



Advanced White Box Player's Handbook

4th Edition, 2017

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Foreword

My introduction to Tabletop-RPGs was through the medieval toy and castle sets named *Imaginext* and *Playmobil*. I had the instinct of rolling to see which knight would win in the battle, kindling my fire for tabletop roleplaying. In 8th grade, I bought the vintage 80s board game *Heroquest* and loved it immensely. I created homebrew rules, classes, and quests for it, expanding it to the point to where it was more a tabletop roleplaying game than a hack and slash board game. So I set out and bought the then new D&D 4th edition quick start set. The rules were over complicated for my friends and my attention span, so we made our own. We took out many of the rigorous combat rules in favor for a richer roleplaying experience. In early high school, I tried Pathfinder and 3.5 edition. I had a feeling that it wouldn't feel like the retro dungeon crawling of *Heroquest*, but I had no idea that it'd feel more like filing taxes than actually playing a roleplaying game. It wasn't until an anon on the /tg/ (traditional gaming) board suggested *Swords & Wizardry: Whitebox*, and said that you'll never go back. I tried it. They couldn't have been further than the truth. It was free, it was fun. It felt like the homebrew fun of my youth, yet adaptable for my more matured and aged roleplaying needs.

Swords & Wizardry: Advanced Whitebox Player's Handbook has gone through many edits, and will continue to go through many more. While I did work on some classes and rules on my own, many aspects have been ripped directly and shamelessly from other sources. From blogs, to supplements, to other computer games, to other editions, this book is more of a compilation of my favorite homebrew rules and I mostly take credit for compiling them together in one book. The name *Advanced Swords & Wizardry* is more so to distinguish between the original game and my house rules for it takes attributes from a plethora of other systems and sources. OD&D is known for its harshness and unapologetic nature. You may not survive. But if you do, the fruits of your labor are ever so sweeter. Races work as classes because they are rare in a predominantly human and evolving world, leaving ancient magic and lore behind slowly but surely. This philosophy is directly inspired from Gary Gygax's philosophies in creating the original game. It was almost discouraged to play as another race due to level caps, formatting a more human-centric game.

The DM has the right to modify any rules. In fact, there are gaps in the rules specifically for the DM to add their own flare and make it their own setting. When in doubt, make a ruling. This book is a great resource for players as well as the Dungeon Master. For monsters, spells, and magical items, refer to the white box. You are a hero, not super hero. OD&D is very much based on a human scale. It is incredibly normal for players to feel small from the start. It's where the popular saying "Don't split the party" comes from. If the original Whitebox only had 3 classes and 3 races, one may ask, why are there so many more options in this book? I love variety and options. No two party should be the same. I encourage experimentation as a DM. After all, above balance, the game is about having fun with friends, crawling dungeons.

Rules of Play



Character Creation

The original version of the S&W: Whitebox was based on the OD&D (Original Dungeons & Dragons) Whitebox rules. It is incredibly streamlined, easy to pick up, and adaptable to the Dungeon Master's discretion. This Advanced edition of S&W: Whitebox adapts the accessibility of the Whitebox set of rules, while adding complexities for more experienced players. Remember that the Dungeon Master may change any aspect of the rules to their liking.

S&W: Whitebox originally featured only six playable classes: Fighter, Magic-User (Wizard), Cleric, Halfling, Dwarf, and Elf. When a character hits 0 hit points, they are dead. There are no stress levels, difficulty checks are more or less determined by the Dungeon Master, attribute bonuses ended with +1, and rolling stats were 3d6 in descending order. Play these rules for a more retro experience. Refer to *Quick Primer to Old School Gaming* for the true retro feel. Nothing in this rulebook is concrete! Dungeon Masters may use or deny any aspect of the rules presented here as they see fit, or even add new rules.

Character Sheets

A character sheet is a piece of paper designed to organize and contain any and all necessary PC information, for the benefit of both the Dungeon Master and Player. For Advanced Swords and Wizardry: Whitebox, the character sheet could be something as simple as a 3 × 5" index card—with equipment and spells written on the back, like so:

<u>NAME:</u>	
<u>Strength:</u>	<u>Race:</u>
<u>Intelligence:</u>	<u>Class:</u>
<u>Wisdom:</u>	<u>Level/Current XP:</u>
<u>Constitution:</u>	<u>XP Bonus:</u>
<u>Dexterity:</u>	<u>Saving Throw:</u>
<u>Charisma:</u>	<u>Hit Points:</u>
	<u>Weapon:</u>
<u>Starting Gold:</u>	<u>Armor Class:</u>

Attribute Descriptions

Strength: Physical power for lifting, hurling, cutting, and dragging. Characters with Strength of 5 or less can carry a weapon *or* a shield, but not both. When performing tasks of hard labor, player characters typically add their strength modifier to said roll per the Dungeon Master's discretion.

Intelligence: Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. A high Intelligence score gives a character an additional language for every 2 points above 10.

Wisdom: Wisdom determines a character's insight, perception, sanity, stress management, and good judgment. A character's stress score is equal to their Wisdom score. Any character with a high Wisdom score (15+) gets a 5% bonus to XP

Constitution: Constitution refers to the health and endurance of a character. A high Constitution score (15+) gives +1 hitpoint for each hitdie, while a weak Constitution (6-) gives a penalty -1 for each hitdie.

Dexterity: Dexterity is a combination of coordination, nimbleness, and quickness. A high Dexterity (15+) will add +1 to a character's Armor Class while a low Dexterity (8-) gives a penalty of -1 to Armor Class.

Charisma: Charisma refers to a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. A PC with a high Charisma (15+) may start a character with a torchbearer hireling.

Attribute Scores

The basic abilities are numbers which represent the Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma of a character. The standard way to create attribute scores is to roll 3d6 for each attribute in descending order. Once those rolls have been made, it is obvious which type of character best fits the statistics—though, the player always has the option to play any class desired.

Attribute Roll	Description	Bonus
3-6	Below Average	-1
7-14	Average	0
15-18	Above Average	+1

House Rules: Heroes of Legend

For campaigns in which the PCs are superhero in nature, players have a choice between rolling 4d6 for each ability in descending order and dropping the lowest number, or rolling 3d6 and choosing which ability to attribute the roll to. Note that rolls may not be saved for later and must go somewhere before a new roll is made.

Hit Points

Hit points (HP) represent the amount of “damage” a character can take before dying and are determined by the amount of hit dice (HD) a character has at their particular class level. If a Player begins the game with a 1st level Fighter, (1+1 HD) they would therefore roll 1 HD (1d6) and add “+1” to the end result to determine their PC’s starting HP.

Hit points are re-rolled each time a Player Character advances in level—however, if the re-roll results in a character having fewer hit points for their new level than their previous level, ignore the re-roll and retain the prior amount.

House Rule: Heroes of Legend

For campaigns in which the PCs are superhero in nature, Player Characters at Level 1 may start at max HD. (For example, if a 1st level Fighter's starting HD are 1d6+1, then their starting HP is 7.)

Social Class & Starting Gold

A Player Character's social class not only affects their starting gold total, but it affects their character's view on life. To generate character social class and starting gold, the PC rolls 3d6 x 10, and then rolls 1d6 and consults the chart below.

Roll	Social Class
1	PC comes from laboring background (farmer, carpenter, etc.) [-1 to each die]
2	PC comes from common background/middle class [Face value 3d6x10 roll]
3	PC comes from artisan/mercantile background [+1 to one die rolled]
4	PC comes from lower noble background [+1 to two dice rolled]
5	PC comes from upper artisan background [+1 to each die rolled]
6	PC comes from lesser royal background [+2 to each die rolled]





Character Flaws

No matter how heroic someone is, no one is perfect. The world’s heroes all have their own demons. During character creation, each player character must roll for a random character flaw. It’s a great opportunity for role playing. Through their journeys, players may learn to overcome their inner struggles, or potentially make them worse.

Character Flaws Chart

Flaws			
1. Random Player’s Choice	6. Religious Radical	11. Hopeless Romantic	16. Self-Centered/Selfish
2. Alcoholic	7. Control Freak	12. Fearless	17. Timid/Anxious
3. Greedy	8. Claustrophobic	13. Sexist	18. Unquiet Mind
4. Pacifist	9. Bloodthirsty	14. Racist	19. Brutally Honest
5. Compulsive Liar	10. Coward	15. Gambler	20. Saintly

Alignment

If you’re playing a game and want an “unofficial” default, then the players may choose one of three alignments: Law, Chaos, or Neutrality. The good guys are Lawful, the bad guys are Chaotic, and anyone just trying to achieve fame, fortune, and balance is Neutral. Some Dungeon Masters may employ a more dynamic alignment system, such as Lawful Evil, Chaotic Good, etc., as a ranking of more complex levels of morality.

Calculating Armor Class

For the ascending system, an unarmored person has an AC of [10]. A character's armor adds to their AC, so the higher one's AC, the harder it is for enemies to hit them. To calculate an Armor Class, look at the Armor table on the Items and Equipment page, in the Effect on AC column. For the type of armor the character bought, add the number shown in brackets to their base AC of [10]. That's the player character's new Armor Class.

Henchmen

The world is harsh and unforgiving. Many characters, particularly when first starting an adventuring career, are in need of hirelings to assist in carrying loot or fighting monsters. Characters are free to create advertisements and inquire at local establishments to find available hirelings. A player's Charisma score affects how many henchmen a player can lead, and how loyal the henchmen are. Good treatment, respect, and a fair share of treasure earned should garner bonuses to loyalty checks, while abuse, physical or otherwise, will bring about penalties, abandonment, or worse. NPCs should be treated as distinct individuals, and not mere extensions of the Player Character. Motivation detection spells may alert players of selfish-minded henchmen. If a henchman dies and has a family, it is in good courtesy to compensate their families.

Charisma Bonus

Charisma	Hirelings (Max #)	Loyalty Bonus
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

Morale

Certain monsters, such as mindless or undead creatures, are fearless and will always fight to the death. The majority, however, will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The Dungeon Master will decide when monsters abandon battle and retreat, based upon the situation and the monster's intelligence. Dungeon Masters should also use morale to determine the actions and loyalty of henchmen or other companion NPCs. If there is uncertainty about the morale of NPC's or monsters, the following table can be used at the Dungeon Master's discretion.

Morale Check Table

Roll	Morale
2 or less	Surrender
3-5	Flee
6-8	Hold
9-11	Fight for Advantage
12	Attack!

Combat

When the party of adventurers comes into contact with enemies, the order of events in the combat round is as follows:

1) The Dungeon Master determines if one side or the other is entitled to a free attack or move as a result of surprise—this is either a judgment or a die roll of some kind, depending on the circumstances. Normally, anyone is surprised if they roll a 1 or a 2 on a d6.

2) Determine initiative. One roll is made for each side, not for each individual in combat.

- Party with initiative acts first (missile fire, casting spells, movement, melee attacks, etc.) and results take effect.

- Party that lost initiative acts; results take effect.

- The round is complete; keep turn order for the next round if the battle has not been resolved.

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses may include the BHB (Base-Hit Bonus) located on the character’s Class Advancement Table, and any bonuses for magic weapons. The player then subtracts any “to-hit” penalties they might have from their roll. They then compare their score to the opponents AC (armor class). If the score matches or surpasses the AC, they have successfully hit the opponent, and deal damage. If an attack hits, it inflicts damage (as determined by the weapon’s damage die). The damage is subtracted from the defender’s hit point total. Monsters add their hit dice to their attack roll.

How Initiative Works

At the beginning of the first combat round, each side rolls initiative on a d6— high roll wins. The winning side acts first, casting spells, moving, and attacking. The other side takes damage and casualties, and then has its turn. Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously.

Critical Hits & Fumbles

If a Player Character rolls a 20 on their attack roll and succeeds, it does max damage plus an additional damage roll. Typically, if the Player Character rolls a 1, they drop their weapon and make a saving throw. If fail, they're prone (-2 to AC). Dungeon Masters often have their own custom critical hit and fumble charts that they refer to in order to keep combat more interesting.

Why No Difficulty/Ability Checks?

In Old-School roleplaying, the answer to if a character could or couldn't do something was mostly concluded through common sense. Refer to the "Primer for Old School Gaming" for a more thorough look into Old School vs. Modern Tabletop RPGs and ability checks. While some newer players may find this ambiguity unfair, the lack of ability checks encourages smarter decision making, communication within the group, resource management, and an overall sense of accomplishment through earning a victory through wit. Role playing vs. Roll playing.

House Rule: Ability Checks

Some players may be completely uncomfortable with the idea of no ability checks, and there may be times when a player does something in the game that there are no rules for. If a roll is needed, determine the aptitude of the character that best makes sense. Alternatively, you can go off of the character's level.

Level	Aptitude	Die Roll
1-3	Basic	1 in 6
4-6	Accomplished	2 in 6
7-9	Superior	3 in 6
10	Exceptional	4 in 6

Death & Dying

When a character (or creature) is hit, the amount of damage taken is deducted from their hit points. When hit points reach 0, the character dies.

House Rule: Out of Action (OOA)

A player's hitpoints represents superficial damage (exhaustion, minor scrapes,etc.) When a Player Character reaches 0 hitpoints, they must roll a d6 and consult the chart below for what happens to them. When a character's HP falls below 0 by as many points as their level, the character dies regardless of their OOA role.

Roll	Out of Action
1	Knocked Out: Just Knocked Out
2	Fat Head: -2 on all checks and throws for an hour
3	Cracked Bones: Str, Dex, and Con are temp -2 until next day
4	Crippled: Str or Dex is permanently reduced by 2
5	Disfigured: Cha reduced to 4
6	Dead: Not alive anymore

Experience Points

Characters are awarded experience points (XP) for killing monsters, accumulating treasure, completing quests, and roleplaying. Monsters each have a set experience point value (given in the monster's statistics), and each gold piece acquired earns one point as well. It may seem odd to award experience for treasure, but keep in mind that *Swords & Wizardry* is not just about slaying monsters – it is about outwitting your foes when you can! After each game session, players may vote on the MVP (Most Valuable Player) of that game. The winner gets 100 xp points times their character's level.

Reputation

The stories of an adventuring party travel from town to town. Player characters may become famous in their gaming world for their deeds. Good acts such as completing a quest for the sake of a town or village, charity, mercy, and worship of lawful deities will increase the reputation of an adventuring party. The better their reputation, the more services and popularity they receive. Wicked acts such as stealing, public killing, murder, and worship of evil Deities will lower the party's reputation, often leading townsfolk to fear or loath the player characters. A good gage for the party's reputation is for them to speak with locals.

Saving Throw

A spell or other hazard may require you to roll a saving throw. A successful saving throw means that the individual avoids the threat or lessens its effect. Each character class has a saving throw target number based on level. Roll that number or higher to succeed.

Race vs. Class

Swords and Wizardry follows the OD&D model of classes being human by default. Magical races such as Dwarves and Elves function as a class in ability and level progression. This allows for simplicity and helps enrich flavor of the game, making races more mysterious. This also encourages players to further embody the peculiarities of their characters. Race-classes tend to be versatile in their respective fields, yet level up slower than human classes and have quicker level caps. This method does promote stereotyping of the races, however, and the Dungeon Master may wish to tweak aspects of character races to better fit their campaigns.

Sanity Rules

Some campaigns may be based in a gothic or horror setting, and the Dungeon Master may wish to implement rules for a character's mental wellbeing. Even hardened soldiers are subject to the terror found in dungeoneering. A character's Sanity value is equal to their Wisdom; from that point on, Sanity and Wisdom are not correlated. Temporary Sanity goes up and down over the course of an adventure, but permanent Sanity rarely decreases and represents a hard cap. Characters may embark in stress relieving activities to heal temporary Sanity during an adventure, and lost temporary Sanity usually recovers completely between adventures. Whenever a character is subjected to a horror, there's a chance that their temporary Sanity decreases; the Dungeon Master rolls a d20 against the characters current Sanity score (like an armor class), and if the roll meets or exceeds the score, the character loses some temporary Sanity. The amount lost is rolled randomly similarly to weapon damage.

Examples include seeing a monster at a distance, witnessing a mundane killing or a fresh corpse, occupying darkness for a prolonged period of time (1-2 points), seeing a monster up close, finding a grisly murder scene, or experiencing unnatural omens or haunting effects (1-4 points), being attacked by an overwhelming threat, like a horde of monsters or a giant thing; seeing the corpse of a loved one or friend (1-8 points), and seeing a good friend gruesomely killed by a monster (1-10 points). Cumulative losses within a single encounter caps at the maximum for the worst loss. If the characters are attacked by a supernatural threat (loss 1-6) and one of the party members is gruesomely killed (1-10 loss), the maximum loss for both events is 10. Once a character gets to zero temporary Sanity, they receive a -2 to all of their rolls and saving throws. Once a character gets below -5 temporary Sanity, they're in deep shock and lose a point of permanent Sanity upon a failed saving throw. If a character reaches -10 sanity, they are unable to function.

Anytime an NPC retainer or henchman loses half or more of their current Sanity, they need to make a morale or loyalty check.

Once per day during the adventure, the party leader can give a rousing speech to each character. If the leader succeeds on a reaction roll (rolling a 9-12 on a roll of 2d6, modified by Charisma) the characters are inspired and gain 1-6 Sanity back. Consider it a once-per-night pep talk or morale boost.

Classes & Races



FIGHTER

The Fighter is a warrior, trained in battle and in the use of armor and weapons. A Fighter might be a ferocious viking raider, a roaming mercenary, A righteous samurai, or an unrelenting dragon-slayer. Far more than mere thugs, these skilled warriors reveal the true deadliness of their weapons, turning hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Soldiers, knights, hunters, and artists of war, fighters are unparalleled champions, and woe to those who dare stand against them. Because they are the best equipped of all the character classes to dish out and absorb damage, Fighters often end up on the front lines, going toe-to-toe with dragons, goblins, and evil cultists. As a Fighter, the down-and dirty work is up to you.

Table: Fighter Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+4	8
8	128,000	8	+5	7
9	256,000	9	+6	6
10	512,000	10	+6	5

Weapon and Armor Restrictions: Fighters are trained in warfare and, as such, have no weapon or armor restrictions.

Combat Machine: Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each combat round.

Establish Stronghold (9th): At ninth level, a Fighter who chooses to build a castle is considered to have the rank of “Baron” bestowed upon them by the local ruler or monarch. They may choose to attract a body of loyal men-at-arms who will swear fealty to them.

Alignment: Fighters may be any alignment.

Saving Throw: Fighters receive a +2 bonus when making saving throws vs. death and poison

House Rule: Specialization

No two fighters are the same. Upon character creation, the Fighter may choose a specialization.

Weapons Master: +1 to hit with melee weapons

Archer: +1 to hit with ranged weapons

Warden: +1 bonus to Armor Class when wielding a shield. Wardens may declare that they are protecting an adjacent ally instead of attacking one turn. Until the Warden's next turn, the ally is protected by the Warden's shield, granting an AC bonus equal to the Warden's total AC bonus.



CLERIC

Clerics are armored priests who serve a particular alignment, religion, or patron Deity. Players may make up the details of faith if the Dungeon Master doesn't use a particular mythology for the campaign.

The Cleric is a champion of their faith and/or moral alignment. Clerics are more than mere priests, though; these emissaries of the divine work the will of their deities through strength of arms and the magic of their gods. A Cleric dictates every action that they make by whether it represents their Deity positively. Since many of the Cleric's abilities are oriented toward healing and protecting, they tend to play a support role during combat. However, they are able to stand shoulder-to-shoulder with the party's Fighters if need be—at least for a while.

Table: Cleric Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1	+0	15
2	1,500	2	+0	14
3	3,000	3	+1	13
4	6,000	3+1	+1	12
5	12,000	4	+1	11
6	24,000	5	+2	10
7	48,000	6	+2	9
8	96,000	6+1	+3	8
9	192,000	7	+4	7
10	384,000	8	+5	6

Table: Clerical Prayer Advancement

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

Weapon and Armor Restrictions: Because the Gods dislike the shedding of blood (unless for ritualistic purposes), Clerics may only use blunt weapons (club, flail, mace, etc.) and the only missile weapon they are allowed is oil. Clerics have no armor restrictions.

Prayers: Clerics invoke divine prayers from a specific prayer list, as per the Cleric Advancement table. Each day, the Cleric communes for a certain set of prayers, choosing any prayers from the standard list. Clerics of specific gods might have entirely different sets of prayers as designed by the Dungeon Master, but the standard Cleric uses the standard prayer list. (NOTE: Some Dungeon Masters may restrict Clerics to only learn prayers at level two for a more authentic Old-School feel; So that the Cleric may prove their devotion to their Deities.)

Banishing Undead: Clerics can use their holiness to “Turn” the undead, causing them to flee (or, as is the case with evil Clerics, bring them to heel as servants and minions). When a turning attempt is made, roll 3d6 and consult the Turning Undead table (see below) for the result. If the result on the dice is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds (or cower helplessly if they are unable to flee). For Lawfully aligned Clerics, if the table indicates a “T” then the undead creature is destroyed automatically and will crumble to dust.

Undead HD	Examples	Cleric Level									
		1	2	3	4	5	6	7	8	9+	
1	Skeleton	10	7	4	T	T	T	T	T	T	T
2	Zombie	13	10	7	4	T	T	T	T	T	T
3	Wight	15	13	10	7	4	T	T	T	T	T
4	Wraith	17	15	13	10	7	4	T	T	T	T
5	Revenant	-	17	15	13	10	7	4	T	T	T
6	Mummy	-	-	17	15	13	10	7	4	T	T
7	Specter	-	-	-	17	15	13	10	7	4	4
8	Vampire	-	-	-	-	17	15	13	10	7	7
9-10	Devil	-	-	-	-	-	17	15	13	10	10
11	Lich	-	-	-	-	-	-	17	15	13	13
12+	Demon	-	-	-	-	-	-	-	17	15	15

Establish Temple (9th): At ninth level, a Cleric who chooses to build and dedicate a temple to their deity of choice may attract a body of loyal followers who swear fealty to them.

Alignment: Clerics may be only Lawful alignment (or Chaotic in the case of evil Clerics.).

Saving Throw: Clerics receive a +2 bonus when making saving throws vs. poison and paralysis.

House Rule: Healer

While Clerics are holy warriors by nature, there are some who are more dedicated to easing the suffering of others and tending the wounded. These healers may, once per day, touch a wounded individual and heal them for a number of hit points equal to twice the cleric's current level. However, because they are not as focused on martial abilities, healers suffer a permanent -1 penalty to their Base Hit Bonus.



WIZARD (Magic-User)

The Wizard is a mysterious figure, a student of arcane powers and spell casting. They can be devastating opponents. However, at lower levels, they are quite vulnerable and must be protected by the other party members. As Wizards progress, they generally become the most powerful of the character classes—holding sway over the political destinies of great kingdoms and able to create wondrous magical artifacts.

Table: Wizard Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1	+0	15
2	2,500	1+1	+0	14
3	5,000	2	+0	13
4	10,000	2+1	+0	12
5	20,000	3	+1	11
6	40,000	3+1	+1	10
7	80,000	4	+2	9
8	160,000	4+1	+2	8
9	320,000	5	+3	7
10	640,000	5+1	+3	6
11	-	6	+4	5
12	-	6+1	+4	4

Wizard Level	Spell Level					
	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	3	1	-	-	-	-
4	4	2	-	-	-	-
5	4	2	1	-	-	-
6	4	2	2	-	-	-
7	4	3	2	1	-	-
8	4	3	3	2	-	-
9	4	3	3	2	1	-
10	4	4	3	2	2	-
11	4	4	4	3	3	-
12	4	4	4	4	4	1

Weapon/Armor Restrictions: Wizards tend to spend their waking hours in study of arcane tomes and scrolls, and as such tend to not have much training in weapons. Wizards may only use daggers or staves and are not allowed the use of armor.

Spell Casting: Unlike the Cleric, a Wizard owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from the book, the Wizard presses their chosen spell formulae into their mind, “preparing” these spells. Once a prepared spell is cast, it disappears from the Wizard’s ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available “slots” in the Wizard’s memory/capability.

Learning Spells: Wizards start with a spellbook containing all 1st-level spells (up to 10). Adding a new spell from a captured book or scroll requires a roll of d20 + level + Int modifier, and scoring 20 or more. This takes one week, or one week per level if creating a brand-new spell (and likely significant expense for spell research). Wizards cannot memorize duplicates of any single spell.

Alignment: Wizards may be any alignment.

Saving Throw: Wizard get +2 on saving throws vs. magic.

House Rule: Familiars

A Familiar is a normal animal that gains new powers and becomes a magical beast when serving a Wizard. These normal animals may be purchased or captured in the wild. They are linked spiritually to their master. Familiars are small (1HD) creatures (owl, cat, etc.) and must be named upon enchantment. Familiars may speak one language that their master is fluent in, and knows a level one spell that they may cast once per day. If a familiar dies, the Wizard takes 1d6 sanity damage and their intelligence score is permanently reduced by one point. The familiar may be re-summoned after one week.



BARD

Traveling minstrels and wandering storytellers, the bard learns a great many things in their journeys. Bards live on the road, moving from town to town where they sing for both their supper and the delight of peasants and kings alike. They easily take up the call for adventure and will often gladly join a party of adventurers in hopes of witnessing tales of glory firsthand.

Bards are not front-line combatants, nor are they masters of the arcane. Instead they touch upon both, and learn a bit of everything but master no single skill. As such, bards are useful to adventuring parties who need a quick and dirty fix to a problem where a more specialized profession is not available. Knowledge and versatility are the stock and trade of the bard, and that makes him invaluable.

Table: Bard Class & Spell Advancement

Level	XP	HD	BHB	ST	Lore	1st Level Spells	2nd Level Spells	3rd Level Spells
1	0	1	+0	15	1	-	-	-
2	1,250	1+1	+0	14	1	1	-	-
3	2,500	2	+0	13	2	2	-	-
4	5,000	2+1	+1	12	2	2	1	-
5	10,000	3	+1	11	3	3	2	-
6	20,000	3+1	+2	10	3	3	2	1
7	40,000	4	+2	9	4	4	2	2
8	80,000	4+1	+3	8	4	4	2	2
9	160,000	5	+4	7	5	5	3	2
10	320,000	5+1	+5	6	5	5	3	3

Weapon/Armor Restrictions: Bards have a diverse selection of weapons available to them. They may wield any one-handed melee weapon, any ranged weapon, and the staff. They are able to wear both leather and chain armor, as well as use shields.

Lore: Whenever a bard encounters a mythical beast or some unique aspect about the campaign world, they may examine it in order to discern its history. The Dungeon Master rolls 1d6 and if the roll is equal to or below the bard's rating in their Lore ability, the Bard can recall some information regarding the creature's history or abilities, or information on the world. This may or may not reveal specific magical properties of that creature, at the Dungeon Master's discretion.

Spell Casting (2nd): At 2nd level, a bard may play songs as if they were spells in a fashion exactly like a Wizard. However, unlike the Wizard, the bard does not begin play with the foreknowledge of any spells. They must learn said songs from other bards or fey-wild creatures (faeries, nymphs, etc.), or recover spells from scrolls or other sources. Instead they begin play with a blank book in which to inscribe any spells the bard discovers. Reading from the book, the bard presses their chosen spell formulae into their mind, “preparing” these spells. Once a prepared spell is cast, it disappears from the bard's ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available “slots” in a bard's memory/capability. If the bard finds scrolls of spells while adventuring they can copy them into their spellbook. The bard performs the spell as a song with their instrument.

Alignment: Bards may be any alignment, but lean towards Neutral.

Saving Throw: A bard receives a +2 to bonus to any saving throws made vs. magic.

House Rule: Inspiring Performer

With the Dungeon Master's permission, the bard may attempt to inspire their allies in battle instead of casting a spell or attacking. The bard must be able to speak, and in most cases makes use of a musical instrument to use this ability. While using this ability, all of the bard's allies within thirty feet of the bard receive a +1 bonus to their Base Hit Bonus and any saving throws they attempt. This bonus remains in effect for as long as the bard is performing.



DRUID

While Clerics serve Gods and draw power from their faith, Druids serve the very essence of nature itself. They are as much of the earth as they are upon it. By communing with the natural world they are able to draw power from its agelessness and weave powerful magic. This, combined with their knowledge of the wilderness, gives them a unique skill set.

While Druids do often wander the world, they rarely do so as part of a group of adventurers. When they do join a party of adventurers, they serve as advisers, healers and guides. They are not particularly combative, though powerful druids are capable of weaving earth-bending magic.

Table: Druid Class Advancement

Level	XP	HD	BHB	ST	Forestry
1	0	1	+0	14	2
2	1,500	2	+0	13	2
3	3,000	3	+0	12	2
4	6,000	3+1	+1	11	3
5	12,000	4	+1	10	3
6	24,000	5	+2	9	3
7	48,000	6	+2	8	4
8	96,000	6+1	+3	7	4
9	192,000	7	+4	6	4
10	384,000	8	+5	5	5

Table: Druid Spell Advancement

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

Weapon/Armor Restrictions: Druids are not combative by nature and limit themselves to simple weapons made primarily of natural substances. They may only wield the following weapons: club, dagger, hand axe, sling, spear, and staff. They may wear leather armor only and do not use shields.

Forestry: Druids are most at home in the wilderness, among the flora and fauna of the world. Their forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, forestry may also be used to remain both unseen and silent. Finally, when a druid encounters a natural wild beast, they may utilize this ability in an attempt to sooth and calm such an animal. To use the ability, the Dungeon Master rolls 1d6. If the number rolled is equal to or below the druid's forestry ability, they have succeeded.

Spell Casting: Druids gain the ability to cast divine spells from a specific as per the table: Druid Spell Progression. Each day the druid meditates in a natural location such as a grove, forest or cave for a certain set of spells, choosing any spells from the druid spell list. Druids who worship specific gods might have entirely different sets of spells as determined by the Dungeon Master, but the standard druid has the standard druid spell list. (NOTE: Some Dungeon Masters may restrict Druid to only learn spells at level two for a more authentic Old-School feel; So that the Druid may become truly one with the earth.)

Alignment: Druids may only be Neutral alignment.

Saving Throw: Druids receive a +2 bonus to all saving throws made to resist element-based damage and effects.

House Rule: Arch Druid

At the Dungeon Master's discretion, when a Druid reaches 7th level or higher they must find another druid of the same level and defeat him in single combat - though not necessarily slay them – in order to advance in level. This must be done again for each additional level the Druid gains past 7th and reflects the druid proving themselves capable and worthy in the great Druidic order of the world. They gain +1 BHB for each Arch-Druid they defeat.



PALADIN

Paladins are holy warriors. If Clerics are the broad shield of the church, then the Paladin is the righteous sword. Clad in shining armor and astride a white charger, the Paladin is the living embodiment of chivalry and virtue.

Paladins are extremely skilled warriors and their dedication and piety has granted them resilience against the forces of darkness and the ability to pray to their god for divine blessings. While they are capable of extraordinary feats of heroism, a paladin typically demands that their adventuring companions strive to maintain the same upright ethics to which they hold.

Table: Paladin Class & Prayer Advancement

Level	XP	HD	BHB	Saving Throw	1st Level Prayers	2nd Level Prayers	3rd Level Prayers
1	0	1+1	+0	12	-	-	-
2	2,500	2	+1	11	-	-	-
3	5,000	3	+2	10	-	-	-
4	10,000	4	+2	9	1	-	-
5	20,000	5	+3	8	2	-	-
6	40,000	6	+4	7	2	1	-
7	80,000	7	+4	6	2	2	1
8	160,000	8	+5	5	2	2	2
9	320,000	9	+6	4	3	2	2
10	640,000	10	+6	3	3	3	2

Weapon/Armor Restrictions: Paladins are highly trained combatants and have no restrictions regarding weapons and armor or shields.

Healing Touch: Once per day a Paladin may touch a wounded individual and heal them for a number of hit points equal to their current level.

Prayers (4th): When a Paladin reaches fourth level, they may invoke divine prayers from a specific list as per Table: Paladin Class & Prayer Advancement. Each day the Paladin communes for a certain set of prayers, choosing any prayers from the Cleric prayer list. Paladins of specific gods might have entirely different sets of prayers as determined by the Dungeon Master, but the standard Paladin has the standard cleric prayers list.

Disease Immunity: With the Dungeon Master's permission, a Paladin is immune to all diseases mundane and magical. In addition, the Paladin may use their healing touch power to cure an individual afflicted with a disease instead of restoring hit points.

Alignment: Paladins may only be Lawful alignment (Unless they are evil, in which they may only be Chaotic.)

Saving Throw: Paladins gain a +2 bonus against Demonic forces and diseases.

House Rule: Paladin Wealth

At the Dungeon Master's discretion, a Paladin may be required to donate up to 90% of their wealth to a charity or church of Good/Law alignment. In addition, the Paladin is typically restricted in the number of magical items they are permitted to carry. This normally includes no more than four magical weapons, one set of magical armor, one magical shield and ten other miscellaneous magical items, though the exact details of this restriction are defined by the Dungeon Master.



RANGER

Rangers are woodsmen, trackers, and hunters who wander the wild places of the world. They have learned to live off the land as well as being trained as skilled warriors. Traveling light, they hunt giants and goblins in the dangerous places of the world – slaying them wherever these vile creatures are found.

The ranger is a welcome addition to an adventuring party, because in addition to their combat prowess they are skilled when it comes to identifying the dangers of the wilderness as well as tracking down elusive foes. They prefer the life of an adventurer and rarely settle in a single location. The rare ranger who chooses to retire often does so in a wild and secluded area where he can remain far from the reach of the civilized world.

Table: Ranger Class Advancement

Level	XP	HD	BHB	ST	Forestry
1	0	1+1	+0	16	2
2	2,500	2	+1	15	2
3	5,000	3	+2	14	2
4	10,000	4	+2	13	3
5	20,000	5	+3	12	3
6	40,000	6	+4	11	3
7	80,000	7	+4	10	4
8	160,000	8	+5	9	4
9	320,000	9	+6	8	4
10	640,000	10	+6	7	5

Weapon/Armor Restrictions: Rangers are nearly as skillful as fighters in battle and equally well trained. They may wield any one-handed weapon in combat as well as utilize leather or chain armor and shields to protect themselves.

Forestry: Rangers are most at home in the wilderness, among the flora and fauna of the world. Their forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, forestry may also be used to remain both unseen and silent. Finally, when a Ranger encounters a natural wild beast he may utilize this ability in an attempt to sooth and calm such an animal. To use the ability, the Dungeon Master rolls 1d6. If the number rolled is equal to or below the ranger's forestry ability, they have succeeded.

Beast-Hunter: When fighting against beasts (bugbear, werewolf, wolf, panther, barghest, etc.), a ranger may add their Base Hit Bonus to their weapon damage in combat.

Alignment: Rangers may be any alignment, but generally lean towards Neutral.

Saving Throw: A Ranger receives a +2 to bonus to any saving throws made vs. poison.

House Rule: Dual-Wielding

With the Dungeon Master's permission, a Ranger may fight with a one-handed melee weapon in each hand. This grants them a second attack each combat round, with the damage inflicted determined by the weapon wielded.



THIEF

While there are many who wield sword and spell while exploring tombs and dungeons, the thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, the Thief is not a combatant by trade. Instead they strike from the shadows, and their keen eyes see dangers that their companions do not. Thieves are rarely noble, but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them very useful to dungeoneers and explorers and there are some among their ilk who hold to a code of “honor among thieves.”

Thieves often go equipped with but a few weapons and only light armor, but instead rely on picks and tools for survival. When combat does arise, they fade into the darkness, ready to plunge a dagger into the backs of unsuspecting foes that are otherwise occupied. The rare Thief who manages to amass fortune and glory is likely to retire and start a guild of others with similar skills. In return for a cut of their take, they provide security, protection and news of ripe pickings just waiting to be plundered.

Table: Thief Class Advancement

Level	XP	HD	BHB	ST	Thievery
1	0	1	+0	14	2
2	1,250	1+1	+0	13	2
3	2,500	2	+0	12	2
4	5,000	2+1	+1	11	3
5	10,000	3	+1	10	3
6	20,000	3+1	+2	9	3
7	40,000	4	+2	8	4
8	80,000	4+1	+3	7	4
9	160,000	5	+4	6	5
10	320,000	5+1	+5	5	5

Weapon/Armor Restrictions: Thieves are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and quickness over heavy armor which impedes their other abilities. They may only wear leather armor or light armor.

Back Stab: Thieves prefer to catch their foes unaware and strike from positions of advantage. Any time a thief attacks an opponent who is unaware of their presence, the Thief receives a +2 bonus to their Base Hit Bonus. If the attack is successful, the Thief may roll his weapon damage twice.

Thievery: Thieves are stealthy and light-footed. The thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed – these talents are reflected in the ability of thievery. The Dungeon Master has the final say as to whether an action falls under the purview of thievery or not. When the Thief attempts to use this ability the Dungeon Master rolls 1d6. If the result of the roll is equal to or lower than their rating in the thievery ability, the Thief is successful in their attempt. Thieves are not often aware of when their attempts to remain stealthy fail. When a thief fails using this ability while free-climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

Establish Guild (9th): A Thief of ninth or higher level may choose to establish a secret hideout, often in an urban location. They will attract the attention and service of other, lower-leveled, Thieves who hope to learn from a master. They are known as a Guild Master, and those who arrive are members of their Thieves Guild. In return for a cut of their earnings, the thief will provide these apprentices with protection from local law enforcement as much as they are able. If the Thief is unable to protect these apprentices, they are likely to turn on them in hopes of finding a more capable guild master.

Alignment: The Thief may be either Neutral or Chaotic alignment.

Saving Throw: Thieves receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

House Rule: Thieves Cant

With the Dungeon Master's permission, a Thief may receive a free language: Thieves Cant. This is less a formal language and more a form of lingo and double-speak that is used between thieves to communicate in public places about illegal activities without being understood by outsiders. If this ability is used, its use is automatic. As long as both the speaker and listener are thieves and they are able to hear one another, they can communicate effectively – though only in matters directly related to their profession.



BARBARIAN

Barbarians are savage warriors who have not been softened by the civilized world. They are fearsome warriors with a particular distrust of magic and those who wield it. They know no fear in battle, cleaving enemies in two with their swords and axes, leaving woe and carnage in their wake.

A Barbarian serves as a front line combatant in an adventuring party, foregoing any attempts at subtlety – the only solution they see lay on the sharpened edge of their axe. They typically shun villages and hate urban cities and formal religious temples, instead longing to dwell in the wild places of the world where they have only the strength of the arm and the mettle of their mind to tame the land.

Table: Barbarian Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1+1	+0	15
2	2,500	2+1	+1	14
3	5,000	3+1	+2	13
4	10,000	4+1	+2	12
5	20,000	5+1	+3	11
6	40,000	6+1	+4	10
7	80,000	7+1	+4	9
8	160,000	8+1	+5	8
9	320,000	9+1	+6	7
10	640,000	10+1	+6	6

Weapon/Armor Restrictions: Barbarians shun the use of ranged weapons, seeing them as coward's tools. They can wield any melee weapon but may only wear leather armor. They can use shields.

Keen Instincts: Barbarians can detect and concealed doors easier than other humans. They are able to discover secret and hidden doors on a 1-4 on 1d6 and may even notice such a door simply by passing near it if they roll 1-2 on 1d6. They cannot be surprised.

Savage Blows: Barbarians receive +2 to all damage rolls made in melee combat.

Wilderness Survival: Barbarians are adept at surviving in the wild places of the world and are always able to find food and water to sustain them when in the wilderness.

Alignment: Barbarians may only be Neutral or Chaotic alignment.

Saving Throws: Barbarians receive a +2 bonus to all saving throws made to resist spells and magical effects.

House Rule: Defiler of Magic

Barbarians have a natural distrust or even hatred of magic items. At the Dungeon Master's discretion, whenever a Barbarian encounters a magic item while adventuring they have a natural urge to destroy it and must make a saving throw to resist this urge.



ASSASSIN

Assassins are paid killers. They are an unfailing assailant; most of their targets never see them, and fewer still survive their first assault. The Assassin stays in the shadows until the time is right. When it is, they take a single step, transporting their way to their target, and unleashes a lethal flurry of attacks before making their way back to safety. Even more so than the Thief, the inclusion of this class into an adventuring group will most likely provoke extreme caution and mistrust (or even outright hostility) from the rest of the party members should the Assassin's true nature be revealed.

Table: Assassin Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1	+0	14
2	1,500	2	+0	13
3	3,000	3	+0	12
4	6,000	3+1	+1	10
5	12,000	4	+1	9
6	24,000	5	+2	8
7	48,000	6	+2	7
8	96,000	6+1	+3	6
9	192,000	7	+4	5
10	384,000	8	+5	4

Weapon/Armor Restrictions: Assassins may use any weapons and shields, and may only wear leather armor or light armor.

Disguise: Assassin's may disguise themselves through dress and manners. A successful disguise will allow the Assassin to conceal their likeness, pass off as a member of another class, or assume the guise of someone of the opposite sex. The effort requires 1d3x10 minutes to prepare with makeup and props. The Dungeon Master makes disguise check in secret, with -2 on sex difference, race difference, and age difference with more than ten years.

Assassination: If an Assassin studies a humanoid victim for 3 rounds uninterrupted, and with their undivided attention, makes a sneak attack that successfully makes damage, the sneak attack can kill the creature instantly. If the Assassin is seen by the victim, they have failed the Assassination. The victim makes a saving throw. If they succeed, the Assassin fails the kill. The assassination must be done within 3 rounds of studying. This may be performed once a day per every two levels.

Shadowing: An Assassin may attempt to follow or track a character in an urban or indoor environment. The Assassin must be able to see the character being shadowed, though not necessarily in a continuous fashion. If the roll fails, the GM must decide if the character being followed has been lost, or if he or she has detected the Assassin; further, the Assassin who loses the trail does not know if he or she has been detected (unless, of course, the character being tracked chooses to confront the Assassin).

Poison (3rd): An Assassin can make and identify poisons. They can identify a poison on a successful check, and create the poison with the likeliness of an Alchemist. They may use poison without making basic errors. The properties of the poison are up to the Dungeon Master's discretion (saving throw vs. death, constant damage, etc.)

Alignment: Assassins may only be Chaotic alignment.

Saving Throw: Assassins gain a +2 bonus on saving throws vs. death and poison.



MASTER MERCHANT

Roguish in their approach, bardish in their demeanor, and with a penchant to outshine most Clerics with their fervent belief in the power of money, Master Merchants are at the same time generalists and experts. They are heavily focused on bartering and negotiating, making them the ideal face of the party. In play, they tend to be lacking at first, but their ability to "throw money" at problems means they will be better equipped (armor and weapon-wise) than the average character of the same level.

Master Merchants represent prosperity and civility, while their thirst for wealth caters to a more adventurous life style, always in search of the perfect product or to establish a more profitable trade route. Usually, they resort to bribery should it further their agenda, and have an uncanny ability to make even the most strict individuals take these "gifts" (often without their knowing it). They often hire mercenaries to do their spelunking, selling the artifacts if their hirelings make it back to tell the tale.

Table: Master Merchant Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1	+0	15
2	2,500	1+1	+0	14
3	5,000	2	+0	13
4	10,000	2+1	+1	12
5	20,000	3	+1	11
6	40,000	3+1	+1	10
7	80,000	4	+2	9
8	160,000	4+1	+2	8
9	320,000	5	+3	7
10	640,000	5+1	+3	6

Weapon/Armor Restrictions: Master Merchants may only use simple weapons, hammers, and light armor. However, they may not use shields. When rolling for social class/starting gold, they add +1 to their role. They may not buy things for other players during character creation unless their character has a relationship with them prior to adventuring.

Haggle & Barter: Master Merchant get a 5% discount on buying items and earns 5% more when selling. Upon 4th level, they earn a 10% discount and earn 10% more when selling.

Connoisseur (3rd): Upon 3rd, the Master Merchant has become an expert when it comes to appraising the items of their trade. They automatically and successfully appraise common or well-known items.

Discernment: The Master Merchant has seen enough con artists and trickery to know when they're being duped and break through a poker face. Their skill with people is so great that they can figure out the very surface level thoughts of any humanoid with a bit of study. They need at least 2 minutes of conversation and beating a saving throw.

Alignment: Master Merchants may only be Neutral alignment.

Saving Throw: Master Merchants gain a +2 bonus against mind altering spells and against magical item effects.



WARLOCK

A Warlock is defined by a pact with an otherworldly being. Sometimes the relationship between Warlock and patron is like that of a Cleric and a deity, though the beings that serve as patrons for Warlocks are not deities. A Warlock might lead a cult dedicated to a demon prince, an arch-devil, or an utterly alien entity not typically served by Clerics. More often, though, the arrangement is similar to that between a master and an apprentice. The Warlock learns and grows in power, at the cost of occasional services performed on the patron's behalf. Warlocks sacrifice their minds and sometimes souls for raw power, which would strike fear into the hearts of common folk if they were to know the Warlock's true identity. Being somewhat nontraditional Magic-Users, and also having decent damage-dealing capability, Warlocks can fit into pretty much any party structure fairly well.

Table: Warlock Class Advancement

Level	XP	HD	BHB	Saving Throw	Invocations Known
1	0	1	+0	14	1 (Arcane Blast)
2	1,500	2	+0	13	2
3	3,000	3	+0	12	2
4	6,000	3+1	+1	11	3
5	12,000	4	+1	10	3
6	24,000	5	+2	9	3
7	48,000	6	+2	8	4
8	96,000	6+1	+3	7	4
9	192,000	7	+4	6	5
10	384,000	8	+5	5	5

Table: Warlock Spell Advancement

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

Weapon/Armor Restrictions: Warlocks wield magnificent power through their patron, and thus have very little training with weapons. Warlocks may only use daggers, staves, slings, and oil. They may wear up to leather armor and may not wield shields.

Pacts: The Warlock forges a bond with powerful beings from other realms known as Pacts. These beings are unique, and have their own reasons for aiding the Warlock their powers. Some may want mortal agents in the world. Others may want slaves. Others may never convey their true reasons for granting such power to the Warlock; granting them strength out of pure amusement. Players should work with their Dungeon Master on the nature of their Pact and what it means. Each Pact also gives the Warlock certain vulnerabilities. The Pacts are:

DEMONIC: The forces of the demonic and devilish realms often desire mortals to do their bidding. Often the granting of power is that of mutual exchange, with the Warlock gaining more power and the Demon-Lord maintaining a toehold on the Warlock's world. *Warlocks with this Pact are at a -1 penalty and take +1 extra damage to items made of silver. Typically the Warlock signs the pact in their blood.*

PRIMORDIAL: The primordial lords are lost, forgotten gods of an abandoned time. They were once powerful, but now their clergy are dead. Some might be the remains of what the god once was in an avatar form. Although they are dead gods resting in eternal slumber, but they are still more powerful than any mortal. *Warlocks with this Pact are at a -1 penalty and take +1 extra damage to spells and magical items. The signing of Primordial pacts are often vague and unknown.*

ARCHFEY: A pact with an archfey is that of a powerful creature from the land of Faerie. This could be a Fey Lord or Lady, or even stranger creatures like the Leader of the Wild Hunt, an ancient unicorn with a silver mane, or even a clique of Elder-Dryads. The magic bestowed is enchanting and enthralling, yet savage and lethal as the Feywild itself. *Warlocks with this Pact are at a -1 penalty and take +1 extra damage to items made of iron (but not steel).*

Spell Casting: Like a Cleric, a Warlock must beseech a power, known as their Patron, to grant them the knowledge of their spells. These spells are automatically known to the Warlock and can be cast right away. These must be recorded in their Grimoire to keep their pacts sealed. The Warlock can then turn to their Grimoire to re-learn any spell.

Invocations: An invocation is literally a plea by the Warlock to their patron for power. This power comes without the need for study or preparation, but they are not without cost. Invocations are spell-like powers. They often act as spells and their effects can be detected by Detect Magic and likewise be dispelled by a Dispel Magic. The warlock merely needs to concentrate on activating their power. If an invocation has a prerequisite, then the warlock must meet that first. All Warlocks start with the Arcane Blast Invocation at first level.

Alignment: Warlocks may only be chaotic alignment.

Saving Throw: Warlocks get +2 on saving throws vs. charm, hold, paralysis, sleep, and Eldritch spells.

House Rule: Wicked Mind

Unlike other players, the Warlock comes into contact with super natural and horrid forces on an almost daily basis. Their mind is often the central hub for awful beings, exposed to things no mortal being should ever be. Under the Dungeon Master's discretion, the Warlock must make a sanity check every time they level up. This check is against their Wisdom score. If the result rolled is less than the Warlock's Wisdom score, they permanently lose a sanity point. A Warlock has 3 sanity points. Every 3 levels, the roll against the Warlock's sanity is increased by +1. When a Warlock reaches 1 sanity point, they exhibit distressed and abnormal behavior, and receive a -1 to all rolls. At a sanity score of 0, the Warlock is insane and beyond preservation. They can no longer think for themselves or make decisions, and have effectively lost their mind.



Warlock



Artificer

ARTIFICER

While adventuring parties are often composed of a company of specialists, there are a rarer few who specialize in the archeology of dungeons as a profession unto itself. These intrepid dungoneers are known most commonly as Artificers. Most Artificers are driven to adventuring by a need to discover the mysteries of the past, but there are unscrupulous members of this profession who are little more than simple tomb robbers. Regardless of their morale compass, Artificers are welcome members to any adventuring party, as their skill set makes them especially useful when exploring the long forgotten places of the world.

Table: Artificer Class Advancement

Level	XP	HD	BHB	ST	Academia	Decipher Device
1	0	1	+0	14	1	-
2	1,500	2	+0	13	1	1
3	3,000	3	+0	12	2	1
4	6,000	3+1	+1	11	2	2
5	12,000	4	+1	10	3	2
6	24,000	5	+2	9	3	3
7	48,000	6	+2	8	4	3
8	96,000	6+1	+3	7	4	4
9	192,000	7	+4	6	5	4
10	384,000	8	+5	5	5	5

Weapon/Armor Restrictions: Artificers can use any melee or missile weapon, but only wear leather armor for protection. They may use shields.

Academia: Artificers are often well versed in matters of history and lore, including extensive linguistic knowledge. Academia can be used to translate texts, decipher writing or reveal the meaning of hieroglyphics that are often found in dungeons and abandoned ruins. When the Artificer attempts to use this ability, they referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Academia ability, the Artificer is successful in their attempt. Whether they glean the general meaning of the text or decipher it is up to the referee. If the Artificer fails in their attempt to use this ability, they must wait until they gain one level of experience before attempting to decipher that specific document or writing again.

Decipher Device (2nd): Artificers of second level or higher may use this ability to examine mechanical devices often used to protect tombs and dungeons. Decipher Device is used to understand and disarm traps, architectural puzzles, and mechanical devices, as well as to pick locks. The Artificer must be aware of the presence of such a device to use this ability. When the Artificer attempts to use this ability they referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Decipher Device ability, the thief is successful in their attempt. Failure means they are unable to understand the device they are examining and may, at the referee's discretion, potentially activate a deadly trap.

Alignment: Artificers may be any alignment.

Saving Throw: Artificers receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

House Rule: Decipher Magic Items (2nd)

By spending one turn examining and handling a magical item, the Artificer may attempt to identify the magical properties of that item without activating it. They must spend one turn of uninterrupted handling and investigation of that item, after which they may make their roll. Success is determined by their Decipher Device ability. If the roll does not succeed, the Artificer may not try to identify that particular item again until they reach a higher level of experience.



CAVALIER

Cavaliers are knights in shining armor. Astride great chargers with their banners caught high in the morning breeze, they are the incarnation of chivalry in the world. They are masters of mounted and personal combat, usually serving a liege lord and seeking to bring justice and valor to the world.

When part of an adventuring company, Cavaliers serve as front-line warrior, diplomat, noble and moral compass. They are bound by a code of fealty and honor, expecting no less from those who fight beside them, raving fame and fortune to their name for generations. They inspire those around them.

Table: Cavalier Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1+1	+0	15
2	2,500	2	+1	14
3	5,000	3	+2	13
4	10,000	4	+2	12
5	20,000	5	+3	11
6	40,000	6	+4	10
7	80,000	7	+4	9
8	160,000	8	+5	8
9	320,000	9	+6	7
10	640,000	10	+6	6

Weapon/Armor Restrictions: Cavaliers are trained in all forms of melee weapons and armor – as well as shields. They may not wield ranged weapons.

Nobility: When a Cavalier travels to the realm of another lord and announces themselves, it is expected that they will be granted hospitality. This includes a place to rest in the local lord’s hall or castle, as well as attending meals and feasts. They can also expect that their horse will be attended and that basic accommodations will be provided to those in the Cavalier’s retinue. At 4th level, a Cavalier attracts the attention of a 1st level fighter as a squire who will do their bidding.

Tournament Fighter: Cavaliers are masters in all forms of tournament combat. They receive a +1 bonus to all “to-hit” rolls when wielding a mace, longsword, or lance while one-on-one. When fighting with a lance from horseback, they receive +2 to damage rolls.

Alignment: Cavaliers may only be Lawful alignment.

Saving Throws: Cavaliers receive a +2 bonus to all saving throws made to resist fear.

House Rule: Fealty

At the Dungeon Master's discretion, a Cavalier must swear fealty to a noble lord who holds a castle and large tract of land. The Cavalier is expected to follow the command of their liege lord and if they break their vow of service, they cannot make use of their Nobility ability.



DWARVES

Dwarves tend to grow up in underground cities. Stout, proud, and slightly xenophobic, Dwarves find their calling in masonry and mining. As such, Dwarves easily take note of certain features of stonework: sloping corridors, traps made of stone (falling blocks, rigged ceilings, poison gas, darts, etc.), and moving walls. There is no established die roll or rule for using these abilities; exactly what the Dwarf does or does not perceive is up to the Dungeon Master. They stand 4 feet tall.

Dwarves may progress up to level 6.

Table: Dwarf Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9

Weapon and Armor Restrictions: Like Human Fighters, Dwarven Fighters have been trained in warfare and have no weapon or armor restrictions.

Hereditary Foes: Dwarves receive a +1 bonus (“to-hit” or to damage) when combating orcs or goblins.

Keen Detection: Dwarves are good at spotting traps, slanting passages, and construction while underground. (1-4 on 1d6 when searching, 1-2 on 1d6 if just passing by).

Hard to Hit: Being small, Dwarves are typically awarded some defensive bonus in combat—perhaps a +2 bonus against men-folk and +4 against giants.

Languages: For campaigns which give each race their own dialect, Dwarves should be able to speak with gnomes, ratfolk, goblinoid, and Dwarven.

Alignment: Dwarves may be any alignment, but lean towards Lawful.

Saving Throw: Dwarves do not use magic and, as such, are somewhat immune to its effects; they receive a +4 bonus when making saving throws vs. magic. As they are also quite hardy folk in other respects, they also receive a +1 bonus when making saving throws vs. death and poison.



Dwarf



Halfling

HALFLING

Optimistic and cheerful by nature, blessed with uncanny luck, and driven by a powerful wanderlust, Halflings make up for their short stature with an abundance of bravado and curiosity. They stand 3 feet tall. Their ability to find humor in the absurd, no matter how dire the situation, often allows Halflings to distance themselves ever so slightly from the dangers that surround them. They prefer to walk barefoot, leading their feet to become roughly calloused. They stand about 3 feet tall.

Halflings may progress up to level 4.

Table: Halfling Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11

Weapon and Armor Restrictions: Like Human Fighters, Halfling Fighters have been trained in warfare and have no weapon or armor restrictions.

Hard to Hit: Being small, Halflings are typically awarded some defensive bonus in combat—perhaps a +2 bonus against men-folk and +4 against giants.

Deadly Accuracy with Missiles: Halflings receive a +2 “to-hit” when firing missile weapons in combat.

Lucky: When you roll a 1 on an attack roll, difficulty check (if using d20 system), or saving throw, you can re-roll the die and must use the new roll.

Languages: For campaigns that give each race its own dialect, Halflings should be able to speak with creatures that fit the style of the Dungeon Master’s campaign.

Alignment: Halflings may be any alignment, but lean towards Lawful or Neutral.

Saving Throw: Halflings don’t use magic and as such are somewhat immune to it—receiving +4 when making saving throws vs. magic. Though small, they are brave, granting +2 against all fear related saving throws.

ELVES

Elves are a majestic and nomadic people that spend their days in heavily forested areas. These elegant creatures, unlike their human cousins, may live for hundreds of years. Thus, Elves have trouble relating to other races, especially those with shorter life spans. As a baseline, most Elves are associated with magic as well as being skilled with the sword and bow.

Elves must use a spell book to prepare spells, just as a Wizard. Spells disappear from their casting capability once they are cast, until prepared again. Elves stand at around 5 feet.

Elves may progress up to level 8.

Table: Elf Class & Spell Advancement

Level	XP	HD	BHB	ST	1st Level Spells	2nd Level Spells	3rd Level Spells
1	0	1+1	+0	14	-	-	-
2	5,000	2	+1	13	1	-	-
3	10,000	2+1	+1	12	2	-	-
4	20,000	3	+1	11	2	1	-
5	40,000	3+1	+2	10	3	2	-
6	80,000	4	+2	9	4	2	-
7	160,000	4+1	+2	8	4	2	1
8	320,000	5	+2	7	4	2	2

Weapon and Armor Restrictions: Elves would have the advantage of both magic and armor at the same time, so the Dungeon Master may limit the Elf to chainmail. Elves may not use two-handed weapons (two-handed sword, polearms, etc.) or shields while casting spells.

Spell Casting (2nd): At second level, Elves gain the ability to cast spells from a specific as per the table: Elf Spell Progression. Each day the Elf meditates in a natural location such as a grove, forest or cave for a certain set of spells, choosing any spells from the Wizard spell list, and function as such with a spellbook.

Hereditary Foes: Elves gain an extra +1 (“to-hit” or to damage) when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls.

Keen Detection: Elves are good at spotting hidden and concealed doors. (1-4 on 1d6 when searching, 1-2 on 1d6 if just passing by).

Languages: For campaigns that give each race its own dialect, Elves should be able to speak with gnolls, goblinoid, Orcish, and Elvish.

Alignment: Elves may only be Lawful or Neutral, and in the case of Dark Elves, may be Chaotic.

Saving Throw: Elves get +2 when making saving throws vs. magic.

House Rule: Dark Elf

Living underneath the earth in sinister and intricate cities are the ebony skinned Dark Elves; twisted brethren of the surface Elf that worship evil Deities. At the Dungeon Master's discretion, a player may play as a Dark Elf, and cast Cleric spells in place of Wizard spells of the same level.



HALF-ELF

In rare moments, the majestic elves and mortal men find themselves lost in passionate yet brief union, often resulting in the Half-Elf. They possess a hint of the ethereal grace of their Elvish parentage, yet are driven by the fiery passion of mortality. A Half-Elf rarely finds a home in either world. They are regarded by most Elves as “tainted” or less than perfect, while Humans regard them with a kind of distant wonder as myths linger regarding the secret powers that come from their mixed blood.

Half-elves often live solitary lives or form a bond as strong as blood with other outsiders and wanderers. With no home to call their own, they live on the road and pick up many skills along the way, fending for themselves. Because they live between worlds, they learn new things quickly. Half-Elves are sterile, and thus are not only shunned socially from their parent races, but also romantically in many cases. Half-Elves stand at around 5 and a half feet tall.

Half-Elves may progress up to level 8.

Table: Half-Elf Advancement

Level	XP	HD	BHB	ST	Petty Thievery
1	0	1	+0	14	1
2	1,500	2	+0	13	1
3	3,000	3	+0	12	2
4	6,000	3+1	+1	11	2
5	12,000	4	+1	10	3
6	24,000	5	+2	9	3
7	48,000	6	+2	8	4
8	96,000	6+1	+3	7	4

Weapon and Armor Restrictions: Half-Elves may wield any dagger, one handed sword, spear, or light hammer, and ignore most heavy weapons to maintain stealth. Half Elves are restricted to wearing light armor, however they may use shields.

Arcane Lineage: Half-Elves may select one first-level Wizard spell. They do not need to memorize it, nor do they require spellbooks. At 3rd level, they may cast this spell twice per day. At 6th level, they may cast this spell three times per day.

Fervent Detection: Half-Elves are good at spotting hidden and concealed doors, yet not as well as their Elven parent. (1-3 on 1d6 when searching, 1 on 1d6 if just passing by).

Petty Thievery: Half-Elves are second class citizens and struggle to get bare necessities due to prejudice. Half-Elves have the ability to get what they need by any means necessary. The thievery ability may be used mostly for stealing and stealth-based actions. From picking pockets or locks to remaining silent and hidden while moving or even climbing walls free-handed – these talents are reflected in the ability of thievery. The Dungeon Master has the final say as to whether an action falls under the purview of thievery or not. When the Half-Elf attempts to use this ability, the Dungeon Master rolls 1d6. If the result of the roll is equal to or lower than their rating in the thievery ability, the Half-Elf is successful in their attempt. Half-Elves are not often aware of when their attempts to remain stealthy fail.

Languages: Half-Elves may speak Elvish as well as their other languages.

Alignment: Half-Elves may be any alignment, but lean towards Lawful or Neutral.

Saving Throw: Half-Elves get +1 when making saving throws vs. magic.



GOBLIN

Goblins are small creatures that stand between three and three and a half feet tall. They have beady eyes of red, yellow, and black that allows them to peer deep into the darkness and wicked snaggle-toothed grins. Their skin ranges in color from yellow, brown, or even deep red. They wear dark clothing or poorly tanned animal hides that are drab and stained with blood. Their weapons are equally poor in quality and they favor wielding curved, notched swords of dubious craftsmanship. However, not all goblins fit the chaotic stereotype associated with them. City goblins, for example, are more accustomed to civilized ways of life.

Goblins may progress to up to 4th level.

Table: Goblin Advancement

Level	XP	HD	Base Hit Bonus	Saving Throw
1	0	1	+0	15
2	1,250	2	+1	14
3	2,500	3	+2	13
4	5,000	3+1	+2	12

Weapon/Armor Restrictions: Goblins have a love of warfare and carnage and do not limit themselves in their choice of weapons or armor.

Coward's Advantage: Goblins inflict double damage when attacking a surprised foe, a target who is unaware of the attack, or a victim who is unable to defend themselves (such as being bound or restrained).

Play Dead: Any time a Goblin is suffers damage in battle they can choose to fall over and pretend to be slain. Anyone observing the must make a saving throw or they will believe the Goblin is dead until they move or takes action.

Sharp-Eyed: Goblins see easily in low light and can even see to a distance of 40 feet in total darkness. However, when exposed to sunlight they suffer a -1 penalty to all “to-hit” rolls.

Languages: For campaigns that give each race its own dialect, Goblins should be able to speak with giants, goblinoid, ratfolk, orcs, and hobgoblins.

Alignment: Goblins may only be Neutral or Chaotic alignment.

Saving Throw: Goblins receive a +2 bonus to all saving throws made to avoid traps.



Goblin



Half-Orc

HALF-ORC

The result of the unfortunate union of Human and Orc, the Half-Orc is a ferocious and savage warrior. Half-Orcs are shunned by most communities, including Orcish tribes. They tend to stick to their own, for their parent races generally won't accept them. However, it is commonplace to see a band of Orcs led by a Half-Orc. Players wishing to play a Half-Orc may not possess a Wisdom score higher than 12 or a Charisma score higher than 7. If these attributes are higher than the listed limit, they should be reduced to 12 and 7. Half-Orcs stand between 6 and 7 feet.

Half-Orcs may progress up to 5th level.

Table: Half-Orc Advancement

Level	XD	HD	BHB	ST
1	0	1+2	+0	16
2	2,000	2	+1	15
3	4,000	3	+2	14
4	8,000	4	+2	13
5	16,000	5	+3	12

Weapons/Armor Restrictions: Half-Orcs are trained in warfare and as such have no armor or weapon restrictions.

Prejudice: Most NPCs will have a negative reaction to Half-Orcs which will hamper their dealings with commoners, specialists, merchants, and any other NPCs the character might come in contact with. This might range from prejudicial treatment, such as a merchant charging the Half-Orc more for their wares, to outright hostility.

Intimidate: Half-Orcs offer an imposing display of ferocious raw power. While attacking any creature with equal or less hit dice of the Half-Orc, they suffer -2 to all rolls. At 1st level they may intimidate one creature, 2 creatures at 3rd level and 4 creatures at 5th level.

Orcish Rage (2nd): At 2nd level, the Half-Orc may tap into their darker side of their lineage, succumbing to pure rage. They temporarily gain +3 to BHB and saving throws, but suffer -2 to armor class. After the encounter, the rage subsides and the Half-Orc is fatigued (-2 to all rolls) for an hour. They may rage once a day until level 4, where they may rage twice a day.

Languages: For campaigns that give each race its own dialect, Half-Orcs should be able to speak with goblinoid, and orcish.

Alignment: Half-Orcs may be any alignment, but lean towards Neutral or Chaotic.

Saving Throw: Half-Orcs get +1 on saving throws vs. poison and death.

AUTOMATON

The Automaton are beings constructed around a skeletal frame of metal and stone, with wood fibers acting as a muscular system. The Automaton is covered by an outer shell of metal and stone plates. A network of tubes run through the Automaton body, filled with a blood-like fluid designed to lubricate and nourish their systems.

The Automaton face loosely resembles their human creators, though they have a toothless jaw, heavy brow line and are lacking noses. Each Automaton has a rune engraved upon their foreheads, each being unique to its Automaton. Said runes bestow a sense of individuality, and is the source of their life force. Although artificially made, Automaton exhibit personalities and existential thinking just as any other intelligent race would.

Automaton may progress to up to 4th level.

Table: Automaton Advancement

Level	XD	HD	BHB	ST
1	0	1+1	+0	12
2	2,000	2	+1	11
3	4,000	3	+2	10
4	8,000	4	+2	9

Weapon/Armor Restrictions: Due to their strong and stiff fingers, Automaton cannot use bows or crossbows. Most Automatons were engineered not to attack sentient beings, and thus, unless made otherwise, only fight in self-defense.

Iron Body: Automatons have constructed bodies, which afford them some protection. All Automatons have a +2 bonus to their Armor Class, and do not eat or breathe. However, they must shut down for at least one hour every day to recharge. They cannot be poisoned or catch diseases. Automatons cannot be healed by heal spells and may be immune to healing potions and other revitalizations as per the Dungeon Master.

Self-Repair: Instead of shutting for one hour each day, an Automaton can choose to enter an 8-hour repair cycle. This repair cycle is governed subconsciously by their enchanted rune, much like wound healing found in humanoids, only it is accelerated repairing. This heals the Automaton for 1d6+1 Hit Points per uninterrupted repair cycle.

Model: Each Automaton is designed to serve a specific purpose and function. This is known as its model. At 1st level the player selects one model and receives all the benefits associated with that model only. Several models are listed below and the Dungeon Master should feel free to modify them or design new ones to suit the needs of their own campaign:

COMBAT: These Automatons are designed for warfare and battle. They receive a +1 bonus to their Armor Class in addition to the bonus already listed above. They are also able to wield any weapon and receive a +2 bonus on all Attack Rolls.

DIPLOMACY: These Automatons specialize in etiquette and protocol. They are able to speak any language they come into contact with after a day of hearing and studying it. They also receive a +2 bonus on the loyalty of all hirelings they employ. In most cases, they avoid combat and are not often targeted in battle. They are not proficient in any weapons.

Languages: Automatons speak common, as well as the language of the race that programmed it.

Alignment: Automatons may only be Lawful or Neutral.

Saving Throw: An Automaton is immune to sleep, starvation, poison, and diseases.

House Rules: Reviled and Shunned

Some NPCs will have a negative reaction to an Automaton which will hamper the Automaton's dealings with commoners, specialists, merchants, and any other NPCs the character might come in contact with. This might range from prejudicial treatment, such as a merchant charging the Automaton more for their wares, to outright hostility.



LIZARDFOLK

Lizardfolk are humanoids found in deserts, swamps, and jungles. They usually stand 6 to 7 feet tall with 3 foot tails for balancing. Considered by most to be savage and merciless, Lizardfolk wage war and expansion under the guise of their gods and for gold. They are precise and calculative, being able to adapt to different climates to survive. Lizardfolk have a certain affinity for gold, which they attribute to rumored draconic ancestry. Understanding a lizardfolk's motives may prove tricky, for they do not react out of emotion in the same fashion as most races do. They may show aggression in an attempt to startle their enemies, rather than out of anger itself, for example.

The Lizardfolk may progress up to 5th level.

Table: Lizardfolk Advancement

Level	XD	HD	BHB	ST
1	0	1	+0	15
2	2,000	2	+1	14
3	4,000	3	+2	13
4	8,000	3+1	+2	12
5	16,000	4	+3	11

Weapons/Armor Restrictions: Lizardfolk may only wield short swords, long swords, daggers, slings, bows, and spears. They may wear up to leather armor.

Scaly Hide: Lizardfolk's scales bring their unarmored AC to 12 instead of 10.

Cold-Blooded: Lizardfolk receive a +1 to all rolls in hot climates, and receive a -1 to all rolls in cold climates.

Bite: Lizardfolk have razor sharp teeth that they may use to make unarmed attacks. If the attack is successful, the bite deals 1d6-1 damage.

Languages: Along with any Lizardfolk specific dialect, Lizardfolk should be able to speak kobold and draconic.

Alignment: Lizardfolk may only be chaotic or neutral alignment.

Saving Throw: Lizardfolk gain +2 saving throw against diseases, fire, and dehydration.



Lizardfolk



Tiefling

TIEFLING

Tieflings are Humans with devilish ancestry. Also known as ‘devil touched’ and ‘hellspawn’, they are often mistrusted and feared due to their lineage, and are regarded as second class citizens. This has shaped most of the race into bitter individuals who expect rejection from all whom they meet. They roam the world as nomads, rarely if ever staying in one place for too long. Tieflings vary in appearance from one another, not only from their predominantly Human bloodline, but mostly from their demonic ancestry generations removed. These features include red skin, goat horns, hooves for feet, spiked teeth, unusual eyes, and even abilities. While some would follow this path towards evil, others rejected it wholeheartedly and sought to make a good impact on the world around them, sometimes becoming the most heroic characters of all.

The Tiefling may progress up to 8th level.

Table: Tiefling Advancement

Level	XP	HD	BHB	ST	Invocations Known
1	0	1+1	+0	14	-
2	2,500	2	+1	13	1
3	5,000	2+1	+1	12	2
4	10,000	3	+1	11	2
5	20,000	3+1	+2	10	3
6	40,000	4	+2	9	3
7	80,000	4+1	+2	8	3
8	160,000	5	+2	7	4

Weapons/Armor Restrictions: Tiefling culture embraces conflict and combat, and thus they have no weapon restrictions. They may wear up to ring armor, and may use shields.

Ancestral Casting (2nd): Although the connections Tiefling’s have to their wicked ancestor are eons old, dark magic runs through their veins. At 2nd level, Tieflings gain the ability to cast invocations given that they meet the requirements. Tieflings must commune with a Patron daily for each invocation in order to cast it. Others who rely on their bloodline and reject Patrons must make a save vs. sanity each time an invocation is cast (See *Warlock House Rule* for details.).

Darkvision: Tieflings may see with no light source at all up to 20 feet.

Languages: Tieflings may speak Common and Demonic.

Alignment: Tieflings may only be Neutral or Chaotic alignment.

Saving Throw: Tieflings get +2 to saving throws against Demons/Devils and charm spells.

GNOLL

Gnolls are an opportunistic race of humanoids that prefer to scavenge rather than actively hunt; they happily reap the rewards of others' hard work. Much like the hyenas they resemble, Gnolls prefer to wait for others to complete a task, and then benefit from the others' labor. Also like their kin, they have a good sense of humor. To many civilizations, Gnolls are notorious slavers or despicable killers, and are still mistrusted and avoided. To them the pack is more important than anything else. A typical Gnoll stands at about 6'8 to 7 feet tall.

The Gnoll may progress up to 4th level.

Table: Gnoll Advancement

Level	XP	HD	Base Hit Bonus	Saving Throw
1	0	1	+0	15
2	1,500	2	+1	14
3	3,000	3	+2	13
4	6,000	3+1	+2	12

Weapons/Armor Restrictions: Gnolls are well versed in warfare and as such have no armor or weapon restrictions. However, they tend to use whatever armor or weapons that they scavenge.

Bite: Gnolls have razor sharp teeth that they may use to make unarmed attacks. If the attack is successful, the bite deals 1d6-1 damage.

Blood Fury: When the Gnoll reduces an opponent's hit points to 0 with a melee attack on their turn, they may use a bonus action to move up to half their speed and make a bite attack.

Pack Tactics: When the Gnoll is making an attack roll against an opponent, they may roll twice and take the highest score if at least one ally is within 5 feet of the Gnoll and isn't incapacitated.

Reviled and Shunned: Most NPCs will have a negative reaction to a Gnoll which will hamper the Gnoll's dealings with commoners, specialists, merchants, and any other NPCs the character might come in contact with. This might range from prejudicial treatment, such as a merchant charging the Gnoll more for their wares, to outright hostility.

Languages: Along with any Gnoll specific dialect, Gnolls should also be able to speak goblinoid.

Alignment: Gnolls may only be Neutral or Chaotic alignment.

Saving Throw: Gnolls receive a +2 bonus to saving throws against diseases and to becoming frightened.



Gnom



Faerie

FAERIE

Faeries stand between 12 and 18 inches tall, with glittering gossamer wings and elfin features. These wings often appear similar to those found in insects, and sport vegan diets. They wear clothing crafted from leaves and spider-silk. They like to spy on other creatures and can barely contain their excitement around them. The urge to introduce themselves and strike up a friendship is almost overwhelming; only a Faerie's fear of being captured or attacked stays its hand.

Faeries may progress up to level 4.

Table: Faerie Advancement

Level	XP	HD	BHB	ST	1 st Level Spells	2nd Level Spells
1	0	1	+0	12	1	-
2	3,000	1+1	+1	11	2	-
3	6,000	2	+2	10	2	1
4	12,000	2+1	+2	9	2	2

Weapon/Armor Restrictions: Faeries are not martial by nature and their tiny size prohibits them from using any weapon, except for daggers, and their own unique bows – known as elf-shot bows. They may not wear armor or use shields.

Elf-Shot Bow: Faerie's who spend a day foraging in a forest can gather the necessary materials to craft a tiny bow suited to their size and 20 arrows.

Weapon	Damage	Rate of Fire	Range	Weight
Elf-Shot Bow	1d6-2	2	30 ft.	1

Flight: Faeries can both fly and walk at a base speed of 9. They cannot, however, carry more than 10 lbs of equipment and fly. A gentle light radiates from their small bodies at a range of 2 feet.

Elf-Shot Enchantments (2nd): Beginning at 2nd level, a Faerie may apply magical enchantments to their elf-shot bows. They may apply a minor enchantment to a one of their little arrows. This enchantment is instant and the Faerie may still apply it and attack in the same round. The first enchantment they learn is a distracting shot. This tiny, stinging arrow leaves the target with an annoying pain that imposes a -2 penalty to their next attack roll. At 5th level, their elf-shot can cause a target to fall into an enchanted stupor. The target must succeed in a saving

throw vs. spells or immediately fall asleep, as per the 1st level Wizard spell. When a Faerie reaches 7th level, they may enchant their elf-shot with a powerful enchantment that mimics the Confusion spell. The target must make a successful saving throw vs. spells to resist this effect. This ability may be used three times per day. In order for any elf-shot ability to be successful, the Faerie must declare using this ability before the attack roll is made and if the attack misses, then the use of this ability is expended.

Faerie Dust: Fairies are masters of mischievous magic. Their magic is not learned like a traditional magic-user and they do not carry spell books. They innately know all spells noted below, but must reach the appropriate level to make use of them. They simply cast faerie dust at their target to activate their chosen spell. Using any of these abilities requires a faerie to have their pouch of magic fairy dust. A Faerie that loses their magical bag must spend three days in the wilderness and spend 100 gold pieces in components to harvest and replace their fairy dust.

1st Level Spells: Charm Person, Detect Magic, Light, Sleep, Ventriloquism, Faerie Fire

2nd Level Spells: Continual Light, Detect Invisible, Invisibility, Locate Object, Phantasmal Force

Languages: For campaigns that give each race its own dialect, Faerie should be able to speak Elvish.

Alignment: Faeries may only be Lawful alignment.

Saving Throw: Faeries receive +2 on saving throws against being charmed, and magic can't put them to sleep. Faeries regrow wings at the end of a long rest.

House Rules: Believe (4th)

Fairies thrive on belief. It can even save their life. Upon 4th level, a Faerie can be brought back from the dead by this powerful belief. If a Faerie is slain or reduced to zero hit points, an individual of the same alignment may spend one round clapping and focusing on this belief in an attempt to bring the Faerie back from the dead. The Faerie may make a Saving Throw vs. Death. If successful, the Faerie is restored to a single hit point.

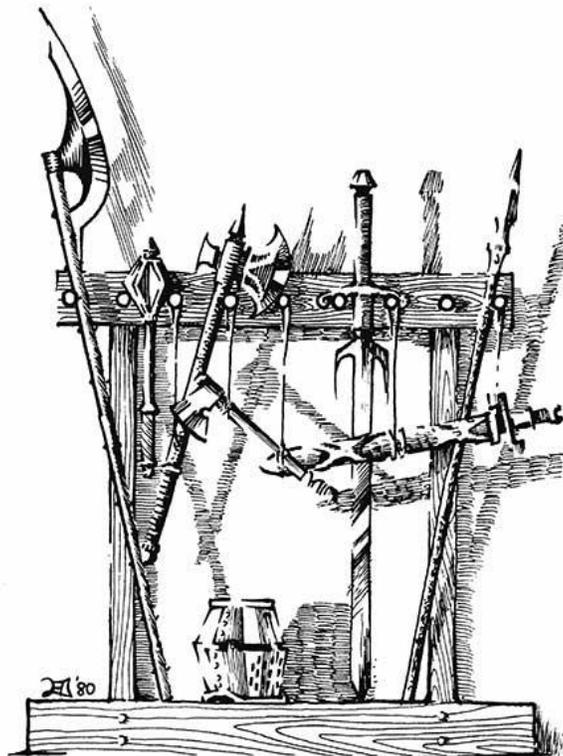
Items and Equipment

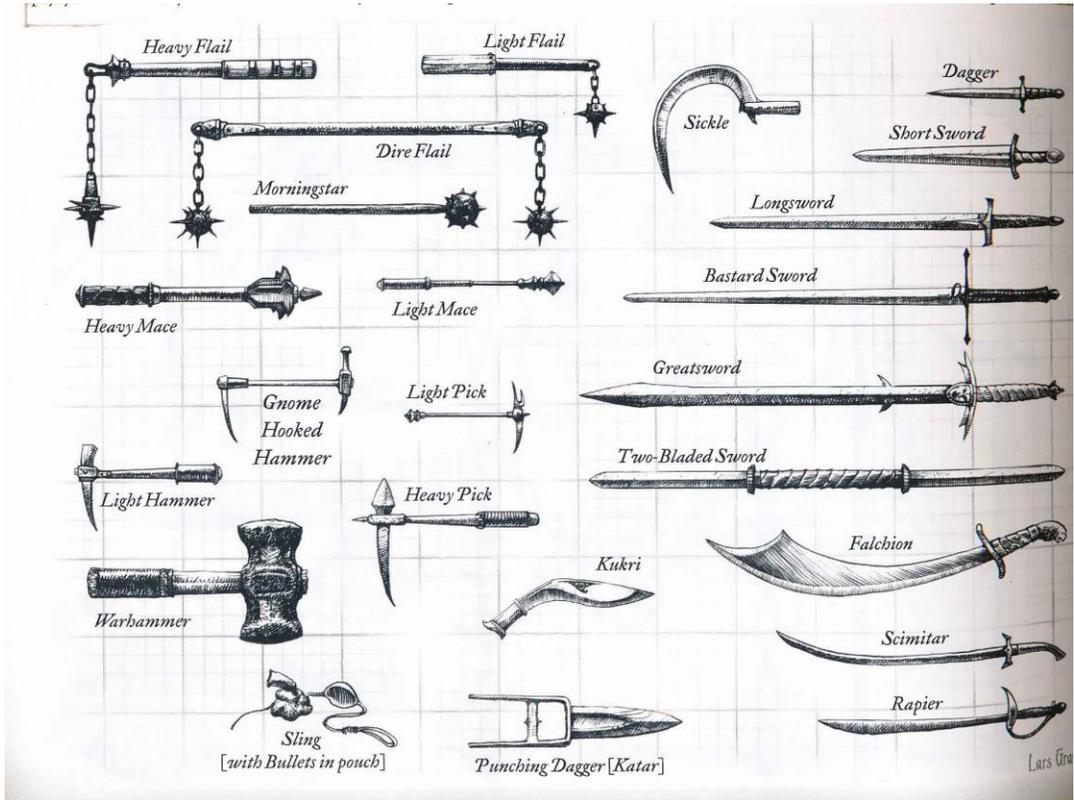


Items and Equipment

Each character starts with some gold pieces at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in amount of gold pieces. The Dungeon Master is encouraged to include items and equipment as seen fit, while keeping prices relative to what's been given. A "normal" level of miscellaneous equipment is assumed to weigh 10 pounds. If treasure is added to this, each coin and gem is assumed to weigh 0.1 pound. Most armor is constructed for human-sized creatures. Custom armors are more expensive and require ordering.

In old-school gaming, there was a greater emphasis on equipment improvisation. Clever use of mundane gear was often the difference between life and death. No magically items were a "given" upon exploring a dungeon, and often a single potion was considered jaw dropping. That is not to say that old-school gaming was without its magical items, but that they were not expected of. Dry items such as iron spikes, parchment paper, and 10 foot poles may seem boring and uninteresting at first glance. However, said iron spikes may temporarily bind a door, and said 10 foot pole may be used to prod ahead to avoid traps. A roll of parchment may be dedicated to mapping out a dungeon so they the part does not become lost. The Dungeon Master has the final say as to if the creative use of the item will work, but a good Dungeon Master will reward creative players.





Adventuring Gear

Gear	Cost	Gear	Cost
Backpack (30 lb. capacity)	5	Oil (lamp), 1 pint	2
Bedroll	2	Pole, 10 ft.	1
Acid, bottle	10	Rations, trail (day)	1
Vial, glass (2)	1	Rations, dried (day)	3
Case (map or scroll)	3	Rope (50 ft.), hemp	1
Crowbar	5	Rope (50 ft.), silk	5
Flint and Steel	5	Sack (15 lb. capacity)	1
Garlic (1 lb.)	10	Sack (30 lb. capacity)	2
Grappling Hook	5	Shovel	5
Hammer	2	Spellbook (blank)	100
Helmet	10	Spikes (12), iron	1
Holy Symbol, wooden	2	Stakes (12), wooden	1
Holy Symbol, silver	25	Tent	20
Holy Water, small vial	25	Torches (6)	1
Lantern	10	Waterskin	1
Mirror (small), steel	5	Potion of Healing	100

Adventurer Packs: Players may also choose to purchase one of the two premade packs at 50 gold upon character creation.

Pack One: Backpack, bedroll, flint and steel, 6 torches, 50' rope, crowbar, 7 days rations and waterskin.

Pack Two: Backpack, bedroll, flint and steel, hooded lantern with 2 pints lantern oil, hammer, 12 iron spikes, 10' pole, 7 days rations and waterskin.

Pack Three: backpack, blanket, flint and steel, 10 candles, an alms box, 2 blocks of incense, censer, vestments, 2 days of rations, and waterskin.

Transportation

Type	Cost	Type	Cost
Armor, horse (barding)	320	Mule	20
Bags, saddle	10	Wagon	40
Boat	100	Saddle	25
Hand Cart	10	Rowboat	20
Cart	80	Ship, sailing (large)	20,000
Galley, large	30,000	Ship, sailing (small)	5,000
Galley, small	10,000	Wagon, small	160
Horse, draft	30	Warhorse, heavy	200
Horse, light riding	40	Warhorse, medium	100
Air Ship	40,000	Caravan	100

Melee Weapons

Weapon	Damage	Weight (lb.)	Cost
Axe, battle*	1d8	15	10
Axe, hand‡	1d6	5	5
Club	1d4	10	-
Dagger	1d4	2	3
Flail	1d8	15	10
Mace	1d6	10	5
Morning Star	1d6	15	6
Halberd*	1d6+1	15	10
Spear†‡	1d6	10	5
Quarterstaff*	1d6-1	10	4

Sword, long†	1d8	10	15
Sword, short	1d6	5	6
Greatsword*	1d12	15	20
War Hammer	1d8	10	20
Katana*	2d4	10	30
Sword, Scimitar	1d8	5	25
Scythe*	1d6+1	5	7

* Two-handed weapon

† Can be used as either a one-handed or two-handed weapon

‡ Can be used as either a melee or missile weapon

Missile Weapons

Weapon	Damage	Rate of Fire*	Range†	Weight (lb.)	Cost
Arrows (20)	-	-	-	1	5
Arrow, Silver	-	-	-	1	5
Axe, Hand	1d6	1	10 ft.	10	3
Bolt, Crossbow (30)	-	-	-	5	5
Bow, Long	1d8	2	70 ft.	5	40
Bow, Short	1d6	2	50 ft.	5	25
Case (30 bolt capacity)	-	-	-	1	5
Crossbow, Heavy*	1d8	1/2	80 ft.	5	40
Crossbow, Light*	1d6	1	60 ft.	5	25
Pouch (20 stone capacity)	-	-	-	1	1

Quiver (20 arrow capacity)	-	-	-	1	5
Sling	-	1	30 ft.	1	2
Spear	1d6	1	20 ft.	10	1
Stones (20)	1d4	-	-	1	1
Holy Water	1d8	1	10 ft.	1	20

* Rate of Fire is the number of projectiles that can be fired per combat round

† There is a +2 “to-hit” bonus for missile weapons utilized at short range (×1), a +1 “to-hit” bonus at medium range (×2), and no bonus or penalty for long range (×3) attacks

Armor

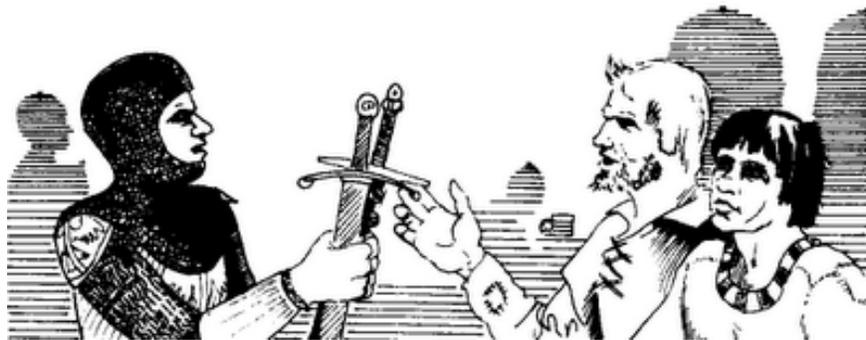
Armor	Effect on AC	Weight (lb.)	Cost
Leather	+2	25	15
Ring Mail	+3	40	30
Chain Mail	+4	50	40
Plate Mail	+6	75	400
Shield	+1	10	10

Lifestyle Expenses

Lifestyle	Price/Day
Wretched	-
Squalid	1 silver
Poor	2 silver
Modest	1 gold
Comfortable	2 gold
Wealthy	4 gold
Aristocrat	10 gold minimum

Henchmen

Henchmen Type	Cost
Alchemist	250
Apprentice Mage	125
Cleric	40
Assassin	500
Goblin/Kobold Slave	1
Captain, Ship	75
Engineer	200
Horseman	30
Non-combatant (servant, torch bearer)	3
Mage	500
Sailor	10
Soldier	25
Spy	125
Mercenary	5
Harlot	1
Ranger	30



Campaign Settings

Most games of Swords and Wizardry base their setting in a fantastical medieval period Europe. A game of Swords and Wizardry can be set in just about anywhere. From African plains, to an Arctic Tundra, the Dungeon Master may mix elements of both fantasy and reality to lay a foundation for a game fun and exciting for everyone involved. Campaign settings fluff out the game for the players, and a well-crafted campaign setting will immerse the players into a world that they not only feel a part of and care about, but also influence. Players will probably want to explore the cities and forest in the setting. It is encouraged to sketch a map of the starting village and expand upon it as the party ventures out into the world. The Dungeon Master may limit the available playable races and classes to better fit their campaign setting.

Generally, there are different tiers of fantasy that the Dungeon Master will deem appropriate for that specific campaign. These include:

- *Low Fantasy*: Low fantasy campaigns focus less on the fantasy aspect of the world and are more based on reality. That is not to say that magic and monsters don't exist, but that said elements are not as prominent as in High Fantasy settings. The Game of Thrones series is a prime example of low fantasy.
- *High Fantasy*: High fantasy campaigns focus heavily on the fantasy aspect of the world. They are epic in nature, often with different rules and physics than the real world. The Lord of the Rings series is a prime example of high fantasy.
- *Grimdark*: Grimdark campaigns focus heavily on the horrific and depressing aspects of dungeon delving. The tone of said games are amoral and dystopian. The Lovecraftian Cthulhu mythos and stories are prime examples of Grimdark.
- *Sword and Sorcery*: Sword and Sorcery campaigns focus on weapon-wielding warriors engaged in violent conflicts, often supernatural. Magic is a foreign and dangerous sport, and conflicts are more character centered rather than world-wide focused. The Conan the Barbarian series is a prime example of Sword and Sorcery.
- *Post-Apocalyptic*: Post-Apocalyptic campaigns focus on the chaos and survival of a desolated world. Characters often scavenge for supplies and battle with rival groups who struggle to survive just as the players do. The Dark Sun setting is a prime example of a post-apocalyptic setting.
- *Steampunk*: Steampunk campaigns are slightly above low fantasy, with magical inventions powered by steam and magic being the focus of the campaign. Trains, airships, and mechanical warriors are popular elements of steampunk. The Eberron setting is a prime example of Steampunk.
- *Urban Fantasy*: Urban Fantasy campaigns focus on the inner conflicts of a central city. The smaller and more controlled setting of the city encourage more intimate story telling with players. The Magic the Gathering: Ravnica setting is a prime example of Urban Fantasy.

Planes of Existence

The vast cosmos encompass many planes of existence, which are all interwoven and connected through rare linking points. Each plane is its own world and reality, governed by its own laws. Wizards channel their magic through the many planes. The planes break down to these major types (Note that the Dungeon Master may tweak said planes in any fashion that they like, or even abandon the cosmos altogether in their narrative.):



- **Mortal Realm:** The Mortal Realm is the most earth-like out of all other planes. It operates out of the same laws as the real world does, and is the linking point to all other planes. Most campaigns take place here.
- **Feywild:** The Feywild exists as a mirror of the Mortal Realm. It is home to fey creatures, such as faeries and dryads. This plane is potent in magic, with mostly every inhabitant being magically gifted. It is a bright and cheerful place, and is considered the birthplace of the Elvish Race.
- **Shadowfell:** The Shadowfell is a parallel world to the Mortal Realm much like the Feywild that thrives off of necrotic and evil energy. The Shadowfell is bleak and desolate, and reeks of death. It functions as a limbo for those who have not been judged to enter either the Heavens or Hells. It is home to many liches and vampires, and is considered the birth place of necromancy.
- **The Heavens:** Heaven is the home of all lawful deities. The spirits of lawful people judged as worthy enough to enter The Heavens spend eternity in never-ending euphoria, and become angels to the gods.
- **The Hells:** Hell is the home of all chaotic deities. The spirits of chaotic people transcend into The Hells, where they become demons and spend eternity in woe and cruelty.
- **Elemental Chaos:** The gray areas of the cosmos are home to Elemental Chaos. Air, Fire, Water, and Earth elemental magic flows through the uninhabited space. Elemental Chaos is where beings spawn such as Djinn and elementals.

Pantheon

Deities are all powerful beings that created the very world the PCs dwell upon. Player characters, especially Clerics and Druids, may find inspiration for their actions through the Gods that govern the very world they inhabit. The pantheon being used in one's game is up to the Dungeon Master's discretion. Whether it is the pantheon of the ancient Greeks, Egyptians, Native Americans, inspiration for gods may come from many different places. Below is a chart of a pantheon one may use in their game based off of a few Gods founds in various editions of Dungeons & Dragons.

Deity	Associated Symbols	Alignment	Description
Silvanus	Green Oak Leaf	Neutral	God of the Woodlands, nature, and balance
Raven Queen	Cawing Raven	Neutral	Goddess of Death, fate, and justice
Ulaa	Mountain with a Ruby Heart	Lawful	Goddess of Creation, Protection, and Smithing
Pelor	Sun with Face	Lawful	God of Healing, Strength, and Harvest
Bahamut	Dragon's Head in Profile	Lawful	God of Dragons, Order, and Conquest
Asmodeus	A Red Ring with Horns chiseled into it.	Chaotic	God of Demons, Evil, and Power
Lolth	Dark Elf-Headed Female Black Spider	Chaotic	Goddess of Darkness, Guile, and Chaos
Gorum	Sword in Mountain	Chaotic	God of Battle, War, and Pillaging

House Rule: Gift of the Gods

Under the Dungeon Master's discretion, a Cleric may receive a small ability/prayer that is exclusive to the Deity in which they worship. This may range from worshipers of Pelor being able to heal dying players by 1d4 hitpoints when touched, or worshipers of Lolth allowed to reroll a d20 and taking the highest score in exchange for a random player in the party taking 1d6 in damage, for example. Also, each god may require their worshipers to wield a specific weapon.

Magic and Spells



Magic is a power possessed by some individuals that give them abilities that bend the world's established rules and physics. It is the ability to manipulate forces and energies from outer planes or through the divine. Some derive their magic by channeling energy through the vast and many planes of existence, while others channel their spells through the Gods directly. There are three main types of magic:

Arcane: Any magic that is not derived from deities are considered arcane. Wizards spend years studying arcane magic in hopes of mastering the craft. They gather spells into a personal book, and can only memorize a fraction of them daily. Bards use magic in a similar fashion, but cast them through song instead of speech or enchantment.

Divine: Any magic that is derived from a deity is considered divine. Clerics and Paladins pray to their Gods who then plant the spell in the caster's mind directly, if not only for a short period of time. A deity may deny all magical connection with their worshiper if the worshiper is blasphemous in any way. Druids also derive their spells from deities or spirits associated with nature.

Invocation: Any magic that is derived through a pact relationship with an otherworldly being is considered an invocation. Warlocks swear allegiance to an Archfey, a Great Old One, Undead Lord, or Demon in order to draw powerful abilities from them. Invocations are released through pure force by the patron as opposed to the intense study seen in most Magic-Users.

Some spells require other components for a successful casting, like crickets, bags of sand, grounded unicorn horn or a toad for example. The Dungeon Master has the final say on spell casting components and if they will be necessary for spell casting.



Schools of Magic

Spells are categorized by general function. Spells were created by wizards with these schools in mind, and often wizards specialize in specific schools of magic. The schools of magic are also associated with an identifying color (Red Mages, Black Mages, White Mages, etc.) The major schools of magic are the following:

Abjuration (Blue Magic): Abjurations are protective spells.

Alteration/Transmutation (Green Magic): Spells that can transform the nature of the physical world or objects in it.

Conjuration (Orange Magic): Spells that create or transport people, energy or objects

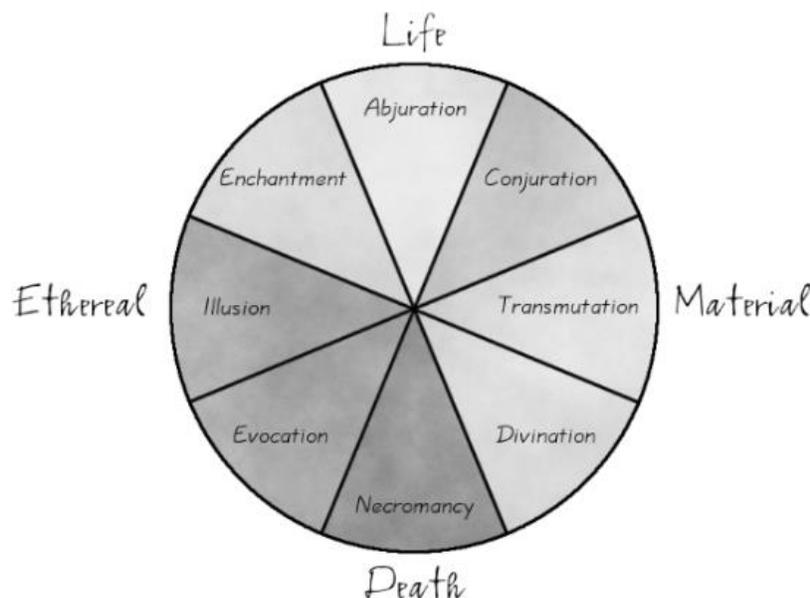
Divination (White Magic): Spells that allow the caster to see things that they normally wouldn't be able to.

Enchantment (Yellow Magic): Spells that affect the minds of other creatures.

Evocation (Red Magic): Spells that create energy out of the raw power of the Weave.

Illusion (Purple Magic): Spells to fool the senses.

Necromancy (Black Magic): Spells that deal with positive energy, negative energy, and both the living and the dead.



WIZARD

FIRST LEVEL SPELLS

1. Alarm
2. Burning Hands
3. Charm Person
4. Detect Magic
5. Disguise Self
- 6.Enlarge Person
7. Feather Fall
8. Floating Disk
9. Fluttering Lights
10. Hold Portal
11. Interrogation
12. Light
13. Mage Armor
14. Magic Missile
15. Protection From Evil
16. Quiet Movement
17. Read Languages
18. Read Magic
19. Reduce Person
20. Silent Image
21. Sleep
22. Touch of Fatigue
23. Ventriloquism

Alarm

Range: 25 ft

Duration: 2 hours/level

School: Abjuration

Creates a subtle ward on a 5x5 space. Once the spell effect is in place, it thereafter sounds an audible alarm each time a creature enters the warded area or touches it.

Burning Hands

Range: 3 ft

Duration: 1 round

School: Alteration

Jets of searing flame shoot from the caster's fingertips. The burning hands send out flame jets of 3' length in a horizontal arc of about 120° in front of the Wizard. Any creature in the area of flames takes 1 hit point of damage for each level of experience of the Wizard, and no saving throw is possible. Inflammable materials touched by the fire will burn.

Charm Person

Range: 120 ft

Duration: Until Dispelled

School: Enchantment

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

Option: The possibility of the charmed being breaking free from the influence of the caster depends on their intelligence and the following schedule:

Intelligence	New Saving Throw Every
3-6	Month
7-9	Three Weeks
10-11	Two Weeks
12-15	One Week
16-17	Two Days
18+	Day

Detect Magic

Range: 60 ft

Duration: 20 minutes

School: Divination

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Disguise Self

Range: Personal

Duration: 10 mins per level

School: Enchantment

The caster can make themselves – including clothing, armor, weapons, and equipment – look different. They can seem 1 foot shorter or taller, thin, fat, or in between. The caster cannot change their creature type (although they can appear as another subtype). Otherwise, the extent of the apparent change is up to the caster. They could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the caster or their equipment.

Enlarge Person

Range: 25 ft. + 5 ft./2 levels

Duration: 1 min/level

School: Enchantment

Causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

Featherfall

Range: Caster Only

Duration: 20 ft

School: Alteration

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Floating Disc

Range: 10 ft

Duration: 5 turns +1/level

School: Evocation

This spell summons a disc-shaped floating platform approximately waist height to the caster. The disc will follow six feet behind the caster and can carry up to 5,000 gold coins in weight. At the end of the spells duration anything upon the disc will fall to the ground.

Fluttering Lights

Range: 120 ft

Duration: 2 turns

School: Evocation

The caster conjures a group of 1-6 lantern-like lights which follow the Wizard's spoken command. Once cast, there is no need for continued concentration.

Hold Portal

Range: Dungeon Master's Discretion

Duration: 2d6 turns

School: Abjuration

This spell holds a door closed for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without effort.

Interrogation

Range: Touch

Duration: 1 min/level

School: Necromancy

Upon a failed saving throw by the target, the caster may question the target, backed up by the threat of magical pain. The Wizard may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus the Wizard's Wisdom bonus.

Light

Range: 60 ft

Duration: 1 hour (+10 minutes/level)

School: Evocation

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

Mage Armor

Range: Touch or Self

Duration: 1 hour per level

School: Abjuration

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +3 armor bonus to AC. Mage armor may be cast over the top of regular or magical armor will further improve the armor class bonus. Unlike mundane armor, mage armor entails no armor penalty to movement, speed, encumbrance or spell casting. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Magic Missile

Range: 150 ft

Duration: Immediate

School: Evocation

A magical missile flies where the caster directs, with a range of 150 ft. There are two versions of the magic missile spell, and your Dungeon Master will specify which version (one or both) is available in their campaign: in the first version, the Wizard must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage. In the second version of the spell, the missile hits automatically, doing 1d4+1 points of damage.

In either case, the Wizard casts an additional two missiles for every 5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

Protection From Evil

Range: Caster

Duration: 2 hours

School: Abjuration

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to their saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Quiet Movement

Range: 100 ft

Duration: 1 minute

School: Abjuration

This spell magically ensures that the caster's foot steps are not heard, and any hinge or other mechanical apparatus that opens a door, gate, window, or shutter of wood, metal, or stone will not squeak, scrape or make excessive noise.

Read Languages

Range: Normal reading distance

Duration: One or two readings

School: Divination

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. Particularly useful for treasure maps; doesn't solve codes.

Read Magic

Range: Caster only

Duration: 2 scrolls or other magical writings

School: Divination

This spell allows the caster to read the magical writings upon scrolls and (occasionally) dungeon walls. Without the use of this spell, magical writing cannot be read even by a Wizard.

Reduce Person

Range: 25 ft. + 5 ft./2 levels

Duration: 1 min/level

School: Enchantment

Causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

Silent Image

Range: Long, 400 ft. + 40 ft./level

Duration: concentration

School: Illusion

This spell creates the visual illusion of an object, creature, or force, as visualized by the caster. The illusion does not create sound, smell, texture, or temperature. The caster can move the image within the limits of the size of the effect; four 10-ft. cubes + one 10-ft. cube/level

Sleep

Range: 240 ft

Duration: 1 hour

School: Enchantment

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

Touch of Fatigue

Range: Touch

Duration: 1 round/level

School: Necromancy

The caster channels negative energy through their touch, fatiguing the target. The caster must succeed on a touch attack to strike a target.

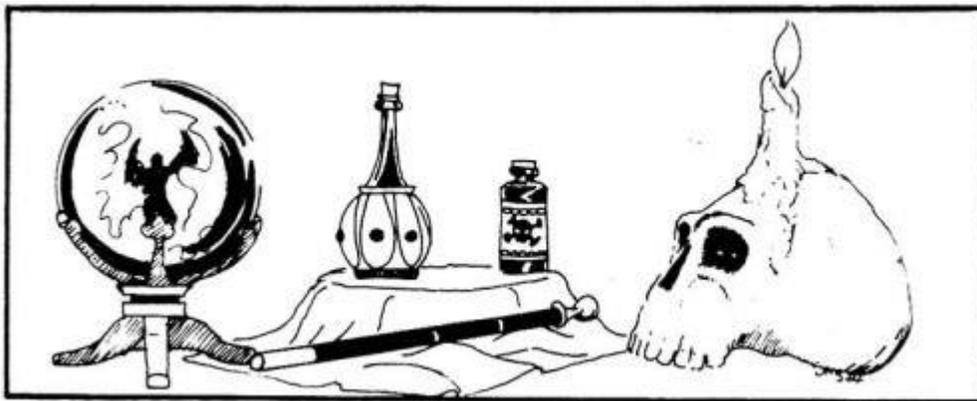
Ventriloquism

Range: 60ft

Duration: 2 turns

School: Illusion

Allows the spell caster to make the sound of their voice issue from someplace else, such as a stature, animal or behind a door, etc.



WIZARD

SECOND LEVEL SPELLS

1. Alter Self
2. Animate Dead
3. Chameleon
4. Continual Light
5. Darkness, 15 ft Radius
6. Detect Evil
7. Detect Invisibility
8. Detect Thoughts (ESP)
9. Forget
10. Fool's Gold
11. Hideous Laughter
12. Invisibility
13. Knock
14. Levitate
15. Locate Object
16. Magic Mouth
17. Mirror Image
18. Phantasmal Force
19. Pyrotechnics
20. Ray of Enfeeblement
21. Strength
22. Web
23. Wizard Lock

Alter Self

Range: Self

Duration: 1 minute per level

School: Alteration

The caster can assume the form of any Small or Medium creature of the humanoid type. If the form assumed has any of the following abilities, they also gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet. Small creature: If the form the caster takes is that of a Small humanoid, they gain a +2 size bonus to Dexterity.

Animate Dead

Range: Touch

Duration: Instant

School: Necromancy

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The caster can only control up to 2HD worth of undead. The undead that the Wizard creates remain under their control indefinitely.

Chameleon

Range: Caster

Duration: 20 minutes

School: Transmutation

The caster, and all belongings on their person, look like an inanimate objects until the spell ends or until they attack or cast a spell. The object must be roughly the same size as the caster, and cannot be an object that would seem out of setting.

Continual Light

Range: 120 ft

Duration: Permanent Until Dispelled

School: Evocation

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

Darkness, 15 ft Radius

Range: 120 ft

Duration: 1 hour

School: Evocation

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

Detect Evil

Range: 60 ft

Duration: 20 minutes

School: Divination

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

Detect Invisibility

Range: 10 ft/level

Duration: 1 hour

School: Divination

The caster can perceive invisible objects and creatures (even those lurking in another plane of existence?).

Detect Thoughts (ESP)

Range: 60 ft

Duration: 2 hours

School: Divination

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

Forget

Range: 3 ft

Duration: Permanent

School: Enchantment

The caster causes creatures within the area of effect to forget the events of one minute back in time if they fail the saving throw. For every 3 levels of experience of the spell caster another minute of past time is forgotten. Up to 4 creatures may be the victim of the forget spell.

Fool's Gold

Range: 1 ft

Duration: 6 minutes/level

School: Alteration

Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold for the spell duration by means of this spell.

Hideous Laughter

Range: 25 ft. + 5 ft./2 levels

Duration: 1 round/level

School: Enchantment

This spell afflicts the intelligent subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless.

Invisibility

Range: 240 ft

Duration: Until dispelled or an attack is made

School: Illusion

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). If the Dungeon Master is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the invisible creature makes an attack, the spell is broken.

Otherwise, it lasts until dispelled or removed by the caster.

Knock

Range: 60 ft

Duration: Immediate

School: Transmutation

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

Levitate

Range: 20 ft/level

Duration: 1 turn/level

School: Transmutation

This spell allows the Wizard to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up or downward movement at a rate of up to 6 ft per minute (60 ft per turn), and the caster cannot levitate more than 20 ft per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

Locate Object

Range: 60 ft (+10 ft/level)

Duration: 1 round/level

School: Divination

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Magic Mouth

Range: Touch

Duration: Permanent until triggered or dispelled

School: Illusion

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

Mirror Image

Range: Around caster

Duration: 1 hour or until destroyed

School: Illusion

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

Phantasmal Force

Range: 240 ft

Duration: Until concentration ends

School: Conjuration

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, they can take damage from it. Unless the Dungeon Master rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim

Pyrotechnics

Range: 240 ft

Duration: 1 hour

School: Transmutation

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Dungeon Master will decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

Ray of Enfeeblement

Range: 1 ft/level

Duration: 1 round/level

School: Necromancy

By means of a Ray of Enfeeblement, a Wizard weakens an opponent, reducing strength - and attacks (if failed saving throw). For every level of experience beyond the third of the Wizard casting the spell, there is an additional 5% strength reduction. Your Dungeon Master will determine any other reductions appropriate to the affected creature.

Strength

Range: Touch

Duration: 8 hours (80 turns)

School: Transmutation

This spell may be cast upon martial classes (Fighter, Paladin, etc.). For the duration of the spell, a martial class gains 2d4 points of Strength, and a non-martial class gains 1d6 points of Strength. Strength cannot exceed 18 unless the Dungeon Master chooses to allow additional bonuses resulting from the additional strength.

Web

Range: 30 ft

Duration: 8 hours

School: Conjunction

Fibrous, sticky webs fill an area up to 10x10x20 ft. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through—perhaps 3–4 turns or longer at the Dungeon Master’s discretion.

Wizard Lock

Range: Close

Duration: Permanent Until Dispelled

School: Transmutation

As with a Hold Portal spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Wizard three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).



WIZARD

THIRD LEVEL SPELLS

1. Clairaudience
2. Clairvoyance
3. Darkvision
4. Dispel Magic
5. Explosive Runes
6. Fireball
7. Fly
8. Gentle Repose
9. Haste
10. Hold Person
11. Infravision
12. Invisibility, 10 ft Radius
13. Lesser Strengthening Rite
14. Lightning Bolt
15. Monster Summoning I
16. Protection from Evil, 10 ft Radius
17. Protection from Normal Missiles
18. Rope Trick
19. Slow
20. Suggestion
21. Vampiric Touch
22. Water Breathing

Clairaudience

Range: 60 ft

Duration: 2 hours

School: Divination

Clairaudience allows the caster to hear through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly. The spell can be cast through a crystal ball.

Clairvoyance

Range: 60 ft

Duration: 2 hours

School: Divination

Clairvoyance allows the caster to see through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it completely.

Darkvision

Range: 40 ft

Duration: 1 day

School: Transmutation

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

Dispel Magic

Range: 120 ft

Duration: 10 minutes against an item

School: Abjuration

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the Wizard trying to dispel over the level of the Wizard (or HD of the monster) who cast the original magic. Thus, a 6th level Wizard attempting to dispel a charm cast by a 12th level Wizard has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level Wizard were dispelling the 6th level Wizard's charm, the chance would be 200% ($12/6 = 2$, or, 200%).

Explosive Runes

Range: Touch

Duration: Permanent

School: Abjuration

These magic runes can be placed upon a parchment to safeguard it from unauthorized reading. When read by someone other than the caster, the runes explode, destroying the parchment and dealing 4-24 points of damage without saving throw.

Fireball

Range: 240 ft

Duration: Instantaneous

School: Evocation

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

Fly

Range: Touch

Duration: 1d6 turns (+1 turn/level)

School: Transmutation

This spell imbues the Wizard with the power of flight, with a movement rate of 120 ft per round. The Dungeon Master secretly rolls the 1d6 additional turns; the caster does not know exactly how long the power of flight will last.

Gentle Repose

Range: Touch

Duration: Corpse Touched

School: Necromancy

The caster preserves the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see Animate Dead). Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant.

Haste

Range: 240 ft

Duration: 30 minutes

School: Transmutation

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

Hold Person

Range: 120 ft

Duration: 1 hour (+10 minutes/level)

School: Enchantment

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

Infravision

Range: Caster

Duration: 5 minutes/level

School: Alteration

Enables the recipient to see light in the infrared spectrum. Thus, differences in heat wave radiations can be seen up to 6". Like darkvision, infravision allows a creature to see in complete darkness up to a set distance, though not in or through darkness that is magical in origin.

Invisibility 10 ft Radius

Range: 240 ft

Duration: Until dispelled or an attack is made

School: Illusion

Like the Invisibility spell, Invisibility 10 ft Radius makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/it. If the Dungeon Master uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known,

and all attacks against him/it are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Lesser Strengthening Rite

Range: Touch

Duration: 1 hour per level

This spell causes the target to become strong and hardy, granting a +1d3 point bonus to Strength and Constitution, adding the usual benefits to attack and damage rolls, hit-points and anything else applicable. Hit points gained by a temporary increase in Constitution score are not temporary hit points, any loss of HP remains with the target if this puts them below 0 when the spell ends then they are treated as having less than 0 hp.

Lightning Bolt

Range: 240 ft (maximum distance)

Duration: Instantaneous

School: Evocation

A bolt of lightning extends 60 ft. from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60 ft., even if this means that it ricochets backward from something that blocks its path.

Monster Summoning I

Range: N/A

Duration: 6 rounds (minutes)

School: Conjuration

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear. Evil casters may get the monster in parenthesis, at the Dungeon Master's discretion:

Dice Roll	Monsters Summoned
1	1d6 Giant Rats
2	1d3 Dwarves(Goblins)
3	1d3 Elves (Hobgoblins)
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Human Soldiers

Protection from Evil, 10 ft Radius

Range: 240 ft sphere

Duration: 1 hour

School: Abjuration

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to their saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Protection from Normal Missiles

Range: Caster

Duration: 2 hours

School: Abjuration

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

Rope Trick

Range: As far as you can throw a rope

Duration: 1 hour (+1 turn/level)

School: Transmutation

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

Slow

Range: 240 ft

Duration: 3 turns (30 minutes)

School: Transmutation

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

Suggestion

Range: Shouting distance

Duration: 1 week

School: Enchantment

The caster speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, they will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill themselves is only 1% likely to be obeyed.

Vampiric Touch

Range: Touch

Duration: Instant/1 hour

School: Necromancy

The caster must succeed on a melee touch attack. The Wizard's touch deals 1d6 points of damage per two caster levels (maximum 10d6). They gain temporary hit points equal to the damage that they deal. However, the caster can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

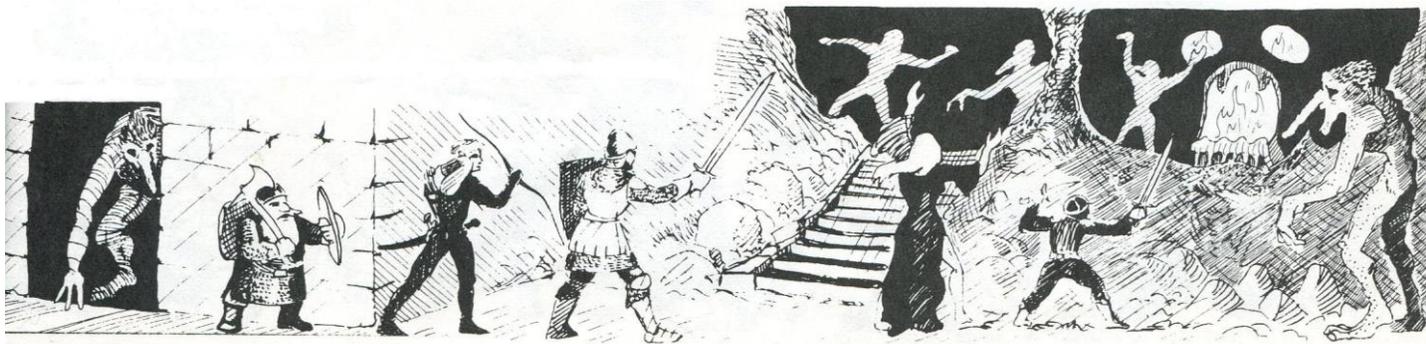
Water Breathing

Range: 30 ft

Duration: 2 hours

School: Transmutation

The recipient of the spell is able to breathe underwater until the spell's duration expires.



WIZARD

FOURTH LEVEL SPELLS

1. Bestow Curse
2. Charm Monster
3. Confusion
4. Dimension Door
5. Dragon Breath
6. Extension I
7. Fear
8. Hallucinatory Terrain
9. Ice Storm
10. Massmorph
11. Monster Summoning II
12. Plant Growth
13. Polymorph Other
14. Polymorph Self
15. Remove Curse
16. Scrying
17. Secure Shelter
18. Shadow Projection
19. Wall of Fire
20. Wall of Ice
21. Wizard Eye

Bestow Curse

Range: Touch

Duration: Permanent

School: Necromancy

The Wizard places a curse upon the subject if they fail a saving throw. The affected creature takes -3 on attack rolls, saving throws, weapon damage rolls, and ability checks if the Dungeon Master uses these rules.

Charm Monster

Range: 60 ft

Duration: See below

School: Enchantment

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

Confusion

Range: 120 ft

Duration: 2 hours

School: Enchantment

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

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

Dimension Door

Range: 10 ft (360 ft teleport distance)

Duration: 1 hour

School: Conjuration

Dimension door is a weak form of teleportation, a spell that can be managed by lesser mages who cannot yet manage the Teleportation spell. The caster can teleport themselves, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

Dragon Breath

Range: 30 ft

Duration: Instant

School: Evocation

The Wizard breathes out a blast of energy. Creatures in the affected area take 1d6 points of damage per caster level (maximum of 12d6). A successful saving throw results in half damage.

Extension I

Range: Same as the spell being extended

Duration: See below

School: Transmutation

Extension I lengthens the duration of another spell by 50%. Only spells of level 1–3 can be affected by Extension I.

Fear

Range: 240 ft

Duration: 1 hour

School: Enchantment

This spell causes the creatures in its cone-shaped path to flee in horror (if they fail the saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 240 ft to a base 120 ft across.

Hallucinatory Terrain

Range: 240 ft

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

School: Illusion

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

Ice Storm

Range: 120 ft

Duration: 1 round

School: Evocation

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

Massmorph

Range: 240 ft

Duration: Until negated by the caster or dispelled

School: Transmutation

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

Monster Summoning II

Range: N/A

Duration: 6 rounds (minutes)

School: Conjuration

The caster summons allies, who serve them until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Dice Roll	Monsters Summoned
1	1d2 Hobgoblins
2	1d2 Harpies
3	1d2 Gnolls
4	1d2 Bugbears
5	1d6 Orcs
6	1d6 Human Soldiers

Plant Growth

Range: 240 ft

Duration: Permanent until dispelled

School: Transmutation

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Dungeon Master's decision) would allow the spell to affect an area of 300x300 ft, for a total of 90,000 square feet).

Polymorph Other

Range: 240 ft

Duration: Permanent until dispelled

School: Transmutation

This spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points.

Polymorph Self

Range: Caster

Duration: 1 hour or Dungeon Master's discretion

School: Transmutation

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Dungeon Master might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Dungeon Master to decide.

Remove Curse

Range: Very close

Duration: Immediate

School: Abjuration

This spell removes one curse from a person or object.

Scrying

Range: Caster

Duration: Up to 10 minutes

School: Divination

The caster can see and hear a particular creature that they choose that is on the same plane of existence as them. The target must make a saving throw, which is modified by how well the caster knows the target and the sort of physical connection they have to it. If a target knows they're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Secure Shelter

Range: 25 ft. + 5 ft./2 levels

Duration: 2 hours/level

School: Conjuration

The caster conjures a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace. The door, shutters, and even chimney are secure against intrusion, the former two being arcane locked and the latter secured by an iron grate at the top and a narrow flue.

Shadow Projection

Range: Caster

Duration: 1 hour/level

School: Necromancy

With this spell, the caster infuses their life force and psyche into their shadow, giving it independent life and movement as if it were an undead shadow. Their physical body lies comatose while they are projecting their shadow, and their body has no shadow or reflection while the spell is in effect. The shadow has darkvision, and enhanced speed. If the shadow is slain, they return to their physical body and are dying.

Wall of Fire

Range: 60 ft

Duration: Concentration

School: Evocation

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.

Wall of Ice

Range: 60 ft

Duration: Concentration

School: Evocation

The caster conjures up a wall of ice, six feet thick and non-transparent. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based

metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wizard Eye

Range: 240 ft

Duration: 1 hour

School: Conjunction

The caster conjures up an invisible, magical “eye,” that can move a maximum of 240 ft from its creator. It floats along as directed by the caster, at a rate of 120 ft per turn (12 ft per minute).



WIZARD

FIFTH LEVEL SPELLS

1. Animal Growth
2. Apparent Master
3. Cloudkill
4. Conjure Elemental
5. Contact Other Plane
6. Extension II
7. False Vision
8. Feeblemind
9. Hold Monster
10. Life Bubble
11. Mage's Private Sanctum
12. Magic Jar
13. Monster Summoning III
14. Passwall
15. Raise Undead Army
16. Telekinesis
17. Teleport
18. Transmute Rock to Mud
19. Wall of Iron
20. Wall of Stone

Animal Growth

Range: 120 ft

Duration: 2 hours

School: Transmutation

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

Apparent Master

Range: One Construct

Duration: 1 hour/level

School: Enchantment

This charm makes a construct (golem, animated objects, etc.) regard the caster as its master. Intelligent constructs such as Automatons are unaffected.

Cloudkill

Range: Moves 6 ft per minute

Duration: 1 hour

School: Conjuration

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

Conjure Elemental

Range: 240 ft

Duration: Until dispelled

School: Conjuratation

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to their commands. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack them.

Contact Other Plane

Range: None

Duration: Number of "Yes/No" questions

School: Divination

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions they contemplate. The spell's effects depend upon how deeply into the caster quests into the various planes of existence. The caster must decide how "far" into the planes of existence they wish to make contact. The number of planes in "depth" that he chooses will affect the number of yes or no questions they can ask, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that they will become temporarily insane from the experience. Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed (or was deliberately removed).

Extension II

Range: Same as the spell being extended

Duration: See below

School: Transmutation

Extension II lengthens the duration of another spell by 50%. Only spells of level 1–4 can be affected by Extension II.

False Vision

Range: Touch

Duration: 1 hour/level

School: Illusion

The spell creates an illusion that causes any scrying-like spell or ability to perceive a false image as defined by the caster.

Feeblemind

Range: 240 ft

Duration: Permanent until dispelled

School: Enchantment

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

Hold Monster

Range: 120 ft

Duration: 1 hour (+10 minutes/level)

School: Enchantment

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

Life Bubble

Range: Touch

Duration: 2 hours/level

School: Abjuration

The caster surrounds the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons.

Mage's Private Sanctum

Range: 25 ft. + 5 ft/2 levels

Duration: 24 hours

School: Abjuration

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally. Scrying spells cannot perceive anything within the area.

Magic Jar

Range: See below

Duration: See below

School: Necromancy

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft of the caster's body for the transition to succeed. Once

within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft of the jar and fail a saving throw. The caster can return their soul to the magic jar at any time, and if a body they control is slain, their life essence returns immediately to the jar. If the caster's body is destroyed while their soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied Wizard can still possess other bodies as before). If the jar itself is destroyed while the Wizard's soul is within, the soul is lost. The Wizard can return from the jar to his own body whenever desired, thus ending the spell.

Monster Summoning III

Range: N/A

Duration: 6 rounds (minutes)

School: Conjuraton

The caster summons allies, who serve them until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Dice Roll	Monsters Summoned
1	1d4 Bugbears
2	1d3 Harpies
3	1d2 Ochre Jellies
4	1d2 Wererats
5	1d2 Wights
6	1d2 Wild Boars

Passwall

Range: 30 ft

Duration: 3 turns (30 minutes)

School: Transmutation

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

Raise Undead Army

Range: Dungeon Master's Discretion

Duration: Permanent

School: Necromancy

This spell animates skeletons or zombies from dead bodies. 1d8 undead are animated per level of the caster above 8th. The corpses remain animated until slain.

Telekinesis

Range: 120 ft

Duration: 6 turns (1 hour)

School: Transmutation

The caster can move objects using mental power alone. The amount of weight they can lift and move is 20 pounds per level. It is up to the Dungeon Master's interpretation of the spell whether the objects can be thrown and at what speed.

Teleport

Range: Touch

Duration: Instantaneous

School: Conjuration

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a picture or a map). Success depends on how well the caster knows the targeted location, as follows:

1. If the caster has only seen the location in a picture or through a map (i.e., their knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.
2. If the caster has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveler arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10 ft over the targeted location—probably resulting in a deadly fall.
3. If the caster is well familiar with the location, or has studied it carefully, there is only a 5% chance of error—a 1 in 6 chance of teleporting low, otherwise high. In either case, the arrival is 1d4 x10 ft high or low.

Transmute Rock to Mud

Range: 120 ft

Duration: 3d6 days, unless reversed

School: Transmutation

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal.

Wall of Iron

Range: 60 ft

Duration: 2 hours

School: Conjuration

The caster conjures an iron wall from thin air. The wall is 3 ft thick, 50 ft tall, and 50 ft long.

Wall of Stone

Range: 60 ft

Duration: Permanent until dispelled

School: Conjuraton

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50 ft long (in which case it would be 20 ft tall), or 100 ft long (in which case it would be only 20 ft tall).



WIZARD

SIXTH LEVEL SPELLS

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Enchant Item
6. Forceful Hand
7. Geas
8. Invisible Stalker
9. Legend Lore
10. Lower Water
11. Misleading
12. Monster Summoning IV
13. Move Earth
14. Part Water
15. Project Image
16. Reincarnation
17. Repulsion
18. Seeming
19. Stone to Flesh
20. Unwilling Shield

Anti-Magic Shell

Range: Caster

Duration: 2 hours

School: Abjuration

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

Control Weather

Range: Dungeon Master's discretion

Duration: Dungeon Master's discretion

School: Transmutation

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

Death Spell

Range: 240 ft

Duration: Causes normal death

School: Necromancy

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

Disintegrate

Range: 60 ft

Duration: Permanent—cannot be dispelled

School: Transmutation

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

Enchant Item

Range: Touch

Duration: Permanent

School: Transmutation

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

Forceful Hand

Range: 100 ft. + 10 ft./level

Duration: 1 round/level

School: Evocation

This spell creates a Large magical hand that appears between the caster and an opponent. The hand strongly and harshly pushes the target back many feet.

Geas

Range: 30 ft

Duration: Until task is completed

School: Enchantment

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, they will suffer weakness (50% reduction in strength), and trying to ignore the geas causes death.

Invisible Stalker

Range: Close

Duration: Until mission is completed

School: Conjuraton

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

Legend Lore

Range: Caster

Duration: See below

School: Divination

Over the course of long and arduous magical efforts (1d100 days), the caster gains knowledge about some legendary person, place, or thing. The spell's final result may be no more than a cryptic phrase or riddle, or it might be quite specific.

Lower Water

Range: 240 ft

Duration: 2 hours

School: Transmutation

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 normal.

Mislead

Range: 25 ft. + 5 ft./2 levels

Duration: 1 round/level

School: Illusion

The caster becomes invisible, and at the same time, an illusory double of them appears. The caster is then free to go elsewhere while their double moves away. The double appears within range but thereafter moves as the caster directs it (which requires concentration beginning on the first round after the casting). The double moves at the caster's speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

Monster Summoning IV

Range: N/A

Duration: 6 rounds (minutes)

School: Conjuration

The caster summons allies, who serve them until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Dice Roll	Monsters Summoned
1	1d4 Bugbears
2	1d3 Harpies
3	1d2 Ochre Jellies
4	1d2 Wererats
5	1d2 Wights
6	1d2 Wild Boars

Move Earth

Range: 240 ft

Duration: 1 hour, effects permanent

School: Transmutation

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 ft per minute (60 ft per turn).

Part Water

Range: 120 ft

Duration: 1 hour

School: Transmutation

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

Project Image

Range: 240 ft sphere

Duration: 1 hour

School: Illusion

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

Reincarnation

Range: Touch

Duration: Instantaneous

School: Necromancy

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level. The subject's new form is randomly assigned by the Dungeon Master.

Repulsion

Range: 120 ft

Duration: 1 hour

School: Abjuration

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

Seeming

Range: 25 ft. + 5 ft./2 levels

Duration: 12 hours

School: Illusion

This spell changes the appearance (clothing, armor, etc) of the caster or the subject under the caster's discretion. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making a saving throw.

Stone to Flesh

Range: 120 ft

Duration: Permanent until reversed

School: Transmutation

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue (until the stone-to-flesh version of the spell is cast).

Unwilling Shield

Range: 25 ft. + 5 ft./2 levels

Duration: 1 round/level

School: Necromancy

This spell creates a mystic connection between the caster and the target, the target shares the wounds that the caster receives. In addition, the link draws upon the target's life force to supplement the caster's own defenses. The caster gains a +1 luck bonus to AC and on saving throws. They take only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by them is taken by the target.



WIZARD

SEVENTH LEVEL SPELLS

1. Cacodemon
2. Charm Plants
3. Control Undead
4. Delayed Blast Fireball
5. Extension III
6. Limited Wish
7. Mass Invisibility
8. Monster Summoning V
9. Phase Door
10. Power Word, Stun
11. Reverse Gravity
12. Simulacrum
13. Wave of Exhaustion

Cacodemon

Range: 10 ft

Duration: Dungeon Master's discretion

School: Conjuration

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

Charm Plants

Range: 120 ft

Duration: Until dispelled

School: Enchantment

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

Control Undead

Range: 25 ft. + 5 ft./2 levels

Duration: 1 min/level

School: Necromancy

This spell enables the caster to control undead creatures for a short period of time. They are commanded by voice and understand the caster, no matter what language they speak. Even if vocal communication is impossible, the controlled undead do not attack them. At the end of the spell, the subjects revert to their normal behavior.

Delayed Blast Fireball

Range: 240 ft

Duration: Chosen by caster (up to 10 minutes)

School: Evocation

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

Extension III

Range: Same as the spell being extended

Duration: See below

School: Transmutation

Extension III lengthens the duration of another spell by 50%. Only spells of level 1–4 can be affected by Extension III.

Limited Wish

Range: Dungeon Master's discretion

Duration: Changes reality

School: Universal

This spell is an extremely weak version of the “wish” spell. Limited wish is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present.

Mass Invisibility

Range: 240 ft

Duration: See below

School: Illusion

This spell makes 1d3 hundred man or horse-sized creatures (or objects) invisible, as if they had been affected by a single invisibility spell. The spell can also affect up to 6 creatures of dragon size. As with the invisibility spell, the enchantment lasts until dispelled or until the creature makes an attack.

Monster Summoning V

Range: N/A

Duration: 6 rounds (minutes)

School: Conjuration

The caster summons allies, who serve them until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Dice Roll	Monsters Summoned
1	1 Cockatrice
2	1 Manticore
3	1 Minotaur
4	1 Ogre Mage (Oni)
5	1 Salamander
6	1 Troll

Phase Door

Range: Touch

Duration: 1 use/2 levels

School: Transmutation

The spell caster alters their body's vibrations affecting a section of wall much like the Passwall spell above. The Phase Door can only be seen and used by the spell caster. The Wizard will appear to disappear when they enter the door and upon exiting, seem to appear. The door can only be used once per 2 levels of experience.

Power Word, Stun

Range: 120 ft

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

School: Enchantment

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

Reverse Gravity

Range: 90 ft

Duration: 1 round (minute)

School: Transmutation

The spell reverses gravity in a cubical area approximately 30x30x30 ft in size. Anything in the area falls upward, and then when the spell ends they fall back down again.

Simulacrum

Range: Touch

Duration: Permanent

School: Necromancy

The caster creates a duplicate of themselves or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead is an acceptable means). A Limited

Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30–60% (use a d3) of the simulated creature’s knowledge and experience. The simulacrum follows its creator’s orders. It is worthy of note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a detect magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

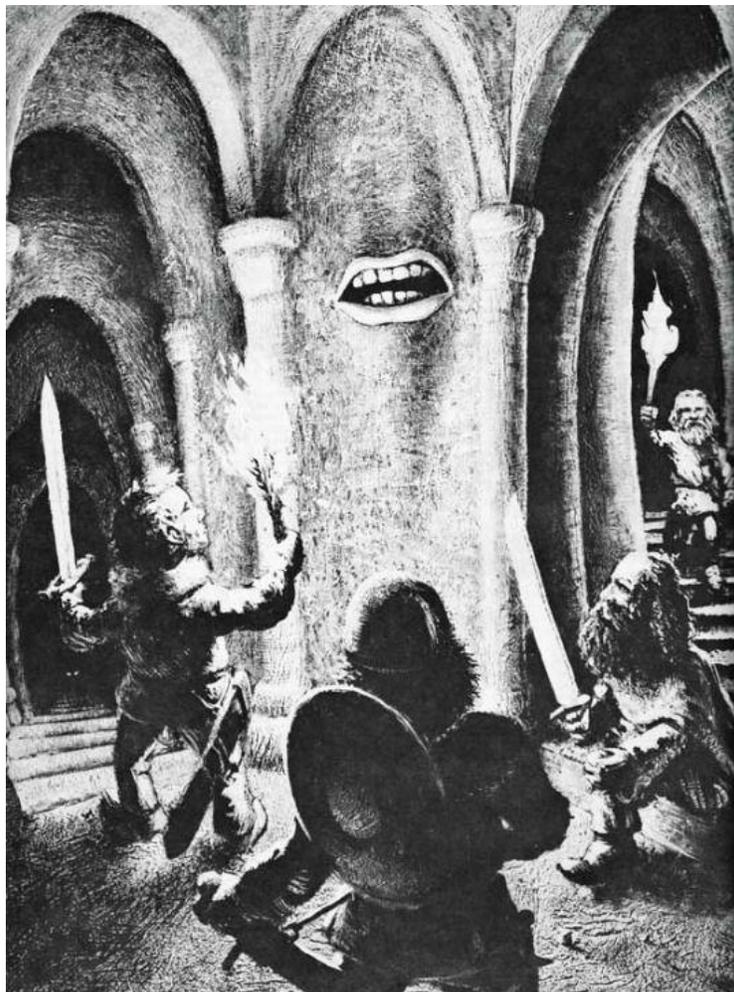
Wave of Exhaustion

Range: 60 ft

Duration: Instant

School: Necromancy

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.



WIZARD

EIGHTH LEVEL SPELLS

1. Clone
2. Mass Charm
3. Mind Blank
4. Monster Summoning VI
5. Permanency
6. Polymorph Object
7. Power Word, Blind
8. Symbol

Clone

Range: Close

Duration: Permanent

School: Necromancy

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

Mass Charm

Range: 120 ft

Duration: Until dispelled

School: Enchantment

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

Mind Blank

Range: 30 ft

Duration: 1 day

School: Abjuration

The recipient of this spell is protected from all manner of influence, read and detect thoughts or emotions.

Monster Summoning VI

Range: N/A

Duration: 6 rounds (minutes)

School: Conjunction

The caster summons allies, who serve them until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Dice Roll	Monsters Summoned
1	1 Black Dragon
2	1 Chimera
3	1 Efreeti
4	1 Flesh Golem
5	1 Frost Giant
6	1 Hill Giant
7	1d2 Ogre Magi (Oni)
8	1 Hydra (Seven Heads)
9	1 Giant Centipede
10	1 White Dragon

Permanency

Range: See below

Duration: Permanent until dispelled by an opponent of twice the caster's level

School: Transmutation

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

Polymorph Object

Range: 240 ft

Duration: Referee's discretion

School: Transmutation

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

Power Word, Blind

Range: 120 ft

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

School: Enchantment

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

Symbol

Range: Dungeon Master's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

School: Enchantment

A symbol spell creates a deadly magical trap, written into the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

Symbol of Death: Deals 80 hit points of damage.

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as per a Power Word, Stun.

WIZARD

NINTH LEVEL SPELLS

1. Astral Spell
2. Maze
3. Gate
4. Meteor Swarm
5. Monster Summoning VII
6. Power Word, Kill
7. Prismatic Sphere
8. Shape Change
9. Time Stop
10. Wish

Astral Spell

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

Duration: 2 hours

School: Transmutation

The caster projects their astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The spell has duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond; and if the caster's body is underground, it need only be moved 100 yards before the connection is broken. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120 ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Gate

Range: Near the caster

Duration: See below

School: Conjunction

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

Maze

Range: 60 ft

Duration: Depends on intelligence

School: Conjunction

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with intelligence lower than 6 require 2d4 x3 rounds (minutes) to escape the inter-dimensional prison. Creatures with Intelligence scores 7–11 require 2d4 rounds, and creatures with an intelligence of 12+ require only 1d4 rounds to puzzle the way back into normal reality. Although monsters aren't described with specific Intelligence scores, it shouldn't be hard to determine into which category any specific monster falls. Unless ruled otherwise by the Dungeon Master, there is no saving throw to avoid the spell.

Meteor Swarm

Range: 240 ft

Duration: Instantaneous

School: Conjunction

Tiny meteors swarm from the caster's hands and explode into fireballs where they desire. The caster may hurl 4 normal fireballs for 10d6 damage or 8 fireballs of 10 ft diameter that inflict 5d6 points of damage. A saving throw is permitted in order to take half damage.

Monster Summoning VII

Range: N/A

Duration: 6 rounds (minutes)

School: Conjunction

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Dice Roll	Monsters Summoned
1	1d2 Chimerae
2	1 Fire Giant
3	1 Hydra (9 Heads)
4	1 Iron Golem
5	1 Lich
6	1 Purple Wurm
7	1 Red Dragon
8	1 Stone Golem
9	1 Storm Giant
10	1 Titan

Power Word, Kill

Range: 120 ft

Duration: Immediate

School: Enchantment

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

Prismatic Sphere

Range: 10 ft sphere

Duration: 1 hour

School: Abjuration

A sphere of seven colors whirls about the Wizard, with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns.

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

Shape Change

Range: Caster

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

School: Transmutation

When the caster casts this spell upon them, they are able to turn at will into a variety of creatures. In each form, they gain the characteristics of the creature (much as with the polymorph others spell). Thus, turning into a dragon actually allows the caster to use the dragon's breath weapon. The caster might then choose to turn into a raven, then a frog, and whatever other creatures they might choose. It is not, of course, required that the caster use more than one shape—if they want to remain as a dragon for the duration of the spell, that is fine.

Time Stop

Range: Caster

Duration: 1d4+1 rounds

School: Transmutation

The caster stops the passage of time in a radius about 15 ft around themselves (the time-stopped area does not thereafter move with the caster). Any creatures within this area are suspended in time, unable to act. The caster is not stopped in time while in the area or beyond.

Wish

Range: Unlimited

Duration: See below

School: Universal

This spell is not all-powerful; it grants wishes of limited scope (although more powerful than a Limited Wish). The Dungeon Master's discretion will rule what sort of wishes are within the spell's power (one possible guideline—not official—might be that a wish can grant effects that would be similar in power to a spell of level 8 or lower, with permanent effect in many cases). After casting a wish spell, the Wizard is too mentally drained to cast spells for a period of 1d4 days.

CLERIC

FIRST LEVEL PRAYERS

1. Bless Water
2. Cure Light Wounds
3. Cure Light Mental Afflictions
4. Detect Evil
5. Detect Magic
6. Holy Weapon
7. Light
8. Protection From Evil
9. Purify Food and Water
10. Remove Fear

Bless Water

Range: Touch

Duration: Instant

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

Cure Light Wounds (Cause Light Wounds)

Range: Touch

Duration: Immediate

Cures 1d6+1 hit points of damage. An evil reversal of this spell allows an evil Cleric to cause light wounds.

Cure Light Mental Afflictions (Cause Light Mental Afflictions)

Range: Touch

Duration: Immediate

Cures 1d6+1 hit points of stress points. An evil reversal of this spell allows an evil Cleric to cause light mental afflictions.

Detect Evil

Range: 120 ft

Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

Detect Magic

Range: 60 ft

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Holy Weapon

Range: Touch

Duration: 1 min/level

The caster bestows a non-magical weapon a +1 bonus on attack and damage rolls.

Light

Range: 60 ft

Duration: 1 hour (+10 minutes/level)

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft. The Cleric version of this spell last 2 hours.

Protection from Evil

Range: Caster

Duration: 2 hours

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to their saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Purify Food and Drink (Spoil Food and Drink)

Range: Close/Touch (Dungeon Master's discretion)

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons. An evil reversal of this spell allows an evil Cleric to spoil food and water for up to a dozen people.

Remove Fear

Range: 25 ft. + 5 ft./2 levels

Duration: 10 minutes; see text

The caster instills courage in the subject, granting it a +4 saving throw bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

CLERIC

SECOND LEVEL PRAYERS

1. Ancestral Communion
2. Bless
3. Calm Emotions
4. Delay Pains
5. Find Traps
6. Hold Person
7. Remove Blindness or Deafness
8. Silence, 15ft Radius
9. Snake Charm
10. Speak with Animals

Ancestral Communion

Range: Caster

Duration: 1 min/level

The Cleric contacts the spirits of their ancestors and uses their great wisdom to bolster the caster's knowledge. Only the Cleric can hear what the spirits communicate to them.

Bless

Range: Only upon a character not in combat.

Duration: 1 hour (6 turns)

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

Calm Emotions

Range: 100 ft. + 10 ft./level

Duration: concentration, up to 1 round/level

This spell calms agitated creatures. The caster has no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

Delay Pain

Range: 25 ft. + 5 ft./2 levels

Duration: 1 hour/level

The caster overrides the target's ability to feel pain. This does not negate any physical damage that the target receives.

Find Traps

Range: 30 ft

Duration: 20 minutes (2 turns)

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

Hold Person

Range: 180 ft

Duration: 9 turns

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

Remove Blindness or Deafness

Range: Touch

Duration: Instant

This spell cures blindness or deafness (caster's choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Silence, 15 ft Radius

Range: 180 ft

Duration: 12 turns

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

Snake Charm

Range: 60 ft

Duration: 1d4+2 turns

One hit die (1 HD) of snakes can be charmed per level of the caster. The snakes obey the caster's commands.

Speak with Animals

Range: Caster

Duration: 6 turns

The caster can speak with normal animals. There is a chance that the animals will assist them, and they will not attack them or their party.

CLERIC

THIRD LEVEL PRAYERS

1. Borrow Fortune
2. Continual Light
3. Cure Disease
4. Daybreak Arrow
5. Locate Object
6. Prayer
7. Remove Curse
8. Sacred Bond
9. Speak With Dead
10. Vision of Hell

Borrow Fortune

Range: Caster

Duration: Instant

When the Cleric makes a d20 roll, they may choose to immediately cast this spell to reroll that die before success or failure is known, keeping the more favorable result. For the next two rounds following their casting of the spell, they must roll two dice each time a d20 roll is called for, keeping the less favorable result.

Continual Light

Range: 120 ft

Duration: Permanent until dispelled

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

Cure Disease (Cause Disease)

Range: Touch

Duration: Immediate

Cures the spell's recipient of any diseases, including magically inflicted ones. An evil reversal of this spell allows an evil Cleric to cause disease.

Daybreak Arrow

Range: Touch

Duration: 10 mins/level

This spell causes ammunition to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles.

Locate Object

Range: 90 ft

Duration: 1 round/level

This spell gives the caster the correct direction (as the crow flies) toward an object that the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Prayer

Range: 30 ft

Duration: Following melee round

The prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20x20 ft area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th level Cleric causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

Remove Curse

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.

Sacred Bond

Range: Touch

Duration: 10 mins/level

To use this spell, the Cleric first touches the intended recipient, creating a sympathetic field of healing energies between them. Once the spell has been cast, the Caster and the target may cast healing spells with a range of touch upon each other so long as they are within close range.

Speak with the Dead

Range: Close/Touch (Dungeon Master's discretion)

Duration: 3 questions

The caster can ask three questions to a corpse, and it will answer, although the answers might be cryptic. Only higher-level Clerics have enough spiritual power to command answers of long-dead corpses. Clerics lower than 8th level can only gain answers from bodies that have been dead 1d4 days. Clerics level 8–14 can speak to corpses that have been dead 1d4 months. Clerics of level 15+ can gain answers from a corpse of any age, including thousand-year old relics (as long as the body is still relatively intact). Take note that there's a die roll involved here: for example, a seventh level Cleric attempting to speak with a 2 day old corpse might still fail—their d4 roll might indicate that he can only to a 1 day old corpse with this attempt at the spell.

Vision of Hell

Range: 100 ft. + 10 ft./level

Duration: 1 min/level

The Cleric overlays a realistic illusion of a terrifying hellscape upon an area. Structures, equipment, and creatures within the area are not hidden, though environmental features take on an infernal appearance. While the Cleric is prepared for these images and is not affected by them, any other creature within the area must make a saving throw or become shaken and also take a -2 penalty on saves versus fear effects; the fear and penalty persists as long as the creature remains in the area.



CLERIC

FOURTH LEVEL PRAYERS

1. Create Food or Water
2. Cure Serious Wounds
3. Cure Serious Mental Afflictions
4. Discern Lies
5. Dismissal
6. Neutralize Poison
7. Protection From Evil, 10 ft Radius
8. Shield Of Dawn
9. Speak With Plants
10. Sticks To Snakes

Create Food or Water

Range: Close

Duration: Immediate

This spell creates a one-day supply of drinking water or food for 24 men (or, for game purposes, horses). At 9th level, the amount of food or water doubles, and doubles again at every level thereafter.

Cure Serious Wounds (Cause Serious Wounds)

Range: Touch

Duration: Immediate

Cures 2d6+2 hit points of damage. An evil reversal of this spell allows an evil Cleric to cause serious wounds.

Cure Serious Mental Afflictions (Cause Serious Mental Afflictions)

Range: Touch

Duration: Immediate

Cures 2d6+2 hit points of stress points. An evil reversal of this spell allows an evil Cleric to cause serious mental afflictions.

Discern Lies

Range: 25 ft. + 5 ft./2 levels

Duration: concentration, up to 1 round/level

Each round, the Cleric may concentrate on one target, which must be within range. The Cleric knows if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Dismissal

Range: 25 ft. + 5 ft./2 levels

Duration: Instant

This spell forces an extraplanar creature back to its proper plane if it fails a saving throw. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Neutralize Poison

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but can't be used to bring the dead back to life later on.

Protection from Evil, 10 ft Radius

Range: 240 ft sphere

Duration: 1 hour

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to their saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Shield of Dawn

Range: Caster

Duration: 1 round/level

The Cleric creates a disk of sunlight on one arm. Any creature that strikes them with a melee attack deals normal damage, but also takes 1d6 points of fire damage + 1 point per caster level (maximum +15).

Speak with Plants

Range: Speaking range

Duration: 6 turns

The caster can speak with and understand the speech of plants. Plants smaller than trees will obey their commands, moving aside when requested, etc.

Sticks to Snakes

Range: 120 ft

Duration: 1 hour

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



The Death of Cuchulain.

CLERIC

FIFTH LEVEL PRAYERS

1. Commune
2. Dispel Evil
3. Finger of Death
4. Insect Plague
5. Quest
6. Raise Dead
7. Righteous Might
8. Serenity

Commune

Range: Caster

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the Dungeon Master.

Dispel Evil

Range: 30 ft

Duration: 10 minutes against an item

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

The chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 6th level Cleric attempting to dispel an evil charm cast by a 12th level Cleric has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level Cleric were dispelling the 6th level Cleric's charm, the chance would be 200% ($12/6 = 2$, or, 200%).

Finger of Death

Range: 120 ft

Duration: Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that will likely invoke divine retribution of some kind.

Insect Plague

Range: 480 ft

Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 sq. feet (20 ft by 20 ft, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed the cloud of insects flees in terror (no saving throw).

Quest

Range: Speaking range

Duration: Until completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, they will suffer weakness (50% reduction in Strength), and an attempt to entirely abandon the quest incurs a curse set by the caster (details to be approved by the Dungeon Master).

Raise Dead

Range: Touch / Close (Dungeon Master's discretion)

Duration: N/A

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. Characters with low Constitution might not survive the ordeal, and even for those with strong Constitution a period of at least a week is required before they can function normally. This spell only functions on races that can be used for player characters (i.e., "human-like").

Righteous Might

Range: Touch

Duration: 1 round/level

The Cleric's height immediately doubles, and their weight increases by a factor of eight. All equipment they wear or carry is similarly enlarged by the spell. Melee weapons deal more damage.

Serenity

Range: 100 ft. + 10 ft/level

Duration: 1 round/level

The caster fills the target's minds with feelings of tranquility. Those attempting to commit violence become stricken with wracking pain and take 3d6 points of nonlethal (stress) damage each round they attempt to harm another creature.

CLERIC

SIXTH LEVEL PRAYERS

1. Animate Object
2. Blade Barrier
3. Conjure Animals
4. Find the Path
5. Forbiddance
6. Joyful Rapture
7. Speak With Monsters
8. Word of Recall

Animate Object

Range: 60 ft

Duration: 1 hour

The Cleric “brings to life” inanimate objects such as statues, chairs, carpets, and tables. The objects follow the Cleric’s commands, attacking their foes or performing other actions on their behalf. The Dungeon Master must determine the combat attributes of the objects, such as armor class, speed, hit dice, and to-hit bonuses on the spur of the moment. A stone statue, as a basic example, might have AC of 18, attack as a creature with 7–9 HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

Blade Barrier

Range: 60 ft

Duration: 12 turns

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

Conjure Animals

Range: 30 ft

Duration: 1 hour

The Cleric conjures up normal animals to serve as his allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster’s commands.

Find Path

Range: Caster

Duration: 1 hour (+10 minutes/level), 1 day outdoors

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

Forbiddance

Range: 100 ft. + 10 ft./level

Duration: permanent

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as dimension door and teleport), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

Joyful Rapture

Range: 60 ft

Duration: Instant

The Cleric inspired words overwhelm others with transcendental bliss. All allies within the area of effect are freed from any harmful emotion effects. The spell relieves all stress points as well.

Speak with Monsters

Range: Speaking range

Duration: 3d4 questions

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

Word of Recall

Range: Indefinite

Duration: Immediate

The Cleric teleports without error back to their prepared sanctuary.

CLERIC

SEVENTH LEVEL PRAYERS

1. Aerial Servant
2. Astral Spell
3. Control Weather
4. Dictum
5. Earthquake
6. Holy Word
7. Part Water
8. Refuge
9. Restoration
10. Resurrection
11. Symbol
12. Wind Walk

Aerial Servant

Range: N/A

Duration: Until completed or insanity

This spell summons a powerful creature from the elemental planes of air, to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 16, Atk Bonus +17, Atk 1 (4d4), Move 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking them.

Astral Spell

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

Duration: 2 hours

The caster projects their astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The spell has a duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond; and if the caster's body is underground, it need only be moved 100 yards before the connection is broken. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120 ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Control Weather

Range: Dungeon Master's discretion

Duration: Dungeon Master's discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

Dictum

Range: 40 ft

Duration: Instant

Any nonlawful creature within the area of a dictum spell suffers from being deafened, staggered, and paralyzed on a failed saving throw. There is a 30% chance that they will die instead.

Earthquake

Range: Dungeon Master's discretion

Duration: Immediate

In an area 60x60 ft plus an additional 10 ft (in both length and width) per three levels above 17th, the Cleric causes a powerful earthquake. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

Holy Word

Range: 40 ft radius

Duration: Immediate

The speaking of a holy word dramatically affects all those within the range of its divine power. Creatures of fewer than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9–12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected but probably impressed.

Part Water

Range: 240 ft

Duration: 2 hour

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

Refuge

Range: Touch

Duration: permanent until discharged

When the Cleric casts this spell, they create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same

plane to their abode. Once the item is so enhanced, they must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item. When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to their abode. No other creatures are affected (aside from a familiar or animal companion that is touching the subject).

Restoration

Range: Dungeon Master's discretion

Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows an evil Cleric to drain a level from their target. The “good” version of the spell is exhausting to the caster, incapacitating him for 2d10 days. It is in the discretion of the Dungeon Master to allow this spell to restore lost points of ability scores as well as lost levels.

Resurrection

Range: Dungeon Master's discretion

Duration: Immediate

This spell (also called “Raise Dead Fully”) raises the dead back to life, in the same manner as the Raise Dead spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death, and suffers no other penalties. An evil “reversal” of the spell can also be cast, which causes death with no saving throw.

Symbol

Range: Dungeon Master's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

A symbol spell creates a deadly magical trap, written into the shape of an arcane rune. The rune’s magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

Symbol of Death: Deals 80 hit points of damage

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as per a Power Word, Stun.

Wind Walk

Range: Touch

Duration: 1 day or until dispelled

The caster and one other person in contact with them become incorporeal and mist-like, able to travel through walls and other obstacles. The Cleric can bring this companion along, traveling at 48 ft per minute indoors (or in subterranean settings) and much faster outdoors.



DRUID

FIRST LEVEL SPELLS

1. Calm Animals
2. Detect Magic
3. Detect Snares & Pits
4. Endure Elements
5. Entangle
6. Faerie Fire
7. Goodberry
8. Know Weather
9. Locate Animals
10. Purify Food or Water

Calm Animals

Range: 25 ft. + 5 ft./2 levels

Duration: 1 min./level

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to $2d4 + \text{caster level}$.

Detect Magic

Range: 60'

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Detect Snares & Pits

Range: 10' per caster level

Duration: 1 + druid level hours

This spell allows the caster to discover snares, pits, and other outdoor traps.

Endure Elements

Range: Touch

Duration: 24 hours

The caster exists comfortably in hot or cold environments. Equipment is also protected.

Entangle

Range: 400 ft. + 40 ft./level

Duration: 1 min./level

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. Affected creatures may try and break free. A creature that succeeds on a saving throw save is not entangled, but can still move at only half speed through the area.

Faerie Fire

Range: 60'

Duration: 6 turns

This spell lines the target in a luminescent glow.

Goodberry

Range: Touch

Duration: 1 day/level

Casting this spell upon a handful of freshly picked berries makes 2d4 of them magical. The Druid can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24 hour period.

Know Weather

Range: 2 miles X 2 miles/ Druid level

Duration: Immediate

The Druid may forecast the weather in a given location (see range) with a chance of accuracy of 1-19 on d20.

Locate Animals

Range: 60' + 10' per level

Duration: 1 round per level

This spell gives the caster the correct direction (as the crow flies) toward an animal the caster specifies with a name or description. The object cannot be something the caster has never seen.

Purify Water

Range: close or touch

Duration: Immediate

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

DRUID

SECOND LEVEL SPELLS

1. Cure Light Wounds
2. Create Food or Water
3. Heat Metal
4. Locate Plants
5. Obscuring Mist
6. Produce Flame
7. Reduce Animal
8. Shape Change
9. Speak With Animals
10. Warp Wood

Cure Light Wounds

Range: Touch

Duration: Immediate

Cures 1d6+1 hit points of damage.

Create Water

Range: Close

Duration: Immediate

This spell creates a one-day supply of drinking water or food for 24 men (or, for game purposes, horses). At 9th level, the amount of water or food doubles, and doubles again at every level thereafter.

Heat Metal

Range: 30'

Duration: 2 rounds

Heat Metal makes metal extremely warm. This spell affects 1 metal item weighing 12 pound/ per level of the caster. A creature takes damage if it's holding or wearing equipment that is targeted by this spell. On the first round of the spell, the metal becomes searing hot to the touch. Heated objects in contact with hands make the hand unusable for 1 day. If another body part, other than hands or head, is affected, the victim will suffer 1d2 points of damage. If the searing metal is in contact with the victim's head, they'll take 1 point of damage and be dizzy.

A victim still in contact with the searing metal for a second consecutive round will receive further damage. Hand held objects will render the victim's hand useless for 1d3 weeks. Other body parts (other than hands or head) receive an additional 1d2+1 points of damage. A head in contact with heated metal for a second round receives an additional 2 points of damage and the creature affected is struck unconscious for 2d4 turns.

Locate Plants

Range: 60'

Duration: 20 minutes

This spell gives the caster the correct direction (as the crow flies) toward a plant the casters specifies with a name or description. The object cannot be something the caster has never seen.

Obscuring Mist

Range: 20'

Duration: 1 turn per Druid level

A misty vapor arises around the Druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per Druid level.

Produce Flame

Range: Caster

Duration: 2 turns per level

This spell allows the Druid to produce a small flame in the palm of their hand which illuminates as a small lantern. The flame may be hurled. It may cause inflammables to combust.

Reduce Animal

Range: Touch

Duration: 1 hour/level

This spell functions like reduce person, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size.

Shape Change

Range: Caster

Duration: See text

Once per day, the Druid may change their shape to either a small animal, or a bigger, more ferocious one. The Druid may change back to their normal form at any time. While creating their character, the Player should consult with their Dungeon Master about which small animal (for example: lizard, raven) and which big animal (for example: bear, wolf) they may change into. In their small animal form, they cannot speak, they lose all equipment, cannot use any items and fight, but they are more agile and they may reach places inaccessible to normal humanoids. In their big animal form, they cannot speak, they lose all equipment and cannot use any items but they deal 1d6+1 damage with their "natural weaponry" and their AC improves by +4. Druids cannot cast spells while in their animal shape, since they cannot speak and have no hands.

Speak with Animals

Range: Caster

Duration: 6 turns

The caster can speak with normal animals. There is a chance that the animals will assist them, and they will not attack them or their party (unless they have something particularly offensive to say).

Warp Wood

Range: 30'

Duration: permanent

This spell allows the Druid to cause straight wooden shafts to bend. This spell affects an amount of wood equal to 1 spear shaft or 6 arrows per 2 Druid levels.



DRUID

THIRD LEVEL SPELLS

1. Ash Storm
2. Call Lightning
3. Cure Disease
4. Hurricane Blast
5. Hold Animal
6. Neutralize Poison
7. Plant Growth
8. Protection From Fire
9. Pyrotechnics
10. Water Breathing

Ash Storm

Range: 400 ft. + 40 ft./level

Duration: 1 round/level

Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain.

Call Lightning

Range: 360'

Duration: 1 turn per level

In order for this spell to occur, the druid must be within 360' of stormy weather. The lightning bolt inflicts 8d6 + druid level points of damage (Dungeon Masters may wish to allow a successful saving throw to half the damage). The caster may target anyone within the spell's range. The Druid may call down 1 bolt of lightning per turn. This spell is only usable outdoors.

Cure Disease

Range: Touch

Duration: immediate

Cures the spell's recipient of any diseases, including magically inflicted ones.

Hold Animal

Range: 120'

Duration: 1 hour + 10 minutes per level

The caster targets 1d4 mammals of up to 200 lb. X Druid level, or reptiles, birds, and fish of up to 100 lb. X Druid level, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

Hurricane Blast

Range: Caster

Touch: 1 round

This spell creates a severe blast of air (approximately 50 mph) that originates from the Druid, affecting all creatures in the burst. The smaller the affected creature, the more impact the blast has on them. Most victims are knocked to their feet and are left prone. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames.

Neutralize Poison

Range: touch

Duration: immediate

This spell counteracts poison if used promptly, but can't be used to bring the dead back to life later on.

Plant Growth

Range: 240'

Duration: permanent

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Dungeon Master's decision) would allow the spell to affect an area of 300x300 ft, for a total of 90,000 square feet).

Protection from Fire

Range: touch

Duration: 3 turns + Druid level

If cast upon a non-Druid, this spell renders the target invulnerable to normal fire. If cast upon a Druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn.

Pyrotechnics

Range: 240'

Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Dungeon Master will decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

Water Breathing

Range: 30'

Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.



DRUID

FOURTH LEVEL SPELLS

1. Animal Summoning I
2. Blight
3. Cure Serious Wounds
4. Dispel Magic
5. Grove of Respite
6. Hallucinatory Terrain
7. Insect Plague
8. Produce Flame
9. Protection From Lightning
10. Speak With Plants
11. Temperature Change 10 Feet
12. Walk Through Flora

Animal Summoning I

Range: 30'

Duration: 1 hour

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

Blight

Range: Target Touched Plant

Duration: Instant

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

Cure Serious Wounds

Range: touch

Duration: immediate

Cures 2d6+2 hit points of damage.

Dispel Magic

Range: 120'

Duration: 10 minutes

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the Druid trying to dispel over the level of the Magic-user (or HD of the monster) who cast the original magic. Thus, a 6th level Druid attempting to dispel a charm cast by a 12th level Wizard has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level Druid were dispelling the 6th level Wizard's charm, the chance would be 200% ($12/6 = 2$, or, 200%).

Grove of Respite

Range: 25 ft. + 5 ft./2 levels

Duration: 2 hours/level

The Druid conjures a sheltered grove of trees surrounding a shallow spring. The grove appears from nowhere even in the most barren, rocky soil regardless of season, but the spell must be cast outside on open ground.

The area within the grove is temperate and comfortable, like that of a tiny hut, although the grove provides no illumination and provides no protection from the elements. The water in the grove's spring is clean and drinkable. Additionally, the trees provide a variety of ripe fruit, regardless of season, which acts as a *Goodberry* spell for up to eight people. The grove is warded with an alarm spell that alerts the caster whenever any creature enters the area. Once the spell expires, the grove vanishes, including all fruit, water, and other materials from it, although any nourishment or healing gained from its effects remains.

Hallucinatory Terrain

Range: touch

Duration: immediate

This spell creates an illusionary forest covering an area of 30'X30' per Druid level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to their surroundings. A Dungeon Master may wish to allow victims of this illusion a saving throw to see through the illusion. Other Druids, magical woodland creatures, and ents are never fooled by this hallucinatory forest. A *Dispel Magic* or a reversal of *Hallucinatory Terrain* will dispel this illusion.

Insect Plague

Range: 480'

Duration: 1 day

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

Produce Fire

Range: 30'

Duration: 1 turn

This spell creates fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area.

Protection from Lightning

Range: touch

Duration: 6 turn + Druid level

This spell negates the effects of electrical attacks. The spell ceases after such an attack.

Speak With Plants

Range: 30'

Duration: 6 turns

The caster can speak with and understand the speech of plants. Plants smaller than trees will obey their commands, moving aside when requested, etc.

Temperature Change, 10'

Range: See Text

Duration: 3 turns + Druid level

Allows the Druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this spell.

Walk Through Flora

Range: close

Duration: 3 turns + Druid level

This spell allows the Druid to pass through thick/dense vegetation. This "doorway" (3' X 6') is usable only by the caster, but another Druid or a dryad may follow. This spell may also be used to pass through solid trunks. The Druid may decide to stay within the truck for up to the duration of the spell as an effective way to hide from others.

DRUID

FIFTH LEVEL SPELLS

1. Animal Growth
2. Animal Summoning II
3. Anti-Plant Shell
4. Commune With Nature
5. Control Winds
6. Hold Plant
7. Pass Plant
8. Sticks To Snakes
9. Transmute Rock to Mud
10. Wall of Fire

Animal Growth

Range: 120'

Duration: 2 hours

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

Animal Summoning II

Range: 30'

Duration: 1 hour

The Druid conjures up normal animals to serve as their allies: 2 creatures larger than a man may be summoned, or 6 creatures the size of a man or horse, or 12 animals smaller than a man.

Anti-Plant Shell

Range: self

Duration: 2 hours

An invisible bubble of force surrounds the caster, it protects against attacks from plants and living vegetables.

Commune with Nature

Range: self

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the Dungeon Master. This spell must be performed outdoors and the answers received will only pertain to Nature.

Control Winds

Range: 120'

Duration: 6 turns + Druid level

A Druid may employ this spell to increase the force of, or calm, winds within 120' of the Druid. The center-point of the spell's effect is the Druid and follows the Druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th Druid level.

Hold Plant

Range: 30' + 10'/Druid level

Duration: 6 turns + Druid level

The caster targets 1d4 creatures, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with a penalty of -2. Hold Plant affects living, magical or animated plants. This spell affects both treants and fungoid life forms.

Pass Plant

Range: 480'

Duration: 10 minutes

Use of this spell allows the Druid to enter one tree and emerge from another of the same species. The base distance traveled this way is 480 yards + modifier based on the type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards). The tree's girth must be large enough to engulf the Druid. Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid simply re-emerges from the starting tree.

Sticks to Snakes

Range: 120'

Duration: 1 hour

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

Transmute Rock to Mud

Range: 120'

Duration: 3d6 days

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal.

Wall of Fire

Range: 120'

Duration: 10 minutes

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.



DRUID

SIXTH LEVEL SPELLS

1. Animal Summoning III
2. Anti-Animal Shell
3. Conjure Fire Elemental
4. Feeblemind
5. Finger of Death
6. Summon Weather
7. Transport Via Plant
8. Turn Wood

Animal Summoning III

Range: 30'

Duration: 1 hour

The Druid conjures up normal animals to serve as their allies: except that 4 creatures larger than a man may be summoned, or 12 creatures the size of a man or horse, or 24 animals smaller than a man.

Anti-Animal Shell

Range: covers a 20' hemisphere

Duration: 3 + Druid level turns

An invisible bubble of force surrounds the caster in a 20' hemisphere and protects those inside the from all natural or giant animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means.

Conjure Fire Elemental

Range: 30'

Duration: 1 hour

The caster summons a 16 HD fire elemental from the elemental planes of existence, and binds it to their commands. On a roll of 1-2 on d20 the caster may choose to summon 1d3 salamanders instead, and on a roll of 1 on d20, the Druid may choose to summon a 20 HD fire elemental. A Druid does not run the risk of being attacked by the elemental, as it will regard the Druid as a friend.

Feeblemind

Range: 240'

Duration: permanent until dispelled

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

Finger of Death

Range: 120'

Duration: immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that will likely invoke divine retribution of some kind.

Summon Weather

Range: 5 miles radius

Duration: varies

Through this spell the Druid may call for any weather desired, limited by the current season and climate. Extreme weather conditions, such as blizzards, heat wave of +15 degrees, hail, torrential rains, may only be summoned by an 11th level Druid. The altered weather is not under the control of the Druid. It takes $3 + 5d4$ - Druid level turns for the altered weather to arrive, but will become apparent after only 3 turns. The duration of this spell varies according to the climactic changes brought about by the Druid. A tornado may last a few turns, while torrential rains might last a few hours or day (Dungeon Master's choice).

Transport Via Plant

Range: unlimited

Duration: instantaneous or up to 24 hours

A more powerful version of Pass Plant, Transport Via Plant allows the Druid to pass from one plant to any other plant of similar species anywhere, as long as the Druid has seen the plant at one time. Should the emergence fail, the Druid will instead emerge from another plant which may be miles away. A Druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours. While within a plant in this manner, the Druid is completely aware of their surroundings. This spell is usable but once per day.

Turn Wood

Range: 20' X Druid level

Duration: 1 turn + level of the Druid

This spell creates a wall of force which moves away from the Druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows) are pushed back, dragging back any creature holding such items. The length of the wall runs 60' to either side of the Druid, and moves at a rate of 40' per turn

DRUID

SEVENTH LEVEL SPELLS

1. Animate Rock
2. Animal Shapes
3. Confusion
4. Conjure Earth Elemental
5. Control Weather
6. Creeping Doom
7. Firestorm
8. Reincarnation
9. Transmute Metal to Rock
10. Whirlwind

Animate Rock

Range: 40'

Duration: 6 turns

Animate Rock affects only stone. The Druid may animate up to 2 cubic feet of stone per Druid level and the animated stone will move at a pace of 20' to 40' (Dungeon Master's discretion). There is a 1-14 chance on d20 that the animated stone will obey the Druid. The objects follow the Druid's commands, attacking their foes or performing other actions on their behalf. The Dungeon Master must determine the combat attributes of the objects, such as armor class, speed, hit dice, and to-hit bonuses on the spur of the moment. A stone statue, as a basic example, might have AC of 18, attack as a creature with 7-9 HD, and inflict 2d8 points of damage.

Animal Shapes

Range: 25 ft. + 5 ft./2 levels

Duration: 1 hour/level

This spell is similar to *Shape Change*, except the Druid changes the form of up to one willing creature per caster level into an animal of their choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until they dismiss it for all recipients.

Confusion

Range: 120 ft

Duration: 2 hours

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

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

Conjure Earth Elemental

Range: 30'

Duration: 1 hour

The caster summons a 16 HD earth elemental from the elemental planes of existence, and binds it to their commands. Like Conjure Fire Elemental, the Druid does not run the risk of being attacked by the elemental, as it will regard the Druid as a friend.

Control Weather

Range: varies

Duration: varies

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being. Control Weather is not limited by the current season and climate.

Creeping Doom

Range: variable

Duration: 4 rounds per druid level

This spell summons a horde (1d10 X 100) of deadly insects to attack whatever the Druid commands. The horde appears within 1d3 turns and the target needs to be within 60'. They will pursue the target until it moves 240' beyond the insect horde.

Firestorm

Range: 30'X30' to 30'X30'/Druid level

Duration: 1 turn

This spell creates an intense fire covering an area of minimum 30'X30' up to a maximum of 30'X30'/Druid level. The fire lasts but 1 turn though all combustible material will continue to burn. This spell may be reversed to extinguish normal fires in an area twice as large. There is a 1 in d20 chance that the reversed version will affect fires of magical origin.

Reincarnation

Range: Touch

Duration: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level. The subject's new form is randomly assigned by the Dungeon Master.

Transmute Metal to Wood

Range: 60'

Duration: permanent

This spell allows the Druid to transform 5 pounds of metal per Druid level into wood.

Whirlwind

Range: 400 ft. + 40 ft./level

Duration: 1 round/level

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. The Druid can concentrate on controlling the cyclone's every movement or specify a simple program. The cyclone always moves during the Druid's turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (Control of the cyclone is lost, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a saving throw or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. The Druid may direct the cyclone to eject any carried creatures whenever they wish, depositing the hapless souls wherever the cyclone happens to be when they are released.



INVOCATIONS

FOR WARLOCKS AND TIEFLINGS

1. Agonizing Blast
2. Arcane Blast
3. Arcane Mastery
4. Armor of Shadows
5. Ascendant Step
6. Aura of Fear
7. Beast Speech
8. Beguiling Influence
9. Bestow Curse on Item
10. Bewitching Whispers
11. Chains of Beezlebub
12. Creeping Doom
13. Devil's Sight
14. Dreamful Word
15. Eldritch Ball of Flame
16. Eldritch Sight
17. Eldritch Spear
18. Eyes of the Rune Keeper
19. Fiendish Vigor
20. Flight
21. Forest of Deception
22. Gaze of Two Minds
23. Gift of Languages
24. Hellfire Invocation
25. Lifedrinker
26. Masks of Many Faces
27. Master of Myriad Forms
28. Minions of Chaos
29. Mire the Mind
30. Misty Visions
31. Occult Lightning
32. One With Shadows
33. Otherwordly Leap
34. Pact Blade
35. Pact of the Chain
36. Poison Resistance
37. Repelling Blast
38. Sculptor of Flesh
39. Shape Change
40. Sign of Ill Omen
41. Signature Spell
42. Skeletal Steed
43. Supernatural Protection
44. Thief of Five Fates
45. Thirsting Blade
46. Visions of Distant Realms
47. Voice of the Chain Master
48. Whispers of the Grave
49. Winds of Change
50. Witch Sight

Agonizing Blast

Prerequisite: arcane blast invocation

When the warlock casts arcane blast, they add their Charisma modifier to the damage it deals on a hit.

Arcane Blast

At 1st level, a warlock can summon the energies granted to them by their pact and release it as a bolt of energy. The warlock may fire a bolt of energy at any single opponent within close range (25 feet + 5 feet/2 levels). This is a ranged attack that does 1d6 points of damage at 1st level, and an additional 1d6 damage every three levels after (2d6 at 4th, 3d6 at 7th, 4d6 at 10th) This is a spell-like attack and has the same limits as a spell in terms of saving throws and protection. The Warlock can add their Charisma modifier to their normal roll to hit for this invocation, not Dexterity.

Arcane Mastery

Prerequisite: 10th level

The Warlock can choose one Wizard spell of 5th level to cast once per day. The spell is recorded in their Grimoire as any other spell. Each time this invocation is taken the Warlock can take an additional spell.

Armor of Shadows

The Warlock can cast “Mage Armor” on themselves at will, without using a spell.

Ascendant Step

Prerequisite: 4th level

The Warlock can cast “Levitate” on themselves at will, without using a spell.

Aura of Fear

The eldritch dealings have tainted the warlock, and they now exude a constant aura of unnaturalness. This acts as the spell cause fear.

Beast Speech

The Warlock can cast “Speak With Animals” at will, without using a spell.

Beguiling Influence

The Warlock gains a +4 on any roll to convince, trick, beguile or otherwise delude others.

Bestow Curse on Item

Prerequisite: 3rd level

This is a minor curse that the warlock can give an item. Generally the curse is not directly harmful or fatal. Usually it is done as an embarrassment or an annoyance. Typical curses would be causing a weapon to miss at -1, or for the item’s owner to give off an unpleasant odor in the presence of the opposite sex. This curse can be removed with a Dispel Magic or a Remove

Curse. Minor cursed items may be gotten rid of at no penalty. The curse is not removed, but they no longer are a problem for the (former) owner.

Bewitching Whispers

Prerequisite: 6th level,

The Warlock can cast “Charm Person” once using a warlock spell of 1st level. The Warlock can't do so again until the next day after sleeping.

Tendrils of Ymgthul

Prerequisite: 10th level, Primordial Pact

The Warlock can cast “Hold Monster” at will—targeting a celestial, fiend, aberration, or elemental - without using a spell level. The Warlock must wait one day before they can use this invocation on the same creature again.

Creeping Doom

Prerequisite: 10th level

The warlock calls on their patron to send a mass of creeping, crawling and flying insects to sting, bite and pinch. The numbers of the swarm are enough to cause 6d6 points of damage. The insects and vermin are native to the area but will also take on the mien of the warlock's patron. So a demonic patron might send death's head beetles, a primordial patron might send a swarm of black widows, and an archfey patron might send strangely biting and stabbing butterflies.

Devil's Sight

The Warlock can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. If the warlock already has the ability to see in darkness, this extends it by 120 feet.

Dreadful Word

Prerequisite: 6th level

The Warlock can cast “Confusion” and “Fear” simultaneously once using a warlock spell of 1st level. The Warlock can't do so again until the next day after sleeping.

Eldritch Ball of Flame

Prerequisite: 7th level

The warlock can summon forth a ball of fire similar to that of a Wizard's “Fireball” spell. This fireball does 1d4 (not 1d6) hit points of damage per level of the Warlock.

Eldritch Sight

The Warlock can cast “Detect Magic” at will, without using a spell. This can be done multiple times per day.

Eldritch Spear

Prerequisite: arcane blast invocation

The Warlock's arcane blast range is increased to 300 feet.

Eyes of the Rune Keeper

The Warlock can read all writing.

Fiendish Vigor

Prerequisite: 4th level

The Warlock can cast "Lesser Strengthening Rite" on themselves at will as a 1st-level spell, without using a spell level.

Flight

Prerequisite: 7th level

The warlock may "Fly" as per the spell with one use of this invocation.

Forest of Deception

Prerequisite: 4th level, Archfey Patron

Until negated or dispelled, fifty or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception. Any disguised creature that initiates an attack will be revealed.

Gaze of Two Minds

The Warlock can use their action to touch a willing humanoid and perceive through its senses until the end of their next turn. As long as the creature is on the same plane of existence as the Warlock, they can use their action on subsequent turns to maintain this connection, extending the duration until the end of their next turn. While perceiving through the other creature's senses, the Warlock benefits from any special senses possessed by that creature, and they are blinded and deafened to their own surroundings.

Gift of Languages

Prerequisite: 2nd level

Once per day the warlock can cast "Comprehend Languages and Tongues" upon themselves to understand and speak any language. The effects last for 1 hour per level.

Hellfire Invocation

Prerequisite: Diabolic Pact

The warlock can amplify the damage of any fire based spell. The damage dice increases from a d4 to d6 or a d6 to a d8.

Lifedrinker

Prerequisite: 8th level, Pact Blade invocation

When the Warlock hits a creature with their pact weapon, the creature takes extra damage equal to double their Charisma modifier.

Mask of Many Faces

The Warlock can cast “Disguise Self” at will, without using a spell.

Master of Myriad Forms

Prerequisite: 10th level

The Warlock can cast “Alter Self” at will, without using a spell.

Minions of Chaos

Prerequisite: 7th level

The Warlock can cast conjuration of elementals using a warlock spell of 1st level. The Warlock can't do so again until the next day after sleeping.

Mire the Mind

Prerequisite: 4th level

The Warlock can cast slow once using a warlock spell of 1st level. The Warlock can't do so again until the next day after sleeping.

Misty Visions

The Warlock can cast “Silent Image” at will, without using a spell.

Occult Lightning

Prerequisite: 5th level

The warlock can summon forth a bolt of lightning similar to that of a Wizard's Lightning Bolt spell. This fireball does 1d4 (not 1d6) hit points of damage per level of the Warlock.

One with Shadows

Prerequisite: 4th level

When the Warlock is in an area of dim light or darkness, they can use their turn to become invisible until they move or take an action or a reaction.

Otherworldly Leap

Prerequisite: 3rd level

The Warlock can cast “Jump” on themselves at will, without using a spell.

Pact Blade

The Warlock can turn a normal sword or dagger into a Pact Blade. The blade glows with eldritch light and is considered to be magical with +2 to hit and damage. Any blade can be made into a Pact Blade but if it is lost or destroyed the Warlock needs 24 hours to perform the rituals to make a new blade. Magical blade can be made into Pact Blades, but not intelligent swords. The Warlock adds +1 to the magic the blade already has in such cases.

Pact of the Chain

The Warlock's familiar is a corporeal living creature known as an imp. These familiars accompany the Warlock and may attack.

Poison Resistance

Warlocks are exposed to a number of noxious potions, poultices and herbals and even poisons. This exposure builds up and warlock gains a +5 to any poison based saving throws.

Repelling Blast

Prerequisite: arcane blast invocation

When this invocation hits a creature with arcane blast, the Warlock can push the creature up to 10 feet away from them in a straight line.

Sculptor of Flesh

Prerequisite: 6th level

The Warlock can cast "Polymorph Self" or others once using a warlock spell of 1st level. They can't do so again until the next day after sleeping.

Shape Change

Prerequisite: 9th level

Once per day, the warlock may change their shape to any type of natural animal indigenous to their area, as per the spell Shape Change. For one turn per level, the warlock may move freely back and forth between their animal and human forms. Once the form is chosen though, that is the only form they can use for the day. So, a warlock may choose to change between the forms of human and fox, but cannot go between fox, human and bird. Once the duration has expired, the warlock reverts back to human form.

Sign of Ill Omen

Prerequisite: 5th level

The Warlock can cast "Bestow Curse" once using a warlock spell of 1st level. The Warlock can't do so again until the next day after sleeping.

Signature Spell

The warlock with this invocation can choose one spell and cast it three times per day. They cannot gain this spell till the level after they gain the spell. So if a warlock wants to use Bestow curse as a signature spell, they would need to take the spell at 5th level (the first time they can take a 3rd level spell) and then make it their signature spell at 6th level. Taking this invocation multiple times would allow for multiple signature spells. The Warlock is also limited to only one signature spell per level. So the above warlock could not choose a second 3rd level signature spell.

Skeletal Steed

Prerequisite: Level 2

The Skeletal steed spell causes the corpse or bones of a dead steed to arise and bear the warlock by the warlock's mental commands. The undead mount is AC 14, can only be struck by a silver or magical weapons, will carry up to 500 lbs of weight, and can move up to 240 ft per round. It has 4d8+4 hp, but cannot fight. While not mounted it can be turned as a Type 4 undead (Shadow), but if carrying a rider, it cannot be turned at all. It moves in eerie silence and at the warlock's option may be faintly luminous.

Supernatural Protection

The warlock gains +3 to saving throws against Magic and Spells and immunity to one 1st level spell. Evil warlocks radiate a personal Protection from Good aura, and vice versa or good warlocks. This aura will not affect any good creatures, but it will put good creatures at ill ease. This invocation can be taken multiple times. Each additional time the warlock gains no extra protection from magic, but can choose another spell to become immune to. Each selection can be one level higher than before, but not higher than the warlock's own level divided by 2.

Thief of Five Fates

The Warlock can cast bane once using a warlock spell of 1st level. The Warlock can't do so again until the next day after sleeping.

Thirsting Blade

Prerequisite: 4th level, Pact Blade invocation

The Warlock can attack with their pact weapon twice, instead of once, whenever they take an action on their turn.

Visions of Distant Realms

Prerequisite: 7th level

The Warlock can cast Wizard Eye at will, without using a spell.

Voice of the Chain Master

Prerequisite: Pact of the Chain invocation

The Warlock can communicate telepathically with their familiar and perceive through their familiar's senses as long as they are on the same plane of existence. Additionally, while perceiving through their familiar's senses, they can also speak through their familiar in their own voice, even if their familiar is normally incapable of speech.

Whispers of the Grave

Prerequisite: 8th level

The Warlock can cast “Speak With Dead” at will, without using a spell.

Winds of Change

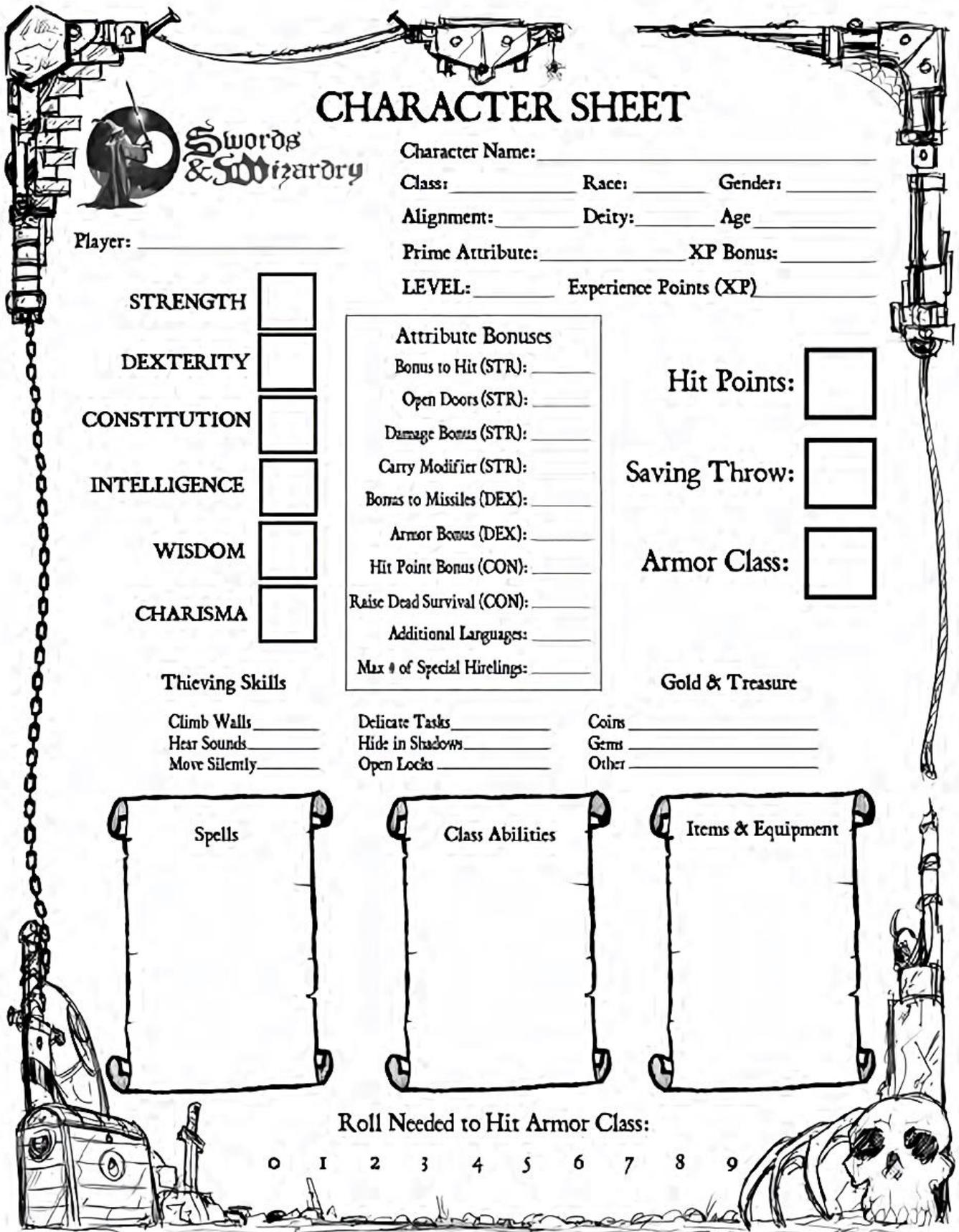
The warlock summons a gust of wind. The wind kicks up dust and debris. Victims in a straight line 50 feet of the warlock must make a saving throw or lose their attack on their next round.

Witch Sight

Prerequisite: 10th level

The Warlock can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of them and within line of sight.





Swords & Wizardry

CHARACTER SHEET

Character Name: _____
 Class: _____ Race: _____ Gender: _____
 Alignment: _____ Deity: _____ Age: _____
 Prime Attribute: _____ XP Bonus: _____
 LEVEL: _____ Experience Points (XP) _____

Player: _____

- STRENGTH
- DEXTERITY
- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA

Attribute Bonuses

Bonus to Hit (STR): _____
 Open Doors (STR): _____
 Damage Bonus (STR): _____
 Carry Modifier (STR): _____
 Bonus to Missiles (DEX): _____
 Armor Bonus (DEX): _____
 Hit Point Bonus (CON): _____
 Raise Dead Survival (CON): _____
 Additional Languages: _____
 Max # of Special Hirelings: _____

Hit Points:

Saving Throw:

Armor Class:

Thieving Skills

Climb Walls _____
 Hear Sounds _____
 Move Silently _____

Delicate Tasks _____
 Hide in Shadows _____
 Open Locks _____

Gold & Treasure

Coins _____
 Gems _____
 Other _____

Spells

Class Abilities

Items & Equipment

Roll Needed to Hit Armor Class:

0 1 2 3 4 5 6 7 8 9

