10-12	*Climbing*	300	500
13-15	*Delusion* ••	- -	150
16-18	*Diminution*	300	500
19-20	*Dragon Control* *	500-1,000	5,000-9,000
21-23	*ESP*	500	850
24-26	*Extra-Healing*	400	800
27-29	*Fire Resistance*	250	400
30-32	*Flying*	500	750
33-34	*Gaseous Form*	300	400
35-36	*Giant Control* •	400-900	1,000-6,000
37-39	*Giant Strength* * (F)	500-750	900-1,400
40-41	*Growth*	250	300
42-47	*Healing*	200	400
48-49	*Heroism* (F)	300	500
50-51	*Human Control* •	500	900
52-54	*Invisibility*	250	500
55-57	*Invulnerability* (F)	350	500
58-60	*Levitation*	250	400
61-63	*Longevity*	500	1,000
64-66	*Oil of Etherealness*	600	1,500
67-69	*Oil of Slipperiness*	400	750
70-72	*Philter of Love*	200	300

III.A., Continued

Dice	Result	Experience Point Value	G.P. Sale Value
73-75	*Philter of Persuasiveness*	400	850
76-78	*Plant Control*	250	300
79-81	*Polymorph (self)*	200	350
82-84	*Poison* **	- -	- -
85-87	*Speed*	200	450
88-90	*Super-Heroism* (F)	450	750
91-93	*Sweet Water*	200	250
94-96	*Treasure Finding*	600	2,000
97	*Undead Control* •	700	2,500
98-00	*Water Breathing*	400	900

III.A.2. POTIONS

Dice	Result	Experience Point Value	G.P. Sale Value
01-05	*Elixir of Health*	350	2,000
06-15	*Elixir of Life*	250	2,500
16-20	*Elixir of Madness* **	- -	- -
21-25	*Elixir of Youth*	500	10,000
26-30	*Fire Breath*	400	4,000
31-35	*Oil of Acid Resistance*	500	5,000
36-40	*Oil of Disenchantment*	750	3,500
41-45	*Oil of Elemental Invulnerability*	1,000	5,000
46-49	*Oil of Fiery Burning*	500	4,000
50-55	*Oil of Fumbling* **	- -	1,000
56-60	*Oil of Impact*	750	5,000
61-65	*Oil of Sharpness*	100/appl.	1,000/appl.
66-70	*Oil of Timelessness*	500	2,000
71-75	*Philter of Beauty*	250	1,500
76-80	*Philter of Glibness*	500	2,500
81-85	*Philter of Stammering & Stuttering* ••	- -	1,500
86-90	*Rainbow Hues*	200	800
91-95	*Ventriloquism*	200	800
96-00	*Vitality*	300	2,500

• Effectiveness on type of creature controlled must be determined by die roll; consult item explanation.

** The Dungeon Master must mislead the possessor of the potion so as to convince him that it is not harmful. (See the appropriate item description for particulars.)

(F) = Fighter and cavalier classes only may use.

III.B. SCROLLS

Dice	Result	Spell Level Range or Experience Point Value
01-10	1 spell	1-4
11-16	1 spell	1-6
17-19	1 spell	2-9 (d8 + 1) or 2-7* (d6 + 1)
20-24	2 spells	1-4
25-27	2 spells	1-8 or 1-6*
28-32	3 spells	1-4
33-35	3 spells	2-9 or 2-7*
36-39	4 spells	1-6
40-42	4 spells	1-8 or 1-6*
43-46	5 spells	1-6
47-49	5 spells	1-8 or 1-6*
50-52	6 spells	1-6
53-54	6 spells	3-8 (d6 + 2) or 3-6* (d4 + 2)
55-57	7 spells	1-8
58-59	7 spells	2-9
60	7 spells	4-9 (d6 + 3) or 4-7* (d4 + 3)
61-62	*Protection — Demons*	2,500
63-64	*Protection — Devils*	2,500
65-70	*Protection — Elementals*	1,500
71-76	*Protection — Lycanthropes*	1,000
77-82	*Protection — Magic*	1,500
83-87	*Protection — Petrification*	2,000

III.B., Continued

Dice	Result	Spell Level Range or Experience Point Value
88-92	*Protection — Possession*	2,000
93-97	*Protection — Undead*	1,500
98-00	*Curse* **	---

* 30% of all spell scrolls are of clerical nature (dice 71-00), and 25% of all clerical scrolls are druidical. 10% of all magic-user spell scrolls are illusionist. This applies only to scrolls 01-60 above. Asterisked numbers indicate clerical spell levels.

** It is incumbent upon the Dungeon Master to do his utmost to convince players that cursed scrolls should be read by their characters. See DMG, p. 121.

III.B.2. SCROLLS

Dice	Result	Experience Point Value
01-02	*Protection — Acid*	2,500
03-07	*Protection — Breath Weapons, Dragon*	2,000
08-12	*Protection — Breath Weapons, Non-dragon*	2,000
13-17	*Protection — Cold*	2,000
18-22	*Protection — Electricity*	1,500
23-27	*Protection — Fire*	2,000
28-32	*Protection — Gas*	2,000
33-37	*Protection — Illusions*	1,500
38-42	*Protection — Paralyzation*	1,500
43-48	*Protection — Plants*	1,000
49-54	*Protection — Poison*	1,000
55-59	*Protection — Traps*	2,000
60-64	*Protection — Water*	1,500
65-70	*Protection — Weapons, Magical blunt*	1,000
71-76	*Protection — Weapons, Magical edged*	1,000
77-82	*Protection — Weapons, Magical missile*	1,000
83-88	*Protection — Weapons, Non-magic blunt*	1,000
89-94	*Protection — Weapons, Non-magic edged*	1,000
95-00	*Protection — Weapons, Non-magic missile*	1,000

III.C. RINGS

Dice	Result	Experience Point Value	G.P. Sale Value
01-06	*Contrariness*	--	1,000
07-12	*Delusion*	--	2,000
13-14	*Djinni Summoning* *	3,000	20,000
15	*Elemental Command*	5,000	25,000
16-21	*Feather Falling*	1,000	5,000
22-27	*Fire Resistance*	1,000	5,000
28-30	*Free Action*	1,000	5,000
31-33	*Human Influence* •	2,000	10,000
34-40	*Invisibility*	1,500	7,500
41-43	*Mammal Control* •	1,000	5,000
44	*Multiple Wishes* *	5,000	25,000
45-60	*Protection*	2,000-4,000	10,000-20,000
61	*Regeneration*	5,000	40,000
62-63	*Shooting Stars*	3,000	15,000
64-65	*Spell Storing*	2,500	22,500
66-69	*Spell Turning*	2,000	17,500
70-75	*Swimming*	1,000	5,000
76-77	*Telekinesis* *	2,000	10,000
78-79	*Three Wishes* *	3,000	15,000
80-85	*Warmth*	1,000	5,000
86-90	*Water Walking*	1,000	5,000
91-98	*Weakness*	--	1,000
99	*Wizardry* * (M)	4,000	50,000
00	*X-Ray Vision*	4,000	35,000

* These rings contain the most powerful magical abilities and may possess only a limited number of magical charges before being depleted, at the DM's option.

(M) = Usable by the magic-user class only.

III.C.2. RINGS

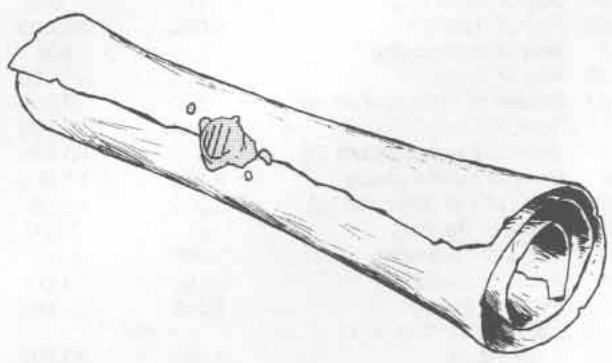
Dice	Result	Experience Point Value	G.P. Sale Value
01-08	*Animal Friendship*	1,000	5,000
09-10	*Anything*	5,000	55,000
11-20	*Blinking*	1,000	5,000
21-22	*Boccob*	250	2,500
23-31	*Chameleon Power*	1,000	5,000
32-40	*Clumsiness*	--	3,000
41-49	*Faerie*	1,000	7,500
50-58	*Jumping*	1,000	5,000
59-67	*Mind Shielding*	500	5,000
68-70	*Ram (of the)*	750	7,500
71-79	*Shocking Grasp*	1,000	5,000
80-92	*Sustenance*	500	3,500
93-00	*Truth*	1,000	5,000

III.D. RODS & STAVES

Dice	Result	Experience Point Value*	G.P. Sale Value*
01-06	*Rod of Absorption* (C,M)	7,500	40,000
07-10	*Rod of Alertness*	7,000	50,000
11	*Rod of Beguiling* (C,M,T)	5,000	30,000
12-21	*Rod of Cancellation*	10,000	15,000
22-26	*Rod of Flailing*	2,000	20,000
27	*Rod of Lordly Might* (F)	6,000	20,000
28-30	*Rod of Passage*	5,000	50,000
31	*Rod of Resurrection* (C)	10,000	35,000
32	*Rod of Rulership*	8,000	35,000
33-36	*Rod of Security*	3,000	30,000
37	*Rod of Smiting* (C,F)	4,000	15,000
38-40	*Rod of Splendor*	2,500	25,000
41	*Staff of Command* (C,M)	5,000	25,000
42-48	*Staff of Curing* (C)	6,000	25,000
49-55	*Staff-Mace*	1,500	12,500
56	*Staff of the Magi* (M)	15,000	75,000
57	*Staff of Power* (M)	12,000	60,000
58-63	*Staff of the Serpent* (C)	7,000	35,000
64-70	*Staff of Slinging* (D)	2,000	10,000
71-76	*Staff-Spear*	1,000-3,500	5,000-25,000
77-82	*Staff of Striking* (C,M)	6,000	15,000
83-85	*Staff of Swarming Insects* (C,M)	100/chg.	500/chg.
86	*Staff of Thunder & Lightning*	8,000	20,000
87-90	*Staff of Withering* (C)	8,000	35,000
91-00	*Staff of the Woodlands* (D)	8,000	40,000

* Assumes full charges are in item.

Items are usable by characters of all classes unless restriction(s) specified: (C) = cleric classes; (D) = druid; (F) = fighter and cavalier classes; (M) = magic-user classes; (T) = thief classes.



III.D.2. WANDS

Dice	Result	Experience Point Value*	G.P. Sale Value*
01	*Anything Wand*	2,500	12,500
02-05	*Buckler Wand* (F,M,T)	500	5,000
06-07	*Conjuration* (M)	7,000	35,000
08-10	*Defoliation*	1,000	6,000
11-12	*Earth & Stone*	1,000-1,500	10,000-15,000
13-16	*Enemy Detection*	2,000	10,000
17-20	*Fear* (C,M)	3,000	15,000
21-22	*Fire* (M)	4,500	25,000
23-26	*Fireballs*	2,000	16,000
27-30	*Flame Extinguishing*	1,250	10,000
31	*Force* (F,M)	3,000	30,000
32	*Frost* (M)	6,000	50,000
33-35	*Ice Storms*	2,500	20,000
36-39	*Illumination*	2,000	10,000
40-43	*Illusion* (M)	3,000	20,000
44-45	*Lightning* (M)	4,000	30,000
46-49	*Lightning Bolts*	2,000	16,000
50-53	*Magic Detection*	2,500	25,000
54-61	*Magic Missiles*	4,000	35,000
62-66	*Metal & Mineral Detection*	1,500	7,500
67-68	*Metal Command*	2,500	10,000
69-74	*Negation*	3,500	15,000
75-78	*Paralyzation* (M)	3,500	25,000
79-82	*Polymorphing* (M)	3,500	25,000
83-86	*Secret Door & Trap Location*	5,000	40,000
87-90	*Size Alteration*	3,000	20,000
91-92	*Steam & Vapor* (C,M)	4,500	25,000
93-00	*Wonder*	6,000	10,000

* Assumes full charges are in item.

Items are usable by characters of all classes unless restriction(s) specified: (C) = cleric classes; (F) = fighter and cavalier classes; (M) = magic-user classes; (T) = thief classes.

III.E. MISCELLANEOUS MAGIC

TABLE III.E.1.

Dice	Result	Experience Point Value	G.P. Sale Value
01-02	*Alchemy Jug*	3,000	12,000
03-04	*Amulet of Inescapable Location*	--	1,000
05	*Amulet of Life Protection*	5,000	20,000
06-07	*Amulet of the Planes*	6,000	30,000
08-11	*Amulet of Proof Against Detection and Location*	4,000	15,000
12-13	*Apparatus of Kwalish*	8,000	35,000
14-16	*Arrow of Direction*	2,500	17,500
17	*Artifact or Relic* (see *Special* table, DMG p. 124)	--	--
18-20	*Bag of Beans*	1,000	5,000
21	*Bag of Devouring*	--	1,500
22-26	*Bag of Holding*	5,000	25,000
27	*Bag of Transmuting*	--	500
28-29	*Bag of Tricks*	2,500	15,000
30-31	*Beaker of Plentiful Potions*	1,500	12,500
32	*Boat, Folding*	10,000	25,000
33	*Book of Exalted Deeds* (C)	8,000	40,000
34	*Book of Infinite Spells*	9,000	50,000
35	*Book of Vile Darkness* (C)	8,000	40,000
36	*Boots of Dancing*	--	5,000
37-42	*Boots of Elvenkind*	1,000	5,000
43-47	*Boots of Levitation*	2,000	15,000
48-51	*Boots of Speed*	2,500	20,000
52-55	*Boots of Striding and Springing*	2,500	20,000
56-58	*Bowl Commanding Water Elementals* (M)	4,000	25,000

III.E.1., Continued

Dice	Result	Experience Point Value	G.P. Sale Value
59	*Bowl of Watery Death* (M)	--	1,000
60-79	*Bracers of Defense*	500[1]	3,000[1]
80-81	*Bracers of Defenselessness*	--	2,000
82-84	*Brazier Commanding Fire Elementals* (M)	4,000	25,000
85	*Brazier of Sleep Smoke* (M)	--	1,000
86-92	*Brooch of Shielding*	1,000	10,000
93	*Broom of Animated Attack*	--	3,000
94-98	*Broom of Flying*	2,000	10,000
99-00	*Bucknard's Everfull Purse*	1,500/2,500/ 4,000	15,000/25,000/ 40,000

1: Per armor class step better than 10, i.e., AC 6 is worth 2,000 in x.p., 12,000 gp if sold.

TABLE III.E.2.

Dice	Result	Experience Point Value	G.P. Sale Value
01-06	*Candle of Invocation* (C)	1,000	5,000
07-08	*Carpet of Flying*	7,500	25,000
09-10	*Censer Controlling Air Elementals* (M)	4,000	25,000
11	*Censer of Summoning Hostile Air Elementals* (M)	--	1,000
12-13	*Chime of Opening*	3,500	20,000
14	*Chime of Hunger*	--	--
15-18	*Cloak of Displacement*	3,000	17,500
19-27	*Cloak of Elvenkind*	1,000	6,000
28-30	*Cloak of Manta Ray*	2,000	12,500
31-32	*Cloak of Poisonousness*	--	2,500
33-55	*Cloak of Protection*	1,000[1]	10,000[1]
56-60	*Crystal Ball* (M)	1,000[2]	5,000[2]
61	*Crystal Hypnosis Ball* (M)	--	3,000
62-63	*Cube of Force*	3,000	20,000
64-65	*Cube of Frost Resistance*	2,000	14,000
66-67	*Cubic Gate*	5,000	17,500
68-69	*Daern's Instant Fortress*	7,000	27,500
70-72	*Decanter of Endless Water*	1,000	3,000
73-76	*Deck of Many Things*	--	10,000
77	*Drums of Deafening*	--	500
78-79	*Drums of Panic*	6,500	35,000
80-85	*Dust of Appearance*	1,000	4,000
86-91	*Dust of Disappearance*	2,000	8,000
92	*Dust of Sneezing and Choking*	--	1,000
93	*Efreeti Bottle*	9,000	45,000
94	*Eversmoking Bottle*	500	2,500
95	*Eyes of Charming* (M)	4,000	24,000
96-97	*Eyes of the Eagle*	3,500	18,000
98-99	*Eyes of Minute Seeing*	2,000	12,500
00	*Eyes of Petrification*	--[3]	--[3]

1: Per plus of protection.

2: Add 100% for each additional feature.

3: If reverse effect, 12,500 x.p. and 50,000 gp sale value.

TABLE III.E.3.

Dice	Result	Experience Point Value	G.P. Sale Value
01-15	*Figurine of Wondrous Power*	100[1]	1,000[1]
16	*Flask of Curses*	--	1,000
17-18	*Gauntlets of Dexterity*	1,000	10,000
19-20	*Gauntlets of Fumbling*	--	1,000
21-22	*Gauntlets of Ogre Power* (C,F,T)	1,000	10,000
23-25	*Gauntlets of Swimming and Climbing* (C,F,T)	1,000	10,000
26	*Gem of Brightness*	2,000	17,500
27	*Gem of Seeing*	2,000	25,000

III.E.3., Continued

Dice	Result	Experience Point Value	G.P. Sale Value
28	*Girdle of Femininity/ Masculinity* (C,F,T)	--	1,000
29	*Girdle of Giant Strength* (C,F,T)	200	2,500
30	*Helm of Brilliance*	2,500	60,000
31-35	*Helm of Comprehending Languages & Reading Magic*	1,000	12,500
36-37	*Helm of Opposite Alignment*	--	1,000
38-39	*Helm of Telepathy*	3,000	35,000
40	*Helm of Teleportation*	2,500	30,000
41-45	*Helm of Underwater Action*	1,000	10,000
46	*Horn of Blasting*	1,000	55,000
47-48	*Horn of Bubbles*	--	--
49	*Horn of Collapsing*	1,500	25,000
50-53	*Horn of the Tritons* (C,F)	2,000	17,500
54-60	*Horn of Valhalla*	1,000[2]	15,000[2]
61-63	*Horseshoes of Speed*	2,000	10,000
64-65	*Horseshoes of a Zephyr*	1,500	7,500
66-70	*Incense of Meditation* (C)	500	7,500
71	*Incense of Obsession* (C)	--	500
72	*Ioun Stones*	300[3]	5,000[3]
73-78	*Instrument of the Bards*	1,000[4]	5,000[4]
79-80	*Iron Flask*	--	--
81-85	*Javelin of Lightning* (F)	250	3,000
86-90	*Javelin of Piercing* (F)	250	3,000
91	*Jewel of Attacks*	--	1,000
92	*Jewel of Flawlessness*	--	1,000/facet
93-00	*Keoghtom's Ointment*	500	10,000

1: Per hit die of the figurine.

2: Double for a *bronze horn*, triple for an *iron horn*.

3: Per stone.

4: Per level of instrument for bards.

TABLE III.E.4.

Dice	Result	Experience Point Value	G.P. Sale Value
01	*Libram of Gainful Conjuration* (M)	8,000	40,000
02	*Libram of Ineffable Damnation* (M)	8,000	40,000
03	*Libram of Silver Magic* (M)	8,000	40,000
04	*Lyre of Building*	5,000	30,000
05	*Manual of Bodily Health*	5,000	50,000
06	*Manual of Gainful Exercise*	5,000	50,000
07	*Manual of Golems* (C,M)	3,000	30,000
08	*Manual of Puissant Skill at Arms* (F)	8,000	40,000
09	*Manual of Quickness of Action*	5,000	50,000
10	*Manual of Stealthy Pilfering* (T)	8,000	40,000
11	*Mattock of the Titans* (F)	3,500	7,000
12	*Maul of the Titans*	4,000	12,000
13-15	*Medallion of ESP*	1,000/3,000	10,000/30,000
16-17	*Medallion of Thought Projection*	--	1,000
18	*Mirror of Life Trapping* (M)	2,500	25,000
19	*Mirror of Mental Prowess*	5,000	50,000
20	*Mirror of Opposition*	--	2,000
21-23	*Necklace of Adaptation*	1,000	10,000
24-27	*Necklace of Missiles*	50[1]	200[1]
28-33	*Necklace of Prayer Beads* (C)	500[2]	3,000[2]
34-35	*Necklace of Strangulation*	--	1,000
36-38	*Net of Entrapment* (C,F,T)	1,000	7,500
39-42	*Net of Snaring* (C,F,T)	1,000	6,000
43-44	*Nolzur's Marvelous Pigments*	500[3]	3,000[3]
45-46	*Pearl of Power* (M)	200[4]	2,000[4]
47-48	*Pearl of Wisdom* (C)	500	5,000
49-50	*Periapt of Foul Rotting*	--	1,000

III.E.4., Continued

Dice	Result	Experience Point Value	G.P. Sale Value
51-53	*Periapt of Health*	1,000	10,000
54-60	*Periapt of Proof Against Poison*	1,500	12,500
61-64	*Periapt of Wound Closure*	1,000	10,000
65-70	*Phylactery of Faithfulness* (C)	1,000	7,500
71-74	*Phylactery of Long Years* (C)	3,000	25,000
75-76	*Phylactery of Monstrous Attention* (C)	--	2,000
77-84	*Pipes of the Sewers*	1,750	8,500
85	*Portable Hole*	5,000	50,000
86-00	*Quaal's Feather Token*	500/1,000	2,000/7,000

1: Per hit die of each missile.

2: Per special bead.

3: Per pot of *pigments*.

4: Per level of spell.

TABLE III.E.5.

Dice	Result	Experience Point Value	G.P Sale Value
01	*Robe of the Archmagi* (M)	6,000	65,000
02-08	*Robe of Blending*	3,500	35,000
09	*Robe of Eyes* (M)	4,500	50,000
10	*Robe of Powerlessness* (M)	--	1,000
11	*Robe of Scintillating Colors* (C,M)	2,750	25,000
12-19	*Robe of Useful Items* (M)	1,500	15,000
20-25	*Rope of Climbing*	1,000	10,000
26-27	*Rope of Constriction*	--	1,000
28-31	*Rope of Entanglement*	1,250	12,000
32	*Rug of Smothering*	--	1,500
33	*Rug of Welcome* (M)	6,500	45,000
34	*Saw of Mighty Cutting* (F)	1,750	12,500
35	*Scarab of Death*	--	2,500
36-38	*Scarab of Enraging Enemies*	1,000	8,000
39-40	*Scarab of Insanity*	1,500	11,000
41-46	*Scarab of Protection*	2,500	25,000
47	*Spade of Colossal Excavation* (F)	1,000	6,500
48	*Sphere of Annihilation* (M)	3,750	30,000
49-50	*Stone of Controlling Earth Elementals*	1,500	12,500
51-52	*Stone of Good Luck (Luckstone)*	3,000	25,000
53-54	*Stone of Weight (Loadstone)*	--	1,000
55-57	*Talisman of Pure Good* (C)	3,500	27,500
58	*Talisman of the Sphere* (M)	100	10,000
59-60	*Talisman of Ultimate Evil* (C)	3,500	32,500
61-66	*Talisman of Zagy*	1,000	10,000
67	*Tome of Clear Thought*	8,000	48,000
68	*Tome of Leadership and Influence*	7,500	40,000
69	*Tome of Understanding*	8,000	43,500
70-76	*Trident of Fish Command* (C,F,T)	500	4,000
77-78	*Trident of Submission* (F)	1,250	12,500
79-83	*Trident of Warning* (C,F,T)	1,000	10,000
84-85	*Trident of Yearning*	--	1,000
86-87	*Vacuous Grimoire*	--	1,000
88-90	*Well of Many Worlds*	6,000	12,000
91-00	*Wings of Flying*	750	7,500

Items are usable by characters of all classes unless restriction(s) specified: (C) = cleric classes; (F) = fighter and cavalier classes; (M) = magic-user classes; (T) = thief classes.

TABLE III.E.6.

Dice	Result	Experience Point Value	G.P. Sale Value
01-04	*Amulet Versus Undead*	200/level	1,000/level
05	*Anything Item*	4,000	40,000
06-07	*Beads of Force*	200 ea.	1,000 ea.
08-14	*Boccob's Blessed Book* (M)	4,500	35,000
15-16	*Boots of the North*	1,500	7,500
17-19	*Boots of Varied Tracks*	1,500	7,500
20	*Boots, Winged*	2,000	20,000
21-24	*Bracers of Archery* (F)	1,000	10,000
25-26	*Bracers of Brachiation*	1,000	10,000
27-28	*Chime of Interruption*	2,000	20,000
29-30	*Cloak of Arachnidia*	3,000	25,000
31-34	*Cloak of the Bat*	1,500	15,000
35-36	*Cyclocone* (M)	300	15,000
37-40	*Dart of the Hornets' Nest*	750	7,500
41-42	*Deck of Illusions*	1,500	15,000
43-44	*Dicerion of Light & Darkness* (C)	2,500	25,000
45-47	*Dust of Dryness*	1,000	8,000
48-50	*Dust of Illusion*	10/pinch	100/pinch
51-54	*Dust of Tracelessness*	500	200/pinch
55-56	*Egg of Desire*	*	*
57-60	*Egg of Reason*	250	2,500
61-62	*Egg of Shattering*	--	500
63-65	*Gem of Insight*	3,000	3,000
66-68	*Girdle of Dwarvenkind*	3,500	20,000
69-76	*Girdle of Many Pouches*	1,000	10,000
77-79	*Gloves of Missile Snaring*	1,500	10,000
80-83	*Gloves of Thievery*	1,000	5,000
84-88	*Hat of Difference*	1,000	8,000
89-95	*Hat of Disguise*	1,000	7,500
96-00	*Hat of Stupidity*	--	1,000

TABLE III.E.7.

Dice	Result	Experience Point Value	G.P. Sale Value
01-05	*Heward's Handy Haversack*	3,000	30,000
06-10	*Horn of Fog*	400	4,000
11-12	*Horn of Goodness (Evil)*	750	3,250
13-14	*Iron Bands of Bilarro*	750	5,000
15-18	*Lens of Detection*	250	1,500
19-21	*Lens of Ultravision*	750	5,000
22-23	*Mantle of Celestian*	1,500	15,000
24-27	*Murlynd's Spoon*	750	4,000
28-29	*Pearl of the Sirines*	900	4,500
30-31	*Philosopher's Stone*	1,000	10,000
32-37	*Pouch of Accessibility*	1,250	12,500
38	*Prison of Zagyg* (M)	2,750	25,000
39-40	*Quiver of Ehlonna*	1,500	10,000
41-42	*Robe of Stars* (M)	4,000	12,000
43-48	*Robe of Vermin* (M)	--	1,000
49-50	*Scarab Versus Golems*	*	*
51-54	*Shadow Lanthorn*	750	6,000
55-57	*Sheet of Smallness*	1,250	12,500
58-59	*Shoes of Fharlanghn*	2,000	20,000
60-64	*Slippers of Kicking*	750	6,000
65-70	*Slippers of Spider Climbing*	1,000	10,000
71-72	*Sovereign Glue*	1,000/oz.	750/oz.
73-77	*Spoon of Stirring*	500	5,000
78-81	*Stone Horse*	2,000	12,000
82-84	*Ultimate Solution*	1,000	7,000
85-88	*Wind Fan*	500	2,500
89-92	*Zagyg's Flowing Flagon*	750	3,500
93-00	*Zagyg's Spell Component Case* (M)	100/use	1,000/use

* See item description.

Items are usable by characters of all classes unless restriction(s) specified: (C) = cleric classes; (F) = fighter and cavalier classes; (M) = magic-user classes; (T) = thief classes.

III.F. ARMOR AND SHIELD

Dice	Result	Experience Point Value	G.P. Sale Value
01-05	*Chain Mail + 1*	600	3,500
06-09	*Chain Mail + 2*	1,200	7,500
10-11	*Chain Mail + 3*	2,000	12,500
12-19	*Leather Armor + 1*	300	2,000
20-26	*Plate Mail + 1*	800	5,000
27-32	*Plate Mail + 2*	1,750	10,500
33-35	*Plate Mail + 3*	2,750	15,500
36-37	*Plate Mail + 4*	3,500	20,500
38	*Plate Mail + 5*	4,500	27,500
39	*Plate Mail of Etherealness*	5,000	30,000
40-44	*Plate Mail of Vulnerability*	--	1,500
45-50	*Ring Mail + 1*	400	2,500
51-55	*Scale Mail + 1*	500	3,000
56-59	*Scale Mail + 2*	1,100	6,750
60-63	*Splint Mail + 1*	700	4,000
64-66	*Splint Mail + 2*	1,500	8,500
67-68	*Splint Mail + 3*	2,250	14,500
69	*Splint Mail + 4*	3,000	19,000
70-75	*Studded Leather + 1*	400	2,500
76-84	*Shield + 1*	250	2,500
85-89	*Shield + 2*	500	5,000
90-93	*Shield + 3*	800	8,000
94-95	*Shield + 4*	1,200	12,000
96	*Shield + 5*	1,750	17,500
97	*Shield, large, + 1, + 4 vs. missiles*	400	4,000
98-00	*Shield -1, missile attractor*	--	750

III.F.2. ARMOR AND SHIELD

Dice	Result	Experience Point Value	G.P. Sale Value
01	*Anything Armor*	4,500	45,000
02-07	*Bronze Plate Mail + 1*	500	3,000
08-11	*Bronze Plate Mail + 2*	1,000	7,500
12-17	*Buckler + 1*	150	1,500
18-21	*Buckler + 2*	350	3,500
22-23	*Buckler + 3*	1,000	10,000
24-25	*Chain Mail + 4*	4,000	30,000
26-31	*Elfin Chain Mail + 1*	1,200	7,500
32-35	*Elfin Chain Mail + 2*	2,000	12,500
36-38	*Elfin Chain Mail + 3*	3,000	20,000
39-40	*Elfin Chain Mail + 4*	5,000	30,000
41	*Elfin Chain Mail + 5*	7,500	50,000
42-50	*Leather Armor + 2*	1,000	7,500
51-55	*Leather Armor + 3*	1,750	12,500
56-62	*Plate Armor, Field, + 1*	1,500	15,000
63-68	*Plate Armor, Field, + 2*	3,000	30,000
69-71	*Plate Armor, Field, + 3*	5,000	50,000
72-73	*Plate Armor, Field, + 4*	8,000	80,000
74	*Plate Armor, Field, + 5*	12,000	120,000
75-80	*Plate Armor, Full, + 1*	3,000	30,000
81-84	*Plate Armor, Full, + 2*	5,000	50,000
85-87	*Plate Armor, Full, + 3*	8,000	80,000
88-89	*Plate Armor, Full, + 4*	12,000	120,000
90-93	*Ring Mail + 2*	1,250	6,000
94-95	*Scale Mail + 3*	2,500	12,500
96-00	*Studded Leather + 2*	1,250	6,500

65% of all armor is man-sized, 20% is elf-sized, 10% is dwarf-sized, and but 5% gnome- or halfling-sized.

III.G. SWORDS

Dice	Result	Experience Point Value	G.P. Sale Value
01-25	*Sword + 1*	400	2,000
26-30	*Sword + 1, + 2 vs. magic-using & enchanted creatures*	600	3,000
31-35	*Sword + 1, + 3 vs. lycanthropes & shape-changers*	700	3,500

EXPLANATIONS AND DESCRIPTIONS OF MAGIC ITEMS

POTIONS (III.A.2.)

Elixir of Health: This special potion cures blindness, deafness, disease, feeblemindedness, insanity, infection, infestation, poisoning, and rot. It will not heal wounds or restore hit points lost through any of the above causes. Half a flask will cure any one or two of the listed problems. Imbibing the whole potion will cure any and all of the above afflictions that the drinker may be suffering.

Elixir of Life: This potent draught will restore life to any creature, even if at a negative hit point level equal to up to 20% of total hit points. (Thus, it will benefit even a creature at -10 hit points, so long as that creature has a full-strength hit point total of 50 or more.) The power of the elixir will function only if administered internally within 5 rounds of the occurrence of death. One turn later, the recipient will be unconscious but at 1 hit point strength. For each negative hit point neutralized in this fashion, the recipient must rest for one day or else receive a *cure light wounds* spell to offset the need for that one day of rest. A *cure serious wounds* spell will count for two days of rest, a *cure critical wounds* spell for three, and a *heal* spell for seven days. Demihumans are affected by this elixir.

Elixir of Madness: A single sip of this stuff will cause the imbiber to go mad, as if he or she were affected by a *symbol of insanity.* Once any creature is affected by the elixir, the dweomer from the entire flask instantly disappears, and the remaining draught is merely foul-tasting liquid.

Elixir of Youth: Quaffing this rare and highly dweomered elixir will reverse aging. The entire contents of the flask must be consumed; sipping from it initially will reduce the potency of the liquid. Taking the full-potency dose reduces the imbiber's age by 2-5 years, and drinking the lower-potency liquid reduces age by only 1-3 years.

Potion of Fire Breath: This magical draught allows the imbiber to retain the dweomer of the fluid for up to six turns before belching forth a tongue of flame. After the expiration of this time limit, however, the potion becomes impotent, and there is a 10% chance that the flames will erupt in the imbiber's own system, inflicting double damage upon him or her, with no saving throw allowed. Each potion container holds enough liquid for four small draughts. If a small draught only is quaffed, then the imbiber is able to breathe forth a 1" wide cone of fire up to 2" long which inflicts 3-12 points of damage. If a double draught is taken, range and damage are doubled; and if a triple draught is quaffed, then range and damage are trebled. If the entire contents are taken at once, then the width of the breath of flame is 2" and the length is 8", and damage inflicted is 5-50 points. Saving throws versus *breath weapon* apply, for half damage, in all cases.

Oil of Acid Resistance: When this oil is applied to skin, cloth, or any other material, it confers virtual invulnerability to acid. The oil will not wear off quickly; an application lasts for one full day before becoming impotent. However, each time material or flesh is exposed to acid, the potency of the oil is diminished by as many minutes as the acid would have caused points of damage to exposed flesh. Thus, if a black dragon of largest size and greatest age breathed upon a person protected by this oil, each breath would lower the oil's remaining protection time by 64 minutes, or 32 minutes if a successful saving throw versus *breath weapon* is made. Each flask contains sufficient oil for one man-sized creature (and accoutrements) for 24 hours. Or, 24 such man-sized creatures could each be coated for one hour's time; any combination of number of creatures and duration of potency between these extremes is also possible. (A horse is equivalent to eight man-sized creatures.)

Oil of Disenchantment: This special oil allows the removal of all *enchantment/charm* dweomers placed upon living things. If the contents of a flask of this substance are rubbed on a creature, all enchantments and charms placed upon it are removed. If the oil is rubbed onto objects which bear a dweomer of the *enchantment/charm* sort, this magic will be lost for 21 to 30 turns (d10 + 20); after that time has elapsed, the oil will have lost its potency, and the item will regain its former dweomer. The oil does not radiate any magical qualities once it is applied, and masks the dweomer of whatever it coats, so that an item so coated will not show any dweomer if magic is detected for as long as the oil remains effective.

Oil of Elemental Invulnerability: This precious substance has equal chances for being of any of the four basic sorts — air, earth, fire, or water. (Roll d4 to determine which sort is discovered.) This oil gives total invulnerability to normal elemental forces on the Prime Material Plane: normal wind storms, fires, earth slides, floods, and so forth. Additionally, there is a 10% chance that any container of this oil which is discovered will be usable on any of the Elemental or Paraelemental Planes. The oil allows the person(s) treated to operate freely and without danger of harm by elemental forces. Of course, monsters do other sorts of damage, and such attacks by elemental creatures will still be effective, but at -1 per die of damage. The oil comes in sufficient quantity to coat one individual for eight days duration, or eight individuals for one day.

Oil of Fiery Burning: When this substance is subjected to air, it bursts into flame, the fire being so hot that it will inflict 5-30 points (5d6) of damage to any creature coated with the oil (saving throw vs. spell applicable for half damage). If hurled, a flask containing this oil will always break. Any creature within 1" of the place of impact of the oil flask is subject to the effects, but a maximum of six such creatures can be affected. (The oil can, for instance, be used to consume the bodies of as many as six regenerating creatures such as trolls.) If the flask is opened, the creature holding it will immediately suffer 1-4 points of damage. Unless that creature then proceeds to roll equal to or less than its dexterity on 2d10, the flask will not be re-stoppered in time to prevent the oil from exploding, with effects as described above.

Oil of Fumbling: This viscous substance will initially seem to be of a useful sort — *acid resistance, elemental invulnerability,* or *slipperiness,* for instance — until the wearer is under stress in a melee combat situation. At that point, he or she will have a 50% chance each round of fumbling and dropping whatever he or she holds — weapon, shield, spell components, and so forth. Only a thorough bath of solvent (alcohol, turpentine, etc.) will remove the substance before its potency wears off.

Oil of Impact: This magical substance is charged with a powerful dweomer which has beneficial effects upon blunt weapons and missiles of all sorts, magical and non-magical. When applied to a blunt weapon such as a club, hammer, or mace, it causes the weapon to both be magical and deliver extra damage. When the oil is applied to a missile, its effect is to make it both magical and very deadly upon impact. Missiles upon which the *oil of impact* will properly function are hurled hammers, hurled clubs, sling stones, and sling bullets. A flask of this substance will contain from 3-5 applications. Each application will last for 9-12 rounds on a hand-held weapon, but when applied to a missile weapon the substance has but a single "charge." With respect to missiles, however, only a small amount need be used, so that 4-5 sling missiles or 2 larger weapons can be treated with a single application. If the oil is used on a hand-held weapon, its dweomer will bestow + 3 status to the weapon's hit probability and cause + 6 damage on a successful hit. Missiles will be + 3 both "to hit" and to damage.

Oil of Sharpness: This magical substance resembles the fine oil used to clean and protect metal armor and weapons. If it is carefully rubbed on the blade of any edged or pointed weapon, the oil will have the effect of making it equivalent to a magic weapon. One such application will last for 9-12 rounds. A flask of the substance will contain

from 3-5 applications. The dweomer of the *oil of sharpness* is determined by die roll:

1 - 2	+1 to hit and damage
3 - 5	+2
6 - 11	+3
12 - 16	+4
17 - 19	+5
20	+6

Oil of Timelessness: This smooth liquid appears to be oil of any sort — even possibly of poisonous nature. When applied to any matter which was formerly alive (leather, leaves, paper, wood, dead flesh, etc.), it enables that substance to resist the passage of time, each year of actual time affecting the object as if only a day had passed. The substance never wears off, though it can be magically removed. The object coated with the oil also gains a +1 bonus on any saving throws which must be made for it. There is sufficient oil within one flask to coat one horse, eight humans, or an equivalent area/volume of some other eligible object or substance.

Philter of Beauty: When this substance is consumed, the individual gains +1 on charisma (18 maximum) and +1 to +4 on his or her comeliness score for the duration of the liquid's effect. All reactions pertaining to charisma and comeliness apply, but if the effects wear off within sight of any creature that was influenced by the enhanced charisma and comeliness, then the creature(s) will certainly have a hostile reaction to this turn of events and attack the individual.

Philter of Glibness: This magical draught allows the imbiber to fluently speak — even tell lies — smoothly, believably, and undetectably. Magical investigation (such as *detect lie*) will not give the usual results, but will reveal that some minor "stretching of the truth" might be occurring.

Philter of Stammering and Stuttering: When this liquid is consumed, it will seem to be a beneficial draught — one of *glibness* or *persuasiveness*, for instance. But whenever something meaningful must be spoken (the verbal component of a spell, the text of a scroll, conversation with a monster, etc.), the beverage's true effect will be revealed — nothing can be said properly, and reactions of all creatures hearing such nonsense will be at a -25% penalty.

Potion of Rainbow Hues: This rather syrupy draught must be stored in a metallic container. A full flask holds sufficient liquid for seven hours' effect. The imbiber only has to concentrate on some color or colors and he or she will turn that very hue in less than one segment. Any color or combination of colors is possible, if the user of the magical drink simply holds the thought in his mind for the space of time required for the hue(s) to be effected. If the potion is quaffed sparingly, it is possible to get seven draughts of one hour duration apiece.

Potion of Ventriloquism: When it is imbibed, this potion enables the drinker to duplicate the effects of a *ventriloquism* spell as if he or she were a magic-user. The potion lasts for six such uses, or until its effects fade due to expiration of time.

Potion of Vitality: This potion enables the consumer to be refreshed and full of vitality despite exertion, lack of sleep, and going without food and drink for as long as seven days. If the potion is consumed after one or more days of such exertion or deprivation, it will nullify the adverse effects and still bestow vitality for the remaining number of days up to seven. In addition, the potion is proof against poisons and diseases for the indicated period — and while the potion is in effect, the beneficiary will recover lost hit points at the rate of 1 every 4 hours.

SCROLLS (III.B.2.)

Protection from Acid: Reading time: 5 segments. The reader of the scroll is protected from all forms of acid, up to a damage limit of 20 hit dice or a time limit of 9-12 turns (d4 + 8), whichever comes first. Thus, the scroll would provide safety from three separate breath-weapon attacks by a black dragon of smallest size (normally 6 HD of damage per attack), with a small amount of protection yet unused — assuming that the attacks all take place before the time limit expires.

Protection from Breath Weapons, Dragon: Reading time: 1 round. Only the individual reading this scroll is protected. Protection is not limited by alignment or type of breath; it extends to all forms of dragon breath, and lasts for 6-12 rounds (2d4 + 4).

Protection from Breath Weapons, Non-dragon: Reading time: 1 segment. Only the reader of the scroll is protected from the effects of any non-dragon breath weapons. Duration of the protection is 5-8 rounds (d4 + 4).

Protection from Cold: Reading time: 3 segments. Protection extends outward from the reader within a 3″ diameter sphere. All within this area are protected from the effects of normal cold as low as absolute zero. Against magical cold, the liquid acts as the clerical spell *resist cold*, but with enhanced benefits (+6 on saving throw, damage one-quarter normal or one-eighth if save is made). The duration of the effect is 5-8 turns (d4 + 4).

Protection from Electricity: Reading time: 5 segments. Protection is provided in a 2″ diameter sphere centered on the reader. All protected are immune to any electrical attacks and associated effects. Protection lasts for 3-12 rounds (3d4).

Protection from Fire: Reading time: 8 segments. Protection extends to a 3″ diameter sphere centered on the reader. All within this area are able to withstand flame and heat of the hottest sort, even of magical or elemental nature. Protection lasts for 5-8 turns (d4 + 4).

Protection from Gas: Reading time: 3 segments. The scroll generates a 1″ diameter sphere of protection centered on the reader, and all within this area are immune to the effects of any form of gas — poison gas, breath weapons which are gaseous in nature, spells which generate gas clouds such as *stinking cloud* and *cloudkill*, and all similar forms of noxious, toxic vapors. The scroll's protection lasts for 5-8 rounds (d4 + 4).

Protection from Illusions: Reading time: 7 segments. Only the individual reading the scroll is protected, and the benefit extends to any form of *illusion/phantasm* magic witnessed by the individual. Protection lasts for 5-30 rounds (5d6).

Protection from Paralyzation: Reading time: 1 round. Only the reader is affected by the dweomer of this scroll. The protection extends to all forms of paralyzation, muscle and nerve paralysis included. A *hold* spell will not work upon the protected individual, nor will any sort of paralysis brought about by gas. Protection lasts for 2-5 turns (d4 + 1).

Protection from Plants: Reading time: 1 round. Protection extends to a 1″ diameter sphere centered on the reader. All forms of vegetable life, including fungi, slimes, molds, and the like are unable to penetrate the protective sphere. If it is moved toward such plant life which is capable of movement, the plant will be pushed away. If the protective sphere is pushed up against an immobile, firmly fixed form of plant life (such as a well-rooted shrub, bush, or tree), the sphere will not be able to be moved farther in that direction unless the reader of the scroll has enough strength and mass to be able to uproot the plant under normal circumstances. Protection lasts for 5-8 turns (d4 + 4).

Protection from Poison: Reading time: 3 segments. Protection afforded by the scroll extends only to the reader. No form of poison — ingested, insinuated, contacted, breathed, etc. — will affect the protected individual, and any such poison in the reader's system is permanently neutralized by the dweomer of the scroll. Protection lasts for 3-12 rounds (d10 +2).

Protection from Traps: There are three forms of this scroll — those that protect from mechanical traps (50%), magical traps (30%), and those that protect from any form of trap (20%).

Mechanical: Reading time: 4 segments. Protection extends only to the reader. Traps of mechanical nature do not function against the reader, but neither are they revealed. Protection lasts for 5-20 rounds (5d4).

Magical: Reading time: 8 segments. Protection extends in a 1″ diameter sphere centered on the reader. Magical traps do not function against those in the area of protection, but neither are they revealed. Protection lasts for 3-12 rounds (d10 +2).

Any trap: Reading time: 1 round. Protection extends in a 1″ diameter sphere centered on the reader. The dweomer prevents the functioning of any trap, but does not reveal any that may exist within the protective sphere. Protection lasts for 2-8 rounds (2d4).

Protection from Water: Reading time: 6 segments. Protection extends in a 1″ diameter sphere centered on the reader. All forms of water — liquid, solid, and vapor, ice, hail, snow, sleet, steam, and so forth — are unable to penetrate the sphere of protection. If those being protected come upon a form of water, the substance simply will not touch them; thus, they will not slip on ice, sink into a body of water, etc. Protection lasts for 5-8 turns (d4 +4).

Protection from Weapons, Magical: Reading time: 1 round. Protection extends only to the reader. The form of magic weapon indicated is prevented from touching/harming the protected individual — but note that missile protection does not extend to missiles created by spell casting (such as *magic missile*) or the use of a spell-like power. Protection lasts for 5-8 rounds (d4 +4).

Protection from Weapons, Non-magic: Reading time: 1 round. Protection extends in a 1″ diameter sphere centered on the reader. The form of non-magical weapon indicated is prevented from touching/harming the protected individual — but note that missile protection does not extend to normal missiles of large size, such as projectiles from a catapult or objects hurled by giants. Protection lasts for 5-8 rounds (d4 +4).

RINGS (III.C.2.)

Ring of Animal Friendship: When the wearer of this ring approaches within 1″ of any animal(s) of *neutral* alignment and *animal* intelligence, the creature(s) must save versus spell. If they succeed, they will then move rapidly away from the ring wearer. If the saving throw fails, then the creature(s) will become docile and follow the ring wearer around. The dweomer of the item functions at 6th level, so up to 12 hit dice of animals can be affected by this ring. Those feeling friendship for the wearer will actually guard and protect that individual if he or she expends a charge from the ring to cause such behavior. A ring of this sort typically has 27 charges when discovered, and it cannot be recharged. A druid wearing this ring can influence twice the prescribed hit dice worth of animals (24 rather than 12), and a ranger is able to influence 18 hit dice worth of animals.

Anything Ring: This ring will initially appear to be a standard *ring of warmth*. However, the wearer may command three other functions from the ring, choosing from among the other standard sorts of magical rings. The period of such functioning will be one operation in the case of a ring which has such a function type (*djinni summoning, wishes,* etc.). Otherwise the effect will last for 1 day (24 hours). Any ring function so commanded will never be usable again; for example, the ring cannot be made to give more than one *wish*. After three singular uses of this sort, the ring will turn into a non-magical piece of jewelry worth from 100 to 600 gp.

Ring of Blinking: When the wearer of this ring issues the proper verbal command, the dweomer of the item activates, and he or she is then affected exactly as if a *blink* spell (qv) were operating upon his or her person. The effect always lasts for 6 rounds. The ring then ceases to function for 6 turns (1 hour) while it replenishes itself. The command word is usually engraved somewhere on the ring. The ring will activate whenever this word is spoken, even though the command might be given by someone other than the wearer, provided that the word is spoken within 10 feet of the ring.

Ring of Boccob: This ornate piece of jewelry initially appears to be a valuable but non-magical ring. Even magical *detection* of the most powerful sort will not reveal the dweomer of the item. The function of the ring comes into play whenever the wearer is assailed by some magical device which actually contacts his or her person — the magical device will malfunction, failing to affect its intended target, and if it does not save versus the power of the ring, it will furthermore be turned into a non-magical item. Whenever the ring cancels the power of an item in this fashion, it will cease to function for 1-4 hours thereafter. After this period of quiescence, it will operate normally again. Note that single-use magic items, such as a magic arrow or crossbow bolt or a *javelin of lightning*, will not have their function cancelled by the ring, but will merely give the wearer protection from their magical effects. This immunity from magical effect does not prevent normal damage from being administered by such an item. Saving throws for items against the cancellation power of the ring are as follows:

1	Automatic failure for any item
2	Saving throw for relics
3	Saving throw for artifacts
4	Saving throw for hand-held weapons
5	Saving throw for rods and staves
6	Saving throw for all other items
7-20	Any item saves on a roll in this range

Ring of Chameleon Power: Whenever the wearer of this ring desires, he or she is able to magically blend in with the surroundings. This enables 90% invisibility in foliage, against walls, and so forth. If the wearer is associating with creatures with intelligence of 4 or greater at a distance of 6″ or less, the dweomer of the ring enables the wearer to seem to be one of those creatures, but each turn of such association carries a 5% cumulative chance that the creatures will detect the ring wearer for what he or she actually is. Thus, such an association can never persist for more than 20 turns without the wearer being detected, because at the end of that time the chance of detection has risen to 100%. In addition, creatures with 16 or greater intelligence use their intelligence score as an addition to the base chance of detection — i.e., 21% at the end of turn 1, 26% at the end of turn 2, and so forth, if a creature of 16 intelligence is involved. Creatures with 3 or lower intelligence will instinctively and automatically detect the wearer if they come within a 1″ radius of him or her.

Ring of Clumsiness: This cursed ring typically radiates another dweomer to disguise its baneful nature. The possible secondary powers are:

01 - 10	*Free action*
11 - 20	*Feather falling*
21 - 35	*Invisibility*
36 - 50	*Jumping*
51 - 60	*Swimming*
61 - 80	*Warmth*
81 - 00	*Water walking*

The secondary power works normally, except when the wearer is un-

der stress — combat, stealth, delicate activity — at which time the *clumsiness* dweomer takes effect. Dexterity is lowered to half normal, rounded down. Chances for stealth and precise actions are also lowered by one-half, rounded down. Any attempt at spell casting that requires the handling of a material component or the accomplishment of a somatic component will only succeed if the wearer makes a saving throw versus spell; otherwise, the spell is botched and annulled. The ring can only be taken off by a successfully cast *dispel magic* spell (vs. 12th-level magic). Success destroys both the primary and secondary dweomer of the ring.

Ring of Faerie: This specially dweomered ring is given by the grey elves to their closest associates and allies only. Each ring is aligned either toward evil (5%), good (75%), or neutrality (20%). It enables the wearer to perform certain functions as if he or she were an elf:

Concealment in woodlands is such that the wearer can be detected only by those creatures able to detect invisible objects.

If alone and not in metal armor, the wearer can *move silently* with a 66⅔% chance of success, enabling him or her to achieve surprise on a roll of 1-4 on a d6. An attempt to *move silently* will succeed on a roll of 01-67; if the number rolled is 68 or higher, then noise generated by the wearer's movement will be discernible up to that number of feet away from the individual.

Infravision to a range of 60 feet is bestowed by the ring.

Concealed doors are noted 16⅔% of the time (roll of 1 on d6) when going past them, 50% of the time when actively searched for.

Secret doors are found 33⅓% of the time (1-2 on d6) when actively searched for.

Rings of an alignment not corresponding to that of the wearer will not function.

Ring of Jumping: In a single segment the wearer of this ring is able to call forth its power so as to be able to leap 30 feet ahead, or 10 feet backwards or straight up, with an arc of about 2 feet for every 10 feet traveled (cf. 1st-level magic-user spell, *jump*). The wearer must use the ring's power carefully, for it can perform only four times per day.

Ring of Mind Shielding: This form of magic ring is usually of fine workmanship and wrought from heavy gold. The wearer is so shielded as to be completely immune to *ESP, detect lie, know alignment,* and telepathic reading of the mind. If the wearer is also possessed of psionic power, he or she has the benefit of a *thought shield* defense at no point cost, and all psionic attack damage suffered by the wearer is at -2 points while the ring is worn. Furthermore, the wearer is more capable of dealing with a *psionic blast* attack, gaining +1 on saving throws versus such attacks if the wearer is not psionically endowed, or -3 on damage if the wearer does possess psionics.

Ring of the Ram: This ornate ring can be of any hard metal, usually a silver alloy or iron. It has the head of a ram (or possibly a buck goat) as its device. When magic is detected for, it will reveal an *evocation* dweomer upon the ring. The wearer is able to cause the ring to give forth a ram-like force, manifested by a vaguely discernible shape which resembles the head of a ram (or goat). This force strikes one target for 1-6 points of damage if 1 charge is expended, 2-12 points if 2 charges are used, or 3-18 points if 3 charges (the maximum) are used. The ring is quite useful, for instance, for knocking opponents off of walls or ladders, or over ledges; the force of the blow is considerable, and if a victim fails to save versus spell, it is knocked free — or down. The range of this power is 3". The target of the blow must take any applicable adjustments to its saving throw from the following list:

Smaller than man-sized	-1
Larger than man-sized	+2
Strength under 12	-1
Strength of 18-20	+3
Strength over 20	+6
4 or more legs	+4
Over 1,000 lbs. weight	+2
2 charges expended	-1
3 charges expended	-2

The DM should note that circumstantial adjustments must be made according to need. For instance, a fire giant balanced on a narrow ledge should *not* gain any benefit from strength and weight unless he knows that he is about to be struck by the force of the ring. This is a case where common sense will serve best.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if a person of 18/00 strength were doing so. If 2 charges are expended, the effect is as for a character of 19 strength, and if 3 charges are expended, the effect is as if a 20 strength were used. Magically held or locked portals can be opened in this manner. Structural damage from the ramlike force is identical to an actual battering ram (see Dungeon Masters Guide) if the ring is used in this mode, with double of triple damage accruing for applications of 2 or 3 charges. Magic items struck by the ramlike force must save versus *crushing blow* if 3 charges are used; otherwise, the force will not affect them. Other (non-magical) items which are the target of the force will always have to save versus *crushing blow* from the impact.

A ring of this sort will have from 6-60 charges when discovered. It can be recharged by a magic-user employing *enchant an item* and *Bigby's Clenched Fist* in combination. The original ring of this sort was created by the renowned magic-user Lythargyrhum.

Ring of Shocking Grasp: This ordinary-seeming ring will radiate only a faint, unidentifiable aura of magic when examined, but it contains a strong dweomer when used to inflict damage upon an opponent. If the wearer attacks an enemy, attempting to touch that individual with the hand upon which the ring is worn, a successful "to hit" roll indicates that the touch has taken place, and from 7-14 points of damage (d8 +6) are delivered to the target creature. After three discharges of this nature, regardless of the time elapsed between them, the ring will be inert for 1 turn. It is of note that when actually functioning, this ring causes a circular, charged extrusion to appear on the palm of the wearer's hand.

Ring of Sustenance: This magical ring provides its wearer with life-sustaining nourishment even though he or she might go for days without food or drink. The ring also refreshes the body and mind, so that its wearer needs to sleep only two hours per day to gain the benefit of eight hours of sleep. The ring must be worn for a full week in order for it to function properly, and if it is removed it immediately loses its benefits and must again be worn for a week to reattune itself to the wearer. After functioning (in either or both capacities) for any period of seven consecutive days, a *ring of sustenance* will cease to function for a week while it replenishes its dweomer.

Ring of Truth: There is little doubt that wearing a ring of this nature is a mixed blessing. While any lie told to the wearer is detectable as such by him or her, by the same token he or she is unable to tell any sort of falsehood. Any attempt to lie results in speaking the literal truth, but in turn the wearer is able to discern the last prevarication on the part of another. In fact, the voice of the liar rises to a falsetto due to the power of the ring. If the wearer of the ring encounters some magic which enables falsehoods to otherwise be spoken without detection (such as someone under the effects of an *undetectable lie* spell or a *philter of glibness*), no lie is noticed, but the ring wearer will not hear the voice of the person so dweomered, whether or not he or she is trying to listen.

RODS (III.D.)

Rod of Alertness: This magical rod is indistinguishable from a *footman's mace +1*. However, upon usage, its true powers will reveal themselves. The rod bestows +1 to the possessor's die rolls for being surprised, and in combat the possessor gains +1 on initiative die rolls. If it is grasped firmly, the rod will enable the concentrating character to *detect alignment, evil, good, illusion, invisibility, lie,* or *magic*. The use of any of these *detect* powers does not expend any of the charges in the rod.

If the *rod of alertness* is planted in the ground, and the possessor wills it to alertness, the rod will then "sense" any creature within a 12" radius, provided that the creature has intent to harm the possessor. Each of the eight flanges of the macelike head of the rod will then cast a *light* spell along one of the cardinal directions (N, NE, E, etc.) at 6" range, and at the same time the rod will create the effect of a *prayer* upon all friendly (to the possessor) creatures in a 2" radius. Immediately thereafter, the rod will send forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature(s) within the 12" radius. Lastly, the rod can be used to simulate the casting of an *animate object* spell, utilizing any 8 (or fewer) objects specially designated by the possessor and placed roughly around the perimeter of a 6"-radius circle centered on the rod — 16 selected shrubs, 16 specially shaped branches, or the like. Functions excluding the *animate object* dweomer require 1 charge, and the animation also requires 1 charge, so if all of the rod's protective devices are utilized at once, 2 charges are expended. The rod can be recharged by a cleric of 16th or higher level, so long as at least 1 charge remains in the rod when the recharging is attempted.

Rod of Flailing: This magical weapon radiates a faint dweomer of the *alteration* sort when magic is detected for. Upon the command of its possessor, the weapon activates, changing from a normal-seeming rod to a double-headed flail. In close quarters, or if the wielder is mounted, it is the small, horseman's weapon; otherwise, it is a footman's weapon, i.e. base damage done is 2-5/2-5 (S-M/L) or 2-7/2-8 (S-M/L). The rod has special features beyond this: In either form, the weapon is +3 for hitting and damage. Better still, each of the weapon's two heads is checked for when the possessor attacks, so double hits can be scored, either on a single opponent or on two opponents who are man-sized or smaller and standing side by side. If the holder of the rod expends 1 charge, that character gains +4 on protection and +4 on saving throws for 1 turn. The rod need not be in weapon-form for this protection benefit to be employed, and transforming it into a weapon (or back into a rod) does not expend any charges.

Rod of Passage: This highly dweomered item allows its wielder to transform any of the following, one at a time, one per round: *astral travel, dimension door, passwall, phase door,* and *teleport without error*. It is necessary to expend 1 charge to activate the rod, but once it is activated the possessor can perform each of the listed functions one time. The rod remains charged for one day, or until each of the five functions is used. None of the functions can be used a second time unless another charge is expended, whereupon all five of the functions again become available. With respect to *astral travel,* the wielder can elect to use the rod on as many as five creatures (including the wielder) desirous of becoming astral and traveling thus; however, any other remaining functions of the rod are cancelled by this action. The rod travels into the Astral Plane along with the affected creatures (of which the wielder must be one), and cannot be used or activated until it is returned from the Astral Plane. This five-in-one effect will not work with respect to the rod's other powers — *passwall*, for instance; only *astral travel* can be used more than once per activation, and only in the manner described above. The rod exudes a magical aura of the *alteration-evocation* sort. Because the physical bodies of the travelers, and their possessions, are actually empowered to become astral, the recharging of the rod requires a magic-user of 20th or higher level.

Rod of Security: Each time a charge is expended, this item creates a non-dimensional space, a "pocket paradise," where the rod's possessor and as many as 199 other creatures are able to stay in complete safety and security for a period of time, the maximum being 200 days divided by the number of creatures affected. Thus, one creature (the rod's possessor) can stay for 200 days; four creatures can stay for 50 days; a group of 60 creatures can stay for 3 days. (All fractions are rounded down, so that a group numbering between 101 and 200 inclusive can stay for one day only.) While the recipients of the rod's power are within this "paradise," they do not age (except from magical causes such as the casting of a *wish* spell), and natural healing and curing takes place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance; the climate is comfortable for all creatures involved, so that protection from the elements is not necessary. Activation of the rod simply causes the wielder and as many creatures as were touched with the item to be removed from the place where they are and transported instantaneously to the paradise. (Members of large groups can hold hands or otherwise touch each other, and thus all be "touched" by the rod at one time. When the dweomer is cancelled or expires, all of the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveller would be returning to, then his or her body is displaced a sufficient distance to provide the space required for "re-entry." The rod can be recharged by the joint efforts of a cleric of 16th or higher level and a magic-user of 18th or higher level.

Rod of Splendor: The possessor of this rod is automatically and continually bestowed with a charisma of 18 for as long as the item is held or carried, and whatever garments the possessor wears (including armor) will appear to be of the finest quality and condition, although no special magical benefit (such as a change in armor class) is enjoyed. If the possessor already has a charisma score of 18 or greater, the rod does not further enhance this attribute. When the possessor expends 1 charge, the rod actually creates and garbs him or her in clothing of noble sort — the finest fabrics, plus adornments of furs and jewels. This apparel is actually created by the magic of the rod, and remains permanently in existence unless the possessor attempts to sell any part of it, or if any of the garb is forcibly taken from him or her. In either of those cases, all of the apparel immediately disappears. The garments may be freely given to other characters or creatures, however, and will remain whole and sound afterward. If the possessor is bedecked in one of these magically created outfits, the garb cannot be replaced or added to by the expenditure of another charge; in such a case, the charge is simply wasted. The value of any noble garb created by the wand will be from 7,000 to 10,000 gp (d4 + 6). The fabric will be worth 1,000 gp, furs 5,000 gp, and jewel trim from 1,000 to 4,000 gp, i.e. 10 gems of 100 gp value each, 10 gems of 200 gp value each or 20 gems of 100 gp value, and so forth.

The second special power of the rod, also requiring 1 charge to bring about, is the creation of a palatial tent — a huge pavilion of silk encompassing between 1,500 and 3,000 square feet. Inside the tent will be temporary furnishings and foodstuffs suitable to the splendor of the pavilion and in sufficient supply to entertain as many as 100 persons. The tent and its trappings will last for one day, at the end of which time the pavilion may be maintained by expending another charge; otherwise, the tent and all objects associated with it (including any items that were taken out of the tent) will disappear. This rod cannot be recharged.

STAVES (III.D.2.)

Staff-Mace: This clerical weapon appears as nothing more than a normal wooden staff of the type used when trekking in the wilderness. It gives off a very faint dweomer of the *alteration* sort. Upon command, it will take on one of these three forms, whichever is desired by the possessor:

Quarterstaff —	*quarterstaff +3,* iron-shod
Great Mace —	*footman's mace +1,* iron
Mace —	*horseman's mace +2,* iron

This item is typically made of bronzewood, reinforced by heavy bands and tips of iron.

Staff of Slinging: This magical quarterstaff appears to be nothing more than a +1 weapon — unless it is grasped by a druid, whereupon its power of slinging becomes evident. This power, which can only be employed by a druid, is activated when one end of the staff is touched to a heavy object of roughly spherical shape (a stone, metal ball, pottery crock, etc.) of up to nine inches in diameter and five pounds in weight. The object adheres to the end of the staff, and the wielder need then only swing the staff in an overhand arc to release the missile toward a desired target. The missile leaves the staff on the down-stroke of the overhand swing and travels in a low, rising trajectory, with the missile going 1 foot upwards for every 1" traveled. Of course, the arc may be higher, or the missile aimed so as to travel nearly vertically — in the latter case, reverse the arcing ratio so that 1 foot of distance laterally is covered for every 1" of vertical rise. The maximum range of such a missile is 18", with limits of 6" and 12" on short and medium range, respectively.

This staff also carries charges, and a druid wielding the item can expend 1 charge and thereby use the staff to hurl a missile of large size, just as if the wielder were a stone giant: range out to 30", 3-30 points of damage per hit. Whether used as a magical quarterstaff or by employing one of its slinging powers, the staff bestows +1 to the wielder's chance to hit and +1 per die to damage dealt out. The weapon may be recharged by a druid of 12th or higher level.

Staff-Spear: When this seemingly ordinary quarterstaff is examined magically, it will have an aura of *alteration*. Upon proper command, it will shoot forth from its upper end a long and sharp spear blade which makes the weapon into a spear rather than a staff. Upon a second command, the length of the weapon will elongate to a full 12 feet, and the third command will recall it to its original form of a regular staff. The powers and value of each staff-spear are determined randomly when the item is first employed:

Die roll	To hit & damage	X.P. value	G.P. sale value
1 - 6	+1	1,000	5,000
7 - 10	+2	1,500	7,500
11 - 13	+3	2,000	10,000
14 - 16	+4	2,500	15,000
17 - 19	+5	3,000	20,000
20	+3*	3,500	25,000

* — does damage as ranseur (2-8), but still acts as spear if used to thrust or when set to receive a charge.

Staff of Swarming Insects: A staff of this sort is typically shortish and quite stout. When initially obtained or encountered, much of its length is covered with finely done carvings depicting all sorts of winged biting and stinging flying insects (bees, deerflies, horseflies, wasps, and the like). Any cleric-type character (cleric, druid, shaman, witch doctor, etc.) holding it can command the staff to create a swarm of such insects, at the same time expending one of the staff's charges. Range is 6" +1" per clerical level of the user. The number of insects produced is 60 plus 10 per level. Every 10 insects will inflict 1 point of damage upon the target victim, regardless of armor class, unless the victim is protected by a force field, engulfed in flames, etc. Note, however, that the insects will not affect creatures larger than man-sized with a natural armor class of 5 or better. When a vulnerable target is attacked by the swarm of flying insects, the creature will be unable to do anything other than attempt to dislodge/kill the things. The insect attack lasts for 1 round. Each time the staff is employed, one of the insect-shapes carved into its wooden surface will disappear, so it is easy to determine how many charges are left in the staff. Unlike others of its ilk, a staff of this sort can have as many as 50 charges initially. However, it cannot be recharged.

Staff of Thunder & Lightning: Casual examination of this stout quarterstaff will show it to be exceptional, and if it is magically examined, it will radiate a dweomer of the *alteration* sort. Constructed of very stout wood (ash, oak, bronzewood, of the like) and bound with iron set with silver rivets, it has the properties of a +2 magic weapon without any expenditure of its magical charges. Its other magical properties are as follows:

THUNDER: The staff strikes as a +3 weapon, and unless the opponent struck saves versus *rods, staves, and wands,* he, she, or it will be *stunned* from the noise of the staff's impact — unable to take any further action in the round struck, and automatically having last initiative in the following round. This power requires the expenditure of 1 charge.

LIGHTNING: A short spark of electricity leaps forth when the opponent is struck, and in addition to staff damage, from 2-12 additional points of damage from shock are bestowed (cf. *wand of lightning*). Note that the staff might not score a hit, but the electrical discharge discounts any form of metal armor (making the target effectively AC 10 for this purpose), so only such damage might apply. This power requires the expenditure of 1 charge.

THUNDERCLAP: The staff sends forth a cone of deafening noise, ½" wide at the apex, 4" long, and 2" wide at its furthest point from the source. All creatures within this cone, wholly or partially, must save versus *rods, staves, and wands* or be *stunned* for 1-2 rounds (unable to attack during this time) and unable to hear for 1-2 additional rounds. Those who save are unable to hear for 1-4 rounds, but suffer no loss of attacks. This function requires the expenditure of 2 charges.

LIGHTNING STROKE: A bolt similar to that from a *wand of lightning* is generated, but it is of eight dice (8d6) strength, causing 16-48 points of damage (rolls of 1 are counted as 2) to those who fail a saving throw. The stroke can be single or forked. This function of the rod uses 2 charges.

THUNDER & LIGHTNING: This power combines the *thunderclap*, described above, with a forked lightning bolt as in the *lightning stroke*. Damage from the lightning is a total of 8d6 with rolls of 1 or 2 counted as rolls of 3, for a range of 24-48 points. A saving throw applies, with deafness and half damage suffered by those who are successful. This power requires the expenditure of 4 charges.

The time required to activate any function is a number of segments equal to the number of charges expended; thus, the *thunder & lightning* function costs 4 charges and requires 4 segments to operate.



Staff of the Woodlands: This sort of staff is always made from oak, ash, or yew, finely grained, beautifully carved, and bound and shod with bronze. It is effective only in the hands of a druid. Each such staff has the following powers, which each expend one charge per use:

Wall of thorns
Animal friendship and *speak with animals*
Animate tree: This function duplicates the ability of a treant to cause a large tree to move at a 3" rate and attack as if it were a largest-sized treant, and in all other respects become a virtual treant for eight rounds per charge expended. Note that one round is required for the tree to animate, and it will return to rooting on the eighth, so only six of the initial eight rounds are effectively available for attack function.

In addition to these powers, each such staff has a magical weapon value, and those with a lesser value also have additional magical powers, which do not require charges and can be employed once per day. The *staff of the woodlands +4* has no additional powers. The *staff +3* also confers upon the user the power of a *pass without trace* spell. The *staff +2 has the powers of pass without trace* and *barkskin*. The *staff +1* confers the powers of the *staff +2* plus the power of the *tree* spell. To determine which sort of staff has been discovered, assign even chances for each of the four types.

WANDS (III.D.2.)

Anything Wand: This device will perform as if it were an ordinary *wand of wonder*, although it will have no more than 50 usages before being totally expended. In addition, it has three other special uses: Upon command, it will perform as if it were any other sort of known wand, but it can only duplicate the effects of any given wand once. If it is commanded to duplicate a single kind of wand more than once, the second or third such command will have no effect — and after three such demands, successful or not, the wand will be totally drained and useless. The item cannot be recharged.

Buckler Wand: This is a shortish, thick wand about 1½ feet in length with an exceptionally sharp point on one end and a trigger mechanism built into the opposite end, which is blunt. The wand is usable by any character except one of the cleric class, and can be activated in a single segment. When the thick end is grasped firmly and the trigger pressed, the tip of the wand becomes the equivalent of a *dagger +1* and the rest of the shaft blossoms into a round shieldof buckler size having a +1 magic value. The whole becomes equal to a *spiked buckler +1*. Because of its dweomer, it can be employed by magic-users, but no spells can be cast when it is in buckler form unless the possessor is a multi-classed character with fighter abilities in addition to magic-user abilities. A thief who employs the wand's powers cannot *climb walls* or perform other abilities requiring the use of his or her hands while holding the device.

Wand of Defoliation: This wand is never constructed of any sort of wood; instead, ivory or bone is typically the major component. It has the following functions:

When 1 charge is expended, all chlorophyll in a 3″ radius from the wand is destroyed. Thus, leaves turn to autumnal colors and drop off, grass becomes brown and dry, and so forth.

When 2 charges are expended, all normal plant life within the 3″ radius area of effect withers and dies. Sentient plant creatures and other non-normal sorts of plants will not necessarily be killed, but they will each suffer 1-6 (1d6) points of damage. If so desired, the possessor of the wand can direct the force of this power into a cone-shaped area of 3″ length, widening to 1″ diameter at the farthest point from the wand. Effects are the same as for the spherical area of effect, except that sentient and non-normal plant life within the cone will suffer 6-36 points of damage (6d6) instead of only 1-6. Any plant-creature or other non-normal plant that lies partially within the conical area of effect is entitled to a saving throw (versus *rods, staves, and wands*), and if successful takes only one-half damage (3d6).

Wand of Earth and Stone: A wand of this sort is typically of shortish length and tipped with some form of mineral. It is imbued with the following dweomers:

Dig	½ charge per use
Passwall	1 charge per use
Move earth	2 charges per use

In addition, 50% of all such wands (the higher-valued ones) have the following two powers:

Transmute mud to rock	1 charge per use
Transmute rock to mud	1 charge per use

Wand of Fireballs: This wand simply enables the wielder to cast a *fireball* spell as if he or she were a magic-user of 6th level. The wand takes only 1 segment to activate and 1 segment to activate the *fireball*. Damage is 6-36 points (6d6), with saving throw applicable for half damage. The wand can be recharged by any magic-user of 8th or higher level.

Wand of Flame Extinguishing: This sort of wand has three separate functions:

When applied to fires of normal sort and size, no charges are expended in extinguishing such fires. Normal size includes anything up to the size of a bonfire or a fire in a regular fireplace — equal to four to six billets of wood burning hotly.

When applied to large normal fires, flaming oil in quantity equal to a gallon or more, the fire produced by a demon or devil, a *flame tongue* sword, or a *burning hands* spell, 1 charge is expended from the wand. Continual magic flames, such as those of a sword or a creature able to ignite, will be extinguished for 6 rounds and will flare up again after that time.

When applied to large magical fires such as a *fireball*, *flame strike*, or *wall of fire*, 2 charges are expended from the wand as the flames are extinguished.

If one charge of the device is used upon a creature which is composed of flame (a fire elemental, for instance), the wand inflicts 6-36 (6d6) points of damage upon the creature.

Wand of Force: Although it is rumored that the concept of such a wand has taken many forms, the one which has been standardized, so to speak, is a tri-function device which requires considerable operator knowledge only in the application of its third function.

Firstly, a *wand of force* enables the wielder to cause a shaft of nearly invisible, blue-white energy to spring forth from its tip. This shaft of energy extends 4 feet and is equal to a +5 bastard sword with respect to hit probability and damage. This usage expends 1 charge per turn.

Secondly, a *wand of force* can be employed to create a *wall of force* duplicating the fifth-level magic-user spell of the same name (qv) as if cast by a 10th-level magic-user. This function expends 1 charge per *wall* created, and a single usage per round is possible.

Thirdly, a *wand of force* can be employed to create a nearly invisible plane of energy which performs as if it had been created by the casting of a *Bigby's Forceful Hand* spell. The wand user must actually be a magic-user in order to activate this function, and regardless of his or her level, one of the various *Bigby's Hand/Fist* spells must be recorded for study (not necessarily for casting) in the spell books of the wand wielder. Use of this function expends ½ charge per round.

Fighters of all types are able to use the first and second functions of the wand. The device can be recharged by a magic-user of 16th or higher level, and in addition it can draw sufficient energy to regain a single charge by being touched to any of the following: a manifestation of one of the *Bigby's Hand/Fist* spells, a manifestation of the *Mordenkainen's Sword* spell, or a manifestation of a *wall of force*. Touching any of these things with the wand causes the effect of a *disintegrate* spell, destroying the spell/manifestation instantly, and enabling the wand to absorb power equivalent to a single charge.

Wand of Ice Storms: This device enables the wielder to cause an *ice storm* just as if he or she were a magic-user of 7th level. Either damaging hail or sleet and slippery conditions are possible (see the *ice storm* spell explanation). Activation time is 1 segment, and causing the dweomer to emerge from the wand likewise requires 1 segment. The wand can be recharged by a magic-user of 9th or higher level.

Wand of Lightning Bolts: A wand of this nature enables the possessor to cast a *lightning bolt* as if he or she were a magic-user of 6th level. Damage is 6-36 (6d6) points, with saving throw applicable for half damage. Either form of bolt (forked or single stroke) is possible. The wand takes 1 segment to activate, and another 1 segment is required to discharge the lightning. The device can be recharged by a magic-user of 8th or higher level.

Wand of Metal Command: This wand appears to be nothing more

useful than a *wand of metal and mineral detection*, but in the hands of a dwarf or gnome, its exceptional powers become operational:

If 1 charge is expended, the wand can transmute gold to lead, or lead to gold. The range of this power is 3″, and the amount of metal so converted will be 1 to 6 pounds (10 to 60 gp weight).

If 2 charges are expended, the user can *heat metal* in the same fashion as the druid spell of the same name. Range is 3″, and only a single target area of 3-foot diameter can be affected, causing up to 600 gp weight of metal within this area to become heated.

If 3 charges are expended, the possessor of the wand can cast any one of the following spells just as if he or she were an 18th-level magic-user: *crystalbrittle, glassee*, or *glassteel*.

Wand of Size Alteration: A wand of this sort enables the wielder to cause any single creature of virtually any size to *enlarge* or *diminish* in size. Either effect will cause a 50% change in size. Relative strength and power also increases or decreases proportionally, providing the weaponry employed is proportionate — or usable. For humanoid creatures enlarged, strength is roughly proportionate to that of a giant of corresponding size; for example, 9 feet tall equals a hill giant and 19 strength, 13 feet tall equals a fire giant and 22 strength. The wand's power has a range of 1″. The target creature and all it is wearing or carrying is affected unless a saving throw succeeds — but note that a willing target need not make a saving throw. The effect of the wand can be removed by a *dispel magic* spell, but if this is done the target must make a system shock roll. It can also be countered if the possessor of the wand wills the effect to be cancelled before the duration of the effect expires. Each usage of the wand (but not the cancellation of an effect) expends 1 charge. It can be recharged by a magic-user of 12th or higher level.

Wand of Steam and Vapor: A wand of this sort has two separate functions, each of which requires the expenditure of 1 charge:

STEAM: In one segment the wand will spout forth a jet of superheated steam in a cone 1″ x 3″ x 5″. Any creature within this area takes 6-36 (6d6) points of damage. The cloud persists, slowly cooling, so that on the second round it inflicts 4d6 damage, and on the third and last round it causes 2d6 damage. Saving throws apply for half damage in all cases. Naturally, fire-dwelling or fire-using creatures will not be harmed by the steam — unless they are harmed by dampness.

VAPOR: In one segment the wand will gout forth billows of warm, steamy vapors. These vapors are equal to a *fog cloud* of 4″ depth, 6″ height, and 8″ breadth. This vaporous cloud persists for 6 rounds, remaining stationary unless moved about by magical or non-magical breezes or winds. Cold-using creatures will suffer 1 point of damage per round while inside the vapor cloud, and cold-dwelling creatures will take twice that amount of damage.

MISCELLANEOUS MAGIC (III.E.6. and III.E.7.)

Amulet Versus Undead: This prized charm is a specially blessed symbol which has within it the power to affect all undead creatures as if a cleric were using his or her power to turn these monsters. While it appears ordinary at other times, the amulet glows brightly when presented strongly (as if it were a holy symbol) in the presence of undead. The success of the attempt to turn is determined as for a cleric of a certain level; the strength of each *amulet* varies, and when one is discovered its type is ascertained by rolling on the following table:

Dice Score	Effective Cleric Level of Amulet
01 - 30	5th
31 - 55	6th
56 - 75	7th
76 - 90	8th
91 - 00	9th

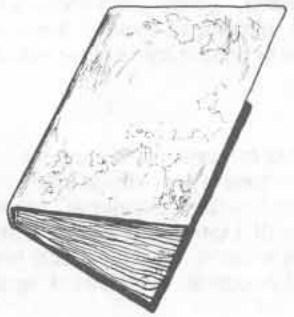
The *amulet* must be worn at all times to have it as an effective tool. When it is not worn, it becomes inert, and will remain so for the first seven days after it is put on. Its value is a function of its strength: 200 x.p. value per effective cleric level, and 1,000 gp sale value per effective cleric level.

Anything Item: A magic item of this sort appears to be any one of the small, rather weak miscellaneous magic items which are more frequently found — typically one with a limited number of usages, although this is not always true. If the possessor commands, the item will suddenly alter itself to become any other miscellaneous magic item except an artifact or relic. This enables the possessor to command the item to become some form of *Horn of Valhalla*, for instance. The limitations on the item are these: No form can ever be repeated. If the item commanded into being is normally destroyed in usage, the *anything item* will likewise be destroyed after that use. If the item duplicated has a short-term, single-usage effect (such as a horn or drums), then the *anything item* will return to its original form after one use of that power. If the item has a long-term effect (such as a *helm of underwater action*), the dweomer of the *anything item* will last for one day (24 hours). In any case, the item will disappear after three uses.

Beads of Force: One of these small, black spheres might be mistaken for some common bead, a marble, or perhaps an unusually black but lusterless pearl. Each is about three-quarters of an inch in diameter and quite heavy, weighing almost an ounce. One can be hurled up to 3″ distance. Upon impact, the bead will send forth a burst of force which will inflict 5-20 (5d4) hit points of damage upon all creatures within a 10-foot radius of its center. Each victim is allowed a saving throw vs. spell. Those who save will be thrown out of the blast area, but those who fail to save will be encapsulated by a sphere of force after taking damage. The sphere will form around any and all such creatures in the 10-foot radius area, even those of large size, and will persist for 3-12 rounds. Victims will be unable to escape except by the same means used to bring down a *wall of force* spell. From 5-8 of these beads are usually found at one time.

Boccob's Blessed Book: This well-made tome is always of small size. One will typically be no more than 12 inches tall, 6 inches wide, and 1 inch thick, and some are a mere 6 inches in height. All such books are very durable, waterproof, iron- and silver-bound and locked, and gain a +3 bonus on their saving throws (as "leather or book"). The pages of such a book will accept magic spells scribed upon them, and any book can contain up to 45 levels of spells. The book is thus highly prized by magic-users of all sorts as a travelling spell book. It is totally unlikely that such a libram will ever be discovered (randomly) with spells written therein, because enscribed or partially enscribed works of this nature are kept carefully by their owners.

Boots of the North: This highly dweomered set of footgear bestows many powers upon the wearer. He or she is able to travel across snow at normal rate of movement, leaving no tracks. The boots also allow the wearer to travel at half normal movement rate across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. And, the footgear bestows warmth upon the wearer, so that even in a temperature as low as -50°F, he or she is warm and comfortable with only scant clothing — a loin cloth and cloak, for instance. Being fully dressed in cold-weather clothing enables the wearer to withstand temperatures of as low as -100°F.



Boots of Varied Tracks: The wearer of these ordinary-looking boots is able, on command, to alter the tracks he or she makes while wearing them. *Boots of varied tracks* have the basic power of making the footprints of the wearer as small as those of a halfling or as large as those of an ogre, appearing to be bare or shod as desired. In addition, each pair has four of the following track-making capabilities:

Die Roll	Track Print Left	Die Roll	Track Print Left
1	basilisk	9	horse
2	bear	10	lion (or giant lynx)
3	boar	11	mule
4	bull	12	rabbit
5	camel	13	stag
6	dog	14	tiger (or leopard)
7	giant, hill	15	wolf
8	goat	16	wyvern

Boots, Winged: These boots always appear to be nothing more than ordinary footgear. If magic is detected for, they will radiate a faint dweomer of both the *enchantment* and *alteration* sorts. When they are on the possessor's feet and he or she concentrates on the desire to fly, the boots will sprout wings at the heel and empower the wearer to fly, without having to maintain the concentration. The wearer may use the boots for up to two hours per day, taken either all at once or in one or more shorter flights. If the wearer tries to use them for a longer duration, the power of the boots will rapidly fade (but not abruptly disappear), and the wearer will slowly descend to the ground. For every 12 hours of uninterrupted non-use, the boots will regain one hour of flying power, but will never be capable of more than the two-hour maximum duration. Each set of these boots is of a certain type, as follows:

Die Roll	Flying Speed	Maneuverability Class
1	15″	A
2	18″	B
3	21″	C
4	24″	D

Bracers of Archery: These magical wrist bands are indistinguishable from normal, non-magical protective wear. When worn by a character type or creature able to employ a bow, they enable the wearer to excel at archery. The bracers empower such a wearer to use any bow (not including crossbows) as if he or she were proficient in its usage, if such is not already the case. If the wearer of the bracers has proficiency with any type of bow, then he or she gains a +2 bonus for hit determination and a +1 bonus on damage inflicted whenever that type of bow is used. These bonuses are cumulative with any others, including those already bestowed by a magic bow or magic arrows, except for a bonus due to weapon specialization.

Bracers of Brachiation: These wrist bands appear to be of the ordinary sort, but they have the power to enable the wearer to move by brachiation — swinging from one tree limb, vine, etc., to another to get from place to place. The power can only be employed in locales where these sorts of hand-holds can be found. Movement is at a rate of 3″, 6″, or 9″ — the more jungle-like the conditions, the greater the movement rate. The wearer is also able to climb trees, vines, poles, ropes, etc., at a rate of 6″, and can swing on a rope, vine, or other dangling, flexible object as if he or she were an ape or other sort of simian. Also, if the wearer desires, he or she can leap and jump as if wearing *boots of striding and springing*, but the jump must culminate in the grasping of a rope or vine, movement through the upper portion of trees, the climbing of a tree or pole or some other activity associated with brachiation.

Chime of Interruption: This magical instrument can be struck only once every turn. Its resonant tone lasts for three full rounds. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster is able to make a saving throw versus breath weapon. After its effects fade, the chime must be rested for at least 7 rounds. If it is struck again before this time elapses, no sound will issue forth, and a full turn must elapse from that point in time before it can again be sounded.

Cloak of Arachnidia: This black garment is of great magical power. When magic is detected for, the cloak will radiate a strong aura of the *alteration* sort. When wearing it, an individual will notice that he or she is able to climb just as if a *spider climb* spell had been placed upon him or her. In addition, the wearer is immune to entrapment by webs of any sort, and can actually move in them at a rate equal to that of the spider which created the web, or at a base movement rate of 6″ in other cases. Once per day the wearer of this cloak can cast a double-sized *web*, as per the 2nd-level magic-user spell. Best of all, the wearer is less subject to the poison of arachnids, so that he or she gains a +2 on all saving throws versus such poison.

Cloak of the Bat: Fashioned of dark brown or black cloth, a cloak of this type is not readily noticeable as unusual. It will radiate both *enchantment* and *alteration* in equal proportions. The cloak bestows upon its wearer a 90% probability of being *invisible* when the wearer is stationary within a shadowy or dark place. The wearer is able to hang upside down from the ceiling just as does a bat and maintain this same chance of *invisibility*. By holding the edges of the garment, the wearer is able to fly at 15″ speed (MC: B). If so desired, the wearer can actually transform into an ordinary bat — all possessions worn or carried will be likewise part of the transformation — and fly accordingly. Flying, either with the cloak or as an ordinary bat, can only be accomplished in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to one hour at a time, but after a flight (either type) of any duration, the cloak will not bestow any flying power for a like period of time. The cloak also provides protection, just as a *robe of protection* (qv), at +2, and this benefit extends to the wearer even when he or she is in bat form.

Cyclocone: Appearing as an ordinary pointed hat, this magical device will radiate a dim dweomer of the *evocation* sort. Any magic-user possessing the item can cause its power to function by pointing the small end of the cone toward the ground and then tossing the *cyclocone* forward with a spinning motion imparted by opposite movement of the palms of the hands. When thus set in motion, the cone begins to rotate at blurring speed and grows into a miniature but exceptionally powerful whirlwind. This whirlwind is 5 feet wide at its base, 15 feet wide at its top, and as much as 45 feet high (depending upon ceiling height or some other such limiting factor). It appears within 1-4 segments after the *cyclocone* is cast forth. It sweeps ahead in a straight line at a movement rate of 18″, proceeding for 1 full round or until a solid, sturdy object destroys it; a stone wall, very thick woods, etc., will cause it to break up. (Note that a living thing which serves to break up the whirlwind in this fashion will take damage as described below.) Any creatures of under 2 + 1 hit dice that are caught within the whirlwind when it forms or are touched by it along its movement path are instantly killed by the force and carried along by the whirlwind. Other creatures caught within the whirlwind or touched by it will take 4-16 points of damage, and those within 5 feet of its outer edge when it forms will take 2-8 points of damage. The *cyclocone* is not reusable; the item is destroyed when the whirlwind is dissipated.

Dart of the Hornets' Nest: While appearing to be nothing more than a magic dart, this missile weapon is of far greater power. Once it is hurled, the dart multiplies in the air, even as it speeds toward its target, all the while making an angry buzzing noise similar to the sound of a swarm of hornets. When such a dart is hurled, percentile dice are rolled to determine the bonus "to hit" and the appropriate number of darts contained in this particular item. Note that the bonus applies only to hit probability — not to damage, which is of the standard amount (1-3 vs. S or M, 1-2 vs. L) for a dart of normal sort.

Dice roll	Bonus To Hit	No. of Darts
01 - 40	+1	5-20 (5d4)
41 - 70	+2	4-16 (4d4)
71 - 90	+3	3-12 (3d4)
91 - 00	+4	2-8 (2d4)

Deck of Illusions: This set of parchment cards is usually found in an ivory, leather, or wood box. A full deck consists of 34 of these plaques. When one is drawn at random and cast out, an *illusion* with audial and visual components is formed. It lasts until it is dispelled. The illusory creature will not go more than 30 feet away from where the card lands when it is thrown, but will otherwise move and act as if it were real. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up from where it lies, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are as follows:

Jokers (2): Illusion of the deck's owner

A: Red dragon	A: Beholder	A: Lich	A: Iron golem
K: Fighter and 4 guards	K: M-U and 1 apprentice	K: Cleric and 2 underpriests	K: Thief and 3 cohorts
Q: Succubus	Q:Night hag	Q: Medusa	Q: Erinyes
J: Druid	J: Assassin	J: Monk	J: Bard
10: Cloud giant	10: Fire giant	10: Frost giant	10: Hill giant
9: Ettin	9: Ogre mage	9: Troll	9: Ogre
8: Bugbear	8: Gnoll	8: Hobgoblin	8: Orc
2: Goblin	2: Kobold	2: Goblin	2: Kobold

The cards in a particular deck may differ from these, and a deck may be discovered with some of its plaques missing. The illusions perform normal routines and respond to attacks; i.e., DMs are to play them as if they were real creatures.

Dicerion of Light and Darkness: This clerical candlestick is a specially alloyed metal holder with two branches. One is of silver and mithral, the other arm of iron and adamantite — as dark and dead-looking as the first branch is bright and glittering. The two branches intertwine to form a twisting stem of intermittent bright and dull bands. The base is likewise formed of alternating projections of the silvery and ebon metals spreading to form eight legs. The whole object is about 1 foot tall and just over half as broad, with a weight of between 30 and 40 gold pieces. Although the *dicerion of light and darkness* gives off a faint dweomer of its own, it must have specially manufactured candles to function magically. When a pair of candles made from purest wax with finely powdered obsidian and crystal layered within, and then both *blessed* and *consecrated* (see 1st-level cleric spell *ceremony*), are put within the sockets of the dicerion's arms, the whole radiates a powerful magical aura. When both special candles are alight, the cleric touching or holding the device can see into any form of darkness or the brightest of lights as if the illumination were normal daylight. Furthermore, upon command of the cleric, the candles will emit a strange, metallic illumination which dispels all shadows (of the natural sort, not the undead creature) within a 30-foot radius. However, when the latter power is employed, the cleric's vision is then not specially endowed with respect to seeing in darkness or light. A special candle will burn for 5-8 turns in a gentle draft such as that created by walking while holding the dicerion. A strong draft will reduce this burning time by 1-2 turns. If the candle remains still and unaffected by breezes, it will last for 9-16 turns.

If only the candle held in the black arm of the dicerion is lighted, then the cleric will effectively be englobed by a sphere of *darkness* of 15-foot radius. This lack of illumination will not hamper the cleric's vision or movement, but will affect any other creatures within the 15-foot radius. If a bright light strikes the cleric's eyes while so conditioned, he or she will be blinded for 1-4 rounds. Conversely, when only the candle in the bright branch is lighted, a sphere of brilliant *light* will surround the cleric, who will not have his or her vision impaired as long as the dicerion is touched or held, but whose radiation will blind creatures of darkness (evil) for 2-8 rounds, those of light (good) being unable to look at the area without being blinded for 1-4 rounds. If magical *darkness* envelops the cleric while the dicerion is functioning in this manner, he or she will be unable to see for 1-4 rounds. In either case, even though only one candle is burning, both branches of the dicerion must actually contain tapers.

Dust of Dryness: This special dust has many uses. If a pinch is cast into a goodly volume of water, 1 cubic yard of liquid is instantly transformed to nothingness, and the dust pinch becomes a marble-sized pellet floating, or resting, where it was cast. Whenever this pellet is hurled down, it breaks and releases the same volume of water. When the dust is sprinkled over an area (such as with a wave of the arm), it will negate a *precipitation* or *cloudburst* spell, or else dry up as much as 1 cubic rod of water. The dust will not affect liquids which are not some form of water (fresh, salt, brackish, alkaline, etc.). If the dust is employed against a water elemental or similar creature, the creature must save versus spell or be destroyed. A successful save still inflicts 6-30 points of damage upon the water-creature. A pouch of this dust will contain from 11-20 pinches. The contents of the pouch can be sprinkled (to dry up moisture) so long as at least half of the original amount (in pinches) remains. If several pinches have been used so that what is left is less than half of what was found, then sprinkling the remainder will have no effect.

Dust of Illusion: This unremarkable powder rather resembles chalk dust or powdered graphite — unless it is stared at. It then becomes evident that it is something entirely different, for the dust changes color and form under scrutiny. A pinch of *dust of illusion* allows the creature dusted to appear as any other creature of similar shape, with a size variance of 50% (plus or minus) from the actual size of the affected creature. (An unwilling recipient is allowed a saving throw versus spell to escape the effect.) Thus, a halfling could appear as a human of small stature, a human as an ogre, a pegasus as a mule, etc. The individual who sprinkles the pinch of magical dust must envision the illusion desired as the powder is shaken over the subject creature. The illusionary power lasts for 7-12 hours unless otherwise dispelled. A typical pouch of this dust will contain 11-20 pinches.

Dust of Tracelessness: This normal-seeming dust is actually a highly magical powder which can be used to conceal the passage of its possessor and his or her compatriots. Tossing a pinch of this dust into the air will cause a chamber of up to 1,000 square feet in area to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade. A pinch of dust sprinkled along a trail will cause evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back into the distance. No magical radiation will occur from the use of this dust. The substance is typically found in a finely sewn pouch in which 13-24 pinches will be contained.

Egg of Desire: There are at least five different sorts of these items, each more strange and potent than the last. An *egg of desire* is a smallish ovoid which when placed upon its large end and touched in a certain way will commence to rock back and forth rhythmically, issuing a soft, chiming sound in the process. Once it is so activated, any creature that views it must save versus spell or be affected by the *egg*'s dweomer. The effect of each sort of *egg* is:

Black: *Holds* viewers permanently, unless circumstances permit a breaking of the spell or they die.
Bone: Causes viewers to place their most prized magic item before the *egg*, and then leave and *forget* what occurred.
Crystal: Causes viewers to place all the gems they possess before the *egg*, and then leave and *forget* what occurred.
Golden: Causes viewers to place all precious metals they possess before the *egg*, and then leave and *forget* what occurred.
Scarlet: *Holds* viewers for one minute, then causes them to become *enraged* and attack the first living thing they see after the one-minute time limit has expired.

The viewing range of an *egg* is 20 feet. The effects of one can be removed only by a *dispel magic* or *remove curse* spell. Even unintelligent creatures can be affected by an *egg*, since each such item sends signals directly to the viewer's brain, but the *Bone, Crystal,* and *Golden Eggs of Desire* affect creatures of under 7 intelligence differently. These creatures will grab any magic item, gems, etc., dropped by another victim (if such an item is present), covet what is taken, and regard it as their most secret and valued treasure. Experience-point values and gold piece sale values for the various types are as follows: *Black*, 500 and 5,000; *Bone*, 900 and 10,000; *Crystal*, 800 and 9,000; *Golden*, 600 and 4,000; and *Scarlet*, 700 and 3,500.

Egg of Reason: A specially enchanted egg of this sort is always coated with *oil of timelessness*. Although very old and quite vile-smelling, each such egg has the possibility of increasing the eater's intelligence or wisdom. However, an individual who consumes an *egg of reason* must first make a saving throw versus poison — with no bonuses whatsoever — or else the matter consumed will slay him or her. The effect of this poison cannot be *neutralized*. If eating the egg does not prove fatal, there is a possibility that the consumer will gain one point of either intelligence (60% chance) or wisdom (40%). The chance of successful enhancement is equal to the eater's current ability score (whichever applies), doubled and subtracted from 100. Example: An egg which improves intelligence is eaten by a character with an intelligence score of 17. The chance of successful enhancement is 100 - (17 x 2) = 68%. Ability scores of 18 or higher are effectively enhanced by only 1/10 point at a time (cf. DMG p. 11, "The Effect of Wishes on Character Ability Scores"), so that a character would have to successfully consume 10 *eggs of reason* (if, somehow, that many were available) in order to raise an ability score from 18 to 19. Racial limitations apply when determining how much an ability score can be enhanced. If the *oil of timelessness* is removed from an *egg of reason* before it is consumed, the egg will still have a chance of poisoning the eater but will have lost its ability-enhancing property.

Egg of Shattering: This magical egg-shaped object is most undesirable, for when it is handled normally or touched by a detection spell, it shatters with a loud noise, sending sharp pieces of its case everywhere within a 1" radius. Each creature in that area will suffer attack by 1-4 fragments of the egg. Hit probability is determined using actual armor class only, with no dexterity bonuses applicable. Each fragment that hits will inflict 2-7 points of damage. *Note:* Fragile objects within 1 foot of a shattering egg will be broken automatically from the force of the shattering, while those within 2 feet must save versus *crushing blow* or likewise suffer breakage.

Gem of Insight: This jewel appears to be nothing more than a well-cut stone of not less than 5,000 gp value. If magic is detected for, the gem will radiate a faint aura of the *enchantment* sort. If any character possesses the item, he or she will begin to feel its power after keeping the gem on his or her person for one week. At the end of two weeks, the individual will discover that he or she is able to understand things more easily, have better insight, memory, recall, etc. In fact, possession of the gem on a continuing basis (3 or more months) raises the intelligence and the wisdom of the character by 1 point each. If for any reason the gem is not kept beyond the 3-month period or longer, the additional intelligence remains, but the 1 point of additional wisdom is lost. Any one such gem will function but once every 50 years. If a character possesses a second gem after benefitting from one already, the second item will not increase either wisdom or intelligence, even if wisdom was not permanently affected by the first gem.

Girdle of Dwarvenkind: A great belt of this nature actually lowers the wearer's charisma score by 1, but only with respect to non-dwarves and their ilk. The girdle causes the wearer to gain 1 point of charisma with respect to halflings of the stout sort and with respect to all gnomes as well. Dwarves regard the wearer as if he or she had charisma 2 points higher than before. The dweomer of the girdle also enables the wearer to understand, speak, and read dwarvish language. He or she is also empowered to otherwise gain the racial benefits of dwarvenkind, i.e. +1 constitution, saving throw bonuses based on total constitution, 6" infravision, and detection/determination of approximate depth underground as shown in PLAYERS HANDBOOK. All apply only as long as the individual actually wears the girdle. Benefits such as additional languages and armor class against giant-type opponents never apply.

Girdle of Many Pouches: This broad waist-belt seems to be nothing more than a well-made article of dress. However, if magic is detected for, the item will radiate a strong *enchantment* dweomer, along with a fainter aura of *alteration*. Examination will reveal that the girdle has eight small pouches on its inner front area. In fact, there are a total of 64 magical pouches in the girdle, seven others "behind" each of the eight apparent ones. Each of these pouches is similar to a miniature *bag of holding*, able to contain up to one cubic foot of material weighing as much as 10 pounds. The girdle responds to the thoughts of its wearer by either providing a full pouch (to extract something from) or an empty one (to put something in) as desired. Naturally, this item is greatly prized by spell casters, for it will hold components for many spells and make them readily available.

Gloves of Missile Snaring: These gloves radiate a slight *enchantment* and *alteration* dweomer if magic is detected for. Once snugly worn, they seem to meld with the hands, becoming almost invisible (undetectable unless within 5 feet of the wearer). Either or both hands so clad, if not already holding something, can be used to actually pick many sorts of missiles out of the air, thus preventing possible harm, and possibly enabling the wearer to actually return the missile to its sender as an attack. All forms of small, hand-hurled or weapon-propelled missiles (arrows, bolts, darts, bullets, javelins, axes, hammers, spears, and the like) can be caught. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack.

Gloves of Thievery: This normal-seeming handwear radiates a faint aura of *enchantment* and *alteration*. When placed snugly upon the hands, these gloves cannot be seen, except by means of magical sight or detection. Wearing them allows the possessor to *open locks* as if a 7th-level thief and *pick pockets* as if a 5th-level thief. If actually worn by a thief, the gloves enable him or her to operate thus, or gain 5% in both categories if already equal to or above the stated levels due to advancement.

Hat of Difference: When this dweomered chapeau is donned, the wearer is able to assume the role of a character of any profession different from that he or she actually follows. This magical headgear only empowers assumption of 1st-level ability, but as long as it is worn, the possessor is able to act as a member of the named profession. Any experience thus gained is in the assumed role only, but it is cumulative, so if in several wearings the individual actually goes to 2nd level, then he or she will retain that level whenever adorned with the hat and desiring to assume the different profession. Such progress may continue indefinitely, but if the hat is discarded, lost or stolen, or not within a one-mile radius of its owner for any 24-hour period, then all experience in the different profession is likewise lost. The hit points of the character are always those actually possessed, just as all ability scores are those of the actual character.

Hat of Disguise: This normal-appearing chapeau contains a powerful enchantment which allows its wearer to alter his or her appearance as follows:

Height: +/-25% of actual height	Hair: Any color
Weight: +/-50% of actual weight	Eyes: Any color
Sex: Male or female	Complexion: Any color
Facial features: Highly mutable	

Thus, the wearer could appear as a comely woman, a half-orc, or possibly even a gnome. If the hat is removed, the dweomer of the disguise is instantly dispelled, but the headgear can be used over and over. Note that the hat can be changed (as part of a disguise) to appear as a comb, ribbon, head band, fillet, cap, coif, hood, helmet, etc.

Hat of Stupidity: This hat is totally indistinguishable from any of the other magical headgear, even when most carefully detected by magical means. Only by placing it upon the head can its powers be determined. Of course, once on the head, the wearer will believe that the hat is a specially beneficial item, for he or she will be overcome by stupidity. Intelligence will be lowered to 7, or by -1 if the wearer has a 7 or lower intelligence normally. The wearer will always desire to have the hat on — especially when he or she is engaged in any activity which requires thinking, spell casting, etc. Without the benefit of a *remove curse* spell or similar magic, the wearer will never be free from the dweomer of the hat.

Heward's Handy Haversack: A magical backpack of this sort appears quite ordinary — well-made and well-used. It is of finely tanned leather, and the straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a *bag of holding* and will actually contain material equal to as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material — and the pack has an even greater dweomer: When the wearer reaches into one of its parts for a specific item, that item will be on top of whatever else might be in the same part of the pack. Thus, no digging around and fumbling is ever necessary to find what the *haversack* keeps safe. Because of its dweomer, *Heward's Handy Haversack* and whatever it contains gain +2 on all saving throws for any reason.

Horn of Fog: This small, buglelike device allows its possessor to blow forth a thick cloud of heavy fog equal to that of an illusionist's *fog cloud* spell. Each round spent blowing it creates a 10-foot cubic fog cloud. The entire cloud of vapors will last for 2-8 rounds after the last round of winding the instrument. Note that should it stop being sounded for a round, a new *fog cloud* will have begun, as the initial one has a life expectancy of but 2-8 more minutes, and will have drifted away from the individual sounding it. The device makes a deep, horn-like noise, the note dropping abruptly to a lower register at the end (*OOOOOO — UMP!*)

Horn of Goodness/Evil: This magical instrument adapts itself to the ethical disposition of its possessor, so it will produce either a good or an evil effect depending on the alignment of its owner. If the possessor is absolutely neutral in ethical alignment, then the horn will have no power whatsoever. If the owner is good, then winding the horn has the effect of a *protection from evil* spell in a 10-foot radius, and this protection will last for 10 rounds. Each friendly/allied creature within this area will be affected as if he or she was granted the spell. If the horn is of evil alignment, then the reverse of the noted spell occurs within the area of effect. The horn can be blown but once per day.

Iron Bands of Bilarro: When initially discovered, this very potent item will appear to be little more than a somewhat rusty iron sphere. Close examination will reveal that there are bandings on the 3-inch-diameter globe. Magic detection will reveal a strong dweomer of indeterminable nature. When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands will expand and tightly constrict the target creature if a successful, unadjusted "to hit" roll is made. A single creature of up to frost/fire giant-size can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again. Any creature so banded gains the chance to break (and ruin) the bands, however. This chance equals the captive's chance to *bend bars*. Only one attempt is possible before the bands are so set as to be inescapable.

Lens of Detection: This circular prism enables its user to detect minute things at 50% of the ability of *eyes of minute seeing*, but it also enables the possessor to look through it and track as a ranger does, although only at 6" base speed. The *lens of detection* is about 6 inches in diameter. It must be set in a frame with a handle in order to be properly used.

Lens of Ultravision: This circular, faceted prism is fashioned from a perfect crystal of pale aquamarine. When held before the eye, it enables the user to sense radiation in the ultraviolet spectrum. In effect, the user is able to see in total darkness as if he or she were in bright moonlight. General outlines can be distinguished from up to 240 feet away, and details can be seen clearly for 120 feet distance. Of course, the device must be held so as to be able to look through it. A *lens of ultravision* is about 1½ inches in diameter.

Mantle of Celestian: This garment is of black cloth — the color of the 7th Order of clerics of Celestian. It is otherwise unremarkable. If magic is checked for, the mantle will radiate an aura of *alteration*. The principal power of this wrap is to enable the wearer to exist in the cold void of outer space. Its wearer can breathe and feel as if he or she were in a cool, well-ventilated place where any oxygen-breathing creature could exist. It also protects against poison gases of all sorts. The mantle also provides +1 on all saving throws versus electricity, fire, and noise (including *drums of deafening* or *panic*, roaring, thunder). The mantle is also well suited for travel, having the following qualities:

Food:	The wearer may simply reach inside one of its many pockets and find sufficient rations for one person for one day; this nourishment is available once per day.
Drink:	In another pocket there will be a small ewer which will provide up to seven gallons of water, pouring cold or warm as the pourer commands. Such a draught is obtainable once per day.
Shelter:	The wearer will not grow cold or hot or become wet or damp while wearing the mantle.
Belongings:	The mantle has seven large and seven small pockets, and only one of each are needed for food and water, so the remaining 12 can be used to store whatever is desired (up to 70 gp weight in the small pockets or 140 gp weight in the large) with no bulk, bulge, or added weight.

The mantle also has a special power which is conveyed to the wearer only if he or she is a cleric of Celestian, whether druidical or not. This dweomer enables the wearer to "see" the aura of any stranger met along the way, so as to give warning of evil, neutral, or good intent. The power is not automatically bestowed, however, for the wearer must concentrate to sense the aura.

Murlynd's Spoon: This unremarkable eating utensil is typically fashioned from horn. It radiates a dim dweomer of the *conjuration* sort if magic is detected for. If the spoon is placed in any empty container — a bowl, cup, dish, etc. — the vessel will fill with a thick, pasty gruel. Although this substance has a flavor similar to warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon will produce sufficient gruel each day to feed up to four humans.

Pearl of the Sirines: This normal-seeming pearl will radiate a faint dweomer of the *enchantment* sort if magic is detected for. In any event, the stone will be very beautiful and worth at least 1,000 gp on this basis alone. If it is clasped firmly in hand or to breast and the possessor attempts actions related to any of the pearl's power areas, he or she will understand and be able to employ the item. The pearl enables its possessor to breathe in water as if he or she were in clean, fresh air. Underwater movement rate is 24". The possessor is also immune to any ill effects from the touch of a sirine. The pearl must be within the general area of the possessor — less than 1" distant — to convey its powers to him or her.

Philosopher's Stone: This is a rare and magical substance which appears to be an ordinary, rather blackish and sooty piece of rock. It radiates a faint dweomer of indeterminate sort. If the stone is broken open, a geode-like cavity will be discovered. The interior of this cavity is lined with a quicksilver which will enable the transmutation of the base metals, iron and lead, into silver and gold. Either an alchemist or a magic-user will be required to effectuate such transmutation, however. From 50 to 500 pounds of iron can be made into silver, or from 10 to 100 pounds of lead can be turned into gold from a single *philosopher's stone*. Transmutation must be made fully upon the first attempt, all the quicksilver being employed at one time. Better still, there are two additional substances possible within such a stone. The first is a greenish, crystalline salt which will allow the manufacture of 1-4 *potions of longevity*; this substance has a 75% chance of occurring inside a given stone. The second is a pure white powder which, when admixed with a *potion of longevity*, can actually restore life to a dead human or demi-human if administered internally within one

week of his or her demise (cf. *raise dead* spell). There is a 25% chance that the white powder will occur. Note that the experience-point value and gold piece sale value apply only to an unopened stone.

Pouch of Accessibility: This normal-seeming pouch is actually a strongly magicked item which can contain up to 3,000 gp of weight in 30 specially constructed pockets within it. Each pocket, in turn, holds a maximum of 100 gp weight, or 1 cubic foot of volume, whichever is reached first. Better still, this device enables the possessor to open the pouch and call forth the item(s) desired. Merely speaking the name of a desired object causes it to appear at the top of the pouch, ready for instant grasp. Of course, these items are similar to *bags of holding* and *portable holes* (qqv), and the strictures about placement within such magical spaces apply fully. The pouch weighs 10 gp empty and 40 gp when filled.

Prison of Zagyg: Only five of these brass devices are thought to exist. Each is nearly identical, appearing to be nothing more than a small, well-made birdcage. No amount of normal handling or examination will reveal it to be magical, but if a *detect magic spell* is cast upon one, it is 50% likely to show a vague dweomer of uncertain nature — either no class of magic or an erroneous one will be detected. Each prison-cage has a *permanent anti-magic* and *non-detection* spell in and upon it. Each such item attunes itself to the magic-user possessing it when he or she learns the wording which activates that particular *Prison of Zagyg*. Speaking the *activation word* has two effects: First, the door to the cage is immediately held fast by a *wizard lock* spell as if the possessor had cast it, and that portal can be opened only from the outside by a character of the magic-user profession who can normally overcome such a *wizard lock* without resorting to additional magic. Second, the cage is attuned to a single *trigger word* which will enable its possessor to imprison a creature within the cage by invoking an enchantment of 1 round casting time. This *command spell* must name the true name of the creature to be imprisoned, or else its history (in great detail) in the case of creatures without a name. If the creature being commanded into imprisonment fails to make its saving throw versus *spell*, it shrinks to about 1/4 foot in height and is instantaneously transported into the cage. Since magic does not function within the cage, the imprisoned creature cannot itself escape. It can be freed by a magic-user able to open the door of the device or by any other being who can do so by use of a *wish* or an *alter reality* spell. A *Prison of Zagyg* cannot be harmed or affected by the use of force or magic. Any creature inside cannot be located by any means except actual sight or hearing due to normal proximity. Naturally, the possessor can free a prisoner by use of a single *freedom word*. Once freed, the former captive is restored to its former size and abilities. Imprisoned creatures need neither food nor drink when in the cage, for its magic negates the need for either.

Quiver of Ehlonna: This arrow container appears to be a typical device to hold about a score of shafts. It has an aura of *alteration*, however, if magic is detected for, and examination shows that it has three distinct portions. The first and smallest one can contain up to 60 objects of the same general size and shape as the sort of arrows employed with a long bow. The second, slightly longer compartment will hold up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case will contain as many as 6 objects of the same general size and shape as a bow — spears or staves, for example. The possessor of this item need merely command the quiver to produce whatever item he or she wishes each round, i.e. "an *arrow +1*," "an *arrow +3*," "a javelin," etc.

Robe of Stars: This rather ordinary-appearing garment seems typical of any such item of apparel worn by a magic-user. However, it will radiate a strong aura of *alteration* and *evocation* if examined for magic. The robe enables its wearer to travel on the Astral Plane, physically, along with all that he or she wears or carries. The garment similarly enables the wearer to survive comfortably in the void of outer space, as well as on the Astral Plane. In other situations, the robe gives its wearer a +1 on all saving throws, and in addition, he or she is able to employ up to six of the stars embroidered on the robe as missile weapons, provided the magic-user is proficient with darts as a weapon. Each star is a throwing weapon of +5 value, both to hit and damage, having a maximum range of 6" and base damage of 2-8 points per hit. The special star weapons are located on the chest portion of the robe. If the wearer does not use all of these missiles, they will replace themselves magically at the rate of one per day — but if all six are used, then all of the robe's power is gone forever.

Robe of Vermin: This magical-seeming garment will radiate a dim aura of *enchantment* if magic is detected for. The wearer will notice nothing unusual when the robe is donned, and it will actually convey some magic power at that time — *protection +1*, for example. However, as soon as the wearer is in a situation which requires his or her concentration and action against hostile opponents, the true nature of the garment will be revealed. The wearer will immediately suffer a multitude of bites from the vermin which will magically infest the garment. He or she will have to cease all other activities in order to scratch, shift the robe, and generally evidence all signs of extreme discomfort from the movement and biting of these pests. Thus, the wearer is unable to gain initiative, and he or she will certainly have a 50% chance of actually being unable to complete a spell due to the vermin. All other actions and attack forms requiring manual/locomotive/somatic activity are at only one-half normal probability. The dweomer of the garment prevents its removal except by means of a *remove curse* spell or similar magic.

Scarab Versus Golems: This magical pin enables its wearer to detect any form of golem within 6", although he or she must actually concentrate upon such detection for it to take place. Furthermore, the scarab will enable its possessor to actually combat a golem, with hand-held or missile weapons, as if it were a normal monster, i.e. hit and damage as if the golem had no special defenses. The power of the scarab is effective against any *lesser golem* created by the 5th-level clerical spell *golem*, and each item has particular protective abilities as follows:

Dice Roll	Type(s) of Golem Affected by Scarab	Experience Point Value	Gold Piece Sale Value
01 - 30	Flesh	400	3,200
31 - 55	Clay	500	3,500
56 - 75	Stone	600	4,000
76 - 85	Iron	800	5,000
86 - 95	Flesh, Clay, Wood	900	6,000
96 - 00	Any golem	1,250	12,500

Shadow Lanthorn: This mundane-appearing light radiates a faint, evil dweomer. If it is fueled by oil rendered from fat of human corpses, its beam will generate 5-8 shadows who will serve the possessor of the device for as long as it burns. When the oil is consumed the shadows will disappear. Typical burning time is one hour. Note: Characters of good alignment will *lose* experience points equal to the value of the item if they do not destroy such a device.

Sheet of Smallness: A magic item of this sort appears to be nothing more than a well-made piece of material — possibly some sort of covering or sheet woven of very fine linen or possibly silk. One side will have a larger pattern than the other, or perhaps one side will be white, the other black. In any event, there will be an aura of *alteration* detectable from this cloth if magic is checked for. The power of this dweomer is such that any item of regular magical sort (not an artifact or relic) which is wrapped within the cloth will shrink to 1/12 of its normal size and weight. If the item is then wrapped in the sheet so as to be touching the reverse side of the material, it will grow back to its normal size and weight. Note that this dweomer will not affect living material, only non-living items — and no item shrunk in this fashion is functional or usable while in reduced form. Change in size requires a full two rounds to accomplish, whether shrinking something or restoring it to normal size.

Shoes of Fharlanghn: These low, thick-soled shoes are so durable and tough that they never wear out. Better still, the individual shod in this footgear will never grow fatigued from walking, being able to easily maintain a pace of 20-30 miles per day. If the wearer is of neutral or neutral good alignment, the following additional benefits are gained:

1. The wearer will never trip, step into a snare or a pit, or become *entangled.*
2. The dweomer of the shoes enables the wearer to climb up or down hills, even those with a 45-degree angle, without effort.
3. The wearer will also be so sure-footed as to be able to walk along narrow ledges or slippery logs without fear of a slip or like mishap.

Should the person shod actually be a worshiper of Fharlanghn, then he or she will also get these additional benefits:

4. Becoming lost is impossible for the wearer.
5. Nothing walking on the earth can surprise the wearer.
6. The wearer can run at 18″ movement rate and jump horizontal distances of up to 20 feet.
7. Climbing vertical surfaces is done as if the wearer were a 10th-level thief.
8. Whenever there is earth (including dust, sand, or mud), the wearer can tread as if he or she were on a smooth roadway.

At least a dozen pairs of these magical shoes are known to exist in treasure troves.

Slippers of Kicking: The wearer of these magical shoes is empowered to utilize his or her feet as effective weapons. The wearer of this footgear is able to attack twice each combat round, and although his or her level of attack remains unchanged, the slippers enable two special attacks each round if the wearer choose to forego other attack methods. Damage inflicted by kicking with these slippers is special. The opponent suffering damage takes 1-6 points if man-sized or smaller and 1-4 points if larger than man-sized. The dweomer of the footgear actually inflicts twice normal damage, but the additional effect is maintained in a separate category, for such points are recovered by the opponent after one complete turn — similar to stunning damage, which wears off after a time. For instance, the wearer attacks a larger than man-sized opponent. Initial attacks are successful, and the damage inflicted is 3 points (plus 3) and 4 points (plus 4). At the beginning of the 11th round of combat (or on the 11th round thereafter, in any event), the opponent would recover 7 points (the "plus 3" and "plus 4") noted above) as the stunning effects of the kicks wore off. If these slippers are worn by a character able to employ martial arts skills, their effect is merely +1 on foot attacks and damage inflicted.

Slippers of Spider Climbing: A pair of these magical shoes appear to be totally unremarkable, although they will give off a faint dweomer of the *alteration* sort if magic is detected for. When worn, the slippers enable the individual to move at a 6″ rate on vertical surfaces or even upside down along ceilings, with hands free to do whatever he or she desires. It must be noted, however, that extremely slippery surfaces, ice, or oiled or greased surfaces make these slippers useless.

Sovereign Glue: This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with *oil of slipperiness*, and each time any of the bonding agent is poured forth from the flask, a new application of the *oil of slipperiness* must be put on the flask within 1 round to prevent the remaining glue from adhering to the side of the container. One ounce of the adhesive will cover approximately one square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes one 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 is allowed to set, then attempting to separate the two bonded objects will only result in the rending of one or the other except when *oil of etherealness* or *ultimate solution* is applied to the bond, since the *sovereign glue* is dissolved only by those liquids. A typical container of the substance holds from 1-10 ounces of glue.

Spoon of Stirring: Appearing as a normal spoon of unremarkable sort, this instrument will not even radiate magic unless it is dipped into a potion. Immediately upon being inserted into a container of such magical liquid, the spoon will give off a burst of the *alteration* sort of magic. The contents of the container will be magically altered into some other sort of potion, and the spoon will again seem normal thereafter. The spoon can be taken out of the liquid and used repeatedly on the same potion or on different ones. However, if the same potion is treated thus more than three times, the liquid will lose all of its magical properties (when a fourth usage of the spoon is tried), becoming a noisome liquor of no value whatsoever. To find out the type of potion produced by the spoon, simply use dice to determine it from Table III.A. or Table III.A.2. If the result is the same as the previous contents, then the appearance of the liquid has changed and the strength of the stuff is twice normal (01-50) or half normal (51-00).

Stone Horse: All items of this nature appear similar. Each is a full-sized, roughly-hewn statue of a horse, carved from some type of hard stone. The dweomer of an item of this nature is activated by speaking a command word. This word brings the steed to animation, enables it to carry a burden, and even to attack as if it were a warhorse. There are two sorts of these steeds:

Courser: This stone horse travels at the same movement rate as a light horse (24″) and attacks as if it were a medium warhorse (3 attacks for 1-6/1-6/1-3). It is armor class 3 and has 18 hit points. It makes saving throws versus all applicable attack forms as if it were "Metal, hard."

Destrier: This stone horse travels at the same movement rate as a medium horse (18″) and attacks as if it were a heavy warhorse (3 attacks for 1-8/1-8/1-3). It is armor class 1 and has 26 hit points. It makes saving throws versus all applicable attack forms as if it were "Metal, hard."

A stone horse can carry 1,000 pounds tirelessly and never need to rest or feed. Damage inflicted to it can be repaired by first using a *stone to flesh* spell, thus causing the stone horse to become a normal horse. If allowed to graze and rest, the animal will heal its wounds at the rate of 1 point per day, and when it is fully healed it will automatically revert to its magical form.

Ultimate Solution: This strange and magical liquid appears to be nothing more remarkable than some sort of minor oil or potion. In fact, upon first examination it seems to have the properties of both *oil of slipperiness* and a potion of *delusion*. However, if it is applied to any form of adhesive or sticky material, the solution will immediately dissolve it. Thus, for instance, the effect of *sovereign glue* will immediately be negated by this liquid, as will any other form of cement, glue, or adhesive. The area of effect of this liquid is 1 cubic foot per ounce, and a typical container holds 27 ounces. If the liquid is carefully distilled to bring it down to one-third of its original volume, then each ounce will actually dissolve 1 cubic foot of material, organic or inorganic, just as if a *disintegrate* spell had been employed. To find if a target is affected by this concentrated solution, a successful roll "to hit" is required, and the subject is then also entitled to a saving throw versus spell. Inanimate objects are automatically affected by the solution; however, for such items of magical nature a saving throw versus *disintegrate* applies.

Wind Fan: A *wind fan* is a magical apparatus which appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. The possessor can, however, by uttering the correct word, cause the fan to generate a movement of air exactly duplicating a *gust of wind* spell as if cast by a 5th-level magic-user. The fan can be used only once per day with no risk. If it is used more frequently, there is a cumulative 20% chance per usage that the device will tear into useless, non-magical tatters.

Zagyg's Flowing Flagon: This magical drinking vessel appears to be nothing more than a rather well-made figure, usually of nickel-silver, with some fair amount of engraving and bas-relief sculptures depicting grapes, vines, wine cellars, drinking, etc. Somewhere on the vessel will be a line of magical writing — the words of a toast. The first individual to pick up the flagon will be able to read what is written, but no other can do so, normally or magically, until they become the owner of the vessel. The toast phrase is read to activate the flagon — and each time it is activated, the phrase changes. Recitation of the magical toasting words causes the flagon to fill with good-tasting, but rather weak, wine. Each time thereafter that the flagon is drained, it refills itself with better-tasting liquid. The weak wine initially therein is of about 7% alcohol content. The next liquid is about 10% alcohol, the third draught of wine is 13%, the fourth is port-like and about 20%, the fifth is a near-liquor of some 40% alcoholic content, and the sixth and last draught is brandy-like liquid of nearly 80% alcohol. The typical flagon contains about 1 pint of liquid (16 ounces). It is 90% unlikely that any creature partaking of the first draught will notice the increase in alcohol of the second, third, and so on. Thus, unsuspecting drinkers are quickly and easily made intoxicated and possibly brought to stupor from the contents of the flagon. The container is usable a maximum of three times per day.

Zagyg's Spell Component Case: This item appears to be a normal belt pouch of unremarkable sort, although it will radiate a faint magic aura if such is detected for. Any magic-user possessing this sort of pouch can simply think of the material components desired for a certain spell, and they will appear in the pouch. If these components are not used within 1 round after they appear, they immediately disappear, and that usage of the pouch becomes wasted. If the components are employed in spell casting, they likewise immediately disappear as soon as the spell is cast. The number of times per day that *Zagyg's Spell Component Case* can be used is determined on the table below. The experience point value of any such item is 100 times its number of uses per day (thus, from 200 to 700), and its gold piece sale value is 1,000 times its number of uses (ranging from 2,000 to 7,000).

Die Roll	Result
1 - 3	2 times/day
4 - 6	3 times/day
7 - 10	4 times/day
11 - 14	5 times/day
15 - 19	6 times/day
20	7 times/day

ARMOR AND SHIELD (III.F.2.)

Except where this obviously does not apply (such as for *leather armor +3*), armor of +3 bonus is of special meteorite iron steel, +4 is mithral alloyed steel, and +5 is adamantite alloyed steel.

Special items from Table III.F.2. are described below:

Anything Armor can be of any construction, from leather to plate. It will originally appear as having a +1 dweomer, but upon command it will become any sort of other normal magical armor — one of the types listed on the tables, and not necessarily of the same construction as the *anything armor* in its unchanged form; i.e., *anything armor* that appears as leather can change into plate, or vice versa. However, each such change is singular; the *anything armor* will never form into a specific type of armor more than once. A change into a non-special sort of armor will last for 1 day (24 hours) before the *anything armor* reverts to its usual +1 status. A change into some special-function type of armor (such as *plate mail of etherealness*) will last but 1 hour. After the possessor has commanded the *anything armor* to change three different times, the armor will lose all of its magical properties.

Elfin Chain Mail is magical armor of a sort that is so fine and light that it can be worn under normal clothing without revealing that it is there. Because of its incredible lightness and flexibility, thieves can utilize it, though it may slightly hinder their activities. However, it is rare for such mail to be sized to fit anyone other than an elf or a half-elf. If a suit of this mail is discovered, roll to ascertain what size of character it will fit:

Dice Roll	Size of Elfin Chain
01 - 10	gnome/halfling (hairfoot)
11 - 15	dwarf/halfling (stout or tallfellow)
16 - 80	elf/half-elf
81 - 95	man-sized, normal (up to 6', 200 lbs.)
96 - 00	man-sized, large (up to 6½', 250 lbs.)

Plate Armor can be of the *field plate* or *full plate* variety, as shown on Table III.F.2. In either case, the dweomer of the armor is such that it will perfectly conform to the wearer's physical dimensions, so long as the wearer is of the race for which the armor was manufactured (i.e., any human can wear human-sized armor, any dwarf can wear dwarf-sized, etc.). In addition, magical plate armor can absorb more damage than non-magical armor of the same sort. *Field plate* can absorb an additional 10 points of damage per "plus" of the armor, and *full plate* can absorb an additional 16 points per "plus." Either type must be repaired after absorbing its limit of damage, at the same costs in money and time as for non-magical plate armor of the same sort (1 day and 100 gp per point of damage absorption for *field plate*, 2 days and 200 gp per point for *full plate*), but such repairs can only be made by an armorer who is well versed in the creation and repair of magical protection.

SWORDS (III.G.2.)

Sword, Short, of Quickness is a specially dweomered blade that enables the wielder to strike first in every combat round. It is also a +2 magic weapon, with the bonus applicable to both hitting and damage.

Sword of the Planes is only forged as a broadsword. Its particular enchantment is such that it has a base bonus of +1 when operating on the Prime Material Plane — but when it is on any of the Inner Planes its dweomer increases to +2, and this bonus also applies on the Prime Material Plane when the weapon is used against opponents from the Inner Planes. Similarly, when it is used on one of the Outer Planes or against creatures from the Outer Planes, the sword becomes a +3 weapon. And it operates as a +4 weapon when employed on the Astral or Ethereal Plane or against opponents from either of those planes.

Sun Blade swords are all of great size and must be treated as bastard swords. Their dweomer is such, however, that an individual possessing a *sun blade* may wield it as if it were a short sword with respect to encumbrance, weight, speed factor, and ease of use. In other words, the weapon appears to all viewers to be a bastard sword, and it inflicts damage as if it were a true sword of that sort, but the individual using a *sun blade* feels and reacts as if the weapon were a short sword. Any individual able to use either a bastard sword or a short sword with proficiency or expertise will be able to use a *sun blade*. In normal combat, the glowing golden blade of the weapon is equal to a +2 magic sword. Against evil creatures, its bonus is doubled to +4. When it is used against creatures from the Negative Material Plane or those that draw power from that plane (such as many of the undead), the sword will inflict double normal damage, regardless of whether the bonus of the weapon is +2 or +4. Furthermore, upon command, a *sun blade* can be swung vigorously through the air, and the blade will shed a bright yellow radiance which equals full daylight. The radiance will begin shining within a 10-foot radius around the sword-wielder and will spread outward at 5 feet per round for 10 rounds thereafter, thus englobing an area of 60-foot radius. Thereafter, the radiance fades to a dim glow which persists for another 10 rounds before disappearing entirely. This *sunray* power of the blade can only be used once per day. All *sun blades* are of good alignment.

Sword, Anything will originally appear to be a *sword +1* of any type — short, long, etc. Upon command, however, it will change into any

desired type of magic sword of any power (for instance, from a *short sword +1* to a *holy avenger +5* of long, bastard. or even two-handed sort). The sword will remain as commanded for 1 day (24 hours) or until it performs a special, highly powerful function such as draining a level, severing some body part, etc. The sword can be commanded to assume another form no more than three times, and each form is singular and may not be repeated; i.e., the weapon can be a *dancing sword* but once, a *frost brand* but once, and a *vorpal blade* but once. After changing upon command for a third time and then reverting to its original form, the *anything sword* loses all of its dweomer and is thereafter an ordinary blade. This type of sword can never have intelligence, ego, communication power, or any other sort of special ability.

Sword, Broad, "Final Word" Type is a very rare item — only nine of these blades are known to exist. Each is patterned after the legendary broadsword Fragarach (which means "final word" in the tongue of the ancient Oeridians). Each of these weapons is thought to have a differing alignment, but in all other respects each is alike. If a creature of an alignment different from that of the sword attempts to wield it in battle, the weapon has no bonuses. In the hands of a creature of like alignment, the sword becomes a +3 blade which always strikes last in any round, but which will strike *unerringly* and do damage to any opponent that struck at the wielder earlier in the same round, regardless of whether the opponent(s) successfully hit the wielder, up to the wielder's allowable number of attacks per round. (Of course, since the weapon is a +3 blade, opponents immune to weapons of less than +4 value will not be harmed.) Each of these swords has a gem of 10,000 gp value set in its pommel, and each gem is different in type from all the others. Each sword also bears an identifying name; the nine appellations are "Answerer," "Back-talker," "Concluder," "Last-quip," "Rebutter," "Replier," "Retorter," "Scather," and "Squelcher."

MISCELLANEOUS WEAPONS (III.H.2.)

Axe of Hurling appears to be a normal hand axe. With familiarity and practice, however, the possessor will eventually discover that the axe can be hurled up to 6″ distance, and it will return to the thrower in the same round whether or not it scores a hit. Damage inflicted by the magical throwing attack is twice normal (2-12 vs. S or M, 2-8 vs. L), with the weapon's magic bonus added thereafter; for instance, an *axe of hurling +3* will do 5-15 points of damage vs. S or M sized creatures and 5-11 points of damage vs. creatures of size L if it hits the target after being thrown. The same axe will do only normal damage (plus its magic bonus) when used as a hand-held weapon. After each week of using the weapon, the possessor has a 12½% chance of discovering the full properties of the weapon (roll of 1 on d8). In any event, the magical properties of the weapon will be fully known to the possessor after 8 full weeks of such familiarization. The magical bonus of an *axe of hurling* is determined by rolling d20 and referring to the table below. The experience-point value of such an item is 1,500 x.p. per each point of magical bonus, and the gold piece sale value is 15,000 gp per point of bonus.

Die Roll	Magic Bonus
1 - 5	+1
6 - 10	+2
11 - 15	+3
16 - 19	+4
20	+5

Bullet, Sling, of Impact originally appears to be little more than a well-cast sling bullet. Close examination will reveal minute runes engraved upon these missiles, and they radiate an aura of *enchantment*. Composed of a mixed iron, silver, and lead alloy, each bullet is equal to a +1 missile for purposes of "to hit" determination only. Thus, if one of these missiles is launched from a +2 magic sling, the total chance to hit would be +3, or equal to a +3 magic weapon, but damage is determined exclusive of this +3 bonus. The unadjusted score to hit is the base determinant of whether additional damage is done by one of these missiles. That is, if one of these bullets impacts its target, the sling-user's base chance to hit (exclusive of magical bonuses) must be determined. For example, assume that the target could be hit normally on a 12 or better. If the die score to hit, without adjustment for any bonus for the sling used or for the bullet itself, is above the minimum required to hit, then the missile does 2 additional points of damage for each point of difference between the die roll and the minimum required to hit. A die score of 13 in this example indicates +2 to damage, a roll of 14 would add +4, a roll of 15 indicates +6, and so on, while a die roll of 12 or less means that no extra damage is scored on that hit. The extra damage (if such applies) is added to the base damage figure (2-5/2-7) for a sling bullet.

Dagger +2, Longtooth appears to be a normal weapon, or perhaps a magical weapon of the standard (non-special) sort. However, when this broad-bladed weapon is wielded by a small demi-human (gnome or halfling), it will actually lengthen and function as a short sword as its wielder strikes blows (retaining its +2 bonus in this form), yet it will be as light and handy to use as a dagger would be in the hands of the same character. The weapon will actually penetrate wood or stone as easily as if it were softer material when used by a gnome or halfling, inflicting maximum damage against either substance.

Dagger of Throwing appears as a normal weapon, but will radiate a strong dweomer when magic is checked for. The balance of this sturdy blade is perfect, such that when it is thrown by anyone, the dagger will demonstrate superb characteristics as a ranged weapon. The magic of the dagger enables it to be hurled up to 6″ distance (short/medium range = 2″/4″). Any successful hit when it is thrown will inflict twice normal dagger damage, plus the dweomer of the blade, which will range from +1 to +4 (roll d100 and consult table below). The experience-point value of a *dagger of throwing* is a base of 150, plus 100 points per magical plus. The gold piece sale value is 1,500 plus 1,000 gp per magical plus.

Dice Roll	Magic Bonus
01 - 35	+1
36 - 65	+2
66 - 90	+3
91 - 00	+4

Hornblade is a magical weapon that originally appears as a sickle-like blade resembling some sort of animal horn, ranging in size from that of a knife to somewhat less than the length of a short sword. Even a close visual and manual inspection is 90% unlikely to reveal it as anything other than a piece of horn of ½′ to 1¼′ in length, set in some sort of handle or grip. (If magic is detected for, a *hornblade* will radiate a faint dweomer of the *enchantment* sort.) However, if the proper pressure is applied in the correct place, a curved blade of great strength and sharpness will spring out. The small versions (knife-sized and dagger-sized) are usually enchanted to +1 or +2, and the largest version (scimitar-sized) commonly has a bonus of +2 or +3. A *hornblade* of one of the smaller versions can be thrown, and its bonus applies for both "to hit" and damage determination. A member of any character class permitted to use sickle-like weapons may use a *hornblade*. The magic of the weapon enables its possessor to employ it as if it were a weapon of known type, providing that the possessor has proficiency with a weapon in the appropriate category (knife, dagger, or scimitar). The *hornblade* is retractable between uses. The experience-point value and gold piece sale value of a *hornblade* depend upon its size and the amount of its magical bonus:

Dice	Result	X.P. Value	G.P. Value
01-20	Knife-sized, +1	500	1,500
21-35	Knife-sized, +2	1,000	3,000
36-50	Dagger-sized, +1	750	2,000
51-70	Dagger-sized, +2	1,500	4,000
71-90	Scimitar-sized, +2	2,000	6,000
91-00	Scimitar-sized, +3	3,000	9,000

Darts of Homing appear to be normal projectiles, but are actually magic weapons of +3 value. If magic is detected for, they will radiate

a dweomer of *alteration* and *enchantment*. If a dart of this nature hits the target it is thrown at, it will magically return to the thrower in the same round and can be re-used. A *dart of homing* does 4-9 points of damage on a successful hit against any size of creature — a base figure of 1-6 plus its magical bonus. If the dart misses its intended target, it loses its dweomer. These weapons have twice the range of ordinary darts — 3″ short, 6″ medium, and 9″ long.

Knife, Buckle is a magical blade having a hilt which exactly resembles an ornament on a large belt buckle or a complete buckle of a smaller sort. Its hilt can esaily be grasped and the weapon drawn from its belt-sheath. The knife blade is short but has a very sharp point, so that it inflicts damage just as does a larger knife. This weapon comes in four varieties (roll d10):

Die Roll	Type	X.P. Value	G.P. Sale Value
1 - 4	+1	100	1,000
5 - 7	+2	200	2,000
8 - 9	+3	300	3,000
10	+4	400	4,000

Quarterstaff, Magic appears to be a normal bronzewood staff shod and banded with iron. The shaft is actually as strong as steel, and the weapon has two magical qualities. Upon command the staff will alter its length from as short as 6' to as long as 12' (or any length in between). It inflicts damage as a quarterstaff (base amount of 1-6 points), with additions "to hit" and damage based upon its magical bonus. The five varieties of *magic quarterstaff* are as follows:

Die Roll	Type	X.P. Value	G.P. Sale Value
1 - 5	+1	250	1,500
6 - 9	+2	500	3,000
10 - 13	+3	750	4,500
14 - 17	+4	1,000	6,000
18 - 20	+5	1,250	7,500

Scimitar of Speed is a magical weapon, usually of +2 power, that enables its wielder to always make the first attack in a melee round, even though some magical effect might have otherwise slowed his or her speed and reaction time. This initial attack will come in the first segment of the round, ahead of any other action that may also take place in that segment. The *scimitar of speed* also allows more than one strike in some rounds; it increases the wielder's figure for attacks per melee round by one place, so that if 1 attack is normal, the improved figure is 3/2, and if 3/2 is normal, then the improvement is to 2 attacks per round. This increase in attacks is cumulative with any other bonus attacks (such as those provided by a *haste* spell). The order of attacks in the round is determined normally after the wielder of the *scimitar of speed* has made his or her first attack to begin activity in the round. It is possible, for instance, that a wielder entitled to 3 attacks in the round will attack once before any other action takes place, and then (because of poor initiative rolls or other factors) take his or her remaining two attacks at the very end of the round. There are versions of this weapon which are cutlasses, tulwars, and yatagans (30% overall probability for a variant form, 10% chance for any specific type). There is also a chance (25%) that the weapon will have a bonus of something other than +2; if this occurs, roll percentile dice and refer to the following table to determine the appropriate bonus:

Dice Roll	Type	X.P. Value	G.P. Sale Value
01 - 50	+1	2,500	9,000
(normal form)	+2	3,000	12,000
51 - 75	+3	3,500	15,000
76 - 90	+4	4,000	18,000
91 - 00	+5	4,500	21,000

APPENDICES

Q: Weaponless Combat R: Non-Lethal Combat S: Non-Human Deities T: Pole Arms

APPENDIX Q: WEAPONLESS COMBAT

Occasions will arise in the game where a character is without normal weapons, whether this deficiency is caused by magic (such as the effect of a *fumble* spell), or by physical attacks (such as with a whip). In time of need, a character may attack using weaponless combat, two systems for which are offered below. The first is a very simplified system that can be used quickly in "emergency" situations. The second system is an outgrowth of the first, and has greater detail and is the more powerful of the two.

SYSTEM I

This system can only be used by humans, demi-humans, and humanoids against other humans, demi-humans, and humanoids. Any creature attacked using this system cannot be more than 125% of the attacker's height (a four-foot-tall creature could not use this system against creatures of more than five feet in height, while a six-foot-tall being could only affect those 7½ feet or shorter in height).

This system has three steps:

1) Attacker chooses action to be attempted, either:
   a) Pummeling (hitting),
   b) Grappling (grabbing), or
   c) Overbearing (knocking down)
2) Attacker makes roll "to hit"
3) If attack hit, DM administers result of chosen action

The roll "to hit" is based on the standard chance of the character striking the opponent according to class, modified only for strength (if applicable). The defending character or creature gains any benefits for armor, dexterity, and magical protection that may apply.

A successful pummeling attack delays the opponent's action for 1 segment, successfully distracting concentration and negating spell casting. Damage is 1-2 points, with a strength bonus added only if the attacker is using a weapon such as mailed glove. There is no further delay for multiple successful pummels in the same round.

A successful grappling attack inflicts no damage but holds the opponent for 1 round. While held, the grappled character is +2 to be hit and -2 to hit. A grapple is automatically broken at the start of the next round.

A successful overbearing attack will inflict no damage but will knock the opponent to a prone position. Opponents in a prone position are +4 to be hit until they regain their feet.

A character attempting weaponless combat makes initiative rolls at a penalty of -2. If a character suffers any damage before making a weaponless combat attack, the attack is spoiled and cannot be made.

SYSTEM II

Pummeling:

Pummeling is a tactic available to any character or creature with a strength score, or one described as having strength equivalent to a

certain score or range of scores. Player characters, most humans, giants, and vampires may all pummel, while most other undead, dragons, and non-humanoid creatures may not.

The target of a pummeling attack must be a non-undead, non-vegetable, organic native of the Prime Material Plane. Shambling mounds, elementals, all demons (though not semi-demons), slimes, and fungus creatures cannot be pummeled. An opponent must be of the same or a smaller size class as the attacker. A size L giant can pummel opponents of size L, M, and S, while a halfling fighter could only pummel another size S creature. Creatures may pummel a creature of any size if the target is prone (see overbearing, below).

A character making a pummeling attack does so at a penalty of -4 on initiative rolls, in addition to any modifiers for dexterity. However, this penalty does not apply to pummeling attacks made with the advantage of surprise, or pummeling attacks made from behind — and all such attacks of either sort are at +2 to hit.

If a character making a pummeling attack takes damage from the attacked creature before the pummeling attack is made, the pummeling attack is spoiled and may not be made. The pummeling character is considered to be driven back, unable to get in a swing on that particular attempt.

A pummeling attack is resolved as follows:

1) Determine the type of item being used to pummel
2) Determine the vulnerability of the opponent
3) Make a "to hit" roll against the opponent's effective armor class
4) If a hit is made, check the Pummeling Table for chance of stunning

The four different types of objects used in pummeling are:

Small, relatively soft objects (bare fist or foot)
Small, hard objects (mailed fist or sword pommel)
Large, soft objects (an unconscious character)
Large, hard objects (a table or chair)

Note that large objects must generally be picked up (taking a round) before being wielded in combat.

Targets have varying degrees of vulnerability, depending on attire and natural armor class. If a character or creature qualifies for more than one of the given categories, consider the target to be of the more vulnerable sort.

An *exposed* target is one:
with bare head or face
wearing ordinary cap or clothing
in leather or padded armor
with a natural armor class of 7 or worse

A *semi-exposed* target is one:
wearing standard armor between ring and plate mail in protective value
with a natural armor class between 7 and 2

An *unexposed* target is one:
wearing full or field plate armor
with a natural armor class of 2 or better

Shields and bonuses from magic armor are not taken into account in determining the vulnerability of the target.

In figuring the effective armor class of an opponent when pummeling, ignore any bonus for the defender from a shield, unless that shield is a buckler or some item that is similarly easily wielded. The defender does receive any magic and dexterity bonuses that apply. If armor class adjustments are used, consider all pummeling attacks to be as with "fist or open hand."

Pummeling Table (Chance of Stunning)

Target's Status:	Type of Object Used to Strike: Small & Soft	Small & Hard or Large & Soft	Large & Hard
Unexposed	No Effect	1% per Str pt., 20% at 18/01	2% per Str pt., 40% at 18/01
Semi-Exposed	1% per Str pt., 20% at 18/01	2% per Str pt., 40% at 18/01	4% per Str pt., 75% at 18/01
Exposed	2% per Str pt., 40% at 18/01	4% per Str pt., 75% at 18/01	5% per Str pt., 95% at 18/01

The given percentage is the chance per point of strength of stunning the opponent. Creatures with a strength of 18/01 or higher are considered 18/01 for purposes of stunning.

Example: A fighter with a strength of 15 attacks a man wearing padded armor. If the fighter strikes with bare fists (small, soft object), there is a 30% change of successfully stunning the opponent if the fighter hits. If the attacker was using dagger pommel (small, hard object), the chance of stunning would be increased to 60%, and should the fighter use a nearby chair, the chance of stunning his opponent rises to 75%.

A stunned opponent will be in that condition for 1-10 segments, during which time no actions may be taken. Any spells in the process of being cast are lost, and concentration is broken. If an opponent that is already stunned is stunned by a later attack, the opponent is unconscious for 1-4 rounds. A stunned opponent defends without benefit of dexterity or shield, and is +4 to be hit.

Small, soft objects inflict 1-2 points of damage; small, hard objects inflict 1-3 points; and all large objects inflict 1-4 points of damage on any hit (whether or not a stun occurs). Weapons used to pummel are not wielded in their conventional manner, and as such inflict the damage listed above as opposed to their normal damage.

Special notes for certain character classes: Monks do not suffer any initiative penalty when pummeling, and may make either pummeling or open-hand attacks. Thieves (including thief-acrobats and assassins) gain +4 to hit from behind when pummeling. Thief-acrobats may add their Tumbling Attack percentage to their own chance to stun while pummeling, up to a maximum pummeling chance of 95% chance of stunning. Thief-acrobats may subtract their Tumbling Defense Percentage from attacker's chance to stun while they are tumbling. Cavaliers (including paladins) suffer a -2 penalty to hit if pummeling with their bare hands, since they are unaccustomed to such crude pursuits.

Kicking: A character may make a pummeling attack by kicking, either with bare feet (small, soft objects), or metal-shod boots (small, hard objects). For the defender in a kicking attack, only the armor from the waist down is considered for creatures of the same size class, but overall armor is considered (using the most vulnerable) if the target is of a smaller size class than the attacker. Characters who can jump (monks, thief-acrobats, barbarians) can effectively kick any portion of a target of the same size class, and an attacker at a higher elevation may kick any portion of the defender's body.

Throwing: Objects may be thrown with the purpose of pummeling. A small object can be hurled 30 feet, a large one no more than 10 feet. All "to hit" determinations are made as for a missile attack at long range (-5 modifier), and the thrower's attempt is also modified for strength, if applicable. Thrown objects that miss are considered as grenade-like missiles for determination of scatter effects.

Grappling:

Grappling is a tactic available to any intelligent creature who can conceivably restrain an opponent. Non-corporeal creatures, those who exist in the Astral and Ethereal Planes, and non-intelligent slimes and

jellies cannot grapple; neither could a beholder, for instance, or an orc that is bound hand and foot.

Grappling is used to restrain someone or something, either to prevent an upcoming action or to restrain an opponent and make it more vulnerable to other attacks. In general, creatures that can be physically restrained are subject to the effects of a grappling attack. Creatures of a larger size class than the attacker cannot be grappled unless they are prone.

A grappling attack takes place as a normal attack in the combat round, with a penalty of -1 to the initiative roll. If the attacker takes any damage earlier in a round before a grappling attack was to take place, then that attempt at grappling is ruined.

Grappling attacks are resolved as follows:

1) Determine the defender's effective armor class
2) Make a roll "to hit"

An opponent's armor class ignores shield and bonuses gained by magical armor, since a grappling attack is usually directed at the arms and legs as opposed to the regions protected by thick armor. Bonuses from magical rings, protection devices, bracers, and magical plate armor are considered.

A successful grappling attack inflicts no damage. It does, however, prevent any further action in that round by the victim of the attack. A grappled target is -2 to hit opponents, and +2 to be hit in attacks in the same round that may follow the successful grappling attack. Any dexterity bonus of the grappled target is negated as long as the target is held.

A hold lasts until it is broken. The hold resulting from a successful grapple can be broken in a number of ways:

1) The attacker releases the opponent.
2) The opponent attacks and inflicts damage on the attacker. Any such attacks are at -2 to hit, and the attacker (in the grappling attack) retains the benefit of magic and dexterity bonuses that may apply.
3) The opponent makes a successful grappling attack in a round following the one in which he was grappled. Such attacks are made at no penalty for the opponent's status, but the original attacker receives magical and dexterity bonuses to his or her armor class, as well as a bonus to armor class equal to the character's bonus "to hit" due to superior strength. (A character with 17 strength has an effective armor class one step better than usual for this determination.) A successful "counter-grapple" by the opponent will free the opponent but inflict no damage upon the attacker.
4) The opponent makes a successful "bend bars" roll.
5) If the opponent is a thief-acrobat, the thief-acrobat may tumble out of the hold, using his or her Evasion percentage as the chance to escape.

A character that is grappled may be used as a large, soft object in a pummeling attack (see above) if the character can lift the grappled figure normally.

Grappling a Creature With Multiple Attacks: If an attempt is made to grapple an opponent that makes multiple, separate attacks, the grappler can prevent and neutralize only one of those attacks. A human fighter grappling a giant scorpion (M-sized creature) could prevent attacks with either of the creature's claws, or the sting. The other claws (or sting) are not affected by the grappling attempt. A creature that makes multiple attacks with the same weapon (like a high-level cavalier) can be neutralized by a single grappling attack.

Multiple grappling attempts: If multiple creatures of similar characteristics and abilities (such as a group of goblins) attempt to grapple, the attack is resolved by a single die roll, with a +2 bonus "to hit" for each member of the attacking group beyond the first. The maximum number of creatures that can attack by grappling is determined by size of the target and of the grappler:

If the defender is size S, it can be grappled by as many as three size S attackers, one or two of size M, or one of size L
If the defender is size M, it can be grappled by as many as three size M attackers, or one or two of size L
If the defender is size L, it can be grappled by as many as three size L attackers

Any prone figure may be grappled by as many as eight size S, six size M, or four size L creatures.

Overbearing:

Overbearing is a tactic available to any creature against any other, although only those with a discernible upright position can be affected (it is essentially impossible to overbear a purple worm or gelatinous cube). A successful overbearing attack knocks the target prone.

An overbearing attack may be made as a normal attack with no modifications to the initiative die. If the attacker takes any damage the round of an overbearing attack before the attack is made, the attack is negated in that round.

The steps of an overbearing attack are as follows:

1) Determine the effective armor class of the defender
2) Make a "to hit" roll

A overbearing attack in itself does no damage, though the situation may inflict damage on the opponent if the overbearing takes place in a mass of flaming oil or on the edge of a pit. Prone figures are +4 to be hit, and strike at -2 until the regain their feet. In addition, prone figures may be grappled and pummeled, even if the figure is of a larger size class than the attackers.

All defensive bonuses are considered in determining a creature's effective armor class against being overborne. In addition, the defender's effective armor class may be modified for relative size of the combatants and will be affected if the defender has four or more legs.

Armor Class Adjustment for Size:

Defender Size:	Attacker Size: S	M	L
S	0	+2	+4
M	-4	0	+2
L	-8	-4	0

Armor Class Adjustments for Defender's Footing:

Creature has 4 legs: -6
Creature has 6 legs: -8
Creature has more than 6 legs: -10

A creature with no legs cannot be overborne. Note also that size L creatures with more than four legs can rise automatically in the next round after falling prone, and take other actions in that round as well.

Multiple Overbearing Attacks: If a number of creatures with similar abilities (such as goblins) attempt an overbearing attack, a single die roll in made for all attacks, with +1 to the die roll for every figure involved after the first (as with grappling; see above). Should a number of dissimilar characters make such an attempt, the +1 bonus is granted, but the "to hit" number of the weakest creature type is used to determine if the overbearing is successful.

If the target is size S, it can be overborne by as many as six size S attackers, four of size M, or two of size L
If the target is size M, it can be overborne by as many as eight size S attackers, six of size M, or four of size L
If the target is size L, it can be overborne by as many as twelve size S attackers, eight of size M, or six of size L

APPENDIX R: NON-LETHAL COMBAT

Subdual:

Subdual is an effective form of non-lethal combat that can be used against creatures of at least *low* intelligence but no greater than *genius* intelligence. It can be used against dragons and similar types of creatures, including basilisks, wyverns, and dragonnes, as well as against giants, ettins, bugbears, and other humanoid non-magical creatures of size L. Whether other creatures are affected by subdual is subject to the decision of the Dungeon Master, but note that creatures native to planes other than the Prime Material cannot be subdued except on those planes, and player characters can never be subdued.

In striking to subdue, all attackers must use the flat, butt, haft, pommel, or other non-lethal part of the weapon in attacking. Any attacker striking for full damage or using damage-inflicting spells will negate any subdual effects recorded up to that point.

Subdual damage is noted separately from real damage, and is 75% temporary, 25% real. If 40 points of subdual damage is inflicted on a stone giant, only 10 of those points are real. When subdual damage exceeds the total hit points of the creature, it is subdued, and a victim will not attack after being subdued except in self-defense.

The requirements and effects of subdual under this section supersedes previously published material, in particular with regard to the subdual of dragons.

Subduing a monster is just that: The monster will not further attack the group that subdued it. If captured, the monster will submit, but seek the first chance to escape and, if the party that captured it is weaker than itself, turn on its captors. This subdual will last as long as the party has a clear upper hand.

Vanquishing:

Vanquishing is a form of combat used by cavaliers, paladins, monks, and other lawful creatures to settle disputes without excessive bloodshed, involving a "duel of honor." One combatant issues the challenge, and the opponent must take it up. For this reason, vanquishing combat may take place only between two intelligent beings capable of understanding each other's language, and who choose to communicate and agree to the combat.

Combat proceeds as normal, but, as with subdual, only one quarter of the damage inflicted is real between honor-bound opponents. Each combatant is "holding back" blows that would otherwise kill outright, proving his or her mastery by superior weapon-handling. Either side may resort to real combat at the start of any round, and any full real damage inflicted (either by an opponent or a third party) upon a combatant negates the vanquishing. Any temporary points lost are ignored, and both parties may attack normally. Poisoned blades, vorpal swords, and similar weapons with automatic effects perform as if in real combat.

Vanquishing damage is noted separately from real damage. Should one of the combatants be reduced to 0 hit points, he or she is the loser and must honorably surrender immediately. If both combatants are reduced to 0 hit points in the same round, the combat is a draw.

The winner of a vanquishing combat may demand a single service or item from the loser. The service may include banishment from the area for a time, to carry a message, do a small favor, or merely sing the praises of the victor's prowess in combat. An item may include any one weapon, armor, or shield of the loser (including magical items), or a treasure of a value not more than 1,000 gp times the loser's hit dice or level. Attempts to enslave or slay a vanquished opponent will free the opponent from any duty to the victor, though a vanquished opponent may be imprisoned if the victor had stated that fact in the initial challenge.

Lawful creatures who are defeated in this manner are honor-bound to the terms of the victor, unless to do so would be morally opposed to their alignments. Good creatures cannot be made to perform evil acts, for example. Neutrally aligned creatures have the choice of honoring such an agreement, based upon factors such as strength of the opposition and size of the defeat. Chaotic creatures are under no constraints whatsoever, and those of chaotic evil alignment will see no problem with causing an opponent to lower his or her defenses and then striking.

In general, vanquishing combat takes place between only two combatants. Multiple combat is possible, but in this case the hit points of all members of one side must be brought to 0 for the other side to claim victory. Individuals who are reduced to 0 points of "vanquishing damage" may continue to fight, but all damage taken past that point is the full, normal amount. A character reduced to 0 hit points in a multiple vanquishing combat is usually allowed to retire with no loss of honor (except from being on the losing side, if such is the case).

Vanquishing is used in tournaments and duels where a sudden loss of life would spoil the festivities. It is also used by monks and druids seeking to advance to the next level by combat. It is also used in lawful communities to apprehend felons for trial.

Disarming:

Disarming is a form of non-lethal combat that may only be used by fighters, cavaliers, and members of their sub-classes. Only the weapons below, listed in order of length, may be used to disarm:

Knife
Dagger
Mace, horseman's
Sword, short
Mace, footman's
Sword (broad, long, falchion, or khopesh*)

*The khopesh sword has a chance of disarming an opponent in its normal mode of use. If the weapon is used intentionally for an attempt to disarm, use the rules given here.

Disarming may only be used by a fighter or cavalier wielding a weapon in which he or she has proficiency against an opponent that is likewise using one of the above weapons. Any weapon that requires two hands to use can never be affected by this form of attack.

Disarming inflicts no damage, but if a successful hit is made, the defender must make a saving throw versus petrification or lose the weapon being used (superior swordplay has torn the weapon from the opponent's grasp). Disarming can only be used against weapons of the same length or shorter; a dagger may disarm someone holding a knife and a scimitar may disarm someone with a mace, but a dagger cannot disarm someone with a short sword.

A weapon subjected to a disarming attack will fall at the owner's feet if the weapon is of the same size as the attacker's, or 1-10 feet away if of a smaller size than the weapon which did the disarming. The former wielder of the weapon must either take a round to recover the weapon, draw another, or engage in weaponless combat. It is recommended that this form of non-lethal combat only be used if the more extensive version of weaponless combat (System II) is being employed in the campaign.

APPENDIX S: NON-HUMAN DEITIES

The material on the following 13 pages, written by Roger E. Moore, originally appeared in issues #58-63 of DRAGON® Magazine. It is reproduced here as an adjunct to the "Non-Human Deities" section of the *Legends & Lore* book (which was previously titled the DEITIES & DEMIGODS™ Cyclopedia). Descriptions of certain major deities mentioned in this text can be found in *Legends & Lore*.

THE GODS OF THE DWARVES

One of the most powerful of all the non-human pantheons is that of the dwarven fold, and it well reflects their nature and beliefs as the human pantheons reflect that of their human worshipers. In describing the dwarven pantheon, several distinct differences are apparent between it and usual human religions.

All of the greater dwarven gods are at least twice as large as normal dwarves, ranging up to Moradin's 20-foot height. Though some human reviewers have said this is an indicator of an inferiority complex dwarves have about their height, this claim is patently ridiculous. More likely it reflects the dwarves' own sense of self-importance (perhaps a little exaggerated, from the human viewpoint). Dwarves refuse to see themselves as a "minor race," and indeed, there is much to support the view that the dwarves are one of the most powerful of all races (perhaps second only to humanity). Lesser dwarven gods are generally shorter than the greater gods; demigods are roughly normal dwarven height, and *no* dwarven deity is taller than Moradin, the Soul Forger.

Another interesting aspect of dwarven religion is that the holy symbols used are invariably not living objects: tools, weapons, mountains, minerals, and so forth. This derives in large part from some of the teachings of Moradin, who ruled that the dwarves must hold no other race above them; having an animal as a symbol would then be a way of saying that animal was better than the dwarves. Likewise, Moradin said that the dwarves should not ever worship each other, so no dwarf or part of one is used as a holy symbol. Dwarves should take pride in their accomplishments, and respect the earth from which they originally came; thus tools, weapons, and similar items were developed and used as religious symbols.

Five of the most commonly accepted dwarven deities are described in this text. A description of Moradin, invariably the ruler of all dwarven pantheons (though he may be known by several different names) is found in the *Legends & Lore* book. There are many dwarven gods and demigods, some of which may be connected with certain planes or areas all their own. Every clan of dwarves has a pantheon that will vary from every other clan's pantheon (leaving Dungeon Masters quite free to develop their own pantheons and not worry about anyone else's).

Some final notes about dwarven gods in general: All dwarven gods possess dual charismas, one applying to dwarves and other dwarven deities, and the other to everyone else. Just as the dwarves hold themselves as a race apart, so do the dwarven deities generally keep themselves aloof from the workings and dealings of other pantheons (with a few exceptions, as will be seen).

Most of the lesser deities and demigods of the dwarves are connected with the spheres of fighting and warfare, guardianship, the earth, metals, craftsmanship, volcanoes and earthquakes, fire and lava, the protection of the dead, medicine, and strength. There are very few or no deities known in dwarven pantheons governing the sea, the air and atmospheric phenomena (rain, clouds, stars, etc.), plant life and forests, comedy, animals, and chaos.

Dwarves on rare occasions worship deities from other pantheons. In particular, Goibhnie (of the Celtic mythos) and Hephaestus (of the Greek) draw much favorable attention from dwarves, because they represent powers of smith-work and the earth.

CLANGGEDIN SILVERBEARD
The Father of Battle

Greater god
ARMOR CLASS: *-4*
MOVE: *12"*
HIT POINTS: *375*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *3-36 (+ 14)*
SPECIAL ATTACKS: *Double damage vs. giants*
SPECIAL DEFENSES: *See text*
MAGIC RESISTANCE: *50%*
SIZE: *L (17')*
ALIGNMENT: *Lawful neutral*
WORSHIPER'S ALIGNMENT: *All alignments, especially warriors (dwarves)*
SYMBOL: *Two crossed battle axes*
PLANE: *Arcadia*
CLERIC/DRUID: *12th level druid*
FIGHTER: *17th level ranger*
MAGIC-USER/ILLUSIONIST: *10th level magic-user*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *6th level bard*
PSIONIC ABILITY: *VI*
S:25 (+ 7, + 14) I:20 W:19 D:20 C:25 CH:16 (22) CM:13 (20)

Bald and silver-bearded, Clanggedin lives in a vast mountain fortress manned by the souls of the finest dwarven warriors. He taught the dwarves many special methods of combating giant-types, and passed his knowledge and skills on to the gnomish gods as well. In the many tales and legends about his deeds, the dwarves portray Clanggedin as a fierce and resolute warrior who never backs down from danger and who refuses to surrender even when all seems lost, many times winning a victory by only the barest of margins.

Clanggedin's most hated enemies are Grolantor (the hill giant god) and the followers of that deity. Giant-type creatures attack Clanggedin at a -4 penalty "to hit," the same as for mortal dwarves. In the heat of battle Clanggedin is fond of singing, with the intent of both unnerving his opponents and increasing his followers' morale.

Clangeddin can wield a mithral *battle axe + 4* in each hand. He can throw these special axes with either hand up to 100 yards and both will do damage to whatever they hit as if he had struck the target by hand (with all appropriate bonuses to hit and damage). His armor is steel *chain mail + 5*. Although Clanggedin has magical spell ability, he will usually only use such powers to indirectly affect the course of events. Not unless his existence on the Prime Material Plane is at stake will Clanggedin resort to the use of magical spells or spell devices in a close-combat situation.

VERGADAIN
God of Wealth and Luck

Greater god
ARMOR CLASS: *-5*
MOVE: *18"*
HIT POINTS: *345*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *3-30 (+ 10)*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Automatically detects all traps*
MAGIC RESISTANCE: *70%*
SIZE: *L (10')*
ALIGNMENT: *Neutral (tends toward chaotic neutral)*
WORSHIPER'S ALIGNMENT: *All neutral alignments, especially merchants and thieves (dwarves)*
SYMBOL: *Gold piece*
PLANE: *Concordant Opposition*
CLERIC/DRUID: *12th level druid*
FIGHTER: *12th level ranger*
MAGIC-USER/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *18th level thief*
MONK/BARD: *15th level bard*
PSIONIC ABILITY: *III*
S:22 (+ 4, + 10) I:23 W:20 D:23 C:25 CH:18 (24) CM:18 (24)

The patron god of dwarven merchants and most non-evil dwarven thieves is the scheming Vergadain. He is said to be a great poet as well, and may dispense clues to his worshipers on the locations of great treasures. These clues are usually hidden in a verse or rhyme of some sort. His bard-like talents also give him the ability to carefully evaluate treasures as to their true nature and worth.

Vergadain appears to be a huge dwarf wearing brown and yellow

clothing. Underneath his suit is a set of golden *mail +5*, and he wears a necklace that allows him to change his height at will between one foot and 15 feet. At his side is a *sword +4* that detects all treasures within 2" of his person whenever the hilt is grasped.

Most of Vergadain's adventures concern the elaborate con games he has played on human, demi-human, humanoid, and giant victims in order to win their every belonging of any worth. He is not above using any sort of trick to accomplish his ends, and is eternally suspicious of potential adversaries who might try to trick him in return. Followers of Vergadain are usually seen as suspicious characters; as a result, few dwarves will willingly admit that he is their deity. If a follower of this god denies to others that Vergadain is that person's true deity, the god will not be offended (so long as the proper sacrifices are made).

DUMATHOIN
Keeper of Secrets Under the Mountain

Greater god
ARMOR CLASS: *-2*
MOVE: *9" (48")*
HIT POINTS: *366*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *10-40 (+14)*
SPECIAL ATTACKS: *Summon elementals*
SPECIAL DEFENSES: *+3 or better weapon to hit*
MAGIC RESISTANCE: *70%*
SIZE: *L (18')*
ALIGNMENT: *Neutral*
WORSHIPER'S ALIGNMENT: *All alignments (dwarves)*
SYMBOL: *Gem inside a mountain*
PLANE: *Concordant Opposition*
CLERIC/DRUID: *15th level cleric/14th level druid*
FIGHTER: *16th level fighter*
MAGIC-USER/ILLUSIONIST: *Special/14th level illusionist*
THIEF/ASSASSIN: *12th level thief*
MONK/BARD: *Nil*
PSIONIC ABILITY: *VI*
S:25 (+7, +14) I:23 W:25 D:20 C:25 CH:18 (24) CM:13 (16)

Dumathoin is said to hide the secrets of the earth until they are ready to be uncovered by the diligent and the deserving. He is the protector of the mountain dwarves, the keeper of all metals. He lays veins of iron, copper, gold, silver, and mithral where he feels they will do the most benefit to his followers when found. Dumathoin has never been known to speak, instead keeping his wisdom to himself (though he may send subtle clues to keen observers on the nature of the world).

When Moradin named him protector of the mountain dwarves, Dumathoin created a "paradise" for the mountain dwarves to enjoy. He was angered at first when the dwarves started to "destroy" the mountains he had provided for them, but his anger turned to pleasure when he saw the finely crafted metal items the dwarves produced from the ore they had mined. His enemies are those (dwarven or otherwise) who plunder the earth's riches and take them away for unfair or selfish purposes. He does not object to tunneling, mining, or the keeping of treasures underground, however. Miners see him as their patron, and often carry a small diamond or gemstone in their pockets (10 gp value) to attract the favor of the god.

Dumathoin appears to be a gigantic dwarven figure with hair and beard of gray stone, earth-brown skin, and eyes of silver fire. He owns a great two-handed *mattock +5* of solidified magma. Once per day, he may summon 3-18 earth elementals (16 hit dice each) at will instantly; they will fight for him to the death. Dumathoin may also use all metal-, earth-, or stone-related magic-user spells at the 30th level of ability, but cannot use any other magic-user spells. Unlike most other dwarven deities, Dumathoin maintains friendly relations with non-dwarven deities, though only a few. One of his closest allies is Hephaestus, whom he supplies with adamantite ore. Other gods of metalcraft and the earth sometimes do business with Dumathoin and his representatives for metals and ores as well. For these reasons, clerics of this god are sometimes involved in business ventures in the selling of metals and similar materials.

ABBATHOR
Great Master of Greed

Greater god
ARMOR CLASS: *0*
MOVE: *12"*
HIT POINTS: *330*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *2-24 (+12)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *50%*
SIZE: *L (8')*
ALIGNMENT: *Neutral evil*
WORSHIPER'S ALIGNMENT: *Evil (dwarves)*
SYMBOL: *Jeweled dagger*
PLANE: *Hades*
CLERIC/DRUID: *Nil*
FIGHTER: *14th level fighter*
MAGIC-USER/ILLUSIONIST: *11th level illusionist*
THIEF/ASSASSIN: *20th level thief/15th level assassin*
MONK/BARD: *Nil*
PSIONIC ABILITY: *III*
S:24 (+6, +12) I:22 W:16 D:24 C:24 CH:8 (14) CM:7 (13)

At times, Abbathor has been the ally of the other dwarven gods, but his treachery and lust for treasure make him a dangerous associate. He will never help any non-dwarven deity or creature. He cannot be trusted to do anything but evil, unless it suits his own purposes to give assistance. Abbathor was not always as devoted to evil as he is now. Originally, his sphere of influence concerned the appreciation of valuable gems and metals, not necessarily at the expense of others. He became embittered when Moradin appointed Dumathoin the protector of the mountain dwarves instead of him, and from that day forward has become ever more devious and self-serving in his endeavors, in a continual effort to wreak revenge on the other gods by establishing greed — especially evil greed — as the driving force in dwarves' lives. His home caverns are said to be made of purest gold, which may be a fact or may be a legend born of his reputation for hoarding that which is precious. Abbathor's greed manifests itself frequently in his actions. Should he set eyes upon any magical item, or on treasure worth more than 1,000 gp, he will attempt to steal it outright or slay the owner and then take it (50% chance of either specific occurrence).

Abbathor wears leather armor and furs, made from the skins of beings and creatures who have opposed him in the past. He uses a *dagger +5* with a diamond blade and jewels set into the hilt. The dagger does a base of 2-24 points of damage, and can detect the presence of precious metals (type and amount) in a 2" radius. Anyone but Abbathor who grasps this weapon will suffer the loss of one experience level at once, and will lose another level in each round the dagger continues to be held. Abbathor also owns a shield that casts one *cause blindness* spell per round (save at -6) at any target (one at a time) within 3" range.

Abbathor maintains an uneasy truce with Vergadain (see below), with whom he sometimes roams the Prime Material Plane in search of more treasure. If frustrated when attempting to steal an item, Abbathor will try to destroy the item, so as to not be tortured by the memory of his failure.

BERRONAR
Mother of Safety, Truth, and Home

Greater goddess
ARMOR CLASS: *-4*
MOVE: *12"*
HIT POINTS: *370*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *6-36 (+9)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *80%*
SIZE: *L (18')*

ALIGNMENT: *Lawful good*
WORSHIPER'S ALIGNMENT: *Lawful good (dwarves)*
SYMBOL: *Two silver rings*
PLANE: *Seven Heavens*
CLERIC DRUID: *15th level cleric/12th level druid*
FIGHTER: *14th level paladin*
MAGIC-USER/ILLUSIONIST: *16th level magic-user*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONIC ABILITY: *III*
S:21 (+4, +9) I:25 W:25 D:20 C:25 CH:19 (25) CM:20 (25)

The greatest of all dwarven goddesses is usually held to be Berronar, who lives with Moradin in the Seven Heavens at the Soul Forge beneath the mountains. Berronar is seen as the patroness of marriage and love (but not necessarily romance). Her name is often invoked in small home rituals, for protection from thieves and duplicity. But Berronar is not a passive homebody; her efforts to preserve and protect dwarven culture and civilization have spanned many universes, and dwarves of both sexes revere her name.

Berronar appears to be a huge dwarf wearing +5 *chainmail* of bright silver. Her brown beard is braided into four rows. If a braid is cut off, it will regrow in a single day, and at the end of that day the lock of hair which was cut off will turn to gold (worth 10,000 to 40,000 gold pieces). She sometimes gives locks of her hair to dwarven communities that are exceptionally poor or hard-pressed and otherwise unable to get on their feet economically. This is an extremely rare occurrence, of course, and must be invoked by a lawful good dwarven cleric of the highest level in the colony. If this gold or any part of it is used for other than good purposes, it will all disappear.

Berronar wields a +4 mace of gold and steel that will slay evil thieves and all assassins on contact (save versus death magic at -4). She wears two silver rings of great power; one prevents anyone from knowingly telling a falsehood within 10″ of her, and the other prevents the use of *all* thieving abilities by any mortals within the same area, unless they make a save versus spell at -2 in every round an attempt is made to use the skill.

Dwarves have a custom of exchanging rings with those for whom they feel exceptional, mutual trust and love; this independently parallels a human custom used in marriage rituals. This dwarven ceremony is not lightly taken, and is almost never undertaken with a non-dwarf except in the most unusual circumstances. Both participants *must* be lawful good. Berronar is said to have inspired this practice, and several variations of it exist around the dwarven realms.

If a lawful good dwarven fighter appeals to Berronar for aid for a particular purpose and makes an appropriately large sacrifice, there is a 5% chance she will bestow upon the individual the powers of a paladin of equal level for 3-6 days. Only dwarves of exceptionally pure heart will be considered for this honor, and it may be granted only once every 10 years to any individual.

THE GODS OF THE ELVES

The elven pantheon is primarily located on one of the planes of Olympus, in an area known as Arvandor, "The High Forest." Here dwell a large number of elven deities, who collectively refer to themselves as the Seldarine, which roughly translates as "the fellowship of brothers and sisters of the wood." The title also implies a wide diversity in capabilities and areas of interests, linked together by a desire for cooperation. Though many of the beings' areas of influence overlap to some degree, there is no conflict between them. Of all the Seldarine, only Corellon Larethian is a greater god.

The Seldarine, almost without exception, are chaotic, neutral, and/or good in temperament. None are evil, and a very few (two or three at the most) are lawful. They act for the most part independently of one another, but are drawn together by love, curiosity, friendship, to combine their strengths to accomplish a task, or by outside threats. Corellon Larethian, the most powerful of them, reinforces this freedom of action and compels none of them to perform any task. Instead, they seem to sense when something needs doing, and automatically a few of them (if more than one is needed) get together and do it.

There are a number of interesting similarities among the elven deities and their religions. All the religions practice tolerance for other religious followings within the Seldarine, and for a few religions of a closely allied nature (the cult of Skerrit the Forester being a prime example). Most of these religions also emphasize elven unity with life and nature, and tend to blur the distinction between elves and their environment. Rillifane Rallathil, the Leaflord, is at once a "giant ethereal oak tree" and a "green-skinned elf clad in bark armor." Deep Sashelas has a sea-green skin that mirrors his habitat; Aerdrie Faenya is usually depicted as deep blue in color, like the sky she rules. The weapons and tools and armor used by these deities are often regarded as merely extensions of the divinities, sometimes as true physical parts of them. The themes of nature and magical power also appear very frequently in tales of elven mythology and religion.

Elven deities, when appearing in elven form, are usually between 4′ and 8′ tall, with a few exceptions at either end of the scale. Many of these deities are also capable of assuming much larger shape in non-elven, natural forms. Rillifane's form as an oak tree, Sashelas' shape as a giant, towering (vaguely humanoid) wave of sea water, Aerdrie's appearance as a white cloud, and Corellon's rare incarnation as an azure moon or star are examples of this.

Evil elvenkind have nothing to do with the gods of the Seldarine. They frequently find the demon princes, arch-devils, and other figures of the lower planes more to their liking. Evil elves tend most often to be of chaotic nature, so the lords of the Abyss gain the majority of their worship. Lolth, the demon queen of spiders and spiderkind, is an infamous example of a lesser divinity who takes much of her power from the worship of evil elven kind, particularly the drow. The smaller elf-like beings, like leprechauns, pixies, and so forth, have their own deities (usually of demigod level) that tend to their needs. Depending on the general alignment of their followers, these demigods may be found on several different planes, but all are generally allied with the Seldarine.

Half-elves are allowed to worship any god in the Seldarine. They, as player characters, may also be allowed to become clerics or druids of these gods, as applicable. A fair number of half-elves honor Hanali Celanil, the goddess of romance and beauty, in honor of the love between their parents that brought them into the world, if such was the case.

The numerous other members of the Seldarine are gifted with varying degrees of control over the spheres of elvenkind, nature, magic, dancing and play, love, beauty, time, celestial phenomena, running water, weapon skills, craftsmanship, secrecy, comedy and joy, chaos, and mischief, among others. Few if any represent law, underground phenomena, violence without cause, warfare, and non-mammalian or non-avian life forms. One or two are concerned with death and dying, but they are peaceful, good-aligned deities and not the dark and evil types that pervade human pantheons. Elven pantheons will vary widely from place to place, as different members of the Seldarine achieve local prominence or fade from memory.

Following are descriptions of five of the more powerful and widely accepted deities of the Seldarine. Since there are so many different elven gods, it is very possible that these specific deities might not be found in any particular DM's universe and other deities, the existence of which was mentioned before, would be present.

AERDRIE FAENYA
Goddess of Air and Weather

Lesser goddess
ARMOR CLASS: *-5*
MOVE: *48″ (flight only)*
HIT POINTS: *322*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *6-20*
SPECIAL ATTACKS: *Negate flight*

SPECIAL DEFENSES: *Immune to missile weapons*
MAGIC RESISTANCE: *80%*
SIZE: *M (6')*
ALIGNMENT: *Chaotic good (tends toward neutrality)*
WORSHIPER'S ALIGNMENT: *See below*
SYMBOL: *Cloud with bird silhouette*
PLANE: *Olympus and Gladsheim*
CLERIC/DRUID: *14th level druid*
FIGHTER: *10th level fighter*
MAGIC-USER/ILLUSIONIST: Special/Nil
THIEF/ASSASSIN: *Nil*
MONK/BARD: *10th level bard*
PSIONIC ABILITY: *VI*
S:8 I:24 W:22 D:24 C:19 CH:23 CM:25

Aerdrie appears to be a tall, elf-like woman with feathered hair and eyebrows; from her back spring a pair of large, bird-like wings. Her feathers are of constantly changing color. The lower half of her body from the hips down vanishes into a misty whirlwind, so that she appears to never touch the ground. Aerdrie wanders the winds of the planes of Olympus and Gladsheim, in the company of a large number of winged creatures of many types.

If aroused for battle, Aerdrie is able to cast two great blasts of wind per round, causing 5-20 points of damage each against any opponent within 96" of her. She may also summon 2-12 air elementals (16 HD each) once per day, and may also summon 3-18 giant eagles or 1-2 rocs twice per day. These creatures will obey her unto death.

This goddess is able to use all magic-user spells involving air, weather, flight, electricity, and gas at the 25th level of ability, as often as desired, one spell per round. She has the power to negate at will the flying or levitating abilities of any creature within 12" of her.

Any elves of non-lawful and non-evil alignment may worship Aerdrie. Elves who desire certain weather conditions make the most frequent sacrifices to her, and her cult is also popular with elves who possess flying mounts (griffons, hippogriffs, pegasi, and so forth). It has also been known to happen that an elven character who has somehow fallen from a great height, should he or she call out Aerdrie's name aloud, has a small (2%) chance of receiving a *feather fall* spell just prior to striking the ground. However, those who receive this gracious benefit, coming directly from Aerdrie herself, will be both *quested* and *geased* (no saving throws allowed) within the next 2-7 days to perform a service for the goddess, fully commensurate with the character's general level of ability. Such tasks vary widely in nature, though all of them are said to be comparatively challenging and difficult. Elves receiving this benefit of a *feather fall* (and its consequences) need not be worshipers of Aerdrie, but should be of the same alignment.

EREVAN ILESERE
God of Mischief and Change

Lesser god
ARMOR CLASS: *-1*
MOVE: *18"*
HIT POINTS: *290*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-24 (+7)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *85%*
SIZE: *S to M (see below)*
ALIGNMENT: *Chaotic neutral*
WORSHIPER'S ALIGNMENT: *All chaotics and thieves (elves)*
SYMBOL: *Nova star with asymmetrical rays*
PLANE: *Olympus*
CLERIC/DRUID: *8th level druid*
FIGHTER: *7th level ranger*
MAGIC-USER/ILLUSIONIST: *18th level illusionist*
THIEF/ASSASSIN: *20th level thief*
MONK/BARD: *10th level bard*
PSIONIC ABILITY: *III*
S:19 (+3, +7) I:23 W:16 D:25 C:20 CH:24 CM:25

While his following is not as large as those of the other elven deities, Erevan still commands his share of attention from the elves, particularly those engaged in thieving. Erevan is a fickle, utterly unpredictable deity who can change his appearance at will. He enjoys causing trouble for its own sake, but his pranks are rarely either helpful or deadly. His favorite tactic is to change his height to any size between one inch and six feet. Regardless of how he appears at any given time, Erevan will always wear green somewhere upon his person.

When he travels, Erevan carries a +4 longsword that *knocks* open all barriers, doors, and locks with but a touch. When he so desires, he may also summon up to twenty leprechauns, sprites, pixies, or other small, mischievous elf-like beings, each with maximum hit points, to help out in a given situation. Erevan will rarely fight another being directly, preferring to escape and possibly catch his opponent off guard at a later time. He can, however, cast the spells *chaos* and *polymorph any object* once per round at will. Prior to entering combat, it is very likely he will make extensive use of these spells to his own advantage.

Followers of Erevan are usually quite unpredictable themselves, and are very independent. Many of them are thieves or have thieving as one of their multiple classes. There have been known to be elven cleric/thieves and fighter/cleric/thieves among his worshipers, a set of class combinations not normally possible to elvenkind. These multi-classed characters are always non-player characters.

SOLONOR THELANDIRA
God of Archery and Hunting

Lesser god
ARMOR CLASS: *-2*
MOVE: *15"*
HIT POINTS: *308*
NO. OF ATTACKS: *4*
DAMAGE/ATTACK: *2-16*
SPECIAL ATTACKS: *Arrow of slaying*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *85%*
SIZE: *M (7')*
ALIGNMENT: *Chaotic good*
WORSHIPER'S ALIGNMENT: *All good and neutral hunters and warriors (elves)*
SYMBOL: *Silver arrow with green fletching*
PLANE: *Olympus*
CLERIC/DRUID: *12th level druid*
FIGHTER: *17th level ranger*
MAGIC-USER/ILLUSIONIST: *10th level magic-user*
THIEF/ASSASSIN: *12th level thief*
MONK/BARD: *8th level bard*
PSIONIC ABILITY: *VI*
S:21 (+4, +9) I:22 W:21 D:25 C:21 CH:23 CM:22

Clad in a great cloak of living leaves, Solonor strides through the forests in search of game and to seek out and destroy evil. His only weapon is a +5 longbow that has a range as far as the horizon. Solonor will not close to do battle with an enemy, but will track and pursue instead, firing arrows from a never-empty quiver. He cannot be surprised by any being within 48" of him, due to the keenness of his senses. The favorite tactic of this deity, should he anticipate battling a particularly dangerous foe, is to physically touch that being and then retreat. Once by himself again, he can then manufacture a special *arrow of slaying* designed especially to kill that one opponent, should it strike home. This type of arrow can kill any intended target of up to (but not including) demigod status. Many demons, devils, and other monsters of the lower planes have felt the bite of these missiles; not even their magic resistance can protect them from certain death. It takes one day to make one of these *arrows +3*.

When traveling through forests, Solonor becomes automatically *invisible* (as in *improved invisibility*, the 4th-level illusionist spell) and completely silent. He taught the first elves the art of hiding in and moving through natural foliage so as not to be detected.

Elven hunters and fighters frequently worship Solonor Thelandira,

and appeal to him for better catches of game. Worshipers who distinguish themselves in some very extraordinary fashion have a 2% chance of being given an *arrow of slaying* of the normal sort, designed to slay the type of creature that is the elf's greatest enemy at that particular time. This gift can be received only once in an elf's lifetime.

HANALI CELANIL
Goddess of Romantic Love and Beauty

Lesser goddess
ARMOR CLASS: *-4*
MOVE: *12"*
HIT POINTS: *312*
NO. OF ATTACKS: *Nil*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *Charm aura*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *95%*
SIZE: *M (5½')*
ALIGNMENT: *Chaotic good*
WORSHIPER'S ALIGNMENT: *Good and neutral alignments (elves) and those who enjoy beauty or are in love*
SYMBOL: *Heart of gold*
PLANE: *Olympus*
CLERIC/DRUID: *14th level cleric/10th level druid*
FIGHTER: *Nil*
MAGIC-USER/ILLUSIONIST: *16th level m-u/15th level illusionist*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *12th level bard*
PSIONIC ABILITY: *VI*
S:15 I:23 W:23 D:25 C:20 CH:25 (special) CM:30

Hanali Celanil is predominantly depicted as feminine, though on rare occasions it is said she has appeared as a male. Hanali influences the spheres of love and beauty, and is widely revered by many of the elves. She owns an immense crystal fountain and pool with which she keeps watch over her followers, as if using a crystal ball. When she bathes herself in the waters of the pool (called the "Evergold"), her charisma score is enhanced for one day; during that time she will receive a +75% reaction bonus and inspire awe in characters of up to 14th level. These bonuses, however, are only effective against elves and half-elves.

The goddess Aphrodite (as described in the *Legends & Lore* book) is the only other being who shares the waters of Evergold with Hanali, and she can gain the same bonuses mentioned above against humans. Oriented as they are toward different races, these two goddesses rarely find themselves at odds with one another. Their respective cults and followings, while rarely assisting one another, don't object to each other's presence.

Hanali has no physical attack mode as such, though she does possess a magical aura of 6" radius; any beings within this aura must save versus spell at -4 each round or else be permanently *charmed* by her beauty. This goddess may only be attacked by beings with a +2 or better weapon and a negative charisma (-1 to -7); see the *Legends & Lore* book). All others will be so distracted by her presence as to miss her with every hit.

Elven worshipers of Hanali Celanil may, once during their lifetime, be granted an increase of two charisma points with respect to the opposite sex. For example, a female elf who receives this gift might have her normal charisma of 14 apply only to her dealings with other females; all males would see her as having a 16 charisma. This effect is permanent. There is a 5% chance of this benefit being granted following a great quest performed by that worshiper. This quest might involve the creation or preservation of a beautiful object, or mighty deeds done in the name of a loved one for the loved one's benefit.

LABELAS ENORETH
God of Longevity

Lesser god
ARMOR CLASS: *-3*
MOVE: *12"*
HIT POINTS: *310*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *93%*
SIZE: *M (6')*
ALIGNMENT: *Chaotic good*
WORSHIPER'S ALIGNMENT: *Chaotic good (elves)*
SYMBOL: *Setting sun*
PLANE: *Olympus*
CLERIC/DRUID: *14th level cleric/12th level druid*
FIGHTER: *Nil*
MAGIC-USER/ILLUSIONIST: *18th level m-u/16th level illusionist*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *12th level bard*
PSIONIC ABILITY: *VI*
S:12 I:25 W:25 D:19 C:18 CH:24 CM:25

Like Corellon Larethian, Labelas Enoreth variously appears as both male or female (and sometimes both or neither). Regardless of gender, Labelas always has silvery hair and misty gray eyes. This deity wears pale-colored robes of green, blue, white, and gray. At the creation of the elven races, Labelas blessed them with longevity, and pronounced that the passage of time would do little to alter their appearances, as it did to the other races. Labelas knows the future and past of every elf and all elven-related creatures.

Labelas Enoreth is acknowledged to be the master of time and aging by the elves. Once per round, should he fix his gaze upon any being within 12" of him, he can place that being in *temporal stasis* (no saving throw) for as long as desired. At a touch, Labelas can restore youth to, or prematurely age, any being by up to 100 years in either direction (save versus spell applicable). This power is used only once (one form or the other) on a creature during its lifetime. All mortals within 18" of Labelas who are his enemies will be *slowed* automatically, and all mortal beings in the same radius but who are allied to the god will be *hasted*, if Labelas so chooses; there is no saving throw against this power, though magic resistance could help. Labelas himself is immune to the effects of any spell or similar effect that involves time or would inhibit his movement (*time stop, temporal stasis, slow, paralysis, hold,* etc.).

Elves who worship this being may appeal to him to undo the effects of age, but this is rarely (1% chance) granted, and only to those who have done an outstanding quest in his name. Such quests should be worked out by the DM, and usually involve the recovery of artifacts and relics that have been lost for hundreds or thousands of years. Followers of Labelas are usually historians or other types who collect information on the past history of elvenkind.

THE GODS OF THE HALFLINGS

The halfling pantheon is a small one, having one greater deity (Yondalla), and several lesser deities and demigods. Most communities of halflings worship only a few of them, four or five at most, and as with all religions residents of different areas may worship entirely different groups of deities. Yondalla is the top authority among the halfling gods, though it is said that her control over Brandobaris is minimal at times. Regardless of their orientation and spheres of influence, all the halfling deities are pledged to work together against the enemies of the halfling people.

Most members of the halfling pantheon reside on one of the planes of the Seven Heavens, in an area generally known as the Green Fields. Sheela Peryroyl and one or two other deities make their homes on the plane of Concordant Opposition, and Brandobaris roams the Prime Material Plane, but there are times when they too may be found in the

Green Fields — just as the various Greek gods, regardless of where they may ordinarily reside, come to Olympus to meet.

It is interesting that the more powerful halfling deities tend to be females. By contrast, dwarven gods tend to be males, and elven gods a combination of both genders. Halfling deities are not aggressive by and large, and are more taken up with home pursuits and protection than with fighting. Even the adventurous Brandobaris avoids combat if he can help it. Most halfling deities are concerned with spheres of security, sufficiency, the earth, youth, play and humor, good luck, law, peace, secrecy, love, and friendship; one deity may actually control two or more of these concerns, as is common in this pantheon. The halflings have no deities of evil nature, or ones representing war, suffering, fire and water, or death. Yondalla is usually invoked at funerals as a protector of the departed souls of halflings. There is a neutral-aligned masculine lesser deity, Urogalan, who sometimes acts as a judge of and protector of the dead, but he is primarily an earth god. Urogalan lives on the plane of Concordant Opposition.

The four deities listed herein are among the most commonly worshiped ones. Some halfling druids might worship deities from other pantheons (e.g., Sylvanus, Ki, Dagda, Lugh), but this is not common. Other deities may be developed as desired by individual Dungeon Masters, of course.

Despite the small physical size of the halfling deities, their innate powers are quite respectable, and many of them work closely with deities from other pantheons as well, just as mortal halflings tend to work closely with other humans and demi-humans. Brandobaris is said to visit other thieves' deities, particularly Hermes; Sheela Peryroyl is on good terms with a number of Celtic deities; Yondalla and the other lawful good deities help and are helped by other lawful good deities, and so forth. Thus it may be safely asserted that the halfling pantheon should not, despite its size, be looked down upon.

SHEELA PERYROYL
"The Wise"

Lesser goddess
ARMOR CLASS: *3*
MOVE: *9" (24")*
HIT POINTS: *306*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-16 (+6)*
SPECIAL ATTACKS: *Unlimited use of entangle spell*
SPECIAL DEFENSES: *Immune to all weapons with wood in them; +2 or better weapon to hit*
MAGIC RESISTANCE: *80%*
SIZE: *S (4' tall)*
ALIGNMENT: *Neutral*
WORSHIPER'S ALIGNMENT: *All alignments (halflings)*
SYMBOLS: *Daisy*
PLANE: *Concordant Opposition*
CLERIC/DRUID: *14th level druid*
FIGHTER: *7th level ranger*
MAGIC-USER/ILLUSIONIST: *14th level magic-user*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *10th level bard*
PSIONIC ABILITY: *Nil*
S:18/00 (+3, +6) I:22 W:25 D:22 C:24 CH:22 CM:24

Sheela Peryroyl, known as Sheela the Wise, is the halfling deity of agriculture, nature, and weather. Her appearance is that of a halfling female dressed in wildflowers. It is said that when she sings she cause fields to grow, trees to bud, and seeds to sprout. Sheela brings good weather to her favored worshipers, but can easily send drought or floods to those who worship her poorly. The followers of Sheela Peryroyl often wear a small flower in her honor, and strive to work in harmony with nature and the earth. Two major celebrations are held yearly in this deity's religion, aside from the regular monthly services. One comes at the time of planting the first crops of the year (called The Seeding, New Spring, and other titles, depending on the region), and the other at harvesting time (High Harvest, The Reaping, etc.). Community-wide revelry is common at these celebrations starting in the evening when the day's work has been finished and continuing late into the night. The length of these festivals varies from area to area, averaging about 10 days.

There is a 1% chance that a halfling who makes a great quest or sacrifice in the name of Sheela Peryroyl will be granted the power to cast an *entangle* spell once (at the 6th level of ability) at an enemy. The granting of this power does not depend on the halfling's alignment or class, except that true neutral halflings will be able to cast the *entangle* spell at 12th level of ability. This power may be granted several times to a halfling in the mortal's lifetime, but the quests or sacrifices made to gain it will become harder and more costly as time goes on. Only one such *entangle* spell may be had at any one time.

Sheela Peryroyl, should she need to, can create a special type of staff (like a shillelagh) in one segment from a blade of grass or a twig. This weapon will be +4 to hit and do 2-16 points of damage (plus strength bonus). She can also cast the spell *entangle* once per round as often as she likes. The effects of this spell are cumulative if cast several times over the same area; for example, should she cast *entangle* twice at a troll and should it fail its saving throw twice against the spell, the troll would be slowed to one-fourth normal speed. Additionally, each successive *entangle* cast after the first one will inflict 1-4 points of damage on all creatures trapped therein from constriction and abrasion. (There is no saving throw for this, and it makes no difference if victims are able to move or not.) The use of *entangle* spells is her favored method of attack and defense.

ARVOREEN
"The Defender"

Lesser god
ARMOR CLASS: *1*
MOVE: *12"*
HIT POINTS: *298*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *2-20 (+8)*
SPECIAL ATTACKS: *Summon halfling heroes; invisibility*
SPECIAL DEFENSES: *+2 or better weapon to hit; see below*
MAGIC RESISTANCE: *65%*
SIZE: *M (4½' tall)*
ALIGNMENT: *Lawful good*
WORSHIPER'S ALIGNMENT: *All good and neutral warriors (halflings)*
SYMBOL: *Short sword and shield*
PLANE: *Seven Heavens*
CLERIC/DRUID: *8th level cleric*
FIGHTER: *12th level ranger*
MAGIC-USER/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *10th level thief*
MONK/BARD: *8th level monk*
PSIONIC ABILITY: *Nil*
S:20 (+3, +8) I:21 W:23 D:24 C:23 CH:21 CM:21

The closest thing the halflings have to a god of war is Arvoreen the Defender, the patron of halfling fighters. Arvoreen never attacks an opponent first, but the only first attack upon the deity (if it hits) will do only half damage, regardless of its power. The first magical attack upon him will be automatically reflected back upon the caster; thereafter, spells may be cast at him normally. For his part, Arvoreen can go *invisible* at will and attack unseen for the first 4-16 rounds of combat against any mortal, non-divine being. He uses a +4 sword that can *shapechange* into any other type of hand-to-hand weapon for combat that he desires. Once a day, Arvoreen may summon 10-40 halfling fighters (4th level Heroes), each armed with short swords and short bows; they are AC 4, 25 hp each, and will obey him implicitly.

Arvoreen, though quite powerful, is not a particularly aggressive deity. He will only engage in combat if he is attacked, though he does seek his enemies and actively confront them to get them to desist from their evil practices. He will not go very far out of his way to avoid combat if it occurs, however, and will fight to the finish.

Fighters and fighter/thieves comprise the majority of his worshipers; the fighter/thieves are sometimes of neutral good alignment, and all

of them will prefer to use their fighting skills over their thieving ones. While Arvoreen does not hold thieving to be necessarily dishonorable, he discourages the use of thieving skills unless employed against enemies to better the chances for physical combat later. (It would be permissible, for example, to steal enemies' weapons, or break into their camp to free prisoners or make guerrilla raids, but it is not good to steal just to make yourself rich.) Arvoreen absolutely forbids stealing from other halflings or allied beings.

CYRROLLALEE
"The Faithful"

Lesser goddess
ARMOR CLASS: *3*
MOVE: *12"*
HIT POINTS: *260*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *75%*
SIZE: *S (4' tall)*
ALIGNMENT: *Lawful good*
WORSHIPER'S ALIGNMENT: *All good alignments (halflings)*
SYMBOL: *Open door*
PLANE: *Seven Heavens*
CLERIC/DRUID: *10th level cleric*
FIGHTER: *10th level paladin*
MAGIC-USER/ILLUSIONIST: *8th level in each*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONIC ABILITY: *Nil*
S:17 (+1, +1) I:23 W:24 D:24 C:23 CH:22 CM:21

Cyrrollalee is the deity of friendship and trust, as well as a protector like Yondalla. Cyrrollalee is thought of more as a goddess who protects the home but keeps the inhabitants from being too defensive and closed in. This deity appears to be a normal female halfling with brown hair who wears simple peasant's clothing. Her worst enemies are those who betray the trust of a host, or who break into homes (of halflings) to steal. She is also the enemy of oath-breakers.

If she so wills, Cyrrollalee can cause all non-living objects within a radius of 6" of her to become *animated* as if by a 20th-level cleric (up to 20 cubic feet of material, for 20 rounds). These spell effects will continue even if Cyrrollalee leaves the area. She can perform this power up to three times a day.

There is a 2% chance that if an exceptionally faithful follower of hers should call upon her for help while the follower is in his or her own home, Cyrrollalee will cause one piece of furniture (not larger than 5 cubic feet in volume) to become *animated* for 5 rounds, attacking all enemies of that lucky halfling once per round during that time. Damage will vary according to the type of object animated. Any halfling who receives this benefit from Cyrrollalee is obligated to perform a service for her afterward; the nature of the task (or quest) is left up to the Dungeon Master, and should be challenging but not exceptionally difficult. This gift may be given to a halfling character only twice in his or her lifetime.

Cyrrollalee's followers are largely regular halflings (0-level characters) and some fighter types. Worship services for her are held on the first day of each month. No particular weapons are associated with Cyrrollalee, though she has been said to be able to make use of any weapon, magical or non-magical, that a regular fighter could use.

BRANDOBARIS
"Master of Stealth"

Demigod
ARMOR CLASS: *0*
MOVE: *12"*
HIT POINTS: *185*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *3-12 (+7)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *60%*
SIZE: *S (3½' tall)*
ALIGNMENT: *Neutral*
WORSHIPER'S ALIGNMENT: *All thieves and those who go adventuring*
SYMBOL: *Halfling's footprint*
PLANE: *Prime Material*
CLERIC/DRUID: *6th level druid*
FIGHTER: *7th level ranger*
MAGIC-USER/ILLUSIONIST: *6th level in each*
THIEF/ASSASSIN: *19th level thief*
MONK/BARD: *6th level monk*
S:19 (+3, +7) I:24 W:17 D:25 C:23 CH:20 CM:19

The adventures and misadventures of Brandobaris, Master of Stealth, are almost beyond counting. Most of these tales have the moral that it is better not to go running off into the wilderness on foolish dares; nonetheless, Brandobaris does come across as an appealing sort of rascal. He has much of the trickster in him; he is primarily a clever thief who fools his opponents into thinking him harmless, then steals them blind and escapes their wrath. No matter how awful a situation in which he finds himself (and he's found some pretty awful ones), Brandobaris manages to find his way out again — and make a profit from the episode as well.

Brandobaris is so skilled at moving silently that he cannot be heard by any mortal being or god, should he desire to conceal his movements. He can also hide so well as to be completely invisible (detectable only with a *true seeing* spell or some magic item of similar power). Brandobaris goes on adventures to find some item he believes will make life more comfortable for him, though this does not always prove to work out as he'd planned.

Brandobaris carries a *dagger +3* which he usually wields in combat (if he cannot avoid it). This dagger will magically point out the fastest and safest direction of escape from any maze or trap (making Brandobaris immune to *maze* spells when holding it). He also uses a +4 sling that hurls a ball of dust whenever it is used; the dust ball has a maximum range of 48" (24" short range, 36" medium range) and does not harm the victim it strikes. The victim will feel nothing, but must save versus spell at -6 or fall deeply asleep for 6-36 turns.

The followers of Brandobaris, as might be expected, are mostly thieves and fighter/thieves. The more ardent followers are usually also the ones who take the greatest risks on adventures. An especially daring risk (one which places the halfling in considerable jeopardy) that pays off is looked upon favorably by Brandobaris. He might reward the perpetrator of such a daring act — though he will do so only once in that halfling's lifetime, so as not to encourage the mortal to be *too* foolhardy. There is a 5% chance that Brandobaris's reward will be given to any halfling of 10th level or lower, raising the follower one level in ability.

Because Brandobaris wanders the Prime Material Plane, there is a 1% chance per level that a halfling thief of 11th level or higher will actually meet Brandobaris, in the guise of another halfling thief, and be invited by the demigod to go on a thieving adventure. Other thieves may come along on the adventure, but if they do not worship Brandobaris they might find some of their valuables missing when the adventure is over. Brandobaris will reveal his identity only after the adventure is over, and only to his followers. The adventures Brandobaris goes on, as stated before, can be exceptionally challenging and dangerous, but hold the promise of great reward for the fast, the clever, and the quiet!

THE GODS OF THE GNOMES

The demi-human pantheon with the fewest members is likely that of the gnomes. By most counts there are only six or seven deities governing the gnomish folk, though it is possible there are more in other universes. All gnomish gods, with the exception of Urdlen the Crawler, are ruled by Garl Glittergold (see the *Legends & Lore* book). All but one of them live on one of the planes of the Twin Paradises in the area called the Golden Hills, where the souls of faithful gnomes go at death. The exception is, as before, Urdlen, who lives in the Abyss.

Gnomish deities are fully concerned with the fate of the gnomish race, and go adventuring quite often to support their causes and keep enemies from overwhelming the gnomes. Though all of the known gnomish deities are masculine, they are worshiped by male and female gnomes with equal reverence. They lack the "he-man" image one might imagine an all-male pantheon would possess, and are clever, sensible, and helpful. Urdlen is sexless (though still referred to as a "he") and shares none of these good qualities, but "his" few followers may still be male or female.

Gnomish gods nearly always have at least one companion, either a weapon, animal, or other deity, that accompanies them on their missions. Garl has Arumdina, his intelligent battle axe; Baervan has his raccoon friend Chiktikka; Segojan is sometimes accompanied by an intelligent stone golem, and so forth. Urdlen, an exception again, has no friends. Because gnomes regard companions highly, it is inevitable that their pantheon reflects this trait. Gnomish deities usually only associate with the other gnomish deities, though they maintain a loose contact with a few dwarven gods at times.

Pranks and practical jokes are a major response of gnomish gods to their enemies. They often act indirectly against their enemies, but if the situation is serious enough they are fully able to take the offensive and fight directly in battle. Compared to other non-human deities, the gnomish pantheon is one of the most active and most involved with its worshipers.

BAERVAN WILDWANDERER
"The forest gnome"

Lesser god
ARMOR CLASS: *1*
MOVE: *15"*
HIT POINTS: *295*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *2-24 (+ 6)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+ 2 or better weapon to hit*
MAGIC RESISTANCE: *20%*
SIZE: *S (4' tall)*
ALIGNMENT: *Neutral good*
WORSHIPER'S ALIGNMENT: *All good and neutral alignments (gnomes)*
SYMBOL: *Raccoon's face*
PLANE: *Twin Paradises or Prime Material Plane*
CLERIC/DRUID: *12th level druid*
FIGHTER: *8th level ranger*
MAGIC-USER/ILLUSIONIST: *13th level illusionist*
THIEF/ASSASSIN: *20th level thief*
MONK/BARD: *Nil*
PSIONIC ABILITY: *III*
S:18/00 (+ 3, + 6) I:21 W:19 D:25 C:22 CH:22 CM:16

Garl Glittergold's closest rival in the field of good-natured mischief is Baervan Wildwanderer, the forest gnome. While he lacks Garl's finesse and dedication, Baervan is slightly better in the practice of his thieving skills. He dresses in clothes of wood-brown hues, and carries a *spear + 3* made from an ancient oak tree on the Twin Paradises called Whisperleaf. If this spear is destroyed, Baervan may make another from the wood of Whisperleaf in a single day. Only he may safely approach this tree; it will attack all others (treat as a treant of maximum size and hit points). Whisperleaf regenerates all wood loss within an hour.

In battle Baervan may touch his special spear to any ordinary tree, automatically animating it for 5-20 turns as a treant of 12 hit dice. The tree/treant obeys all of Baervan's orders and no one else's for the duration of its animation. Baervan may do this as often as he likes, animating one tree per round.

Baervan has a travelling partner, a giant raccoon named Chiktikka Fastpaws, who is highly intelligent but prone to act before he thinks. Chiktikka is AC 3, moves at 15", has 70 hit points, and has all the powers (including attacks) of a 12th-level thief with an 18 dexterity. Chiktikka does 2-8 points of damage with each set of claws and bites for 2-12 points of damage. Many stories are told of the adventures this duo has shared, often started by Chiktikka's humorous ability to get into trouble by "borrowing" something valuable, such as a minor artifact or some other item.

Though Baervan sometimes plays jokes on other creatures, it is hard not to like him. He tends to keep to himself, except for Chiktikka's company, and is said to sometimes roam the forests of the Prime Material Plane. He is distinguished by his nut-brown skin and pale gray hair (and his raccoon friend). Should he chance to meet a worshiper of his who has performed some great deed in his name (DM's option, about a 1% chance of encounter), he will give that gnome a minor magical item. Such a worshiper will meet Baervan only once in his or her lifetime.

Gnomish fighters, fighter/thieves, and thieves of a non-evil nature are often the followers of this god, and prefer living in the outdoors rather than in a city all the time.

URDLEN
"The Crawler Below"

Lesser god
ARMOR CLASS: *2*
MOVE: *12" (36")*
HIT POINTS: *272*
NO. OF ATTACKS: *2*
DAMAGE/ATTACKS: *4-16 (+ 7)*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *30%*
SIZE: *L (8½' long)*
ALIGNMENT: *Chaotic evil*
WORSHIPER'S ALIGNMENT: *All evil alignments (gnomes)*
SYMBOL: *White mole*
PLANE: *Abyss*
CLERIC/DRUID: *8th level cleric*
FIGHTER: *10th level fighter*
MAGIC-USER/ILLUSIONIST: *13th level illusionist*
THIEF/ASSASSIN: *12th level assassin*
MONK/BARD: *Nil*
PSIONIC ABILITY: *VI*
S:19 (+ 3, + 7) I:20 W:14 D:20 C:24 CH:3 CM:-14

Urdlen is the epitome of the evil impulse that rules some gnomes and is feared by the rest. He appears as a huge, dead-white, furless mole with claws of steel. It is said that Urdlen, a neuter and sexless being, lusts for precious metals, jewels, and the blood of any human, humanoid, or demi-human. No one can predict where he will strike next, or what his plans are to further the cause of evil among gnomekind. Just as he can burrow into the earth of the Abyss, so he hopes evil will burrow into his followers' hearts and souls. He thrives on harmful trickery against the innocent and good.

Urdlen's form is distorted by a permanent *blur* spell which cannot be dispelled while he lives. His clerics have a 5% chance of successfully calling upon Urdlen when in danger and having him cast a *blur* spell upon them for protection; however, if the gnome cleric is slain anyway while the spell is still in effect, Urdlen will eat the gnome's soul when it reaches the Abyss. Urdlen's clerics may appease their deity by pouring the blood of a creature they've killed into the ground and burying it. Jewels and valuable metal goods are sacrificed to him by ruining them (breaking, tarnishing, melting) and then burying them. Clerics of

this deity are continually at war with the rest of the gnomish deities and the clerics and followers thereof.

Gnomish assassins and evil thieves and fighters make up most of the worshipers of this awful deity. They generally share their lord's love for evil and deadly pranks directed against all creatures, even other gnomes. His followers often prefer to live underground, after the manner of Urdlen's chaotic tunnel home in the Abyss.

SEGOJAN EARTHCALLER
Deity of earth and nature

Lesser god
ARMOR CLASS: *0*
MOVE: *9" (36")*
HIT POINTS: *285*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *3-30 (+3)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *20%*
SIZE: *M (4½' tall)*
ALIGNMENT: *Neutral good*
WORSHIPER'S ALIGNMENT: *All good and neutral alignments (gnomes)*
SYMBOL: *Large glowing gemstone*
PLANE: *Twin Paradises*
CLERIC/DRUID: *14th level druid*
FIGHTER: *6th level fighter*
MAGIC-USER/ILLUSIONIST: *16th level in each*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *4th level bard*
PSIONIC ABILITY: *VI*
S:18/01 (+1, +3) I:22 W:23 D:18 C:24 CH:20 CM:15

Segojan is the gnomish deity of the earth and nature, a friend to all living animals that move above and below the earth and one who speaks to the very rock itself. He is known to his worshipers as a gray-skinned gnome who wears armor made of grass and roots that acts as +4 leather. When he enters battle he carries a rod made of crystalline quartz that is +4 to hit and does 3-30 points of damage per hit. This rod will create a stone golem once a day that is of average intelligence and will obey Segojan's commands alone. The rod must be pressed against a mass of rock of sufficient size to form the golem. Segojan may also call up 2-8 earth elementals (16 HD each) once a day.

Though his primary nature of control is the earth and nature, Segojan is also seen in a lesser way as the gnomish god of magic. Many of his followers are illusionists who strive to improve their art for the betterment of gnomekind and for their art's sake as well. Gnomish miners and jewelers also revere this deity. The non-player clerics of Segojan frequently cast *light* or *continual light* spells on large and well-cut gems for use as holy symbols, causing them to glow from within.

FLANDAL STEELSKIN
"The Forger"

Demigod
ARMOR CLASS: *2*
MOVE: *6"*
HIT POINTS: *230*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *3-24 (+10) (and see below)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Takes half damage from heat and fire*
MAGIC RESISTANCE: *10%*
SIZE: *S (4' tall)*
ALIGNMENT: *Neutral good*
WORSHIPER'S ALIGNMENT: *All workers of metal (gnomes)*
SYMBOL: *Flaming hammer*
PLANE: *Twin Paradises*
CLERIC/DRUID: *8th level in each*
FIGHTER: *10th level fighter*
MAGIC-USER/ILLUSIONIST: *15th level magic-user*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONIC ABILITY: *VI*
S:22 (+4, +10) I:18 W:20 D:17 C:23 CH:18 CM:16

Flandal wears only a leather apron for armor and protection from fire, but the apron has been enchanted to reduce by half all damage he receives from heat and fire. His skin is the color of mithril steel, and his eyes are flaming coals. Flandal's hair and beard are a brilliant blue-silver.

Flandal is one of the strongest of gnomish deities, perhaps the most so. He is often found traveling with one or two of the other gnomish deities in search of new ores and veins of metal to use in his forges. It was Flandal who helped forge and enchant Arumdina, Garl Glittergold's battle axe. As for himself, Flandal wields an axe-backed hammer made of yellow metal, named Rhondang. It is +5 to hit and can shoot a six-dice fireball as frequently as once per round, up to a total of ten times per day. Rhondang is able to converse naturally with all beings who use fire or dwell in fiery locations (red dragons, chimerae, fire elementals, etc.). This in no way means that Flandal is friendly toward those beings, however, though he will be prone to talk first before attacking. Rhondang does double damage to cold-using or cold-dwelling creatures.

Because he needs their services to help forge items, Flandal is likely (65% chance) to have 1-4 fire elementals (16 HD each) with him when he is encountered. The elementals are quite friendly toward him and obey him in all respects. When Flandal is not traveling, he will be found in his workshop on the Twin Paradises, planning or making a new magical weapon.

Flandal is obviously a popular god among the gnomish smiths; a large number of fighter/clerics follow his worship in some areas. It is said that some of his clerics have developed or been granted a new spell that enables their war hammers to burst into flame for a short time, giving additional bonuses to hit and damage, just as does a *flame tongue* long sword.

THE GODS OF THE ORCS

This is the tale the shamans tell, in the camps of the orcs when the night is deep on the world and dawn is far away:

In the beginning all the gods met and drew lots for the parts of the world in which their representative races would dwell. The human gods drew the lot that allowed humans to dwell where they pleased, in any environment. The elven gods drew the green forests, the dwarven deities drew the high mountains, the gnomish gods the rocky, sunlit hills, and the halfling gods picked the lot that gave them the the fields and meadows. Then the assembled gods turned to the orcish gods and laughed loud and long. "All the lots are taken!" they said tauntingly. "Where will your people dwell, One-Eye? There is no place left!"

There was silence upon the world then, as Gruumsh One-Eye lifted his great iron spear and stretched it over the world. The shaft blotted the sun over a great part of the lands as he spoke: "No! You lie! You have rigged the drawing of the lots, hoping to cheat me and my followers. But One-Eye never sleeps; One-Eye sees all. There is a place for orcs to dwell . . . here!" he bellowed, and his spear pierced the mountains, opening mighty rifts and chasms. "And here!" and the spearhead split the hills and made them shake and covered them in dust. "And here!" and the black spear gouged the meadows, and made them bare.

"There!" roared He-Who-Watches triumphantly, and his voice carried to the ends of the world. "There is where the orcs shall dwell! There they will survive, and multiply, and grow stronger, and a day will come when they cover the world, and they shall

slay all of your collected peoples! Orcs shall inherit the world you sought to cheat me of!"

In this way, say the shamans, did the orcs come into the world, and thus did Gruumsh predict the coming time when orcs will rule alone. This is why orcs make war, ceaseless and endless: war for the wrath of Gruumsh.

The shamans tell other tales, too, that shed light on why things are as they are in the world. Shamans tell of the battle between Corellon Larethian (the chief elven god) and Gruumsh, in which Corellon tried to shoot out Gruumsh's eye (sacrilege!) with his bow, but failed of course. It is not considered important that Gruumsh started the fight by trying to paralyze the elven god with his spear; the shamans say Corellon deserved it for not being properly deferential. Because of this battle, orcs of all sects and cults hate elves more than all other non-orc races.

The shamans' tales of the battle between the dwarven gods and the orcish gods for ownership of the mountains would weary the most ardent listener. The orcs are drawn to the mountains by their brutal majesty and stark barrenness, while dwarves love mountains for their isolation and beauty, and for the ores that lie beneath them.

Many have also heard of the eternal battles on the plains of the Nine Hells between the goblins and orcs, each side led by their respective gods. No matter how much noise the orcs of this world make about joining their forces with the other humanoids, all orcs are aware that there will be room for one race in the end . . . and it will not be the goblins, the ogres, or any of the rest.

The division of orcs into separate tribes (Evil Eye, Death Moon, Broken Bone, etc.) is usually made along cult lines. The tribal symbol is the holy symbol of the orcish god the tribe holds as its patron.

There are a large number of orcish gods, representing such spheres of interests as strength, swordsmanship, military power, the night, death, fertility, hunting, and so forth. Each of them is part of a rigid chain of command with Gruumsh at the top. The relative positions of the gods in the hierarchy varies depending on the shaman doing the telling, as they all seek to emphasize the power and glory of their own deity, sometimes almost to the exclusion of mention of Gruumsh.

Warfare between tribes is actually encouraged to some extent by the orcish gods, who believe that this is the best way of eliminating the unfit and weak, and promoting the survival and growth of the strong. No attention is paid to the thought that it might also waste the best fighters' talents, which might have been better directed against non-orc foes.

Following are descriptions of five of the most powerful orcish gods besides Gruumsh. Any use of the word "cleric" in these descriptions, when referring to those who use clerical spells granted by these gods, also includes shamans and witch doctors, as described in the Dungeon Masters Guide, unless otherwise stated.

BAHGTRU

Lesser god
ARMOR CLASS: *1*
MOVE: *9"*
HIT POINTS: *340*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *10-60 (+ 15)*
SPECIAL ATTACKS: *Grapple*
SPECIAL DEFENSES: *+2 or better weapon to hit; see below*
MAGIC RESISTANCE: *35%*
SIZE: *L (16' tall)*
ALIGNMENT: *Lawful evil*
WORSHIPER'S ALIGNMENT: *Lawful evil warriors (orcs and half-orcs)*
SYMBOL: *Broken thigh bone*
PLANE: *Nine Hells*
CLERIC/DRUID: *Nil*
FIGHTER: *As 16 + HD monster*
MAGIC-USER/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *6th level assassin*
MONK/BARD: *Nil*
PSIONIC ABILITY: *Nil*
S:25 (+ 7, + 14) I:6 W:6 D:18 C:25 CH:5 (22) CM:-2 (16)

Bahgtru is the son of Gruumsh and Luthic the Cave Mother. Though he is scorned and derided for his stupidity and lack of self-will, no one says ill of his awesome might. Other orcish gods call upon him for assistance; he is obedient, though his incredible strength always exceeds the expectations of others, and he may accidentally (?) cause harm to those who command his services, especially if they fail to give him some respect.

It is said that Bahgtru once fought a tremendous reptilian monster from another world, and slew it barehanded by breaking all of its legs. His symbol is derived from this epic battle. Since this, Bahgtru has never been known to use weapons or armor of any usual kind. He wears little other than a great pair of cesti, or gauntlets, studded with steel rivets, with which to beat his victims flat.

Bahgtru is a huge, incredibly muscular orc with dirty tan skin and dull green eyes; his tusks, protruding from either side of his mouth, are glistening white from gnawing on bones. If Bahgtru attacks and rolls a number 4 or more over what he needs to hit with both hands, he has grappled his opponent and will crush for 10-120 points of damage per round thereafter, without rolling again to hit. His skin is so thick and tough that blunt weapons do only one point of damage to him before they bounce off.

Clerics of Bahgtru must have a minimum strength of 16, and must keep themselves physically fit. They cannot wear armor, but may use weapons as they choose. Those clerics who lose their required strength lose their other powers as well, and will have their spirits crushed in Bahgtru's fists in the afterlife. Stronger clerics of this cult may help weaker clerics along to the next plane, usually without the latter's permission.

SHARGAAS

Lesser god
ARMOR CLASS: *2*
MOVE: *18"*
HIT POINTS: *265*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *3-30 (+ 8)*
SPECIAL ATTACKS: *Ambush*
SPECIAL DEFENSES: *+2 or better weapon to hit; hiding; blindness*
MAGIC RESISTANCE: *65%*
SIZE: *L (8' tall)*
ALIGNMENT: *Neutral evil*
WORSHIPER'S ALIGNMENT: *Thieves, assassins, and those who do evil under cover of darkness (orcs and half-orcs)*
SYMBOL: *Red crescent moon with red skull between the horns*
PLANE: *Gehenna*
CLERIC/DRUID: *Nil*
FIGHTER: *As 10 HD monster*
MAGIC-USER/ILLUSIONIST: *7th level illusionist*
THIEF/ASSASSIN: *16th level thief/15th level assassin*
MONK/BARD: *10th level monk*
PSIONIC ABILITY: *IV*
S:20 (+ 3, + 8) I:19 W:15 D:24 C:19 CH:7 (24) CM:8 (20)

Shargaas the Night Lord lives in a tremendous cavern system below the fiery plain of one of the levels of Gehenna. It is said that his caves extend infinitely, and are darker than the blackest night. There no creature has sight but Shargaas himself and his orcish spirit servants. Shargaas, though blinded completely by light from the sun, can see perfectly well in darkness out to a range of a mile or more. He can also climb any surface, even perfectly smooth ones, without slipping. In the days when he is said to have walked upon the earth, Shargaas could also hide himself and his followers so well that no mortal could detect his ambushes or lairs.

As might be expected, orcish bandits and half-orc thieves hold Shargaas as their patron, as do other regular orc tribes. Clerics of Shargaas are multi-classed (cleric/thieves or cleric/assassins) if they are half-orcs; it is rumored that even orcish shamans and witch doctors have some small degree of thieving or assassination skill (probably some 05-30% success at one or two abilities like hiding in shadows, picking pockets, or assassination from surprise). The major religious holidays in the worship of Shargaas are the times of the new moon, when the sky is dark and cloudy.

ILNEVAL

Lesser god
ARMOR CLASS: *-1*
MOVE: *12"*
HIT POINTS: *331*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *6-36 (+ 11)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Immune to missile weapons; + 1 or better weapon to hit*
MAGIC RESISTANCE: *55%*
SIZE: *L (9' tall)*
ALIGNMENT: *Lawful evil*
WORSHIPER'S ALIGNMENT: *Lawful evil warriors (orcs and half-orcs)*
SYMBOL: *Bloodied broadsword*
PLANE: *Nine Hells*
CLERIC/DRUID: *8th level cleric*
FIGHTER: *As 15 HD monster*
MAGIC-USER/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *14th level assassin*
MONK/BARD: *Nil*
PSIONIC ABILITY: *Nil*
S:23 (+ 5, + 11) I:17 W:14 D:20 C:23 CH:8 (25) CM:5 (24)

When Gruumsh does not have time to command his armies, he turns the job over to his chief lieutenant, Ilneval, the master of command and strategy (next to Gruumsh himself, of course). Ilneval is the symbol of the leader type, the one who plunges into battle with nothing but victory and destruction on his mind. It is hinted that Ilneval covets Gruumsh's position as chief god of the orcs; he has been said to have deposed one or two other orcish gods, relegating them to lesser status, in his climb to power. Ilneval is more of a "captain's god" than a god of the common orcish soldier; Gruumsh is preferred by chieftains and orcish kings, and Bahgtru by common warriors. Though Gruumsh does not trust Ilneval, He-Who-Never-Sleeps has Bahgtru on his side, and this relieves some of his concerns.

Ilneval wears a suit of red iron chainmail and wields a sword that slays all non-orcs it strikes (save versus death at -6). He cannot be touched by missile weapons because of his armor's magical powers, and is immune to non-magical weapons as well. He appears to be a very war-wise and confident being; his face and arms are heavily scarred from the many battles he's fought, but the scars only increase his appeal to his orcish followers. The clerics of Ilneval, if half-orcs, use broadswords as weapons and are multi-classed cleric/fighters. Clerics of all sorts (orcs and half-orcs) wear red metallic armor, and are expected to be good military leaders as well as good clerics.

YURTRUS

Lesser god
ARMOR CLASS: *0*
MOVE: *6"*
HIT POINTS: *303*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *Disease*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *75%*
SIZE: *L (12' tall)*
ALIGNMENT: *Neutral evil (lawful tendencies)*
WORSHIPER'S ALIGNMENT: *Assassins and those who worship or profit from death (orcs and half-orcs)*
SYMBOL: *White hand on dark background*
PLANE: *Hades*
CLERIC/DRUID: *15th level cleric (destructive spells only)*
FIGHTER: *As 13 HD monster*
MAGIC-USER/ILLUSIONIST: *See below/Nil*
THIEF/ASSASSIN: *15th level assassin*
MONK/BARD: *Nil*
PSIONIC ABILITY: *VI*
S:18 (+ 1, + 2) I:18 W:11 D:10 C:17 CH:-4 CM:-25

Yurtrus the White Handed is the terrifying orcish god of death and disease. He appears as a huge, vaguely orcish giant covered with peeling, rotting green flesh; his hands, however, appear completely normal except for being chalk-white in color. Yurtrus has no mouth and doesn't communicate; the orcs have a way of saying "when White-Hands speaks" when they mean "never."

Yurtrus is surrounded by a huge envelope of stinking gases out to 120'; any mortal beings within this radius are affected as follows: Those up to and including 4 HD/levels as if struck by *dust of sneezing and choking*, those up to 8 HD/levels as if struck by a *symbol of pain*, and those of higher levels suffer a -2 "to hit" with no saving throw. All effects last while anyone stays within the cloud of gas.

Yurtrus, in addition to his clerical spells, uses all death-magic spells of 18th level magic-users. He may try to touch his victims instead of using his spells; any being he strikes loses 3-12 hit points and will catch 1-4 random diseases as well (use the listings in the Dungeon Masters Guide). The loss of hit points will be permanent unless recovered by a *wish* spell on a one-point-per-*wish* basis.

The clerics of Yurtrus wear pale white gloves made from the skins of non-orcish humanoids, humans, or demi-humans, during their ceremonies. They wear thin armor (equivalent to cloth) woven of the same materials. In combat they use maces with the weapon's head made in the shape of a white fist. When plague or disease strikes a group of orcs, the clerics of Yurtrus appeal to him for an end to the illness with great sacrifices of prisoners and slaves.

LUTHIC

Lesser goddess
ARMOR CLASS: *3*
MOVE: *15" (12")*
HIT POINTS: *287*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *5-20 (+ 7)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Regeneration*
MAGIC RESISTANCE: *80%*
SIZE: *L (8½' tall)*
ALIGNMENT: *Lawful evil (neutral tendencies)*
WORSHIPER'S ALIGNMENT: *Females (orcs and half-orcs) and those who need healing or sanctuary*
SYMBOL: *Cave entrance rune*
PLANE: *Nine Hells*
CLERIC/DRUID: *15th level cleric*
FIGHTER: *As 12 HD monster*
MAGIC-USER/ILLUSIONIST: *12th level in each*
THIEF/ASSASSIN: *6th level in each*
MONK/BARD: *Nil*
PSIONIC ABILITY: *Nil*
S:19 (+ 3, + 7) I:18 W:19 D:14 C:20 CH:12 (25) CM:3 (24)

Luthic governs several spheres. She is the goddess of female orcs, orcish fertility (more so for females; Gruumsh is the male fertility god), caves and caverns (which she digs herself), servitude (as she serves Gruumsh), and primitive medicine, and she also helps to restore orcish morale.

Luthic is the deity closest to Baghtru, her son, and he will follow her commands over all others', even those of Gruumsh. Other orcish

gods and goddesses fear her great claws, which are so strong they can tunnel through solid rock. Orcish clerics call her the Cave Mother and conduct her services underground. Though she represents female orcs, she is worshiped by males as well for her ferocity and her healing powers.

Luthic appears as a huge female orc who wears no armor, but has unbreakable black claws four feet long. Her hair and eyes are dull black and her skin is dark brown, lighter on the nose and ears. When in contact with the ground, she regenerates 3 hit points per round.

In addition to her normal attacks, Luthic may use magical attacks to undo her opponents. And if she hears anyone abuse her name, orc or non-orc alike, she may (10% chance) choose to render that being susceptible to any disease, so that the next time the victim catches even the most minor of ailments, it will prove fatal within 2-7 days. Only the power of three *wish* spells applied while the victim is still alive can undo this curse.

Orcs who follow her worship sometimes rub dirt on themselves to ensure they will have many children, and clerics use earth in casting curative spells (though this is purely a symbolic gesture and not a true material component of the spell).

Luthic's worship is one of the few that allows both male and female orcs to become clerics; nearly all of the other deities permit male clerics only. Orcs in her tribe (that of the Vile Rune) generally dwell underground, and seem to commit fewer raids against other creatures, though they are especially fierce if their lair is threatened. Orcs guarding clerics of Luthic gain a +2 bonus "to hit" from their ferocity and madness, but this also causes a -2 penalty to their armor classes at the same time.



CLERICAL QUICK-REFERENCE CHART, New Non-human Deities

GODS OF THE DWARVES

DEITY	SPHERE OF CONTROL	RAIMENT			HOLY DAYS	SACRIFICE/PROPITIATION	
		Head	Body	Color(s)		Frequency	Form
Clanggedin	war, battle	war helm	chain mail	silver	before battle	before battle	weapons
Dumathoin	secrets, earth	bare	leather	brown	new moon	monthly	gems & jewels
Abbathor	evil, greed	leather cap	leather	red	solar eclipses	annually	blood & gems
Vergadain	suspicion, trickery	helmet	chain mail	gold	full moon	monthly	gold
Berronar	safety, truth	silvered helm	chain mail	silver	new year's day	annually	silver

None of these dwarven gods has a sacred animal. Clanggedin is worshiped on the battlefield, and the rest are worshiped in underground temples carved from natural rock. Only male dwarves may become clerics of the male dwarven deities, and females become clerics of the female ones.

CLERICAL QUICK REFERENCE CHART, Continued

GODS OF THE HALFLINGS

DEITY	SPHERE OF CONTROL	RAIMENT			HOLY DAYS	SACRIFICE/PROPITIATION	
		Head	Body	Color(s)		Frequency	Form
Sheela	agriculture, weather	bare	green robes	green	full moon	monthly	seeds
Arvoreen	defense, warriors	helmet	chainmail	silver	before battle	varies	silvered weapons
Cyrrollalee	trust, protection	bare	brown robes	brown	first day of month	monthly	prayers
Brandobaris	thieves	feathered cap	leather armor	gray	new moon	monthly	stolen items

Animals associated with these deities are: Sheela, butterfly; Arvoreen, war dog; Cyrrollalee, squirrel; Brandobaris, mouse. Worship services for Sheela must be conducted in an open field, and for Cyrollalee in the home. Services for Arvoreen and Brandobaris may be conducted anywhere. Halfling clerics and druids may be either male or female. They are frequently the leaders of their communities and have a lot of say-so in the town's planned activities. Many also serve as judges and arbiters in various disputes, and strive to obtain justice and good (if lawful good) or fairness and impartiality (if neutral).

GODS OF THE GNOMES

DEITY	SPHERE OF				HOLY DAYS	SACRIFICE/PROPITIATION	
ody	Color(s)		Frequency	Form			
brown clothes	wood brown	full moon	monthly	treasure items	Baervan	adventure, thieves	green cap
white cloak	white	winter solstice	annually	blood & jewels	Urdlen	evil	bare
eather armor	gray & dark brown	first day of each season	quarterly	gemstones	Segojan	earth, nature	fur cap
eather armor	red	midsummer's day	annually	forged weapons	Flandal	metalworking	steel helm

raccoon; Urdlen, white mole; Segojan, badger; Flandal, none. Worship services for , in an underground cavern; for Segojan, in a subterranean temple; and for Flandal, in ids, regardless of alignment. They tend to work through indirect channels to support ss into the open. They are not often found as community leaders or such, because of nales, just as their deities are considered to be.

Animals associated with these deities are: Baervan, Baervan are conducted in a forest clearing; for Urdler an underground forge. Gnomish clerics are never dr the cause of gnomes, and will rarely bring their busin their supportive orientation. Gnomish clerics are all

AIMENT		HOLY DAYS	SACRIFICE/PROPITIATION	
Body	Color(s)		Frequency	Form
oincloth	n/a	battle days	before battle	bones of enemies
eather armor	red & black	new moon	monthly	stolen items
ed metal armor	red	battle days	before & after battle	blood & weapons
kins	white	full moon	monthly	sacrifices
eather armor	brown & black	midwinter's day	yearly	treasures

are: Baghtru, ox; Shargaas, bat; Ilneval, none; Yurtrus, skeleton; Luthic, cave bear. tlefield; for Yurtrus, in an underground crypt; for Luthic, in a temple within a cave; and amans, and witch doctors occupy very important positions within their tribes, and are s of warfare and inter-tribal relations. It is not uncommon for such clerics to inherit the f the tribe directly. In either case, they should have a retinue of guards equal to that of

GODS OF THE ORCS

DEITY	SPHERE OF CONTROL	R
		Head
Bahgtru	strength	bare
Shargaas	night, thieves	leather cap
Ilneval	warriors	red metal helmet
Yurtrus	death, plague	bare
Luthic	caves, healing, females	fur cap

Animals and creatures associated with these deities Services to honor Baghtru must be conducted on a ba for Shargaas and Ilneval, anywhere. Orcish clerics, sh counted on to give advice to tribal chieftains on matte position of chieftain themselves and govern the orcs c a major orcish chieftain or king.

APPENDIX T: THE NOMENCLATURE OF POLE ARMS

An astonishing number of different weapons were employed during the medieval period. What is nearly as surprising is the lack of uniformity of names by which these weapons are called. Seemingly, authors who should be authorities in this regard carelessly brand one sort of weapon under an entirely mistaken classification, thus confusing the uninformed reader and generally making identification difficult and uncertain. An outstanding example of this misnaming of weapone appears in *Warriors and Weapons of Early Times* by Niels M. Saxtorph, where an obvious morning star is identified as a mace. While the general use of both weapon types is the same, they differed sufficiently to make it rather important to distinguish between the two, viz.: a mace is usually a short-shafted weapon with a flanged head, the whole cast in one piece; a morning star is a longer weapon, typically employed by infantry, with a wooden shaft and head, the latter set with radiating spikes.

If errors in terminology can be found in works dealing with such easily identifiable and classifiable weapons as maces and morning stars, readers are cast into a veritable morass of disagreement — possibly out-and-out-error — with studies that treat the scores of pole arms common during the Middle Ages.

Such confusion must be anathema to the serious student of the medieval period, be he historian or historical game enthusiast. Based upon research of the subject done for various reasons, a system of classification and nomenclature is presented here that seems both reasonable and easy to use. But first, let us consider just what medieval weapons were.

Most weapons employed during the Middle Ages were either developments of hunting weapons or adaptations of agricultural implements. Arms developed from simple, basic forms into more sophisticated ones as the art of warfare developed during the centuries. Weapons from the late medieval period were either far more specialized than the models from which they sprang, or else were combination weapons trying to combine the strengths of the more specialized arms. In fact, it is the classification of the highly specialized weapons and the multi-formed ones which cause so much confusion amongst writers. The differences are important, and they must be made clear.

To begin with, a definition of pole arm should be set. A pole arm is, in simplest terms, a weapon on the end of a stick. Pole arms are infantry weapons. The additional reach the pole gives affords the wielder of the weapon the advantage of striking the enemy before he himself can be struck, or holding the enemy at a distance. The ultimate pole arm was the 18-21 foot pike — but an axe blade attached to a 5-foot-long haft is just as much a pole arm, so it is already evident to the reader just how wide a number of weapons is encompassed by the term.

The system of classification outlined here presupposes that any weapon considered has a haft or shaft length of not less than 5 feet.

THE SPEAR FAMILY

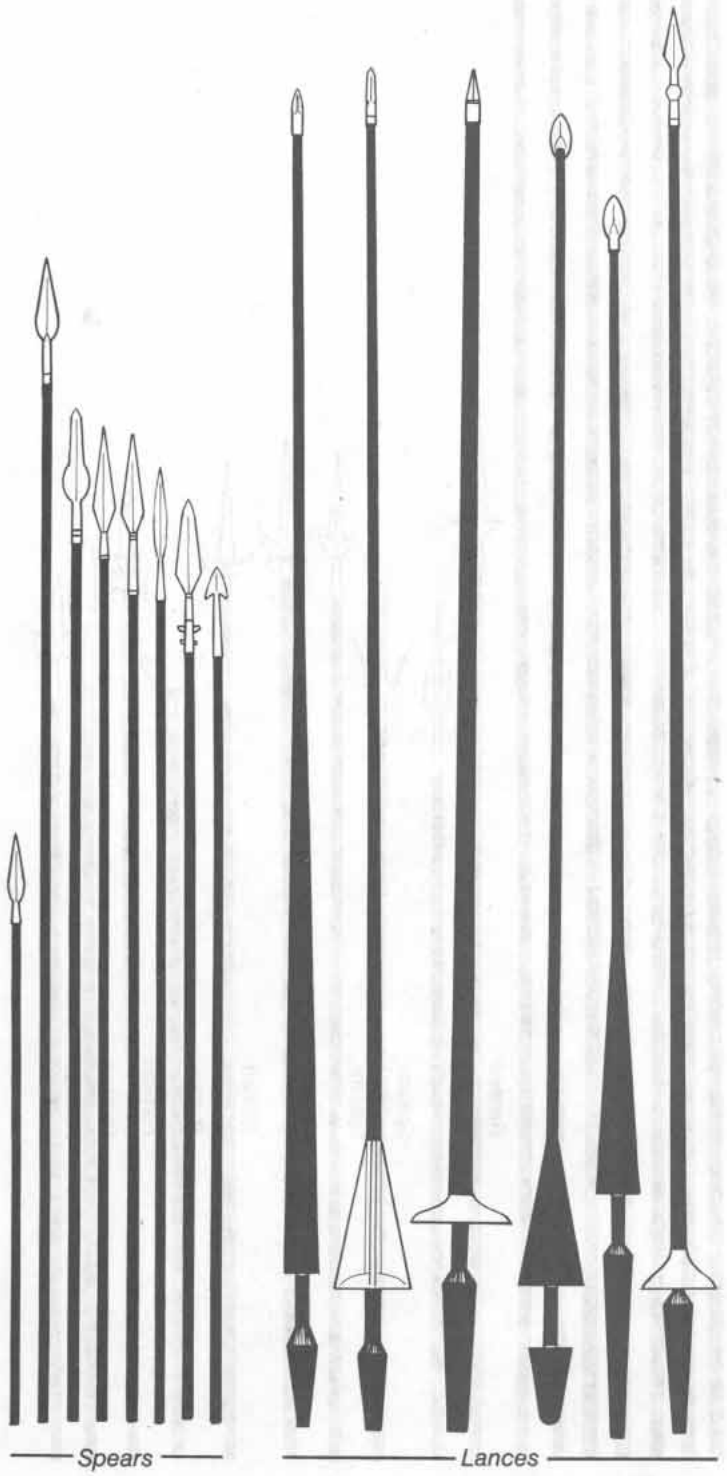
Spear

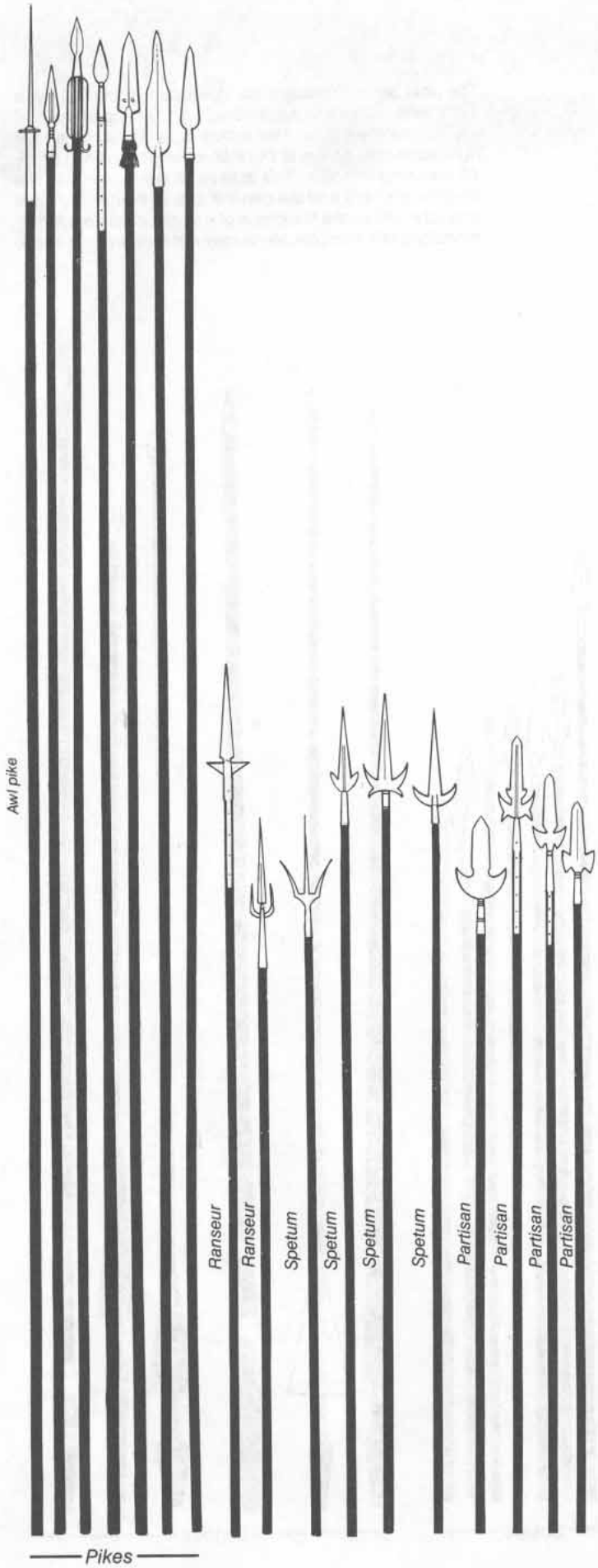
The spear is a dagger set atop a pole. It is so ancient a pole arm that it is not generally mentioned in the class, but the spear is such a weapon. It is principally a thrusting weapon, but if a broad blade is used (such as that often referred to as an *ox tongue*) it can also have a secondary cutting function, especially when the blade is lengthened considerably. Spears of 12 feet or so in length are often referred to as *ash spears* in English writings, and when they reach such length, they are often confused with pikes.

Lance

A lance is a long spear carried by a mounted man. Norman lances were about 12′ in length, some less, but later in the Middle Ages the

The pole arms illustrated on these pages are drawn in scale with respect to each other, and are shown here at approximately 1/20 of their actual size; the lance on the right edge of this page is 7½ inches long from tip to tip, or 15 feet long in scale. This size ratio only applies to the lengths of shafts and the general size of blades or points placed thereon; the thickness of a shaft or the detailed dimensions of a complex blade may not be literally in scale.





weapon grew to an average length of about 14′ — thus effectively giving the horseman about 10′ of reach beyond the horse's head when charging. Just as with the spear and pike, many different heads were attached to the end of the lance shaft to meet the requirements of varying opponents armor. Austrian knights and men-at-arms used these weapons to considerable effect against the Swiss, when the Austrians dismounted and fought a Swiss force which did not have the high percentage of pikes which was common to Swiss armies in later years (cf. Battle of Sempach, 1386). For this reason, the lance should be mentioned in a description of pole arms. Generally it was a horseman's weapon and not a true footman's weapon.

Pike

Although there is no set rule, any spear with a shaft of 15′ or longer is considered to be a pike. The pike is designed to deliver a thrusting attack at an opponent at long range, and its great length was used to keep him there, as the weapon was always used in mass. One of the most common form of pike is the *awl pike*, a strictly piercing weapon, although there are many other forms of blades which were used. Swiss and German pikes were fashioned so that metal protected the wooden shaft up to 2 feet from the head, so that an enemy could not easily lop the blade off and make the weapon useless.

Other Members of the Spear Family

We now come to the many specialized and combination forms of the dagger on a stick. This is not to say that all pole arms equipped with a spear head (dagger) should be considered as spears or variations thereof. To the contrary, this is an error all too common amongst writers treating pole arms, identifying the weapon by a secondary rather than a primary function, and losing all sense of what the weapon was for (as will be demonstrated later). The primary function of a spear is thrusting; thus, the specialized and combination pole arms belonging in the spear family should be primarily used as thrusting weapons.

Spetum

The spetum was probably designed to increase both offensive and defensive capabilities of a normal spear. To a sharp, tapering point two blades which point forward at about 45° are added to provide secondary attack modes, deflect opponents' weapons, and catch and hold opponents at a distance if penetration with one of the blades is not achieved. Weapons in this same class are the various *corseques* or *korsekes*.

Ranseur

At first glance, a ranseur appears to be a form of spetum, or vice versa, but the purpose of the design of the former weapon is more complex than that of the latter. A ranseur's secondary blades are backward-hooking projections set well below the large central blade. The spearing function of the weapon is apparent, and the deflection includes the trapping of opponent weapons in the space below the main blade, where a twist of the shaft would apply pressure from it or the secondary projections to either break the caught weapon or disarm its wielder. Additionally, the side projections provide both a means of holding an opponent at long range or of pulling mounted opponents off their horse. Similar weapons (or synonymous names) are *chauve souris, ransom, rhonca, roncie,* and *runka*.

Partisan

This form of pole arm is basically a spear — often with an ox tongue blade — to which a pair of small axe heads were added below the dagger blade. To the thrusting stab of the spear was added the defensive use of the side axe blades and their cutting/penetrating potential. Later versions of the partisan yielded a gradual change in the axe blades, so that they became almost unrecognizable as such. Typical of this is the *Bohemian earspoon*, a form of partisan where the axes have been changed to serve as piercing spikes (primarily to be used against plate armor) with a ranseur-like function. It is very common to see confusion between spetums, ranseurs, and partisans. This espe-

cially holds true of late-period partisans, where there are additions to the side blades of spetum-like projections and ranseur-like gaps for trapping opponent weapons.

Thus, the spear family is composed of the spear proper; the long spear, or pike; the spetum; the ranseur; and the partisan. All weapons in this class are basically daggers atop a sturdy pole, with trimmings added to make the weapon more efficient in one way or another.

THE AXE FAMILY

The pole axe

The axe took many forms and was combined with many basic forms of weapon to make a prolific family, but some of the pole arms bearing the name do not really belong to the genre. The axe has two basic head forms, broad and narrow. The latter form is usually thicker than the other, in order to give it the necessary weight. A related form of the axe is the cleaver, a butchering tool which was adapted for military use also. Many pole arms in the axe and cleaver families also had spear points to provide some secondary thrusting capability, but again the primary use of the weapons of these types was chopping at one's opponent rather than thrusting toward him.

Strictly speaking, a pole axe is nothing more than an axe head of any sort set upon a long haft in order to deliver an earlier and more forceful blow. It can be double-bitted, backed by a spike, and/or topped off with a dagger (spear) point, but it is still recognizable as an axe.

Halberd

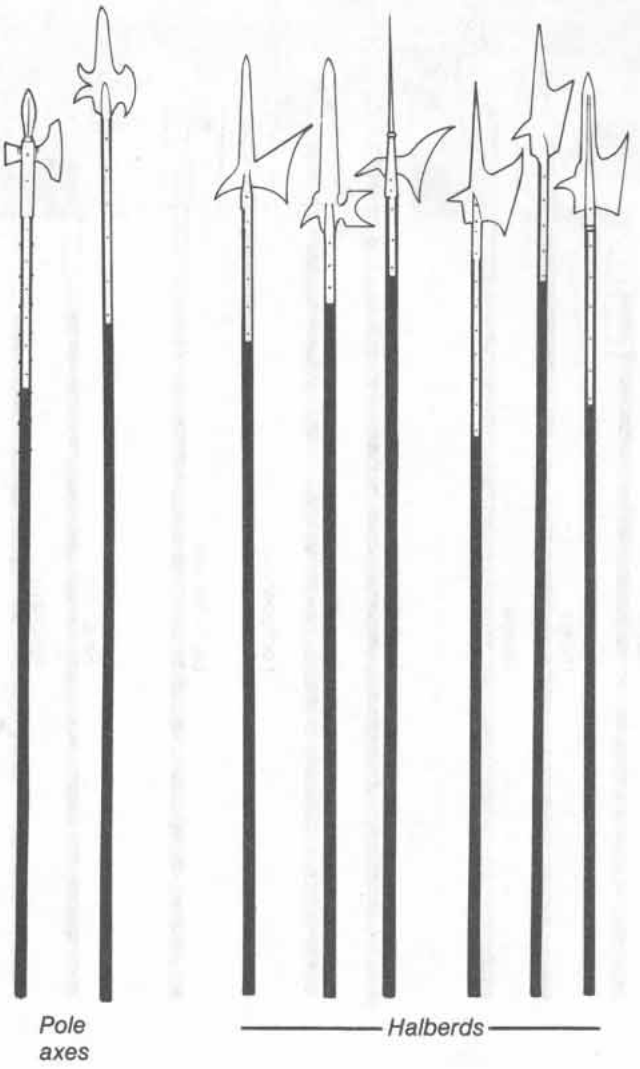
This form of a pole axe is seen as a convex-headed broad axe in early examples, but the head is set at a convenient angle (considering the point where the blade is most likely to impact upon an enemy), so this alone makes it quite distinct from an ordinary long-hafted axe. The whole weapon often reached 8 feet in length. It was also always topped with a fairly long spear point and backed by a spike, which was often angled or hooked slightly downward. The spear point is, of course, designed to keep opponents at bay and deliver a thrusting attack. This proved quite useless when opposing mounted knights armed with lances (*cf.* Battle of Arbedo, 1422). The opposing spike was for penetration of heavy plate armor, with a secondary function as a hook for dismounting opponents.

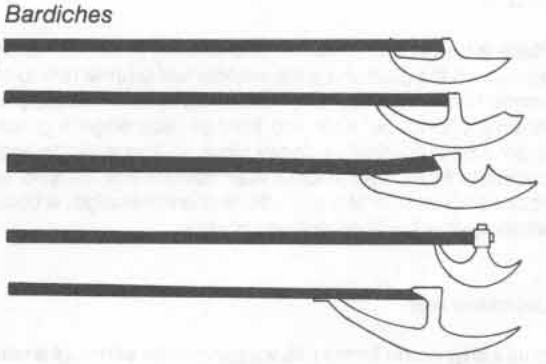
The halberd was used extensively, particularly by the Swiss and Germans, and considerably modified and developed over the course of two centuries. Concave blades, some very pronounced, were not uncommon, and some halberd heads were made smaller (as the *piercing axe*) in order to better penetrate armor. Many of these weapons pictured in texts on arms are *not* battle arms, but rather fanciful parade arms. There are examples of *bills* and *voulges* which are called halberds, but the discerning reader will note the differences in form, especially when keeping in mind the weapon's possible use. According to C.W.C. Oman, the English *brown bill* was a halberd in all respects save the back spike.

Bardiche

This very broad and heavy axe links the pole axes to the pole cleavers as a sort of transitional step between the two forms, although its only obvious use is as a military arm. A bardiche head ranged from about 2 feet to over 3 feet in length, and it was attached to its haft with two rings or a single one in those examples where the blade is shorter and backed with a hammer head or spike. The bardiche in all of its forms was very heavy and cumbersome — more so by far than a halberd — and was used principally in Eastern Europe.

As stated, the family of axes set on poles for use in war overlaps into many other weapon forms, but its only true members are the pole axe; the halberd (possibly the brown bill); and the bardiche. The related cleaver-type weapons are so similar in function, however, that they can almost be treated as pole axes.





THE POLE CLEAVER

It seems quite likely that some outraged peasant fastened his meat cleaver to the end of a stave in order to protect himself and his family, and thereby created a weapon form which was to be widely used in both Europe and the British Isles for several centuries. The same derivation holds true for the majority of the other pole arms which will be discussed; they are simple agricultural tools converted to a warlike use, and their form is easily distinguishable and identifiable until they become so combined and sophisticated as to prove some difficulty in easy classification. Even this latter transition is not too difficult, however, if the reader is well versed in the basic forms of each basic peasant tool-*cum*-weapon.



Voulge

Place a hefty cleaver at the end of a long, stout shaft, and the leverage which the pole gives the wielder will enable him to cleave through armor. The voulge has no provision to keep the enemy at a distance in its simple form, but if the top front or back edge is ground down so as to provide a pointed or dagger-like tip, the weapon assumes a more complete form. The voulge was sometimes backed with a spike or hooked spike to make a crude *guisarme-voulge*, a combination-form weapon which will be discussed later.

Lochaber axe

In its early, crude forms this weapon is the same as a voulge. Development of the Lochaber axe added a hook to the weapon, either as a tip or a blade backing, and in this form it is nearly identical to the guisarme-voulge. To all intents and purposes the two forms are so nearly the same as the types of voulges they resemble that there can be no real differentiation between them as far as function and form are concerned.

Continental Europe developed the pole cleaver as the voulge, while the Scots in the British Isles developed the same thing and called it the Lochaber axe. Both types of pole arms were developed to deliver a powerful cleaving blow, just as the pole axe family were designed to do. Both forms had secondary functions which were aimed at keeping enemies at a distance and/or dismounting them.

FAUCHARD

This weapon is a development of the scythe or sickle. Set upon a long pole, the curving blade of a fauchard could be used for both cutting and thrusting, although it is to be strongly suspected that it did neither too well. Furthermore, the weapon offered little in the way of parrying or catching/holding and had no provision for dismounting opponents in its early and more common form. Later models include a back hook to dismount horsemen, but the weapon was still not efficient, and it passed out rather quickly, although its combination form, the *fauchard-fork*, remained.

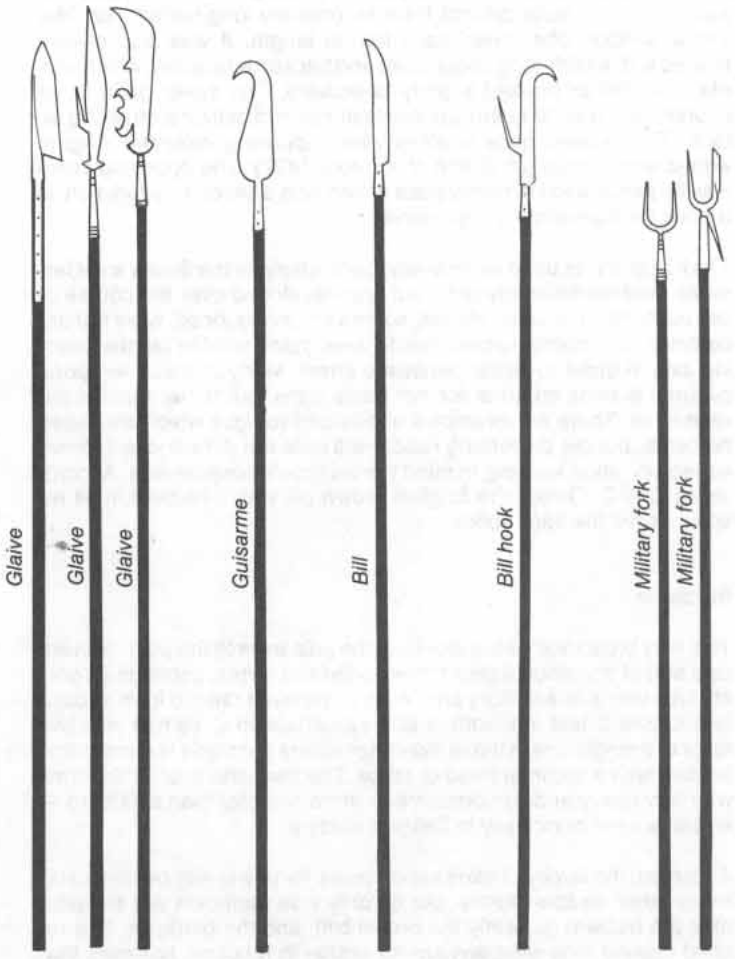
GLAIVE

Having employed just about everything else, there was no reason not to add the single-edged knife at the end of a staff also. This family of arms is as small as the fauchard family and about as efficient.

The glaive is a knife-bladed spear. It has the thrusting function of the spear and the secondary cutting function of the convex blade of the knife. The weapon was rapidly enlarged in the blade in order to give it a greater cutting function as well as a cleaving attack. As with a spear or fauchard, however, it was not overly effective at holding opponents back, nor did it have piercing or dismounting capabilities, so modifications produced the *glaive-guisarme*, which is discussed in the combination arms section. The increase in the size of the blade of these weapons brought some to a point where they nearly merged with cleaver-type weapons.

GUISARME

Medieval peasants discovered that their pruning hooks made reasonably effective pole arms. The provocation which necessitated such



development was undoubtedly considerable, but the upshot was likely to have been as unsatisfactory as having no weapons. Pole arms of this sort, called guisarmes, were soon modified into highly efficient combination weapons. This class includes most *couteaux de breche*, although some identified as such are glaive-guisarmes.

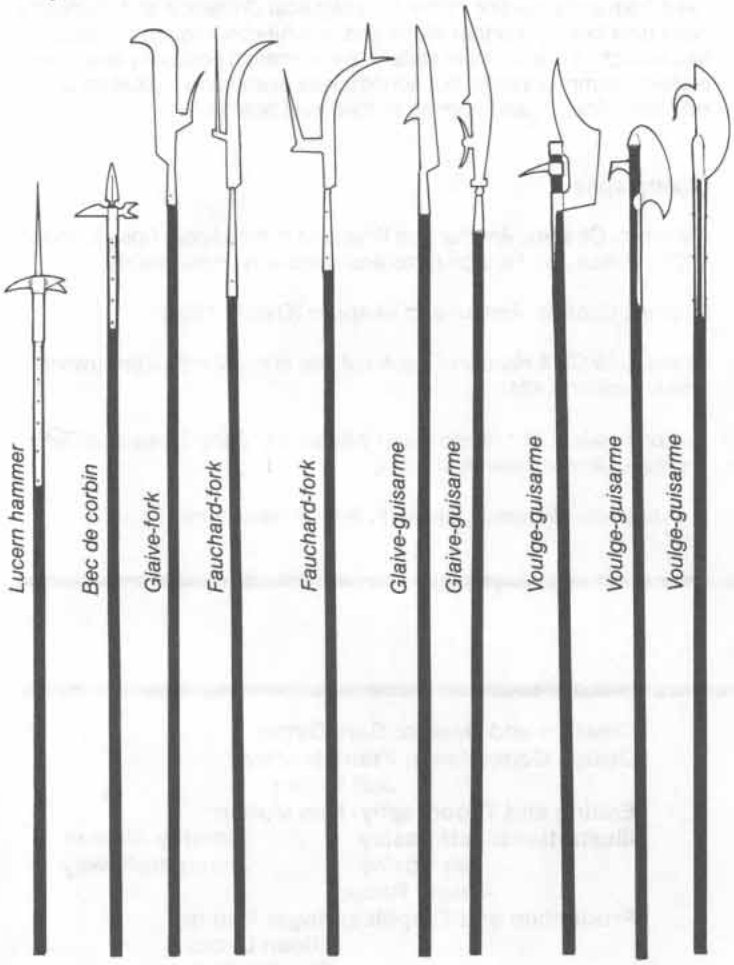
The guisarme was furnished with a sharp cutting edge along its convex side, probably from reverse spike to hook. The spike, of course, could be used to penetrate armor when the weapon was swung, and the curved hook provided an ample means of pulling horsemen to the ground. Deficiencies in this form of pole arm are apparent — no spear point for thrusting and only one projection for penetrating. The guisarme was soon combined with other forms of peasant weapons to make a second generation of highly effective, all-purpose pole arms.

BILL HOOK

The English bill hook was almost exactly the same as the French guisarme, but its concave (hook) edge was the sharp one, and rather than a straight back spike it typically had an L-shaped tine projecting forward. This arrangement was slightly more effective than the European guisarme.

MILITARY FORK

The lowly hay fork was straightened and strengthened to provide a very potent weapon, the military fork. This pole arm had two efficient piercing points, for holding off an enemy, and sometimes a shorter third tine in the crotch of the fork, so that opponents were channeled into a third attack. The major drawback to this pole arm was its lack of effective penetrating power with respect to heavily armored targets. The fork principle was soon combined with other pole arms to form very efficient tools of war.



SPECIAL CASES

A few other designs can also be mentioned here, more or less in passing, as they pertain to weapons which are not true pole arms, but their size is such that they are sometimes considered in the general class.

The threshing flail, a wooden handle with another billet of wood attached to it by a swivel or several links of chain, was easily adapted and modified to become a ghastly weapon. Horsemen commonly employed a short-handed flail with one or more chains ending in smooth or spiked iron balls. The peasant's tool made a far more effective weapon when swung by a strong man. From a heavy shaft of about 3 to 4 feet in length was hung one or two rods of metal shod and spiked wood or iron. The whole weapon was over 5 feet long and had tremendous penetration and crushing power.

The other weapon which is a borderline case is the morning star. This club adaptation was typically a heavy wooden haft from 3′ to 5′ or more in length, atop which was set a cylinder, barrel, or truncated cone, also of wood, metal-bound, and set with vicious metal spikes. Also called the holy water sprinkler (or *godentag* in the Low Countries), it was a favorite of the peasants, for it was easy to make and could lay low the best armored opponent at a blow. For some time it was used extensively by the Swiss, although the halberd eventually replaced it. The weapon was often tipped with a spear point in its longer form, so that some models were long enough to be pole arms. Some military picks were also pole-mounted, having shafts of 5 feet or greater length.

There are also two pole arms which were certainly developed purely as weapons. There is a resemblance between the two, but they are separate and distinct.

Lucern hammer

This weapon is very similar to the halberd, but the spike on its end was generally longer than that of a halberd, and instead of an axe head the Lucern hammer featured a smaller, hammer-like head with three prongs. Evidently this function was not as efficient against armor as the axe blade, for it was replaced by the halberd amongst the ranks of the Swiss after the 14th century.

Bec de corbin

At first glance, a bec de corbin might be mistaken for a Lucern hammer, but important functional differences can be noted. The bec de corbin was used late in the Middle Ages and into the Renaissance by knights and nobles, *not* by commoners. Its heavy, crow's-beak blade was designed to puncture the heavy plate armor common to upper-class warriors. In this weapon the beak is the major feature. This is backed by a flat hammer head, or by a clawed head somewhat similar to that of a Lucern hammer, and the end spike is more bladelike and far shorter than the awl spike of the Lucern hammer, for the latter weapon was not so specialized.

COMBINATION WEAPONS

These varieties of pole arms were developed to compensate for weakness of simpler weapons or to enhance already powerful ones. Technically, all pole arms with a secondary spear tip for thrusting can be considered combination weapons. However, this sort of improvement was done so often and could be done so easily to most weapons that it is necessary to ignore secondary spear tips when classifying pole arms. By the same token, a partisan could be considered a combination weapon, but since it was primarily used as a thrusting weapon, it should be classified as part of the spear family.

Fauchard-fork

There were two general forms of this combination weapon. The first

followed the typical fauchard form, with a single spike set to project from the back of the scythe blade. The second reversed the scythe blade so as to have its concave cutting edge face toward the opponent, the blade being more curved and sicklelike, and a spike tipping the pole end (or projecting from the scythe blade).

Fauchard-guisarme

This weapon is nothing more than a scythe blade backed by a heavy hook for dismounting opponents.

Glaive-guisarme

To the heavier and longer glaive head was added a guisarme hook to enable the wielder to jerk horsemen from their seats.

Guisarme-voulge

This pole arm is similar to the Lochaber axe, but the hook is formed from the blade of the voulge itself, not added separately. Guisarme-voulges featured the pointed tip or spike so as to make the weapon as all-purpose as possible.

Bill-guisarme

There are quite a number of designs of the bill-guisarme. Each type has the following features: 1) a sharp spear or awl point; 2) a large hook formed from the body of the weapon; 3) a back spike for armor penetration; and 4) several sharpened edges. Some forms of the bill-guisarme have a sufficiently heavy blade and cutting edges placed so that they are actually voulge-like. This form of pole arm persisted the longest of all save the pike and the halberd, for it was certainly efficient in all functions — piercing, holding off, cutting, penetrating, dismounting, and cleaving. The *scorpion* is one typical form of the bill-guisarme.

One final thing needs comment. Sometimes a weapon with an added feature is identified as the added part rather than as the major weapon. For example, an axe head attached to the end of what is basically a spear (i.e., the partisan) is not called a pole axe, for the length of the shaft and the predominant employment of the point make it rather obviously a thrusting weapon with added secondary functions. A glaring example of misidentification is found in Stone's *A Glossary of the Construction, Decoration, and use of Arms and Armor*. Therein, the author shows a halberd with a fork tip rather than the usual dagger/spear point and identifies it as a military fork. Now, were the shaft of the weapon 8 feet or more in length, this might be proper, but it is a halberd-sized pole, and the weapon is simply a halberd with an incidental fork atop it.

Confusion regarding certain combination weapons of the fauchard-glaive voulge-guisarme-bill types is certainly understandable, and care must be taken in identifying such weapons. Careful examination of the length of the shaft and the shape of the head will give clues as to its primary uses in combat, and hence its identity.

The pole arm was developed in order to put infantry on even terms with cavalry. This it did admirably in the hands of well trained, disciplined formations such as those of the Swiss (who mixed pike, halberd/Lucern hammer/morning star, and crossbow/arquebus in almost equal proportions — 40-40-20 as an average), who could hold the best European cavalry at bay with laughable ease in pike square. The Germans emulated the Swiss with close to the same success, and most other European armies fielded large bodies of pole-armed infantry (with something less than great success in most cases). The reason for the proliferation of the pike was that it proved the most useful for keeping horsemen at a distance. (Swiss pikemen did not ground the pike butt to accept a cavalry charge, but rather held the rear part of the shaft higher than the front, so the points which glanced off armor would not go uselessly into the air but would be forced downward into rider or mount — or at worst, into the ground to form a barrier.)

Other pole arms gave way to pike and halberd for one or two reasons. Those with massive heads were not as efficient as the pike; when their shafts were lengthened past a certain limit, they were too cumbersome to wield. (Spear-type pole arms were lengthened to pikes and were then called just that — there are ox-tongued and spetum-like heads, but the pike shaft is too long for useful employment of ranseur or partisan heads.) Those which were shortened for use as cleaving weapons were not as efficient as the halberd, or were changed so that they became almost indistinguishable from the halberd (typically guisarme-voulge forms).

The evolution of the pole arm is of great interest, as it reflects the trends in armor and tactics in medieval warfare. It also is of great help in understanding why battles were fought as they were and can help to explain some of the outcomes. My system of nomenclature is derived from early reading of the *Encyclopedia Brittanica* and ffoulkes's book (see below). Further study and careful observation of weapons has brought it to its current state — by no means positively final, complete or unimpeachable, but nonetheless useful and logical for accurate identification and naming of medieval pole arms.

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Afterword and credits

So ends *Unearthed Arcana*, a volume that we hope will answer many more questions than it creates. But we realize, as should you, that questions from readers and game-players about this material are inevitable. If you think you've uncovered a trouble spot or if you don't understand something you read, we may be able to help if you drop a line to "Arcana Questions," c/o TSR, Inc., P.O. Box 756, Lake Geneva WI 53147. We can't always provide personalized answers, but we'll do our best, and we'll try to publish follow-up articles on this material in future issues of DRAGON® Magazine.

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