

Dungeons & Dragons[®]

GAME

RULES CYCLOPEDIA



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The D&D® *Cyclopedia* is as accurate a name as you could want for this book. A "cyclopedia" is an encyclopedia, and this book is an encyclopedia of all major D&D game rules.

This book is intended to be a reference volume for those who already play the D&D game. You'll find it much more convenient to look up a specific rule here than in earlier versions of the game. Just about everything appearing in the boxed sets is here—but in a more convenient format. For example, all the game's spells are in one place, and all the details of creating a fighter-class character are in one location.

However, though this book is aimed at the experienced user, it is possible to learn to play the D&D game from these pages. The *Cyclopedia* lacks many of the examples and the patient explanation you'll find in the DUNGEONS & DRAGONS® boxed sets, but you can still learn to play from these rules.

What Is Role-Playing?

Before television, there was radio. Audiences earlier in this century sat in front of their radios and thrilled to the exploits of bigger-than-life radio heroes. Since it was radio, they couldn't see what was going on, but they didn't need to—all the action was described by dialogue, narration, and sound effects, and was translated by the imaginations of the listeners into scenes they could see, experience, and remember.

Role-playing games are much like radio adventures, except for one important detail: they're interactive. One player provides the narrative and some of the dialogue, but the other players, instead of just sitting and envisioning what's going on, actually *participate*. Each player controls the actions of a character in the story, decides on his actions, supplies his character's dialogue, and makes decisions based on the character's personality and his current game options.

The DUNGEONS & DRAGONS game is a fantasy role-playing game. This means that it's set in a world where men and women can wield powerful magic, where monsters like dragons thrive, and where heroes like Sinbad, Hercules, and Lancelot abound.

When you play the D&D game, one player will become the Dungeon Master (also known as the DM or referee). He or she will create the world and setting in which the adventures will be taking place and will create a variety of characters to populate the world. The DM will also develop situations taking place in that world and will then run adventures—acting as the main narrator of the stories in which the other players' characters will participate.

The other players will create characters—the heroes of the DM's story. The DM will present their characters with situations, and they'll decide how to react to those situations. Several situations progressing toward a conclusion become an *adventure* or story; a number of adventures played one after another become a *campaign*.

Setting Up

When a group gets together to play, everyone should bring what they need, including dice, pencils and papers, and characters (preferably on character sheets).

A table is normally used, the DM sitting at one end with information about the dungeon. The DM often uses an upright piece of stiff cardboard (called a screen) to hide the description and maps of the dungeon so they are not accidentally seen by the players.

The players sit around the table, away from the DM, where they can all easily see any maps made during the adventure, the order of the figures (if used), and so forth.

During the game, players should be allowed to refer to any player's aids whenever they wish, including the character creation section of the *Cyclopedia* (Chapters 1-5). However, they should *not* be allowed to see everything in this book. The mystery and excitement on unknown monsters and magic can be spoiled if someone looks up all the details during the game.

Mapping and Calling

Although each person will be playing the role of a character, the players should also handle the jobs of mapping and calling. Any player can be the mapper or caller.

The *mapper* is the player who draws a map of the dungeon as it is explored. One or more of the characters should be making maps, but one of the players must make the actual map. The map should be kept on the table for all to see and refer to. Pencil should be used when making the map, in case of errors or tricky passages.

If the party's movement carries it into new and unmapped territory, the DM will describe the area in detail so the party's mapper can map it. If something such as a secret door or treasure item is discovered, the DM describes it and announces the results if the characters examine it.

The *caller* is a player selected by the other players to describe party actions so the DM doesn't have to listen to several voices at once. He or she tells the DM what the party is doing this turn. If the DM prefers, each individual player can describe his own actions. The caller is just a convenience in many campaigns; it's not a game rule that players have to use.

Using the Dice

Often the characters want to do something that involves an element of chance. Say someone wants to leap onto a galloping horse. He might make it—or he might not! You can roll dice to decide if the action succeeds. In the D&D game there are many kinds of dice: four-, six-, eight-, ten-, twelve-, and even twenty-sided dice.

A four-sided die looks like a pyramid. Drop it on the table. Read the numbers that are face up along the bottom of the die. This number is the result of the roll.

When rolling any die with six sides or more, one side always lands face up. This number is the result. On the ten-sided die, the number 0 is usually read as 10.

You can use a ten-sided die to find a percentage (a number from 1-100). Roll the die once. Read the result as the "tens" digit, counting a 0 as "no tens." Roll a second time and read the result as the "ones" digit. If both rolls are zeroes, the result is 100.

We often use abbreviations to refer to various kinds of dice: a "d" followed by the number of

the die's sides. For example, "d6" refers to a six-sided die. We use "d%" or 1d100 to refer to percentage die.

There are no two- or three-sided dice, but we can pretend there are. We use a coin for a d2—heads is 1, tails is 2. To make a d3, roll a d6, and then divide the result by two and round up.

Often, a number appears before the "d" as well as after it. This shows the number of times you should roll the die. (For example, 2d8 means roll the eight-sided die twice.) When you roll a die more than once, add the results of the rolls together. So, 3d6 means roll the six-sided die three times and add the results. For example, a 3d6 roll of 3, 5, and 1 is 9 (3 + 5 + 1 = 9).

Cyclopedia Organization

This book is divided into the character creation section, the rules section, and the appendices.

Character Creation Section

In this section of the book, we're going to describe everything needed to know in order to create a *player character*—a character played by any player except the Dungeon Master. The DM, too, will find this section useful when creating human and demihuman nonplayer characters.

In this section, Chapters 1-5 give you a basic understanding of the D&D game rules; a thorough description of the way human and demihuman characters are created; information on the spells, skills, and equipment the characters use to accomplish their objectives; and information on the things players and their characters need to do in the course of a game.

Rules Section

This section of the book, covering Chapters 6-19, gives detailed information on handling movement, encounters, and combat; It also covers procedures such as mass combat, granting experience, and playing nonplayer characters. Its largest components include all information needed for monsters, Immortals, and treasure. In addition, this section discusses Dungeon Master procedures, campaigning, variant rules, and the planes of existence.

Appendices

The appendices hold valuable information regarding the D&D game world and also on converting characters over to the ADVANCED DUNGEONS & DRAGONS® game. You'll find supplemental record sheets, useful forms, and indices for spells and rules.

Pronoun Note

The male pronouns (he, him, his) are used throughout this book. We hope this won't be interpreted by anyone as an attempt to exclude females from the game or to imply their exclusion. Centuries of use have made these pronouns neutral, and we feel their use provides for clear and concise written text.

Chapter 1: Steps in Character Creation

Sooner or later you will want to make up your own new character. Before you start, get a pencil and the multisided dice used with the D&D® game. You will also need a blank character sheet (or a piece of notebook paper) to keep track of the details. A sample character sheet is found in Appendix 3.

If you are using a blank piece of paper, copy the form of the character sheet onto it—in other words, allow a space for your name and the character's name at the top left, a place for character class, level, armor class, and hit points below that, and so forth. The Dungeon Master should be present and should watch the creation of any player character, including all dice rolls.

Your first try at creating a new character will probably take an hour or so. Even when you are used to the procedure, it will still take 10-30 minutes. If the Dungeon Master is just beginning a new campaign, he should call everyone together for a session where all players create their characters and where he describes the campaign world in which the others will be playing. Once the campaign is underway, a player shouldn't try to create a character at the beginning of a play-session (unless the DM specifically asks him to)—it delays the start of the game. All the rolling, adjusting, buying, and so forth should be done beforehand.

The following is a list of the steps to take when making a new character; each step is then explained in detail.

Steps to creating a character:

1. Roll for ability scores
2. Choose a character class
3. Adjust ability scores
4. Roll for hit points
5. Roll for money
6. Buy equipment
7. Determine other numbers and rolls
8. Note adjustments for ability scores
9. Choose character alignment
10. Select name, personality, and background
11. Determine character height and weight
12. Earn experience

Roll for Ability Scores

Roll 3d6 for each ability:

Strength
Intelligence
Wisdom
Dexterity
Constitution
Charisma

Many of the attributes that make up a character—for instance, his physical might and his level of intelligence—are represented by numbers in the game. Six of these are the character's *abilities*: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Strength (Str) is the character's physical might. It affects the amount of damage the character does with hand-to-hand weapons (such as swords and clubs) and thrown weapons (such as thrown spears and knives), affects his chance to hit with hand-to-hand weapons, and determines

his ability to do such things as break down locked doors.

Intelligence (Int) is the character's mental might. It affects the number of languages the character can learn.

Wisdom (Wis) is the character's strength of understanding of the world, the way things work, the forces of nature, and so forth. It affects the character's natural ability to resist magical spells.

Dexterity (Dex) is the character's nimbleness and grace. It affects the character's ability to wield missile and thrown weapons (such as bows and throwing knives) and can make it harder for enemies to hit the character.

Constitution (Con) is the character's physical health and vigor. It affects the character's hit points score (i.e., his ability to survive being injured).

Charisma (Cha) is the character's force of personality and presence. It affects the way other characters, especially nonplayer characters controlled by the DM, react to the character.

You roll dice to find each ability score. This is done by rolling the six-sided die three times and adding the results. Or, if you have three six-sided dice, roll the dice together. (This is normally referred to in the text as "rolling 3d6.")

For example, if you roll ones each time, then the total score is 3, the least score possible. If you roll all sixes, then the total is 18, the highest score you can have.

You should end up with six numbers, each between 3 and 18. These are your character's ability scores. Write the scores down as you roll them,

next to the names of the abilities.

High ability scores can help the character in certain things. For example, high Strength allows a character to deal out more damage in combat; a high Constitution helps a character survive injury; a high Charisma helps a character attract friends. Low scores have exactly the opposite effect. We'll discuss these effects in the Bonuses and Penalties for Ability Scores Table.

You can adjust the ability scores in Step 3 ("Adjust Ability Scores"), but first you must decide what class your character will be.

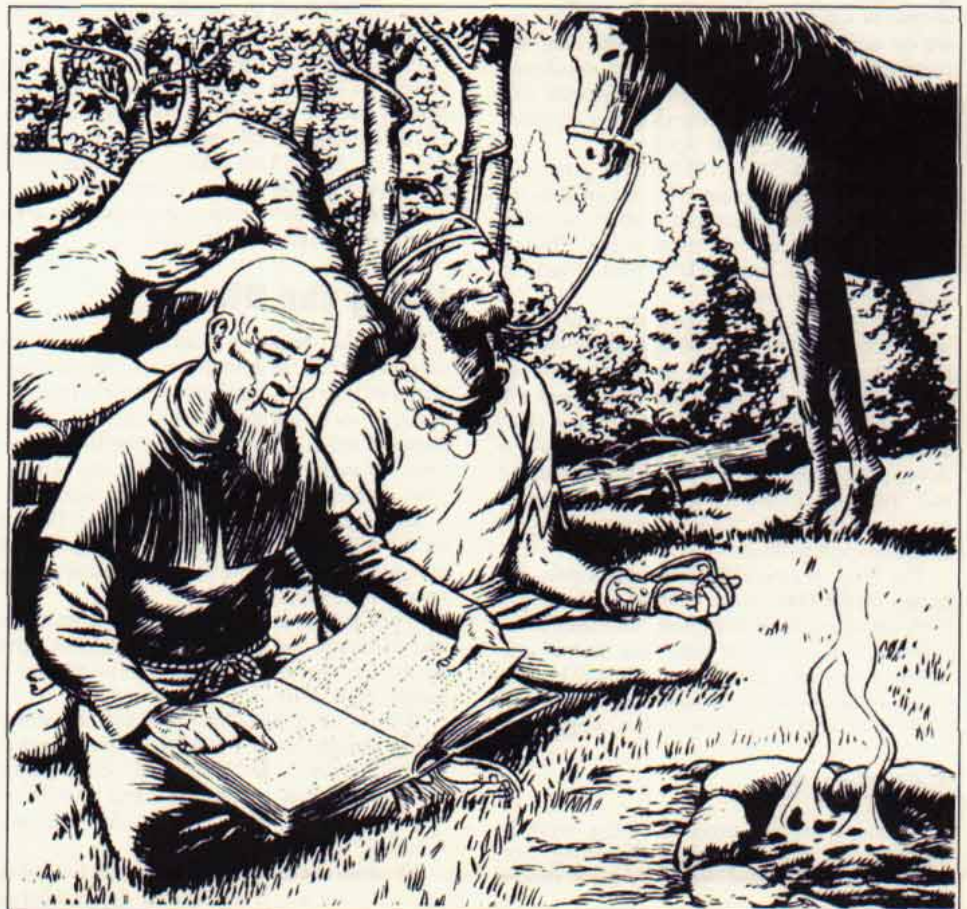
Prime Requisites

Each character class requires prowess in one of the abilities—in other words, each class has an ability that is of utmost importance to that class. (For example, a fighter's most important ability is Strength and a cleric's is Wisdom.) These are known as *prime requisites*.

Each character class has its own prime requisite. This means each class is talented at certain things, such as fighting (fighters because of their Strength), healing (clerics because of their Wisdom), sneaking about (thieves because of their Dexterity), and so on. The higher a character's prime requisite score, the more skill he will have in his class (his "job"). Prime requisites for each class are listed with the character class.

Choose a Character Class

A **character class** is a character's main profession in the campaign. Think of each character





Chapter 1: Steps in Character Creation



class as a sort of stereotype. For instance, all warriors in books and movies have some features in common and those specific features, translated into the D&D® game terms, are what make up the fighter character class.

The player character (PC) classes available for you to choose include four human classes (cleric, fighter, magic-user, thief), three demihuman classes (dwarf, elf, halfling), and two special character classes (druid, mystic).

You've probably noticed that the names of the demihuman character classes sound more like race or species names than professions. That's because demihumans are more limited in their options than humans are, so the entire race can be represented by a single character class.

Types of Character Classes

Most characters will be humans. In most D&D game campaigns, humans are the most widespread of all intelligent beings. Any new character can belong to one of the human classes (cleric, fighter, magic-user, thief), regardless of his ability scores.

Character Classes and Ability Requirements Table		
Character Class	Prime Requisite(s)	Other Requirements
Cleric	Wisdom	None
Fighter	Strength	None
Magic-User	Intelligence	None
Thief	Dexterity	None
Dwarf	Strength	Constitution 9
Elf	Strength, Intelligence	Intelligence 9
Halfling	Strength, Dexterity	Dexterity 9, Constitution 9
Druid	Wisdom	Neutral alignment, obtain 9th level as a cleric
Mystic	Strength, Dexterity	Wisdom 13, Dexterity 13

Demihuman characters (dwarf, elf, and halfling) should be a little less common: these races are supposed to be somewhat reclusive and mysterious. They are known as "demihumans" because they are so similar to humans. Each demihuman character class has specific ability requirements. If a newly created character doesn't have high enough scores in some specific abilities, he can't belong to the demihuman classes.

The special character classes (druid and mystic) technically belong in the set of human character classes, but they have such stringent requirements and unusual guidelines that they're set aside for you to look at separately. The DM might not want to use them in his campaign; it's easier for him to make and enforce this decision if they're set aside.

Descriptions of Character Classes

A *Cleric* is a human character who has dedicated his life to a great and worthy cause. Often, this cause is the cleric's alignment. A lawful cleric, for example, would be dedicated to spreading

law and order throughout the campaign world. The cleric wields magic, and he can use almost as many weapons and armor types as a fighter. The cleric's prime requisite is his Wisdom.

A *Fighter* is a character whose main skill is his prowess at arms. A fighter can be a heavily armored knight or a lightly armored swashbuckler, but it's his extraordinary skill in combat that makes him special. In the game, a fighter's prime requisite is his Strength.

A *Magic-User* is a character who wields magic. He has little or nothing in the way of fighting ability, and in the early part of his career he has little in the way of magical ability either. But as he gains in experience, he becomes a powerful character and can wield powerful magical spells. The magic-user's prime requisite is his Intelligence.

A *Thief* is a character who has spying abilities. Whether he actually makes his living stealing from other people, he has many skills appropriate to that livelihood. He can move stealthily, climb sheer surfaces, pick locks, and so forth. He has combat abilities better than a magic-user's, but he's not a strong combatant. The thief's prime requisite is his Dexterity.

A *Dwarf* is a sturdy, squat demihuman. He resembles the fighter in many details, but has many special abilities—and special restrictions—that set him apart from human fighters. The dwarf's prime requisite is his Strength. Also, a dwarf character *must* have a Constitution score of 9 or more. If the character you're creating has a Constitution of 8 or less, he cannot be a dwarf.

An *Elf* is a lean, nimble demihuman. He is a very capable combination of the fighter and magic-user classes. He's not quite as tough as a human fighter, nor will he ever achieve the great magical ability of a human magic-user, but he does have most of the abilities of both classes. He has other special abilities and restrictions that set him apart from the human classes. The elf has two prime requisites: Strength and Intelligence, and the Intelligence score must be 9 or more. If the character you're creating has an Intelligence of 8 or less, he cannot be an elf.

A *Halfling* is a small demihuman. He has many abilities similar to a fighter, but he is also noted for his ability in woodsmanship. He's not as tough as a fighter, and he has special abilities and restrictions that set him apart from the fighter class. The halfling has two prime requisites: Strength and Dexterity, and the Dexterity score must be 9 or more. Also, a halfling character *must* have a score of 9 or better for his Constitution.

A *Druid* is a special type of spellcaster who devotes himself to the needs and preservation of Nature. However, you can't start a character off as a druid. A druid character must start off as a cleric—in fact, as a cleric of the Neutral alignment (alignments are discussed in Step 9, "Choose Character Alignment")—and earn a lot of experience (up to 9th experience level) as a cleric. Only at that point can he become a druid.

A *Mystic* is a type of warrior-monk. He lives a monastic life, devotes himself to philosophy and the mastery of his physical body, and trains himself to become a master of unarmed fighting. Mystics are not appropriate to all campaigns, so the DM has the option of refusing to allow mystics in his world. The mystic's prime requisites

are Strength and Dexterity. Also, a mystic character *must* have scores of 13 or better in both his Wisdom and Dexterity abilities.

All these character classes will be described in greater detail in Chapter 2. If you don't yet know enough about these classes to decide what your new character should be, you can skip ahead to Chapter 2, then return here and make your choice. When you've decided what character class your character will be, continue with the next step.

Adjust Ability Scores

You can trade two points from an ability score you don't want to raise your prime requisite by one point. You can perform this trade as many times as you want, so long as you do not lower any ability below a score of 9. You cannot lower your Dexterity, Constitution, or Charisma. You can only raise your character's prime requisite score.

Once you've rolled your character's abilities and decided on his character class, it is possible to raise his prime requisite by lowering other ability scores. This is sort of like training hard to improve one skill while letting others become neglected. (For example, a magic-user might spend all his time studying hard, neglecting his exercise; he'd end up with a higher Intelligence and a lower Strength.)

These are the rules for exchanging ability points:

1. The prime requisite goes up 1 point for each 2 points that another ability score goes down. If a character has two prime requisites, both can be raised.
2. Constitution and Charisma points cannot be exchanged with others.
3. Dexterity cannot be lowered (but it may be raised for a thief or halfling character).
4. No score can be lowered below 9. If it is already 10 or less, it cannot be lowered.

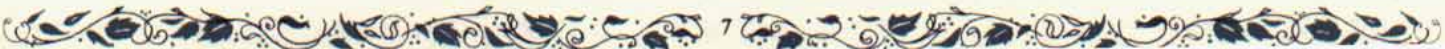
Example: An elf has Intelligence and Strength scores of 12 and a Wisdom of 13. His player wants him to be both stronger and smarter. He drops the Wisdom score by 2, to 11, so 1 point can be added to Strength. Then he drops the Wisdom again, to 9, and adds 1 to Intelligence. This results are Intelligence and Strength scores of 13 and an adjusted Wisdom of 9.

A cleric with Strength and Wisdom of 15 drops the Strength by 6 (to 9) and raises the Wisdom by 3 (to 18).

If you want to exchange any ability score points, you must do that now before you go any further in making the character. No such adjustments can be made later. Remember that you do not have to adjust any ability scores. This is an option, not a requirement.

Roll for Hit Points

Your character's hit point score represents his ability to survive injury. The higher his hit point score, the more damage he can sustain before dying. Characters who survive long enough to





Chapter 1: Steps in Character Creation



gain a good deal of experience typically gain more and more hit points; therefore, an experienced character lasts longer in a fight or other dangerous situations than does an inexperienced character.

A character's profession (his character class) dramatically affects the number of hit points he receives. Fighters and dwarves receive a lot of hit points. Magic-users and thieves receive only a few. The other classes receive a medium amount.

Find your character's class on the Character Class and Hit Dice Table, and then roll the type of die indicated in order to find your starting hit points. Note that your character's Constitution score can affect the number of hit points he will have. Look for the Bonuses and Penalties for Ability Scores Table and apply the appropriate number to the number of hit points rolled for your character.

Character Class and Hit Dice Table

Character Class	Dice for Hit Points
Cleric	1d6
Fighter	1d8
Magic-user	1d4
Thief	1d4
Dwarf	1d8
Elf	1d6
Halfling	1d6
Druid	*
Mystic	1d6

* Does not apply.

Roll for Money

Roll 3d6 and multiply by 10 to find your character's starting gold pieces.

Your character starts out with no possessions except for normal clothes and a little money, saved up over many years. You will need to go shopping for equipment, but first you must find out how much money you have.

Roll 3d6 (three six-sided dice), and multiply the total by 10. (For example, if you roll 12, the total is 120.) This is the number of gold pieces (gp) that you start with. Write that on your character sheet. If you're using a hand-written sheet, write down the word "Money" on the back and put beside it the number you've just rolled.

Buy Equipment

Now that you have your money, you can spend it on the equipment you need to go adventuring. There is a complete list of equipment in Chapter 4 later in this book. Be sure to ask your Dungeon Master if everything on that list is available in his campaign. If his campaign deviates a lot from the "standard" D&D® game campaign, he could have a very different list of equipment, which he should provide for you.

There are restrictions on what items your character is allowed to have, especially on armor and weapons. Before you go shopping, be sure you have read the full description of your character class, later in this chapter.

For example, a magic-user cannot wear any ar-

mor at all and can only use a few types of weapons. It would be a waste of money for a character of this class to buy a sword or shield; instead, his money can be saved or spent on oil, torches, and other items. Thieves, however, *must* buy thieves' tools to use their Open Locks ability.

On a piece of piece paper, write down all the equipment you want to buy and add up the cost. If it costs more gold pieces than you have, you must erase something from the list. When you can pay for your list of equipment, subtract the cost from your money, and write the equipment down on your character sheet.

Be careful when shopping! You may forget to buy rope, for example, and suddenly find a need for it during an adventure—and if you didn't buy it, you don't have it. Ask the other players and your DM for advice on what to buy—and what *not* to buy. Remember that money can be saved for buying expensive equipment later.

Don't Forget Spells

If your character is a spellcaster, he will also need to equip himself with the spells he knows. Magic-users know one spell at their first level of experience, while clerics learn their first spell at second level. Ask your DM for the spells which your character knows.

Magic-users also need to have spell books to record the spells they know. A magic-user's first spell book is free, a gift of the wizard who taught him. Clerics do not need spell books.

Determine Other Numbers and Rolls

Armor class, attack rolls, and saving throws are numbers—numbers which you'll calculate from the character's other attributes or find on provided tables—which are important to the way the character performs in combat.

Armor Class

Armor class, sometimes abbreviated as AC, is a number indicating how tough it is to hit your character. With the armor class, unlike most numbers in the D&D game, a *low* number is good for a character, and a *high* number is bad.

Your armor class is a combination of the type of armor you are wearing, plus any adjustments due to Dexterity. First, find your armor type on the Armor Type and Armor Class Table.

Armor Type and Armor Class Table

Armor Type	Armor Class
No armor	9
Leather armor	7
Scale armor	6
Chain mail	5
Banded armor	4
Plate mail	3
Suit armor	0
Shield	Subtract 1*

• If using a shield, subtract 1 from the AC number. Example: chain mail alone is AC 5, but with a shield it is AC 4.

Once you know your armor class as provided by your armor type, you can determine adjust-

ments to your armor class from your Dexterity.

Find your Dexterity score on the Bonuses and Penalties For Ability Scores table. For every +1 on the table, *subtract* 1 from your armor class. For every -1, *add* 1 to your armor class.

Example: If you are wearing chain mail and a shield (AC 4), but have a Dexterity score of 15 (+1 bonus), your armor class number improves and goes *down*, to 3. If you are wearing plate mail and shield (AC 2) but have a Dexterity score of 5 (-2 penalty), your armor class worsens and goes *up* to 4.

Remember: The lower the AC number, the harder you are to hit. A penalty to armor class actually raises the number, making you easier to hit. If your AC is even better than zero, then negative numbers, or "minus" numbers, are used. For example, a character with a Dexterity Score of 18 (a +3 bonus, which translates to -3 to the AC) and wearing plate mail and shield (AC 2) would have an AC of "minus one" (-1).

Attack Rolls

An *attack roll* is a number representing how easy or difficult it is for your character to hit other targets.

In combat, when your character is trying to hit another character, you roll 1d20; this is known as his attack roll. (In some game supplements, it's also called the "hit roll," "to-hit roll," or "roll to hit.") Once you know the number you've rolled on the die, you add any bonuses your character gets from high ability scores, magical weapons, or other factors. You'll compare that final result to the number required to hit the armor class of your character's opponent. If you reach or exceed that number, your character has successfully hit his opponent.

But how do you find out what number you need to hit a certain armor class? That's simple enough: We provide it to you on handy tables. Take a look at the Attack Rolls Table on page 106. Go ahead and flip forward to that table and return here when you've looked at it.

To use the table, cross-reference your character's experience level and character class with his opponent's armor class. On the table, "MU" stands for magic-user, "C,T,D" stands for "clerics, thieves, and druids," "F" stands for "fighters" (and also includes mystics and low-level demihumans), and "DH" stands for "demi-humans" (and is used for high-experience demihumans). The numbers "19" through "-20" stand for the opposition's armor class.

A 1st level fighter attacks an enemy with an armor class (AC) of 2. On the Attack Rolls Table in Chapter 8, go to the "F" (for fighter) column, go down to where it says "1-3" (which means "Experience Levels 1 through 3"), and then go right to the column corresponding to AC 2. You need to roll a 17 to hit that armor class.

Attack Rolls Tables vs. THAC0

Now, record your character's attack rolls on the character sheet. There are two ways to do this. One is for beginning players and for players who sometimes have a hard time juggling numbers; the other is for experienced players who don't have trouble juggling numbers.



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Attack Rolls: With the first way, you write down your character's rolls to hit several armor classes. Instead of recording all the listed armor classes (19 to -20), we usually record only ACs 9 to -5; these are the armor classes most commonly encountered in a game.

On your character sheet, you'd make a small, simple table listing the attack rolls for your character's level and character class. An example is given on this page of the attack rolls for a first level fighter; for all characters, refer to the main table in Chapter 8, then write down the pertinent information on your character sheet. This way, when your first level fighter is attacking an AC of -2, you'd be able to look down on his character sheet and see immediately that he needs to achieve a roll of 20 to hit his target.

THAC0: The abbreviation *THAC0* stands for "To Hit Armor Class 0." There's nothing mysterious about it: It's just the number your character needs to hit armor class 0. On the table immediately above, for example, you see that a 1st level fighter needs to achieve a roll of 19 to hit an armor class of 0; therefore, his *THAC0* is 19.

Some experienced players will not want to have an entire table cluttering up their character sheets; they'll just record their characters' *THAC0* number. Additionally, many abbreviated descriptions of monsters used in D&D® game adventures will use the *THAC0* number.

To use *THAC0*, you have to do some adding and subtracting during combat. You subtract your modified attack roll (the number rolled on a 20-sided die plus any bonuses) from your *THAC0*, and the result is the armor class your character hits.

For example, Ruggin is a 3rd level dwarf, and he's fighting a hobgoblin clad in chain mail (AC 5). Ruggin's *THAC0* is 19, and he rolls a 16; Ruggin successfully hits his opponent's armor class ($19 - 16 = 3$) since he hit an AC 3 (two better than AC 5).

Likewise, instead of figuring out which AC your attack hits, you can use *THAC0* to determine what number is needed to hit a specific armor class. Subtract the defender's armor class from the attacker's *THAC0*. If the armor class is a negative value, add the armor class number to the attacker's *THAC0*. The result is the number the attacker needs to hit his opponent.

For instance, Ruggin the 3rd level dwarf needs a 19 or better on a 20-sided die to hit a monster with AC 0. Ruggin is facing a troll (AC 4) and he needs a roll of 15 or greater to hit the monster ($19 - 4 = 15$).

If you're a beginning player, you should stick to the larger table; when you're comfortable with it, you can practice using the *THAC0* number. When you're equally comfortable with *THAC0*, you can stop recording the whole table on your character sheet, and merely record *THAC0*.

Saving Throws

Find your character's class and experience level on the Saving Throws Table in Chapter 8. Move across to the column representing the type of attack your character is sustaining. The number shown in that column is your saving throw. Roll that number or better on 1d20 to avoid or diminish the effects of the attack.

A *saving throw* represents your character's attempt to avoid the effects of some sort of unusual attack—poison, magical spells, the flaming breath of a dragon, and so forth. A successful saving throw means that the character either sustains a reduced amount of damage or suffers no harmful effect at all, depending on the type of attack. An unsuccessful saving throw means that the character sustains the full damage or effect of the attack. The saving throw is rolled on 1d20 when specified by the DM.

A character doesn't have just one saving throw number; he has a different one for each of five different categories of unusual attacks. Those categories include "Poison or Death Ray," "Magic Wand," "Turning to Stone or Paralysis," "Dragon Breath," and "Spells or Magic Staff."

Saving throws are based on your character's class and experience level. You can find your character's saving throws on the Saving Throws Table on page 109 of Chapter 8. Go ahead and flip to that table, look it over, and return here.

To find the saving throws for your character, simply look up his class and experience level. For example, if your character is a 1st level elf, his saving throws would be:

Death Ray or Poison: 12; Magic Wand: 13; Paralysis or Turn to Stone: 13; Dragon Breath: 15; Spells or Staff: 15

Write the saving throws appropriate for your character on his character sheet.

High Wisdom and Saving Throws

If a character has a Wisdom score of 13 or more, he receives a bonus to one of his saving throws; if his Wisdom is 8 or less, he receives a penalty.

Take a look at the Bonuses and Penalties for Ability Scores Table below. If your Wisdom score is high or low enough for a bonus or penalty, record that on your character sheet beside your Wisdom score. This bonus or penalty affects your character's saving throws vs. spells. When rolling your saving throw vs. spells, you can add the character's Wisdom bonus to his saving throw (or must subtract the penalty, if he has a penalty instead).

Note Adjustments for Ability Scores

You've already seen, on several occasions, that high abilities give your character special bo-

nuses, while low ones give the character special penalties. Below are the character's abilities and notes on what sorts of adjustments high and low abilities will bring him.

When you have high scores in abilities, note the specific adjustments which result from them; if you're not using a character sheet which already has blanks for these adjustments, place them beside the abilities (Strength, etc.) which grant them to the character. The Bonuses and Penalties for Ability Scores Table shows ability adjustments.

Bonuses and Penalties for Ability Scores

Ability Score	Adjustment
2-3	-3 Penalty
4-5	-2 Penalty
6-8	-1 Penalty
9-12	No adjustment
13-15	+1 Bonus
16-17	+2 Bonus
18	+3 Bonus

Now, let's go through each of the abilities and see what high scores will do for each ability.

Strength

High Strength affects how well a character hits with melee weapons—that is, hand-held weapons. It affects how much damage the character does with melee weapons, and with thrown weapons like hurled knives and spears. And it affects how often a character can budge stuck doorways.

The character's adjustment for a high Strength score is applied to any roll he makes to hit someone in melee combat.

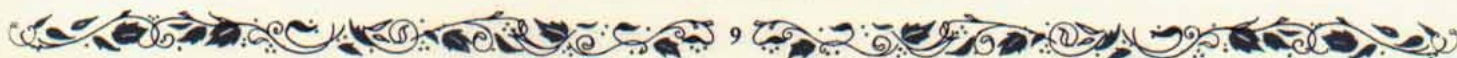
For instance, if a character has a Strength of 17 (therefore, a +2 adjustment), and rolls a 9 on his 1d20 to hit someone, he gets to add his Strength adjustment to that roll. He has actually achieved a roll of 11 ($9 + 2 = 11$). If the character has a Strength of 8 (therefore, a -1 penalty) and rolls a 9, he has to subtract his penalty; he has actually achieved a roll of 8 ($9 - 1 = 8$).

The character's adjustment for Strength is also applied to damage he does with melee and thrown weapons.

For example, let us say a character with Strength 18 (adjustment +3) hits someone with a sword and does 8 points of damage. He adds his Strength bonus to the damage, and so has actually done 11 points of damage. Likewise, a character with a Strength of 5 (adjustment -2) who rolls 8 points of damage has actually only done 6 points of damage ($8 - 2 = 6$).

Finally, the character gets his bonus or penalty to his Open Doors roll. The Open Doors roll is the character's ability to force open stuck doors. (The DM can optionally use it to decide whether the character is strong enough to perform similar feats of strength, such as moving obstructions.) The Open Doors roll is rolled on a 1d6, with a roll of 5 or 6 meaning success; the character with high Strength applies his adjustment to the number he rolls on the die. However, a natural, unmodified "6" on an Open doors roll will always open a door, despite any penalties to the contrary.

AC:	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Attack Roll:	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20





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Abilities and Adjustments Table

Ability	Adjustments To:
Strength	Attack Rolls (Melee Weapons and Unarmed Combat), Damage Rolls (Melee and Thrown Weapons), Opening Doors
Intelligence	Languages, General Skills (Optional)
Wisdom	Saving Throws vs. Spells
Dexterity	Attack Rolls (Thrown and Missile Weapons), Armor Class
Constitution	Hit Points per Experience Level
Charisma	Reactions from NPCs

For example, a character with Strength 13 (adjustment +1) tries to budge a stuck door. On his 1d6, he rolls a 4. This isn't enough; it's not a 5 or 6. But he adds his +1 adjustment, his 4 becomes a 5, and suddenly it's enough: He can budge the stuck door. Similarly, a character with Strength 3 (adjustment -3) tries a similarly stuck door. On his 1d6, he rolls a 5, normally a success. But he must apply his -3 adjustment and his 5 suddenly becomes a 2, a failure.

Intelligence

High Intelligence affects the number of languages a character knows. If the DM is using the optional general skills rules, high Intelligence also affects the number of general skills the character knows.

A human character of "average" Intelligence (a score of 9-12) knows two languages: the Common tongue and an alignment tongue. The character can read and write those languages. (The Common tongue is the "standard" tongue for the campaign. A campaign set in modern America would have English as its Common tongue, for example.) Demihuman characters usually know additional languages, as described for each demihuman character class.

If the character receives an adjustment from an Intelligence over 12 (a bonus, in other words), this is the number of *additional* languages the character can read and write. Your Dungeon Master will tell you what languages are available. You must choose your added languages before you play the character in a game.

If the Intelligence adjustment is a penalty, then the character has trouble writing and perhaps speaking.

In either case, look at the Intelligence and Languages Table.

Intelligence and Languages Table

Intelligence Score	Use of Languages
3	Has trouble speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	Reads and writes native languages (usually two)
13-15	Reads and writes native languages, +1 additional language
16-17	Reads and writes native languages, +2 additional languages
18	Reads and writes native languages, +3 additional languages

If your campaign makes use of a lot of languages—especially common in a campaign where the player characters travel through a lot of foreign lands, or where there are a lot of talking monster species—a character's ability with languages can be very important.

Wisdom

The effects of a high Wisdom are discussed above, under "High Wisdom and Saving Throws." Adjustments for high Wisdom scores affect the character's saving throws vs. spells.

Dexterity

The effects of a high Dexterity are discussed above, under "Armor Class." Adjustments for high Dexterity scores affect the character's AC.

They also affect the character's ability to hit with missile weapons—any thrown weapons or weapons launched through the air. The character's adjustment for a high or low Dexterity is applied to his roll to hit when he is using missile weapons.

For example, a character with a 17 Dexterity (adjustment +2), using a bow, is trying to shoot a distant enemy. He needs a 13 to hit his enemy. On his 1d20 attack roll, he rolls a 12. He has failed. But now he adds his bonus for high Dexterity (+2) and his 12 becomes a 14: He has actually hit his opponent.

Constitution

Your Constitution score can affect the number of hit points you have. Look earlier in this chapter for the Bonuses and Penalties for Ability Scores table, and apply the bonus or penalty to the number of hit points you rolled. But whatever the adjustments, your hit points cannot be lowered to 0 (zero); you will have at least 1 hit point for each roll.

Each time a character gains a level of experience (a measure of how experienced he is), roll for more hit points. And each time you roll, you adjust the roll according to your Constitution score.

Eventually, your character will stop gaining dice of hit points every time he earns a level of experience, and will no longer gain bonuses for a very high or very low Constitution score. Instead, he'll start getting a pre-set number of hit points every level, and his Constitution bonus will not apply to that number. But that's off in the future; don't worry about it right now.

Charisma

A character's Charisma score will affect how others, whether characters or monsters, react to

him—when the character is talking to them (but *not unless* he is talking).

If he tries to hire retainers (bodyguards, assistants, and so forth), his Charisma will determine the number he can hire, and how loyal they will be. Your Dungeon Master will tell you if any retainers are available, and will play the roles of the retainers your character finds and (possibly) hires.

Charisma Adjustment Table

Charisma Score	Reaction Adj.	Max. No. Retainers	Retainer Morale
3	-3	1	4
4-5	-2	2	5
6-8	-1	3	6
9-12	No adj.	4	7
13-15	+1	5	8
16-17	+2	6	9
18	+3	7	10

Whenever your character is talking to any creature (monster or character) controlled by the DM, tell the DM what your reaction adjustment is. If your Dungeon Master allows the use of retainers and you attempt to employ some, you will need to tell him your character's maximum number of retainers, as well as the Retainer Morale score (which is a measure of loyalty and courage). Reaction adjustments due to high Charisma never adjust any rolls *you* make; they only affect rolls made by the Dungeon Master, so he needs to know this information.

Choose Character Alignment

An **alignment** is a code of behavior or way of life which guides the actions and thoughts of characters and monsters. There are three alignments in the D&D® game: Law, Chaos, and Neutrality.

Players may choose the alignments they feel will best fit their characters. A player does not have to tell other players what alignment he or she has picked, but must tell the Dungeon Master. Most Lawful characters will reveal their alignments if asked.

When picking alignments, the characters should know that Chaotics cannot be trusted, even by other Chaotics. A Chaotic character does not work well with other PCs.

Alignments give characters guidelines to live by. They are not absolute rules: characters will try to follow their alignment guidelines, but may not always be successful. To better understand the philosophies behind them, let's define the three alignments.

Law (or Lawful)

Law is the belief that everything should follow an order, and that obeying rules is the natural way of life. Lawful creatures will try to tell the truth, obey laws that are fair, keep promises, and care for all living things.

If a choice must be made between the benefit of a group or an individual, a Lawful character will usually choose the group. Sometimes individual freedoms must be given up for the good



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of the group. Lawful characters and monsters often act in predictable ways. Lawful behavior is usually the same as "good" behavior.

Chaos (or Chaotic)

Chaos is the opposite of Law. It is the belief that life is random and that chance and luck rule the world. Laws are made to be broken, as long as a person can get away with it. It is not important to keep promises, and lying and telling the truth are both useful.

To a Chaotic creature, the individual is the most important of all things. Selfishness is the normal way of life, and the group is not important. Chaotics often act on sudden desires and whims. They have strong belief in the power of luck. They cannot always be trusted. Chaotic behavior is usually the same as behavior that could be called "evil." Each individual player must decide if his Chaotic character is closer to a mean, selfish "evil" personality or merely a happy-go-lucky, unpredictable personality.

Neutrality (or Neutral)

Neutrality is the belief that the world is a balance between Law and Chaos. It is important that neither side get too much power and upset this balance. The individual is important, but so is the group; the two sides must work together.

A Neutral character is most interested in personal survival. Such characters believe in their own wits and abilities rather than luck. They tend to return the treatment they receive from others. Neutral characters will join a party if they think it is in their own best interest, but will not be overly helpful unless there is some sort of profit in it. Neutral behavior may be considered "good" or "evil" (or neither).

Alignment Behavior

Take this situation as an example: A group of player characters is attacked by a large number of monsters. Escape is not possible unless the monsters are slowed down.

A *Lawful* character will fight to protect the group, regardless of the danger. The character will not run away unless the whole group does so or is otherwise safe.

A *Neutral* character will fight to protect the group as long as it is reasonably safe to do so. If the danger is too great, the character will try to save himself, even at the expense of the rest of the party.

A *Chaotic* character might fight the monsters or he might run away immediately—Chaotics are, as always, unpredictable. The character may not even care what happened to the rest of the party.

Playing an alignment does not mean a character must do stupid things. A character should always act as intelligently as the Intelligence score indicates, unless there is a reason to act otherwise (such as a magical curse).

Alignment Languages

Each alignment has a secret language of passwords, hand signals, and other body motions. Player characters and intelligent monsters always know their alignment languages. They will also

recognize when another alignment language is being spoken, but will not understand it. Alignment languages have no written form. A character may not learn a different alignment language unless he changes alignments. In such a case, the character forgets the old alignment language and starts using the new one immediately.

Select Name, Personality, and Background

You may have been thinking about this all during the character-creation process, but now it's time to give your character his name, personality, and background—the traits which make him a real character.

Name

You should give your character a name appropriate to the world in which he'll be adventuring. Ask your DM if his campaign setting is based on any real-world civilization; if so, use a name appropriate to that civilization. (If you're not familiar with that civilization, ask your DM for help.) Or if you are adventuring in an Arabian setting, such legendary names as Ali Baba, Sinbad, and Saladin are appropriate names.

Many campaigns are straightforward fantasy with elements drawn from a number of sources, yet these campaigns may not be strongly based in any of those sources. In that case, you need merely make up a fantasy-sounding name and ask the DM if it sounds appropriate to his campaign. Such names can be made up of interesting-sounding syllables like Adragan or Nissia. Or, and especially in the case of lyrically named elves, they could be composed of descriptive words like Silverglade or Woodshadow.

Choose a name carefully. It should represent the character in some way, or at least be a name you like. You might find yourself playing this character for years, and if you give him a silly or inappropriate name, you might regret it later.

Personality

Alignment isn't all there is to a character's personality. You should think about your character, about his mannerisms, the way he speaks, the way he dresses, how he spends money, what sort of people he likes, how he likes to spend his non-adventuring time, and so on. The more attention you invest in imagining your character, with all his traits, virtues, and vices, the more interesting and "real" you will make him. Sure, it's useful for your character to be the mightiest warrior in the world . . . but none of the other player characters will care whether he lives or dies unless he has a personality.

Background

At some point, you'll need to decide on your character's background: where and when he was born, how he was reared, who his family is, who his friends were, and what he did up until the time he enters play.

This isn't a solo effort—it's a cooperative effort between you and the DM. He knows more

about his campaign-world than you do; you know more about your character than he does. The two of you have to work together to integrate your character into his world.

This means that the DM may recommend or even insist on some changes to your character background in order to make him fit better into the campaign world. You should normally accept any recommendations that don't seriously interfere with your concept of your character, and should negotiate on the ones which do.

For example, you may have decided that your character's family lived in a small fishing village in a small, distant island far, far away. Your DM may prefer that he lived in a small fishing village on the coast of the main continent, not quite so isolated. This probably won't alter your character's personality or personal history, and will allow your DM to fit your character more easily into the campaign, so this is the sort of change you can acquiesce to without any worries.

But let's say your DM wants to establish something else about your character: That when he was ten, a werewolf with a distinctive red-and-silver coat burst in through the door of the family hut and killed all the family except your character, and that your character was raised by the family of your mother's brother.

It's obvious here that your DM is setting you up for some future encounter with that selfsame werewolf—perhaps it will be far in the future, or perhaps the hunt for that monster will be used as the event which will bring all the player characters together in the first place. Whichever, he's not trying to kill your character's family for frivolous reasons, but for reasons related to plot.

However, you've been imagining that your character is emotionally strong and unscarred, and still has a good relationship with his parents and siblings, and the DM's changes would seriously affect your concept of your character. You explain this to him. This is where negotiations enter the picture.

He may counter, "All right, let's say instead that the werewolf attacked the local pub, and your father was among those killed. As the oldest son, you suddenly had to become the man of the family, and now, after you've been the main provider for years, your brothers and sisters are old enough to take over, and you can leave to make a life for yourself at last."

This still leaves your character with a tragedy in his past, but he didn't lose his entire family, and wasn't present to see his father destroyed by the monster, which would tend to leave him much healthier emotionally. So you could agree to this change, and both your purposes and your DM's are served.

Another thing you can do, and your DM may be doing so as well, is to establish that your character already knows some of the other player characters. Talk with the other players to find out something about their characters. When the players have come up with similar backgrounds, you might suggest that those backgrounds intersect with yours, and then try to work out the details. Perhaps another player thought of his character as growing up in a fishing village, in which case you might suggest that it be the same as your character's. Perhaps another character has been in the army, and you conceived of your character as having briefly been a soldier. See if



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you can put your character in the same unit.

This sort of thing helps establish connections between your characters. These connections can keep an adventuring group from falling apart over trivial incidents of mistrust and confusion.

Determine Character Height and Weight

The player can choose any height and weight for his character which the DM agrees is appropriate. The Character Height and Weight Table will give you an idea what height and weight ranges are average for character races. For use with later encumbrance rules, all character weights are given in coin-weights: one coin equals one-tenth of a pound, so a character weighing 2,000 cn actually weighs 200 lbs.

Character Height and Weight Table		
Human Characters		
Height	Male Weight (cn)	Female
4'10"	1,100 cn	1,050 cn
5'0"	1,200 cn	1,100 cn
5'2"	1,300 cn	1,200 cn
5'4"	1,400 cn	1,250 cn
5'6"	1,500 cn	1,300 cn
5'8"	1,550 cn	1,400 cn
5'10"	1,650 cn	1,500 cn
6'0"	1,750 cn	1,550 cn
6'2"	1,850 cn	1,650 cn
6'4"	2,000 cn	1,750 cn
Dwarf Characters		
Height	Male Weight (cn)	Female
3'8"	1,300 cn	1,250 cn
3'10"	1,400 cn	1,350 cn
4'0"	1,500 cn	1,450 cn
4'2"	1,550 cn	1,500 cn
4'4"	1,650 cn	1,600 cn
Elf Characters		
Height	Male Weight (cn)	Female
4'8"	900 cn	750 cn
5'0"	1,000 cn	800 cn
5'2"	1,100 cn	900 cn
5'4"	1,200 cn	1,000 cn
5'6"	1,300 cn	1,100 cn
5'8"	1,400 cn	1,200 cn
Halfling Characters		
Height	Both Sexes Weight (cn)	
2'10"	580 cn	
3'0"	600 cn	
3'2"	620 cn	

Earn Experience

As characters go through a lot of adventures, they gradually get better and better at what they do. Everyone learns to fight better (especially fighters). Everyone learns to withstand damage better (more hit points and better saving throws), and so forth. This is all accomplished through the use of experience points and experience levels.

At the end of every game-session or complete adventure story (the DM will decide which), the Dungeon Master will award experience points (abbreviated as "XP") to the characters. Experience points are awarded for accomplishing goals in the course of the adventure story.

Every so often, a character will have earned enough experience points to attain a higher experience level; this is often referred to as "going up a level." Each time the character goes up a level, he gains more abilities. *Under no circumstances can a character advance more than one level per adventure; all experience beyond one level of advancement can be retained up to one point short of a two level advance. Any additional experience is lost.*

Take a look at the Fighter Experience Table on page 16, then return here.

As you can see on that table, a fighter with no experience points (0 XP) is a 1st level fighter. During his adventuring career, he'll earn experience points. Once he reaches 2,000 points, his player should inform the DM that he's reached his 2nd experience level; once he reaches 4,000 experience points, he can tell the DM that he's reached 3rd level; and so on.

The number of experience points the character must earn becomes proportionately greater and greater. Don't be alarmed by this. The character's rise through experience levels will slow down, but not as much as this table suggests. As he becomes tougher, he can undertake tougher and tougher quests, which will earn him proportionately more experience points.

Hit Dice and Hit Points

After a character reaches 9th experience level (often referred to as "Name" level), the player no longer rolls dice to gain additional hit points for the character. For each level of experience earned, a given number of hit points (instead of Hit Dice) will be gained. The number of hit points gained each level (after 9th) will be shown later in the next chapter; it differs from character class to character class.

Each player will roll Hit Dice for his character from 1st experience level to 9th (or 8th, in the case of the halfling character, who can only go up to 8th level). Starting with 10th level, the character will receive a pre-set number of hit points appropriate for his character class.

Constitution adjustments to hit points apply only to the Hit Dice the player rolls; they do not apply to the hit points added at higher levels.

Maximum Levels and Experience Points

Dwarves and elves may not progress beyond 12th level. Halflings may only rise to 8th level. Druids may only achieve 30th level (and only then after a special challenge, which is described in the next chapter), while mystics can only reach 16th level. The other four human classes (cleric, fighter, magic-user, thief) may continue all the way to 36th level.

Once a character reaches his maximum experience level, he does *not* stop earning experience points. Characters can always earn more experience points. Players should keep records of all the experience points their characters earn.

Prime Requisites and Experience Points

If your character's prime requisite is high enough, he will get extra experience points. The Experience Bonuses and Penalties Table will serve as your rule of thumb for calculating how much extra experience clerics, fighters, magic-users, and thieves get for high prime requisites.

Experience Bonuses and Penalties Table	
Character Class	Prime Requisite and Experience Bonus
Cleric	Wis 3-5: -20%
	Wis 6-8: -10%
	Wis 13-15: +5%
	Wis 16-18: +10%
Fighter	Str 3-5: -20%
	Str 6-8: -10%
	Str 13-15: +5%
	Str 16-18: +10%
Magic-User	Int 3-5: -20%
	Int 6-8: -10%
	Int 13-15: +5%
	Int 16-18: +10%
Thief	Dex 3-5: -20%
	Dex 6-8: -10%
	Dex 13-15: +5%
	Dex 16-18: +10%
Dwarf	Str 3-5: -20%
	Str 6-8: -10%
	Str 13-15: +5%
	Str 16-18: +10%
Elf	Str 13-18 and Int 13-15: +5%
	Str 13-18 and Int 16-18: +10%
Halfling	Str 13-18 or Dex 13-18: +5%
	Str 13-18 and Dex 13-18: +10%
Druid	Wis 3-5: -20%
	Wis 6-8: -10%
	Wis 13-15: +5%
	Wis 16-18: +10%
Mystic	Str 3-5: -10%
	Str 6-8: -5%
	Str 13-15: +5%
	Str 16-18: +10%

For example, a fighter's prime requisite is Strength. If he has a Strength of 3-5, he loses 20% of all the experience points he earns. If he has a Strength of 6-8, he loses 10%. If his Strength is 13-15, he earns an extra 5%. And if his Strength is 16-18, he earns an extra 10%.

If a fighter with a Strength of 16 were to be given 100 points of experience, his player would add in an extra 10% (for a total of 110 experience points) before writing the amount down on his character sheet.

Calculating Experience Bonuses

Unless your DM tells you otherwise, you will always calculate your character's experience bonus . . . or experience penalty. However, some DMs prefer to keep a close eye on characters' experience gains, and may decide to calculate all such bonuses themselves. In such a case, the DM needs to tell his players about this decision ahead of time; otherwise they might accidentally add in their experience bonuses again.

Chapter 2: The Character Classes

About the Classes

Here are some notes on the three categories of character classes—humans, demihumans, and special—before you progress on to the actual class descriptions.

Human Classes

In the D&D® game, humans are the most prolific race. They are also the race with the greatest potential. While demihuman character classes can only attain moderate experience levels (8th, 10th, or 12th level, depending on the class/race), each of the four basic human character classes can attain 36th experience level.

In many D&D game campaigns, human civilization is similar to the civilizations of Western Europe in the late Middle Ages and early Renaissance period. In such campaigns, you can expect to see most humans living in kingdoms ruled by a king and queen and organized in feudal fiefdoms, with a rising middle class of traders and craftsmen in the cities.

However, your Dungeon Master may decide not to follow that standard; he may prefer for his human civilizations to resemble ancient Egypt, feudal Japan, conquistador-era Mexico, a culture from a specific fantasy novel, or something created from his own imagination. Be sure to ask your Dungeon Master about the nature of human cultures in his world; the more you know ahead of time, the better you can fit your character into the existing setting.

Demihuman Classes

Demihuman characters are more limited than human characters. They can't rise to very high levels of experience (dwarves are limited to 12th level, elves to 10th, halflings to 8th). Elves cannot learn very powerful magic; they can only learn up to 5th level spells, while humans can learn up to 9th level spells.

Clans: The demihuman race of dwarves, elves, and halflings have a different way of life than humans. They usually live longer, have a stricter way of life, and find security in large family groups called Clans. A Clan may include several hundred demihumans. The head of the Clan is always the oldest member, male or female, assuming that member is fit to rule.

Day-to-day tasks are usually done by those best suited to do them. Unlike many human communities, few demihumans are lazy; everyone has a job, with Clan duties and responsibilities, and "goofing off" is nearly unthinkable. The DM may choose to develop many other aspects of demihuman family life (such as marriage customs, industry, clan-to-clan relations, and so forth) as needed.

Demihuman Relations: Elves and dwarves don't usually like each other. This dislike usually surfaces as verbal battles, rather than physical. Both get along fairly well with halflings.

The DM will decide why elves and dwarves don't get along in his own campaign. In the D&D game's Known World setting, it's because they are so physically and emotionally different (elves are tall and willowy, dwarves short and stocky; elves love freedom and the outdoors, dwarves love organization and caverns, etc.), and because the two races had many clashes in the past for which they've never forgiven one another.

But the reason can be different in your own campaign; a DM can decide, for instance, that in his own world the elves and dwarves are the best of friends!

All demihuman races trade and interact with humans; though men can be dangerous, many are also trustworthy and have good points.

Special Abilities and Maneuvers: All demihuman races receive special abilities, which make them much more effective than humans in certain situations. The special abilities of each race are detailed in the description of each character class.

Special Classes

There are two other human character classes, the druid and the mystic, which are described separately from the cleric, fighter, magic-user, and thief. We present them separately because the DM may not wish to include them in his campaign.

The druid is a little complicated, because druid characters start play as clerics and then *change* their character classes to become druids.

The mystic, a monastic specialist in unarmed combat, is not appropriate for all campaigns. Some of their special abilities mimic those of other human classes, but many are unique to this class, including their increasingly powerful unarmed combat tactics.

Cleric

Prime Requisite: Wisdom.

Experience Bonus: 5% for Wisdom 13-15, 10% for Wisdom 16-18.

Hit Dice: 1d6 per level up to 9th level. Starting with 10th level, +1 hit point per level, and Constitution adjustments no longer apply.

Maximum Level: 36.

Armor: Any, plus shield.

Weapons: No edged or pointed weapons; all others permitted.

Special Abilities: Turning undead; clerical spells.

A cleric is a human character who is dedicated to serving a great and worthy cause. This cause can be an Immortal being dedicated to a specific goal or attribute; sometimes the cleric is serving only his alignment, and has no interest in immortal beings. The D&D game does *not* deal with the ethical and theological beliefs of the characters in the game.

All clerics belong to *orders*, or clerical societies, made up of clerics serving the same ends. A brand-new cleric character is at the very bottom of his clerical organization; as he gains experience levels, he will also gain new powers and responsibilities pertaining to his clerical order. The DM will decide, and will inform you, how the clerical orders of his campaign are arranged.

A cleric can learn to cast spells after gaining a level of experience. A 1st level cleric *cannot* cast any spells; once he reaches 2nd level, he can begin to cast spells. A cleric's spell powers come from the strength of the cleric's beliefs. The cleric sits and meditates, and magically learns spells. These spells can then be used during an adventure. Most clerical spells are for healing, protec-

Understanding the Tables

Take a look at any of the experience tables in the following pages. Here's an explanation of those tables' column headings.

Level: This column shows the experience levels which characters of this class can attain. Most human classes can reach 36th level; some classes are more restricted.

XP: This column shows the number of experience points it takes for the character to attain each experience level. A starting character has 0 experience points and is at 1st level.

Attack Rank: Not all experience tables will have this column; only the demihuman tables have it. Attack ranks are measures of a demihuman's ability to improve his fighting skills even when he's reached his maximum experience level. Each attack rank corresponds to a fighter's experience level when you determine how well the demihuman hits in combat; see the Attack Rolls Table on page 106 to see how well demihumans attack at different attack ranks.

Spells/Level: Not all experience tables will have this column—only the tables belonging to spellcasting character classes. As you'll see in Chapter 3, spells are arranged in levels—just as there are 1st level characters, there are 1st level spells, for instance. The table shows how many spells of which spell level a character can know.



Chapter 2: The Character Classes



Cleric Experience Table

Level	XP	1	2	3	Spells/Level	4	5	6	7
1	0	—	—	—	—	—	—	—	—
2	1,500	1	—	—	—	—	—	—	—
3	3,000	2	—	—	—	—	—	—	—
4	6,000	2	1	—	—	—	—	—	—
5	12,000	2	2	—	—	—	—	—	—
6	25,000	2	2	1	—	—	—	—	—
7	50,000	3	2	2	—	—	—	—	—
8	100,000	3	3	2	1	—	—	—	—
9	200,000	3	3	3	2	—	—	—	—
10	300,000	4	4	3	2	1	—	—	—
11	400,000	4	4	3	3	2	—	—	—
12	500,000	4	4	4	3	2	1	—	—
13	600,000	5	5	4	3	2	2	—	—
14	700,000	5	5	5	3	3	2	—	—
15	800,000	6	5	5	3	3	3	—	—
16	900,000	6	5	5	4	4	3	—	—
17	1,000,000	6	6	5	4	4	3	1	—
18	1,100,000	6	6	5	4	4	3	2	—
19	1,200,000	7	6	5	4	4	4	2	—
20	1,300,000	7	6	5	4	4	4	3	—
21	1,400,000	7	6	5	5	5	4	3	—
22	1,500,000	7	6	5	5	5	4	4	—
23	1,600,000	7	7	6	6	5	4	4	—
24	1,700,000	8	7	6	6	5	5	4	—
25	1,800,000	8	7	6	6	5	5	5	—
26	1,900,000	8	7	7	6	6	5	5	—
27	2,000,000	8	8	7	6	6	6	5	—
28	2,100,000	8	8	7	7	7	6	5	—
29	2,200,000	8	8	7	7	7	6	6	—
30	2,300,000	8	8	8	7	7	7	6	—
31	2,400,000	8	8	8	8	8	7	6	—
32	2,500,000	9	8	8	8	8	7	7	—
33	2,600,000	9	9	8	8	8	8	7	—
34	2,700,000	9	9	9	8	8	8	8	—
35	2,800,000	9	9	9	9	9	8	8	—
36	2,900,000	9	9	9	9	9	9	9	—

Cleric Saving Throws Table

Levels	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33-36
Death Ray/Poison	11	9	7	6	5	4	3	2	2
Magic Wands	12	10	8	7	6	5	4	3	2
Paralysis/Turn to Stone	14	12	10	8	6	5	4	3	2
Dragon Breath	16	14	12	10	8	6	4	3	2
Rod/Staff/Spell	15	13	11	9	7	5	4	3	2

tion, and gathering information. Clerical spells are different from magic-user spells. Clerics can use *only* their own type of spells; they never utilize magic-user spells.

Clerics have good fighting skills and can fight monsters. A cleric can wear any type of armor, like a fighter; he can use many types of weapons, but cannot use edged or piercing weapons of any sort. Unlike magic-users, whose spells are often used during battles, a cleric's spells are usually needed *after* battles (such as cures) or for general exploring (such as detecting things).

If your party has enough fighters, your cleric should not need to fight often. But he is equipped for fighting if his combat skill is needed. Watch for ways that his spells can help before, during, and after battles.

For the first three levels of experience, a cleric's power is very limited. But as they advance (to a maximum of 36th level), clerics obtain more spells of greater power, due both to practice and

the strengthening of their beliefs.

It is very important for clerics to be faithful to their beliefs. If a cleric behaves in a manner that is not consistent with the character's alignment or beliefs, the cleric may be punished by the order—or by even greater powers. This punishment could be a penalty on attack rolls, a dangerous quest that must be completed, or even a lack of spells. The DM will tell you what the character must do to regain his good standing.

Class Details

Prime Requisite: A cleric's prime requisite is Wisdom. If a cleric has a Wisdom score of 13-15, the character gains a 5% bonus to experience points earned in every adventure; if his Wisdom is 16-18, he earns a 10% bonus to XP.

Hit Dice: Roll a six-sided die (1d6) to determine a cleric's hit points. A cleric starts with 1d6 (1-6) hit points (plus any Constitution bonus)

and gains 1d6 more hit points (plus bonus) with each level of experience. One additional hit point is gained for each level after 9th level.

Armor: A cleric can wear any kind of armor, and can use a shield.

Weapons: A cleric *cannot* use any weapon with a sharp edge or point; this is forbidden by the cleric's beliefs. This includes arrows and quarrels. But the cleric can use any non-edged weapon.

Special Abilities

A cleric has two special abilities: turning undead monsters and casting clerical spells.

Turning Undead

A cleric has the power to force certain monsters called the "undead" (skeletons, zombies, ghouls, wights, and other types) to run away, or even to perish. This special ability is called "turning undead."

When a cleric encounters an undead monster, the cleric may either attack it normally (with a weapon or spell), or try to turn it. The cleric cannot both attack and turn undead in one round.

When you want your cleric to try to turn undead, just tell your Dungeon Master "I'll try to turn undead this round." The power to turn undead is inherent in the cleric; he does not need the symbol of his faith or any other device to do it, unless the DM declares otherwise.

Undead monsters are not automatically turned by the cleric. When the encounter occurs, the player must refer to the cleric's Turning Undead table to find the effect the cleric has.

When the cleric tries to turn an undead monster, find the cleric's level of experience across the top of the table. Read down the left column until you find the name of the undead monster.

If you see a "—" in the column, then you cannot turn the monster. If you see anything else, you have a chance to turn the monster, or perhaps several monsters. See immediately below, under "Explanation of Results," to learn how to find out if you have turned the monster.

Apply the results immediately. If the attempt succeeds, one or more of the undead monsters will retreat or be destroyed. But don't forget, if the monster is turned, it hasn't been destroyed; it may decide to return soon. . . .

If you try to turn a specific undead monster (for instance, one specific vampire) and fail, you cannot try again to turn it in the same fight. At some later encounter, you can try to turn that individual again.

Explanation of Results

7, 9, or 11: Whenever a number is listed, the cleric has a chance to turn the undead monsters. The player rolls 2d6 (two six-sided dice). If the total is equal to or greater than the number given, the attempt at turning undead is successful.

When the attempt at turning undead is successful, the Dungeon Master (not the player) will roll 2d6 to determine the number of Hit Dice of undead monsters that turn away. *At least one* monster will be turned, regardless of what the DM rolls on his dice.

Example: A 1st level cleric has just encountered a group of seven zombies. Zombies (as you

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Turning Undead Table (Roll 2d6)

	Cleric's Level																	
Undead	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-20	21-24	25-28	29-32	33-36	
Skeleton	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#	D#	
Zombie	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#	
Ghoul	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	
Wight	—	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	
Wraith	—	—	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	
Mummy	—	—	—	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	
Spectre	—	—	—	—	11	9	7	T	T	D	D	D	D	D	D	D+	D+	
Vampire	—	—	—	—	—	11	9	7	T	T	D	D	D	D	D	D	D+	
Phantom	—	—	—	—	—	—	11	9	7	T	T	D	D	D	D	D	D	
Haunt	—	—	—	—	—	—	—	11	9	7	T	T	D	D	D	D	D	
Spirit	—	—	—	—	—	—	—	—	11	9	7	T	T	D	D	D	D	
Nightshade	—	—	—	—	—	—	—	—	—	11	9	7	T	T	D	D	D	
Lich	—	—	—	—	—	—	—	—	—	—	11	9	7	T	T	T	T	
Special	—	—	—	—	—	—	—	—	—	—	—	11	9	7	T	T	T	

7, 9, or 11 = number needed to turn successfully
 T = automatic turn, 2d6 Hit Dice of undead
 D = automatic Destroy, 2d6 Hit Dice of undead
 D+ = automatic Destroy, 3d6 Hit Dice of undead
 D# = automatic Destroy, 4d6 Hit Dice of undead

can learn in Chapter 14) each have two Hit Dice (2 HD). The cleric tries to turn the zombies.

On the Turning Undead Table, a 1st level cleric vs. a zombie yields a result of 9: The cleric must roll a 9 or greater on 2d6 to turn the zombies. The cleric's player rolls 2d6 and achieves a 10—he has successfully turned undead.

The DM now rolls to see what sort of results the cleric achieves. He rolls 2d6 and achieves an 8; in other words, the cleric turns 8 Hit Dice of

zombies. Since each zombie is a 2-Hit Die creature, the cleric has turned four zombies. Four zombies turn and begin shambling away from the cleric as fast as they can move. This leaves the cleric with only three to fight. Next round, he can attack them with weapons or spells, or he can try to turn them, too.

T: The attempt at turning the undead automatically succeeds; the cleric's player does not need to roll for success. To determine how many

undead will be turned, the DM rolls 2d6 as described above; regardless of his roll, at least one undead will be turned.

D: The attempt at turning the undead automatically succeeds—in fact, it succeeds so well that the affected monsters are *destroyed* instead of merely turned. To determine how many Hit Dice of undead will be destroyed, the DM rolls 2d6 as described above; regardless of his roll, at least one undead will be destroyed. (The DM decides what happens when the monsters are destroyed: They might fade away, burst into flame and crumble away, or disintegrate like a vampire in sunlight, for instance.)

D+: This is the same as the "D" result above, except that the DM rolls 3d6 to find out how many Hit Dice of undead will be destroyed. Regardless of the roll, at least one undead will be destroyed.

D#: This is the same as the "D" result above, except that the DM rolls 4d6 to find out how many Hit Dice of undead will be destroyed. Regardless of the roll, at least one undead will be destroyed.

Using Clerical Spells

Starting at the 2nd level of experience (having earned 1,500 XP or more), the cleric can use spells. The procedures by which the cleric learns and casts his spells are described in Chapter 3.

Higher Experience Levels

When a cleric reaches *Name* level (9th), he is called a patriarch (if male) or matriarch (if female). At this point in his adventuring career, he has several options available to him.

If the character is a Neutral cleric, he can decide to become a druid instead (see the description of that character class below); he certainly does not have to change his class.

If the cleric is a Neutral who does not want to become a druid, or if he is Lawful or Chaotic alignment, he must decide whether to build a clerical stronghold approved by his clerical order.

Depending on how the DM has set up his campaign, the cleric might have built himself a





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home, even a lavish castle, long before. However, that was his *personal* home, regardless of how big it is or what he has done with it. Here, we're talking about a stronghold sanctioned by the cleric's order, one which will be built and maintained to further the goals of the order.

Land-Owning Clerics

A cleric who decides to build a stronghold with the sanction of his clerical order is called a "land-owning cleric." (Note: This is merely a convenient term. A land-owning cleric can go adventuring with his footloose friends; he is not tied to his land.) There are advantages and disadvantages to setting up a clerical stronghold.

Advantages: The character can progress up through the ranks of his clerical order. The character may receive financial aid from his order toward the building of the stronghold. The character may be able to increase his lands and build strong settlements there, which could result in him becoming a very wealthy character indeed.

Disadvantages: The character will be the chief clerical authority (for his clerical order) for the lands around his stronghold. This means that he has clerical responsibilities to all the people living on and around his lands—responsibilities which may interfere with his desire to travel with his old adventuring friends or which may confront him with difficult problems.

Traveling Clerics

A cleric who decides not to build a stronghold sanctioned by his order is referred to as a "traveling cleric," even if he is not always on the road traveling. There are also advantages and disadvantages to being a traveling cleric.

Advantages: The cleric does not have to tie himself down to any one place or group of people; except when acting on official requests from his order, he may go where he pleases.

Disadvantages: The cleric may not rise to or above the rank of a land-owning cleric, and may not achieve much political influence within his order. (He doesn't stop earning experience points, experience levels, or personal power; he just cannot climb any higher in the clerical order's hierarchy.) The cleric still has responsibilities to his clerical order, naturally; as before, he may be required at any time to uphold the beliefs and accomplish the goals of his order.

Becoming a Land Owner

If the 9th level cleric decides to build a stronghold, he must report to a superior of some type, either an official of his order or a ruler of the nation where he wishes to settle, to ask for land. This ruler should willingly grant the land, unless the cleric has had problems with him in the past; if so, the ruler may require some service of the cleric (such as a *quest*) before he grants the land. (The DM must decide whether the cleric's order has the power to make such grants, according to the civilization of his campaign world.)

If the cleric has never been punished for misbehavior, either by his order or by the powers that grant him his spells, his order can (at the DM's discretion) help him with the cost of building the stronghold. Such help usually involves the order paying for up to any amount the DM feels to be reasonable (the standard is 50% of the stronghold's construction). The player

should design the stronghold the way he wishes to see it built. The DM will calculate how much it would cost to build, determine to his own satisfaction how much of the design is good and necessary planning (and how much is extravagant overexpenditure), and decide what proportion of the cost the clerical order will assume.

Regardless of how much the clerical order pays, the stronghold is technically the cleric's property. The cleric can't deny access to the property and its facilities to members of his order—normally, he shouldn't ever wish to do so—but it's his land, and he can't just be assigned to some other stronghold against his will.

A number (typically 1d6) of lower level clerics will come to the stronghold once it is built, to assist and serve the cleric in operating the stronghold's clerical functions. (See Chapter 11 for more on this.) Naturally, he'll get fewer or no assistant clerics if he has a reputation for abusing or endangering his retainers. These clerics have arrived with the intention of helping to operate the stronghold, not to travel with the cleric on his adventures. The DM should create each of these clerics as an individual, with his own name, personality, background, goals, and abilities.

If the cleric manages his land well and serves his order equally well, he will probably rise in power in the bureaucracy of his clerical order. In addition, he may be awarded more land; more normal men will settle the area around the cleric's stronghold, and the cleric will receive more tax income from the settlements.

Choosing to Travel

A cleric who decides to travel may follow one of two routes: in civilized lands, or in wilderness.

A cleric who travels within the boundaries of the civilized world usually looks for ways to help those of the same alignment (whatever that may be). The cleric may travel alone, with retainers, or with other clerics.

A cleric who travels to the wilderness usually searches for enemies of the clerical order, to convert or destroy. This cleric normally travels with other characters as an adventuring party (though the others may all be NPCs).

Changing Back and Forth

Once a player decides to be a traveling or land-owning cleric, only a major development in the campaign or in the character should change that status. The DM should discourage frequent or casual changes of the cleric's status.

Fighter

Prime Requisite: Strength.

Experience Bonus: 5% for Strength 13-15, 10% for Strength 16-18.

Hit Dice: 1d8 per level up to 9th level. Starting with 10th level, +2 hit points per level, and Constitution adjustments no longer apply.

Maximum Level: 36th.

Armor: Any; shields allowed.

Weapons: Any.

Special Abilities: Lance Attack and Set Spear vs. Charge maneuvers, Fighter Combat Options (see Chapter 8).

A fighter is a human whose main ability is fighting skill. Fighters often have greater Strength than other characters. They usually hit opponents more often in combat, and inflict more damage.

In the D&D® game, fighters protect their weaker friends and allies. A party made up only of fighters would probably survive most dungeon and wilderness encounters, even those where magic would be useful. Every group of explorers should have at least one or two fighters.

In group adventures, the fighters should stay in front and act as the "front line" in combat situations. If there are three or more fighters in the party, one should stay in the back, in case the characters' party is approached from the rear by enemies. In battle itself, fighters have a better chance at surviving physical damage, since they have more hit points than most other classes.

A fighter character should be able to use a variety of weapons. Unless your conception of your fighter character limits him to one class of weapons, you should equip him with both hand-to-hand and missile weapons.

Fighters may advance as high as 36th level. Their rapid advances, both in combat ability and in their amount of hit points, make them natural leaders in human settlements, especially small ones. High level fighters spend a lot of their time training and leading men-at-arms, clearing the wilderness of monsters, and expanding human settlements.

Fighter Experience Table

Level	XP
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000
9	240,000
10	360,000
11	480,000
12	600,000
13	720,000
14	840,000
15	960,000
16	1,080,000
17	1,200,000
18	1,320,000
19	1,440,000
20	1,560,000
21	1,680,000
22	1,800,000
23	1,920,000
24	2,040,000
25	2,160,000
26	2,280,000
27	2,400,000
28	2,520,000
29	2,640,000
30	2,760,000
31	2,880,000
32	3,000,000
33	3,120,000
34	3,240,000
35	3,360,000
36	3,480,000

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Class Details

Prime Requisite: A fighter's prime requisite is Strength. If a fighter has a Strength score of 13-15 or more, the character gains a 5% bonus to experience points earned in every adventure; if his Strength is 16-18, his bonus is 10%.

Hit Dice: Roll an 8-sided die (1d8) to determine a fighter's hit points. A fighter starts with 1d8 (1-8) hit points (plus Constitution bonus, if any) and gains 1d8 more hit points (plus bonus) with each level of experience. Two additional hit points are gained for each level after 9th level.

Armor: A fighter can wear any kind of armor and may use a shield.

Weapons: A fighter can use any kind of weapon.

Special Abilities

Beginning fighters initially receive only a couple of special abilities and need no other special abilities to survive and prosper. Their great strength, hit points, strong armor, and many weapons make them a powerful character class without additional special abilities. At higher experience levels, though, they do receive some additional fighting abilities.

The two special abilities they do receive immediately are the Lance Attack maneuver and Set Spear vs. Charge maneuver. These maneuvers are described in Chapter 8.

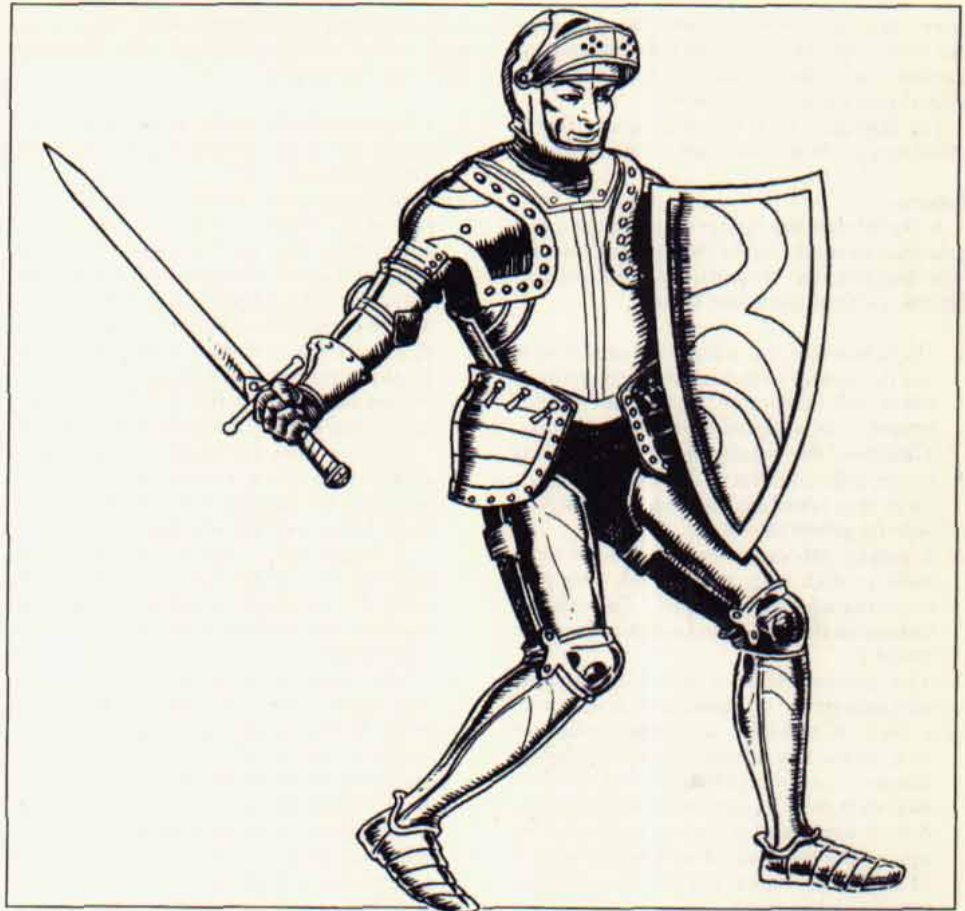
At higher experience levels, some fighters receive specific special abilities, including Fighter Combat Options and other abilities; these are also described in Chapter 8.

Higher Experience Levels

A fighter with enough money may build himself a home, even a castle, before he reaches 9th experience level. However, this home has no official sanction; even if it is a castle, the character is not a ruler or a nobleman.

When a fighter reaches Name level (9th level), the character is, owing to his great abilities and reputation, addressed as Lord (if male) or Lady (if female). This is status within his community even if it is not a formal title; it is for the DM to decide whether or not it is a formal title bestowed upon the fighter by the nation's rulers.

At Name level, the fighter will have to decide whether he intends to be a "land-owning fighter" (i.e., a ruler in his own right, and lord of a region of land) or a "traveling fighter" (one who may own homes but not rule land, and has no especially strong responsibilities to the nation's rulers). Don't be confused by these names. A land-owning fighter may spend a lot of time traveling and adventuring, and a traveling fighter may spend a lot of his time at home.



Land-Owning Fighters

There are two ways for a fighter to become a land-owning fighter: independently or in fealty to a greater ruler.

The DM decides on what sort of government is used in his campaign. Assuming that it's based on medieval Europe, as is the case with many D&D® game campaigns, a nation's government consists in part of a king and queen ruling a strong court of dukes, counts and barons, each of whom rules a smaller territory or fiefdom.

In order to become a ruler within an existing country, he will have to petition the country's rulers for a grant of land. If he has already done them great services in the past, they may give it to him immediately and gratefully, but if he is not already their friend or ally, they may send him on a difficult quest so that he can prove himself to them. Once he has been granted the land, he may build his castle upon it (at his own expense). The land may be occupied or not; if it is unoccupied, the prospective ruler had best try to lure settlers there soon, so that his dominion will begin receiving tax revenues.

At the very least, a land-owning fighter within an existing country will be granted the title of Baron (if male) or Baroness (if female), or the equivalent. If he continues to expand his land within the nation's laws and to make his dominion an increasingly strong and rich one, he may receive greater titles, such as Count/Countess and Duke/Duchess.

If the fighter wishes to make his dominion in a wilderness which is not within an existing country, he may call himself anything he wants—baron, duke, king, emperor. However, be aware that a too-glorious title will make others laugh at him. If he takes a title, it should be appropriate to the size and strength of the dominion he is ruling; he may wish to change his title as it increases in size and prosperity.

Traveling Fighters

If, at 9th level, a fighter does not decide to make a dominion for himself, he chooses to become a traveling fighter (you can use the term even if he really doesn't do a lot of traveling). Traveling fighters don't usually have the political

Fighter Saving Throws Table

Saving Throw	Normal	Levels											
	Man	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-30	31-33	34-36
Death Ray/Poison	14	12	10	8	6	6	5	5	4	4	3	3	2
Magic Wands	15	13	11	9	7	6	6	5	5	4	4	3	2
Paralysis/Turn to Stone	16	14	12	10	8	7	6	6	5	5	4	3	2
Breath Attack	17	15	13	11	9	8	7	6	5	4	3	2	2
Rod/Staff/Spell	17	16	14	12	10	9	8	7	6	5	4	3	2



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power that land-owning fighters do, but they can receive special abilities to help compensate for that. (Note that we said *can*. They don't receive these abilities automatically.)

The alignment of a traveling fighter determines special abilities and other characteristics.

Paladins

A Lawful traveling fighter may be known as a paladin if he meets the following requirements. If he does not meet those requirements, he may become a knight (described below).

1. The fighter must swear fealty (an oath of service) to a Lawful clerical order to gain paladin status. The fighter must be of Name level or greater to be accepted by the clerical order. Thereafter, the paladin may be summoned by the order's leaders at any time, and must do as they command, as long as the service aids the powers of Good.
2. A paladin can *detect evil* (as per the cleric spell) as often as once per round, simply by concentrating. (Range: 120'. The paladin cannot use this ability and attack in the same round.)
3. If the paladin's Wisdom score is 13 or greater, the character can cast cleric spells as if he were a cleric of one-third his actual experience level (round any fraction down); if a fighter becomes a paladin right at 9th level, he'll immediately gain the spells of a 3rd level cleric. A 17th level paladin can cast spells as if he were a 5th level cleric. If his Wisdom score is 12 or less, the fighter can still be a paladin, but cannot cast spells.

The paladin learns how to meditate and cast spells from the clerics of the order. The clerics will refuse any offer of compensation or payment for this service.

4. A paladin can turn undead, as if he were a cleric of one-third his actual experience level (round all fractions down). Therefore, a 6th or 7th level paladin can turn undead with the same ability of a 2nd level cleric.
5. A paladin may only travel with a number of hirelings equal to or less than his clerical level. In other words, if he can cast spells or turn undead as a 5th level cleric, he can have five hirelings accompany him.
6. A paladin must assist anyone who asks for help—with two exceptions: He does not have to help evil characters or achieve evil goals, and if the paladin is on a mission for a higher authority (such as a quest, serving a duke, etc.), he can offer only a small amount of help (such as sheltering or advising the person in need of aid), along with an explanation for his refusal. Assistance never involves donations of money or items, but only service for a short time.

Knights

A Neutral traveling fighter may become a knight. Lawful traveling fighters who do not become paladins, or Chaotic traveling fighters who do not become avengers (described below) are also able to become knights.

To gain knighthood, a fighter must swear fealty to a prince, king, or emperor. In return, the ruler will declare the character a knight; that ruler then becomes the knight's "liege."

In most campaigns, knights are the most common sort of traveling fighters. The following rules apply to knights.

1. If summoned by his liege the knight must report to him as quickly as possible, and must serve as the liege orders.
2. If the knight ever refuses to obey the liege, or ever swears fealty to any other liege, the knight loses three levels of experience. (The DM may increase this penalty if the offense warrants it.) The previous liege may even order the offender slain for his treachery. In addition, rumors and tales of the "traitorous knight" may haunt the character forever after; the character may find it difficult to find help in places where his reputation is known.

If his liege dies, the knight is free to choose another. Additional benefits (lands, money, etc.) may be awarded to knights who swear fealty to the successor of a liege who dies.

A knight may petition the liege for a peaceful end to his oath; however rarely granted. The knight would be banished, at the least, and could be stripped of all possessions as well.

3. A knight may visit any castle, of any territory, and request sanctuary. The castle owner must, by the customs of the land, give the knight a place to stay for up to three days, along with food and drink. He does not have to be friendly to the knight, but, according to this custom, may not challenge, attack, or refuse sanctuary to the knight. (Note that the knight cannot challenge or attack his host or members of his host's court or family, either. Should he do so, his sanctuary is at an end, and his host is now free to punish him.) In campaigns modeled after medieval Europe, this custom is nearly universal, but the DM is free to indicate that the custom is not present if his nations are not similar to Europe's.
4. If a *call to arms* sounds (a call for knights to battle for justice), the knight must respond. This declaration can only be issued by the ruler of a large town (Mayor) or territory (Archduke or greater status), and the knight need only respond if it sounds in the area through which he is passing or if it is called by his liege. When the call to arms sounds, the knight must immediately travel as fast as possible to the ruling castle of the one who made the call to arms, and fight as ordered by the ruler—within the constraints of any knightly oaths he took in the course of the campaign. (If the ruler who made the call to arms orders him to kill innocents or helpless prisoners, the knight may choose to refuse, but he will make an enemy of that ruler.) The knight is entitled to compensation for this service; the ruler issuing the call to arms must grant the knight a gift appropriate to the value of the knight's services. (Many rulers will offer the gift out of gratitude; some will not. The knight has the right to demand the gift; he does not have to demand it if he does not wish to.)

There are two notable exceptions to the custom of the call to arms. In lands where the civilization is very different from medieval Europe, this custom might not be used (in wilderness areas where there are no rulers, it

would naturally be unknown). If the knight is within a territory that has declared itself hostile to the knight's liege, the knight need not respond—if the call to arms is against the land of his liege, he *must not* respond. In fact, the knight would be in great danger when the call to arms sounds.

Avengers

A Chaotic traveling fighter may become an avenger if he meets the following requirements. Otherwise, a Chaotic traveling fighter may also become a knight.

1. The fighter must make an alliance with a Chaotic clerical order. This is *not* a swearing an oath of fealty, but a loose agreement of loyalty and support; the order may decline the offer. If the order accepts, the order's leaders may summon the avenger at any time, and he must do as they command. If he disobeys them, he loses all special abilities and benefits of the avenger. Even then, the fighter may regain avenger status by negotiating with a different order.
2. An avenger can *detect evil* (as the cleric spell) up to once per round, simply by concentrating. (Range: 120'. The avenger may not use this ability and attack in the same round.)
3. If the avenger's Wisdom score is 13 or greater, the avenger can learn to cast cleric spells as if he were a cleric of one-third his actual experience level (round all fractions down). Therefore, a 12th-14th level avenger casts spells as a 4th level cleric. If his Wisdom score is 12 or less, the fighter can still be an avenger, but cannot cast spells.

The avenger learns how to meditate and cast spells from the clerics of the order—but at a price (the price is at the DM's discretion, but a minimum of 10,000 gp per clerical spell level gained is recommended).

4. An avenger may turn undead as if he were a cleric of one-third his actual experience level, but with an important difference. If the result is "turn" or "destroy," the avenger may choose to control them instead. If control is chosen, it lasts for 1 turn per level of the avenger—thus, a 17th level avenger could control them for 17 turns. Undead thus controlled behave as if *charmed*, obeying the avenger as if they were friends.

However, if the undead are turned or destroyed by a cleric during the duration of the control, the control is dispelled immediately, and cannot be renewed. If the duration of the control ends without incident, the undead will flee (as if turned).

5. An avenger may not have human or demi-human hirelings. However, the avenger may try to persuade monsters of Chaotic alignment to become his hirelings. If a Chaotic creature is not immediately hostile, the avenger may offer food or treasure, indicating (through word or gestures) friendship. If this fails, threats or combat resulting in surrender may accomplish nearly the same result. If the creature's Reaction roll indicates friendship, the creature is *persuaded* to follow and obey the avenger. The effect lasts for a duration identical to a *charm magic-user* spell; once it ends, it cannot be renewed. The

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avenger may have the number of Chaotic monster hirelings that his Charisma score allows for; once he loses one, he may try to *persuade* another.

6. An avenger may visit any castle, ruin, or dungeon known to be ruled by an intelligent Chaotic monster or character and, using his alignment tongue, demand Sanctuary (see knight, above). An avenger may pretend to be a knight and request Sanctuary of other rulers; if he deceives the ruler (and is not tripped up by some alignment-revealing magic), the ruler will provide him with normal Sanctuary.

Changing Back and Forth

Once a player decides to be a traveling or land-owning fighter, only a major development in the campaign or in the character should change that status. The DM should discourage frequent or casual changes of the fighter's status.

Magic-User

Prime Requisite: Intelligence.

Experience Bonus: 5% for Intelligence 13-15, 10% for Intelligence 16-18.

Hit Dice: 1d4 per level up to 9th level. Starting with 10th level, +1 hit point per level, and Constitution adjustments no longer apply.

Maximum Level: 36.

Armor: None; no shield permitted.

Weapons: Dagger only. Optional (DM's discretion): staff, blowgun, flaming oil, holy water, net, thrown rock, sling, whip.

Special Abilities: Magical spells.

A magic-user is a human character who studies the powers of magic. Magic-users find spells, put them into books, and study those books to learn the spells. Magic-users have their own spells, entirely different from clerical spells. A magic-user has poor fighting skills, and should avoid combat.

A magic-user concentrates on learning and casting magic spells. He'll find that a high Intelligence is very helpful. The magic-user's other ability scores are often low. However, a high Constitution score will help your magic-user survive longer, because it gives a bonus to hit points—one of the magic-user's weaker traits.

Magic-users greatly fear damage. All the other character classes can use armor of some kind, but magic-users can only wear clothes. Thus, they are easy to hit. They also have few hit points.

Magic-users start as the weakest characters, but can eventually become the most powerful. Their magical spells can be used for many things—from simple things like opening doors and locks, to impressive and dangerous magical attacks such as throwing lightning. All details on spellcasting are given in Chapter 3.

However, it is often difficult for magic-users to survive. Their few weapons and spells (at low levels) balance against the power they eventually achieve. Therefore, magic-users must be cautious at lower levels, as few will survive long without protection.

Magic-User Experience Table

Level	XP	Spells/Level								
		1	2	3	4	5	6	7	8	9
1	0	1	—	—	—	—	—	—	—	—
2	2,500	2	—	—	—	—	—	—	—	—
3	5,000	2	1	—	—	—	—	—	—	—
4	10,000	2	2	—	—	—	—	—	—	—
5	20,000	2	2	1	—	—	—	—	—	—
6	40,000	2	2	2	—	—	—	—	—	—
7	80,000	3	2	2	1	—	—	—	—	—
8	150,000	3	3	2	2	—	—	—	—	—
9	300,000	3	3	3	2	1	—	—	—	—
10	450,000	3	3	3	3	2	—	—	—	—
11	600,000	4	3	3	3	2	1	—	—	—
12	750,000	4	4	4	3	2	1	—	—	—
13	900,000	4	4	4	3	2	2	—	—	—
14	1,050,000	4	4	4	4	3	2	—	—	—
15	1,200,000	5	4	4	4	3	2	1	—	—
16	1,350,000	5	5	5	4	3	2	2	—	—
17	1,500,000	6	5	5	4	4	3	2	—	—
18	1,650,000	6	5	5	4	4	3	2	1	—
19	1,800,000	6	5	5	5	4	3	2	2	—
20	1,950,000	6	5	5	5	4	4	3	2	—
21	2,100,000	6	5	5	5	4	4	3	2	1
22	2,250,000	6	6	5	5	5	4	3	2	2
23	2,400,000	6	6	6	6	5	4	3	3	2
24	2,550,000	7	7	6	6	5	5	4	3	2
25	2,700,000	7	7	6	6	5	5	4	4	3
26	2,850,000	7	7	7	6	6	5	5	4	3
27	3,000,000	7	7	7	6	6	5	5	5	4
28	3,150,000	8	8	7	6	6	6	6	5	4
29	3,300,000	8	8	7	7	7	6	6	5	5
30	3,450,000	8	8	8	7	7	7	6	6	5
31	3,600,000	8	8	8	7	7	7	7	6	6
32	3,750,000	9	8	8	8	8	7	7	7	6
33	3,900,000	9	9	9	8	8	8	7	7	7
34	4,050,000	9	9	9	9	8	8	8	8	7
35	4,200,000	9	9	9	9	9	9	8	8	8
36	4,350,000	9	9	9	9	9	9	9	9	9

Magic-User Saving Throws Table

Levels	1-5	6-10	11-15	16-20	21-24	25-28	29-32	33-36
Death Ray/Poison	13	11	9	7	5	4	3	2
Magic Wands	14	12	10	8	6	4	3	2
Paralysis/Turn to Stone	13	11	9	7	5	4	3	2
Breath Attack	16	14	12	10	8	6	4	2
Rod/Staff/Spell	15	12	9	6	4	3	2	2

Your magic-user should not go on adventures alone; because of his low defenses and hit points, one surprise could kill him. In groups, he should always stay in the middle of the party, protected from attacks, and use his magic in ways that will help win the fight.

Class Details

Prime Requisite: A magic-user's prime requisite is Intelligence. If a magic-user has an Intelligence score of 13-15, the character gains a 5% bonus to experience points earned in every adventure; if he has an Intelligence of 16-18, the bonus is 10%.

Hit Dice: Roll a 4-sided die (1d4) to determine a magic-user's hit points. A magic-user starts with 1d4 (1-4) hit points (plus Constitution bonus, if any) and gains 1d4 more hit points

(plus bonus) with each level of experience. One additional hit point is gained for each level after 9th level.

Armor: A magic-user cannot wear *any* kind of armor, and cannot use a shield.

Weapons: A magic-user may only use daggers as weapons. Optionally, at the DM's discretion, magic-users can use the staff, blowgun, flaming oil, holy water, net, thrown rock, sling, and whip.

Special Abilities

The magic-user's sole special ability is that he can cast magic spells. The processes of spell book and new spell acquisitions, as well as how the magic-user memorizes and casts spells, are described in Chapter 3.

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Higher Experience Levels

At Name (9th) level or greater, a magic-user is called a wizard (if male) or maga (female). Also at Name level, a magic-user may create magical items.

Upon reaching Name level, a magic-user may build a tower (if he can afford to). A magic-user who constructs a tower will usually attract 1d6 (1-6) apprentices, all magic-users of experience levels 1-3. The DM will decide how many apprentices arrive to serve the wizard, and should create names, backgrounds, and character sheets for them; they should be complete characters.

If a Name level magic-user decides to build a tower, or to take up regular residence in the home of a ruler who wishes to employ him, he is referred to as a land-owning magic-user; otherwise, he is a traveling magic-user (even if he actually spends more time in his own home than on the road).

Land-Ownning Magic-Users: Independent Wizards

Magic-users who decide to live in their own strongholds, regardless of their political affiliations or interest in the outer world, are referred to as independent wizards. They are commonly referred to and addressed as *wizard* or *maga*, whatever their actual titles may be.

An independent magic-user may build or seize a tower. By tradition, he need not seek permission from the local ruler beforehand. If, however, the wizard does seek the ruler's permission, the ruler will probably give the magic-user a lav-

ish gift, official title to the dominion, and possibly some sort of official rank of nobility to keep the favor of the character. (Only the most powerful of rulers would dare to offend a magic-user, whatever their alignment differences.)

After the magic-user moves into his tower, he may choose to build a dungeon beneath or near it. Most wizards and magas employ specialists to do their mining and engineering, but may decide to create the dungeons themselves if they know the proper spells.

Of course, any character building a stronghold could also build a dungeon, a subterranean complex where prisoners can be kept and the character can perform specific researches in secret. But a wizard can choose for his dungeon to be different. If, once one or more levels of the dungeon are completed, the wizard leaves an unguarded opening into the dungeon, monsters will be attracted and will build lairs. Some wizards encourage this sort of thing so that they have ready access to a variety of different monster types (useful for research, and for staying aware of what's happening in the realms of monsters).

Such monster-infested dungeons are not looked upon favorably by humans in the region. Dungeons tend to make the locals nervous, and the monsters in them often prey on nearby human communities. Wizards who create these dungeons need to be aware that low level adventurers may take action against the monsters of these dungeons, either to keep the region safe or simply to fill their own coffers with the monsters' treasure.

Independent wizards do not usually live in com-

plete solitude. They may or may not interact with the rulers and nobles of the nations in which they live, as they please. They may continue to go on quests and adventures with their old friends. Other wizards may visit and correspond with them in order to facilitate magical research and understanding. They might participate in the operation of schools of magic. Only the most misanthropic of wizards, or those with much to hide, build their towers in the most dangerous and inaccessible areas and live there alone.

Land-Ownning Magic-Users: Magists

If a land-owning magic-user cannot or does not want to maintain a tower, the character may apply for a position as a *magist* in any existing castle or stronghold. If the ruler does not have a magist and can afford one, he will usually accept the application . . . unless the wizard has so vile a reputation that the ruler cannot trust the wizard. The magist advises the ruler in matters involving magic and handles the magical needs of the ruler and the stronghold.

To become a magist, the magic-user must first find a ruler who is willing to hire and support him. He must negotiate payment and other benefits with the ruler. (Standard payment is a minimum of 3,000 gold pieces per month, with magists above 15th level commanding higher payment.) Finally, the character *must* swear an oath of fealty to that ruler to become a magist.

When the agreements and terms are complete, the ruler supplies all the magist's needs, including a place to stay in the stronghold (usually a suite of several rooms), guards and servants, and other agreed-upon benefits (such as magical items, either to use or as outright gifts). The ruler usually pays for magical research costs if the item or spell researched will benefit the stronghold. The magist must serve the ruler as ordered in all respects, but is never required to fight or otherwise be placed in danger.

A magist may go on normal adventures if the ruler gives permission. The ruler knows that more experience means a more powerful magist, and will usually give permission if no immediate magical needs are pressing.

The magist is bound by oath not to work against the interests of his ruler. If at some time in the future he finds that he cannot serve the ruler, he must officially renounce his oath of fealty and depart the ruler's home. He cannot oppose his former ruler until he has left the ruler's home. (If he intends to become an enemy of the ruler, it's best for him to depart in secret and send his official notification by proxy.)

Traveling Magic-Users: Magi

A traveling magic-user of either gender is known as a *magus*.

1. A magus may visit any land-owning magic-user to offer to help with magical research. If the offer is accepted, items or spells researched will be completed faster and more efficiently, as described in Chapter 3.
2. The magus will attract powerful traveling fighters and clerics, who offer to travel with and help the magus in return for pay. The magus attracts 1d6 such hirelings. These hirelings are of levels much higher than normal (5th level minimum).

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High Experience Levels and Spell Damage

Here's one final but very important note about high level magic-users:

Any damage-causing spell can produce a maximum of 20 dice of damage (of whatever type is applicable). Therefore, a 16th level magic-user casting a fireball spell can deal out 16d6 points of damage, but a 27th level caster only inflicts the maximum of 20d6 points of damage.

Thief

Prime Requisite: Dexterity.

Experience Bonus: 5% for Dexterity 13-15, 10% for Dexterity 16-18.

Hit Dice: 1d4 per level up to 9th level. Starting with 10th level, +2 hit points per level, and Constitution adjustments no longer apply.

Maximum Level: 36.

Armor: Leather armor only; shield not permitted.

Weapons: Any missile weapon; any one-handed melee weapon.

Special Abilities: At 1st level—Open Locks, Find Traps, Remove Traps, Climb Walls, Move Silently, Hide in Shadows, Pick Pockets, Hear Noise, and Backstab; at 4th level—Read any normal language 80%; at 10th level—cast magic-user spells from scrolls (10% chance of backfire). For the chances of success for these abilities, see "Special Abilities" below.

A thief is a human who specializes in stealth, lockpicking, trap removing, and other such activities. As the name indicates, however, most characters belonging to the thief class do steal. (They rarely steal from their friends or members of their own groups, however. A thief who steals from friends is usually not permitted to adventure with them ever again!)

Thieves belong to an organization (sometimes called a Guild). Every town has a building, called the Guild Hall, where thieves may live and eat (for a price, of course). Every thief learns "the Arts" (a thief's unique skills; see "Special Abilities," below) from teachers at the Guild. Thieves are a normal part of life in most campaign worlds because of their unique and useful skills, but they are not usually welcome in the better parts of towns.

The thief's job is to use his special abilities where needed. A thief's skills can be very useful, and they can be used over and over. For example, a magic-user may use a spell to open a lock, but the spell only works once; a thief may try to open locks whenever desired. Consequently, thieves are found in most groups of adventurers.

Most thieves have high Dexterity scores. Since this can improve their ability to use missile weapons, most thieves use one or more types of missiles. The thief will also find it useful to have a sword or dagger in situations where he can't avoid close combat.

Thieves may advance to 36th level.

Class Details

Prime Requisite: A thief's prime requisite is Dexterity. If a thief has a Dexterity score of 13-

15, he gains a 5% bonus to experience points earned in every adventure; if his Dexterity is 16-18, the bonus is 10%.

Hit Dice: Roll a 4-sided die (1d4) to determine a thief's hit points. A thief starts with 1d4 (1-4) hit points (plus Constitution bonus, if any) and gains 1d4 more hit points (plus bonus) with each level of experience. Two additional hit points are gained for each level after 9th level.

Armor: A thief may only wear leather armor, and may not use a shield.

Weapons: A thief may use any missile weapon, and any other weapon usable with one hand (two-handed weapons are prohibited).

Special Abilities

Thieves have numerous special abilities. They receive some of them at 1st experience level, when they begin play, and receive others as they gain experience levels.

At 1st experience level, thieves know the following skills: Open Locks, Find and Remove Traps, Climb Walls, Move Silently, Hide in Shadows, Pick Pockets, and Hear Noise. They also learn the skill of Backstabbing. The Thief Special Abilities Table shows the development of many of the thief's special abilities.

The column on the left is the thief's experience level; cross-reference his level with the skill he is trying to use. For instance, a 6th level thief using his Climb Walls skill has a 92% chance.

Each number on the table above is the percentage chance that the thief is successful in using that special ability. Tell the Dungeon Master

whenever you want your thief to use a special ability; at the DM's discretion, either the player or the DM will roll percentile dice (d%). If the result is equal to or less than the percentage given, the thief's attempt is successful.

Descriptions of the Special Abilities

Open Locks (OL): With successful use of this special ability, and with professional lockpicks (often called "thieves' tools"), the thief may open locks. The character may try to use this skill only once per lock. The thief may not try again with that particular lock until he gains another level of experience. Without lockpicks, he may not use this ability.

Find Traps (FT): With successful use of this special ability, the thief may examine a room or an object and determine whether it is rigged with traps. He may check only once per trap, and failure prevents the character from finding any trap in or on the object searched. (Since the DM actually does the rolling, the player doesn't know how many traps he's rolling to find.) If the thief finds a trap, he may use his Remove Traps ability to remove or deactivate it.

Remove Traps (RT): With successful use of this special ability, the thief may remove or deactivate a trap. He may not roll this ability against a trap unless the trap has been found. The thief may try his ability only once per trap; failure to remove a trap triggers the trap.

Climb Walls (CW): With successful use of this special ability, the thief can climb steep surfaces, such as sheer cliffs, walls, and so forth. The chances for success are good, but if failed, the





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Thief Experience Table

Level	XP
1	0
2	1,200
3	2,400
4	4,800*
5	9,600
6	20,000
7	40,000
8	80,000
9	160,000
10	280,000**
11	400,000
12	520,000
13	640,000
14	760,000
15	880,000
16	1,000,000
17	1,120,000
18	1,240,000
19	1,360,000
20	1,480,000
21	1,600,000
22	1,720,000
23	1,840,000
24	1,960,000
25	2,080,000
26	2,200,000
27	2,320,000
28	2,440,000
29	2,560,000
30	2,680,000
31	2,800,000
32	2,920,000
33	3,040,000
34	3,160,000
35	3,280,000
36	3,400,000

* Thief gains 80% chance to read any normal (nonmagical) writing, language, code, or map

** Thief gains ability to cast magic-user spells from spell scrolls (10% chance that the spell will backfire)

thief slips at the halfway point and falls. The DM rolls for success once for every 100' climbed. If the roll is a failure, the thief takes 1-6 (1d6) points of damage per 10' fallen. Falling during a 10' climb will inflict 1 point of damage.

Move Silently (MS): Successful use of this special ability allows the thief to move silently. When the thief tries to use this skill, he always believes he has been successful, but a failed roll means that someone can hear his passage. The DM, at his discretion, may modify the thief's roll at any time: When he tries moving silently across a field of dried leaves, his percentage chance would go down, while if he does so during a loud tournament, his chance will be greatly enhanced. Note that it doesn't do the thief any good to use this skill against someone who is already aware of him.

Hide in Shadows (HS): Successful use of this special ability means that the thief moves into and remains in shadows, making him very hard to see. While the thief is in shadows, observers only get a chance to see him if they look directly at him, at which time he must roll again; success means that he remains unobserved. While in

Thief Saving Throws Table

Levels	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33-36
Death Ray/Poison	13	11	9	7	5	4	3	2	2
Magic Wands	14	12	10	8	6	5	4	3	2
Paralysis/Turn to Stone	13	11	9	7	5	4	3	2	2
Breath Attack	16	14	12	10	8	6	4	3	2
Rod/Staff/Spell	15	13	11	9	7	5	4	3	2

Thief Special Abilities Table (Percentages)

Level	Open Locks	Find Traps	Remove Traps	Climb Walls	Move Silently	Hide in Shadows	Pick Pockets	Hear Noise
1	15	10	10	87	20	10	20	30
2	20	15	15	88	25	15	25	35
3	25	20	20	89	30	20	30	40
4	30	25	25	90	35	24	35	45
5	35	30	30	91	40	28	40	50
6	40	35	34	92	44	32	45	54
7	45	40	38	93	48	35	50	58
8	50	45	42	94	52	38	55	62
9	54	50	46	95	55	41	60	66
10	58	54	50	96	58	44	65	70
11	62	58	54	97	61	47	70	74
12	66	62	58	98	64	50	75	78
13	69	66	61	99	66	53	80	81
14	72	70	64	100	68	56	85	84
15	75	73	67	101	70	58	90	87
16	78	76	70	102	72	60	95	90
17	81	80	73	103	74	62	100	92
18	84	83	76	104	76	64	105	94
19	86	86	79	105	78	66	110	96
20	88	89	82	106	80	68	115	98
21	90	92	85	107	82	70	120	100
22	92	94	88	108	84	72	125	102
23	94	96	91	109	86	74	130	104
24	96	98	94	110	88	76	135	106
25	98	99	97	111	89	78	140	108
26	100	100	100	112	90	80	145	110
27	102	101	103	113	91	82	150	112
28	104	102	106	114	92	84	155	114
29	106	103	109	115	93	86	160	116
30	108	104	112	116	94	88	165	118
31	110	105	115	117	95	90	170	120
32	112	106	118	118	96	92	175	122
33	114	107	121	118	97	94	180	124
34	116	108	124	119	98	96	185	126
35	118	109	127	119	99	98	190	128
36	120	110	130	120	100	100	195	130
Lvl	OL	FT	RT	CW	MS	HS	PP	HN

shadows, the thief may use his Move Silently ability, but attacking someone reveals the thief. If the thief tries to hide in shadows but fails, he will not know that his position of concealment is a failure until someone sees him and announces the fact. Note that if the thief is under direct observation, he can't hide in shadows against the people watching him; they'll be able to follow his progress with no problem.

Pick Pockets (PP): This special ability allows the character to steal things from another character's person without him noticing. It's a very risky skill to use. If the attempt succeeds, the thief is able to pick the other's pockets without anyone noticing. If the roll is a simple failure, the thief fails to get his hands on what he's seeking. If the roll is greater than twice what the thief needs to succeed or an 00 in any case, the thief is caught in the act by his intended victim, and possibly others.

When using the skill, subtract 5% per level or HD of victim. (Normal men—men and women who have no adventuring ability at all and do not belong to any adventuring character class—are treated as being 0 level.)

Example: A 1st level thief tries to pick the pocket of a 1st level fighter walking along the street. His chance is 20% (normal) minus 5 (5 times 1), or 15%. The DM rolls the percentile dice and rolls a 41. This is over twice what he needed to roll, so the thief is caught in the act.

Hear Noise (HN): This special ability gives the thief the ability to hear faint noises—such as breathing on the other side of the door, or the clatter of distant footsteps approaching fast. The DM can rule that any loud situation, such as a battle, prevents the thief from using this skill.

Chapter 2: The Character Classes

Proper Use of Thief Abilities

Watch for opportunities to use special abilities, and simply tell your Dungeon Master when you want your thief to use one.

A stuck or exceptionally difficult lock, carefully hidden trap, slippery wall, or very faint noise may cause a penalty to be applied to the normal chances of successful skill use. The DM could assign the task a penalty of -5%, -10%, -20%, or higher depending on the difficulty of the task. If, after applying such penalties, the chance of success remains 100% or greater, the DM should adjust it to 99%, allowing a 1% minimum chance of failure in all cases.

However, the DM should not modify Move Silently or Hide in Shadows skill chances unless the thief is undertaking actions that are outside the ability's usual functions (trying to move silently while running at full speed or across a floor covered with peanut shells, hiding when very near to torchlight, etc.).

Other Thief Abilities

Backstabbing: If a thief can sneak up on a victim, completely unnoticed, the thief may backstab—if he is using a one-handed melee weapon, he may strike at particularly vulnerable points of his target's body. (Though the ability is called "backstabbing," the weapon doesn't have to be a stabbing weapon. A thief can use this ability with a club, for example.)

When backstabbing, the thief gains a bonus of +4 on the attack roll; if the target is hit, the damage done is twice normal (roll the damage for the weapon, multiply the result by two, and then add any pertinent modifiers).

If the intended victim sees, hears, or is warned of the thief's approach, the thief's attack is *not* a backstab; it is an ordinary attack, doing the damage appropriate for the weapon used.

When no battle is in progress, a backstab attempt may require a Move Silently ability check. The DM will make all the necessary decisions on that matter.

Read Languages: When the thief reaches 4th level, he gains an 80% chance to read any normal writing or language (including simple codes, dead languages, treasure maps, and so on, but not magical writings). If he tries but fails to read a piece of writing, he must gain at least one experience level before trying to read it again.

Cast Spells From Magic-User Scrolls: At 10th level, a thief gains the ability to cast magic-user spells from spell scrolls. However, there is always a 10% chance that the spell will backfire, creating an unexpected result, because of the thief's imperfect understanding of magical writings. This ability only allows thieves to cast spells from existing magic scrolls, not to write their own.

Higher Experience Levels

When a thief reaches *Name* (9th) level, he is called a master thief (whether male or female).

Land-Owning Thieves

Name level thieves may construct a hideout (a fortified house in a city, a cave network, etc.). A thief who has constructed a hideout will attract 2d6 1st level apprentice thieves, who come to learn from a master. These will generally (though not always) be loyal to the thief, but

will not automatically be replaced by others if they die or leave; the character will have to recruit new thieves himself.

At this point, a player character thief may want to consider setting up a Thieves' Guild.

A thief who wishes to settle must contact the Thieves' Guild of the region where he wants to settle. If the thief has not been an enemy of this Guild (or, even if he has, if he can persuade or bribe the Guild to cooperate), the Guild will help establish the thief as a guildmaster. He may be the master of a new branch of the Guild, an expansion branch in a new neighborhood, or of an established Guild whose leader has stepped down or died.

The Dungeon Master will describe how many new thieves arrive at the new Guild, or will describe how the existing Guild is currently organized. The Guild will generate income from its illegal activities.

The character can, at some point, ask for control of a larger branch of the Guild (this is recommended when 18th level is reached), and may eventually become a powerful official in the Guild Headquarters.

Skilled (high level) thieves are always needed for difficult and unique adventures, and the Guildmaster thief is the person adventurers contact when such jobs are available. You, as the Guildmaster, may choose to take the jobs or allow one or more of the Guild members to have them—but you have first choice, in any case.

Traveling Thieves

A Name level thief who chooses not to establish any hideout or any station in the local Guild authority is a traveling thief, known also as a rogue.

1. A rogue must remain a member of a Thieves' Guild, though he need visit the Guild only once a year.
2. Once a character becomes a rogue, the character can never become a Guildmaster in an established branch of the Guild. However, if he later decides to settle down, and if the Guildmaster permits, he may set up a new branch of the Guild where none currently exists.
3. A rogue has a chance (checked by the DM once per game week) of discovering treasure maps or rumors about the location of great treasures. This chance is based on him keeping his ear to the thieves' grapevine.
4. Likewise, the rogue may visit any branch of the Thieves' Guild to see the Guildmaster and learn local information, tips, and rumors—if the local Guildmaster is willing to suffer his presence in the territory. If the Guildmaster is willing, it will only be under the condition that the character hire assistance from several low level thieves on a temporary basis.

Dwarf

Prime Requisite: Strength. Other Requirements: Constitution 9 or better.

Experience Bonus: 5% for Strength 13-15, 10% for Strength 16-18.

Hit Dice: 1d8 per level up to 9th level. Starting with 10th level, +3 hp per level and Constitution adjustments no longer apply.

Maximum Level: 12.

Armor: Any; shields permitted.

Weapons: Any Small or Medium melee weapon; short bows and crossbows permitted, but longbows forbidden.

Special Abilities: Fighter Maneuvers (Lance Attack and Set Spear vs. Charge maneuvers at 1st level; at 660,000 XP, Fighter Combat Options); half damage from spells at 1,400,000 XP; infravision; extra languages (dwarf, gnome, goblin, kobold); 1 in 3 chance to detect traps, sliding walls, sloping corridors, new construction.

A dwarf is short and stocky, standing about 4' tall and weighing about 150 pounds. Male dwarves wear long beards. Their skin is ruddy or earth-colored and their hair is dark brown, gray, or black. Stubborn but practical, dwarves are fond of good food and drink. They value craftsmanship and love gold. Dwarves are sturdy fighters and are resistant to magic.

Although the dwarf class is different from the fighter class in many ways, their tasks are the same. Dwarves are only able to attain a maximum of 12 experience levels at best. However, this is balanced by the dwarf's special abilities, such as the ability to see in the dark, detection abilities, and better saving throws. Dwarves are formidable fighters, no matter what their level.

Dwarven families are organized in Clans.

Class Details

Prime Requisite: A dwarf's prime requisite is Strength. If a dwarf has a Strength score of 13-15, the character gains a 5% bonus to experience points earned in every adventure; if his Strength is 16-18, the bonus is 10%.

Minimum Scores: A dwarf character must have a Constitution score of 9 or greater when first played.

Hit Dice: Roll an 8-sided die (1d8) to determine a dwarf's hit points. A dwarf starts with 1d8 (1-8) hit points (plus Constitution bonus, if any) and gains 1d8 more hit points (plus bonus) with each experience level. Three hit points are gained per level after 9th level.

Armor: A dwarf may wear any kind of armor, and may use a shield.

Weapons: A dwarf may use any small or medium melee weapon. (If you're unsure as to whether a weapon is small or medium, see the Weapons Table in Chapter 4.) They may not use longbows, but can use short bows and crossbows.

Special Abilities

Special Attacks

Dwarves are good fighters. Like fighters, they know the Lance Attack and Set Spear vs. Charge maneuvers.

Fighter Combat Options

When the dwarf's experience points total reaches 660,000, he gains the Fighter Combat Options (see "Combat Maneuvers" in Chapter 8).

With the multiple attacks combat option, the dwarf can make two attacks at 660,000 experience points, and three at 2,200,000 experience

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Dwarf Experience Table

Level	XP	Attack Rank
1	0	
2	2,200	
3	4,400	
4	8,800	
5	17,000	
6	35,000	
7	70,000	
8	140,000	
9	270,000	
10	400,000	
11	530,000	
12	660,000*	C
	800,000	D
	1,000,000	E
	1,200,000	F
	1,400,000**	G
	1,600,000	H
	1,800,000	I
	2,000,000	J
	2,200,000†	K
	2,400,000	L
	2,600,000	M

* Gain Fighter Combat Options. Two attacks are possible at this level.

** Automatically takes half damage from damage-causing spell or spell-like effect.

† Three attacks per round possible at this level.

points. He can use the smash and parry combat options, but cannot use the disarm option against a giant-sized opponent. (A giant-sized opponent is any monster which is described as being a giant, a giant animal, a gargantua, or is otherwise in the DM's opinion enormous.)

Special Defenses

Experienced dwarves become more resistant to magic. When the dwarf reaches the 1,400,000 experience point mark, the dwarf automatically takes only half damage from any damage-causing spell or spell-like effect (such as from a magical item or strange monster powers such as beholders' eyes but not including dragon's breath). Divide the rolled damage by 2 and round down. If the effect allows a saving throw, a successful roll indicates that he only takes $\frac{1}{4}$ damage; divide the rolled damage by 4 and round down. (If the result is $\frac{1}{2}$ point of damage or less, the character takes 1 point of damage.)

Infravision

Infravision is the ability to see heat (and the lack of heat). Dwarves have infravision in addition to normal sight and can see 60' in the dark. Infravision does not work in the presence of normal and magical light. With infravision, warm things appear red, and cold things appear blue. A creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color.

Characters with infravision can even see items or creatures the same temperature as the surrounding air (such as a table or a skeleton), since air flow will inevitably show the viewer their borders, outlining them in a faint lighter-blue tone. Until they move, they will be very faint to the



Dwarf Saving Throws Table

Levels	1-3	4-6	7-9	10-12
Death Ray or Poison	8	6	4	2
Magic Wands	9	7	5	3
Paralysis/Turn to Stone	10	8	6	4
Dragon Breath	13	10	7	4
Rod/Staff/Spell*	12	9	6	3

* At 1,400,000 XP, dwarves automatically take only half damage from spells, or one-quarter damage if the saving throw is successful.

eye; once they start moving, they become blurry but very obvious light-blue figures.

Infravision isn't good enough to read by. A character can use his infravision to recognize an individual only if they are within 10' distance ... unless the individual is very, very distinctive (for example, 8' tall or walking with a crutch).

Languages

In addition to Common and alignment tongues, a dwarf can speak the languages of the dwarf, gnome, goblin, and kobold races.

Detection

Dwarves can sometimes detect traps (specifically, traps built into stone-work or heavy construction, not other types of traps such as rope-traps in the forest or spring-out needles built into a jewelry box); they can also detect sliding walls, sloping corridors, and new constructions.

If your dwarf character wants to search for such

things in an area, tell the DM. You have 1 chance in 3 to find them. The DM will roll 1d6, and a 1 or 2 will indicate success if there is anything to find; a result of 3-6 means your dwarf detects nothing. You may check once for each trap, sliding wall, sloping corridor, or new construction. You *must* tell the DM if you want to look for anything; the detection is never automatic.

Higher Experience Levels

When a dwarf reaches *Name* (9th) level, he is usually referred to as a dwarf lord (or dwarf lady, in the case of female dwarves).

He may build a stronghold. Unless he has forsaken his dwarven Clan and is living among humans, it should be an underground cavern complex located in either mountains or hills. (If he is living among humans, he may build any sturdy stone dwelling in the human fashion instead, but will still want for there to be an underground complex connected to it.) The

Chapter 2: The Character Classes

character may hire only dwarven mercenaries, but may hire specialists and hirelings of other races.

Elf

Prime Requisites: Strength and Intelligence. Other Requirements: Intelligence score of 9 or more.

Experience Bonus: 5% for Strength of 13 or better and Intelligence of 13-15, 10% for Strength of 13 or better and Intelligence of 16-18.

Hit Dice: 1d6 per level up to 9th level. 10th level, +1 hit point, and Constitution adjustment does not apply.

Maximum Level: 10.

Armor: All; shields permitted.

Weapons: Any.

Special Abilities: Fighter Maneuvers (Lance Attack, Set Spear vs. Charge; at 850,000 XP, Combat Options for Fighters); half damage from dragon breath at 1,600,000 XP; infravision; extra languages (elf, gnoll, hobgoblin, orc); 1 in 3 chance to detect secret and hidden doors; immunity to ghoul paralysis; magic spells.

An elf is slender and graceful, with delicate features and pointed ears. An elf is 5' to 5½' tall, and weighs about 120 pounds.

Elves are able to use all types of armor and weapons, and can cast magical spells.

Few elves are adventurers; most prefer to spend their time feasting and frolicking in woodland glades. Except for adventurers, elves rarely visit the cities of man.

Elves are fascinated by magic and never grow tired of collecting spells and magical items, especially if the items are beautifully crafted.

Elves are similar to both fighters and magic-users. Read the description of the fighter class for some tips on playing a fighter-type character, but remember that the elf does not have as many hit points as a fighter. The elf can best perform as a fighter if he is undamaged or only slightly hurt before entering a battle; otherwise, he should stay back and help with magic spells, as a magic-user does.

An elf may only advance to 10th level. However, this is balanced by the elf's special abilities, especially the combination of fighting and spellcasting. This combination makes an elf far more powerful than a human of the same level.

Elves only employ other elves as mercenary fighters, although they may hire specialists and hirelings of any race.

Elven families live in Clans.

Class Details

Prime Requisite: Elves have two prime requisites: Strength and Intelligence. If an elf has a score of 13 or more in both ability scores, he gains a 5% bonus to experience points earned. If his Intelligence score is 16-18 and his Strength is 13 or more, the bonus is 10%.

Minimum Scores: An elf character must have Intelligence 9 or greater when first played.

Hit Dice: Roll a 6-sided die (1d6) to determine an elf's hit points. An elf starts with 1d6 (1-6) hit points (plus Constitution bonus, if any)

and gains 1d6 more hit points (plus bonus) with each level of experience. Two additional hit points are gained at 10th level.

Armor: An elf may wear any kind of armor, and may use a shield.

Weapons: An elf may use any weapon.

Special Abilities

Special Attacks

After reaching maximum level (10th), elves may continue to improve in combat ability. This is a slow process, however, due to the fact that they must divide their training time between fighting and magic. Elves always know the following fighter maneuvers: Set Spear vs. Attack; Lance Attack.

Fighter Combat Options

When the character's experience point total reaches 850,000, the character receives the Combat Options for fighters (see their description on page 104, under "Combat Maneuvers"). With multiple attacks, two attacks are possible at 850,000 experience points, and three attacks at 2,600,000 experience points; the elf never gains four attacks per round. The elf may use the smash, parry, and disarm options as described in the text.

Special Defenses

Experienced elves become more resistant to dragon breath. When the elf reaches the 1,600,000 experience points mark, he automatically takes only half damage from any breath

weapon (most notably dragon breath, but including all sorts of breath weapon attacks). If the breath allows a saving throw, a successful roll indicates that the elf takes only one-quarter damage. When modifying damage sustained, always round down. If the result is ½ point of damage or less, the character takes 1 point of damage.

Infravision

Elves have infravision identical to that of dwarves. See the description of infravision in the explanation of the dwarf's special abilities.

Languages

In addition to the languages of all characters—the Common and alignment tongues—an elf can speak the languages of the elf, gnoll, hobgoblin, and orc races.

Detection

All elves can find secret and hidden doors better than other characters. You *must* tell the DM if you want to look for secret and hidden doors; the detection is never automatic.

Immunity to Ghoul Paralysis

All elves are naturally immune to the paralyzing attacks of ghouls. Other types of paralysis, such as attacks from a carrion crawler or gelatinous cube, do affect them normally.

Spells

Elves can use magic-user spells just as magic-users can, though they receive fewer and lower level spells. Spell are described in Chapter 3.





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Higher Experience Levels

When the elf reaches *Name* (9th) level, he is often referred to as a lord wizard (if male) or lady maga (if female).

He may build a special kind of stronghold deep in the forest. This stronghold must pleasingly blend with its surroundings, usually a natural site of great beauty. Typical locations are the tops of great trees, on the edges of quiet vales, or behind rushing waterfalls. Because of the effort to beautify the work, the structure costs as much as similar work if made of stone.

When the stronghold is completed, the character will develop a friendship with the animals of the forest (birds, rabbits, squirrels, foxes, bears, etc.). All normal animals within five miles of the stronghold will be friendly toward the elves dwelling there. Animals will be able to warn of approaching strangers, carry news of events, deliver short messages to nearby places, etc. In return for these services, the animals will expect the elves to help and protect them.

Halfling

Prime Requisite: Strength and Dexterity.
Other Requirements: Dexterity of 9 or better, Constitution of 9 or better.

Experience Bonus: 5% for either Strength or Dexterity of 13 or more, 10% for both Strength and Dexterity of 13 or more.

Hit Dice: 1d6 per level up to 8th level.

Maximum Level: 8.

Armor: Any; shield is permitted; armor must be designed specifically for halflings.

Weapons: Any Small melee weapon; short bow; light crossbow.

Special Abilities: Fighter Maneuver (Set Spear vs. Charge); at 900,000 XP, Fighter Combat Options; Combat Bonuses (-2 AC vs. monsters larger than man-size, +1 to attack roll with missile weapons, +1 to Individual Initiative); half damage from spells at 300,000 XP, half damage from dragon breath at 2,100,000 XP; 90% chance to hide motionless in woodlands, 33% chance to hide motionless in dimly lit building interiors.

A halfling is a short demihuman, and looks much like a human child with slightly pointed ears. A halfling stands about 3' tall and weighs about 60 pounds. Halflings rarely have beards.

Halflings are outgoing but not unusually brave, seeking treasure as a way to gain the comforts of home, which they so dearly love. Halflings prefer to live in pleasant areas of fair countryside near rolling hills and gentle streams. When not working or adventuring, halflings will spend most of their time eating, drinking, talking with friends, and relaxing. Their communities are called shires, and their recognized spokesman is called a Sheriff. Halfling families live in Clans.

Halflings are woodland folk, and usually get along well with elves and dwarves. They have special abilities in the outdoors. Halflings behave similarly to fighters and dwarves. A halfling's saving throws are as good as those of dwarves. Halflings may only advance to 8th level. This limitation is balanced by their

Elf Experience Table

Level	XP	Attack Rank	Spells/Level				
			1	2	3	4	5
1	0		1	—	—	—	—
2	4,000		2	—	—	—	—
3	8,000		2	1	—	—	—
4	16,000		2	2	—	—	—
5	32,000		2	2	1	—	—
6	64,000		2	2	2	—	—
7	120,000		3	2	2	1	—
8	250,000		3	3	2	2	—
9	400,000		3	3	3	2	1
10	600,000	C	3	3	3	3	2
	850,000*	D					
	1,100,000	E					
	1,350,000	F					
	1,600,000**	G					
	1,850,000	H					
	2,100,000	I					
	2,350,000	J					
	2,600,000†	K					
	2,850,000	L					
	3,100,000	M					

* Gain the Fighter Combat Options. Two attacks per round possible at this level.

** Automatically takes half damage from any breath weapon.

† Three attacks per round possible at this level.

Elf Saving Throws Table

Levels	1-3	4-6	7-9	10
Death Ray/Poison	12	8	4	2
Magic Wands	13	10	7	4
Paralysis/Turn to Stone	13	10	7	4
Breath Attack*	15	11	7	3
Rod/Staff/Spell	15	11	7	3

* At 1,600,000 XP, elves take half damage from breath weapons, or one-quarter damage if the saving throw is successful.

woodland abilities, saving throws, and combat bonuses.

Class Details

Prime Requisite: A halfling has two prime requisites: Strength and Dexterity. If either of these ability scores is 13 or greater, the character gains a 5% bonus to experience points earned in every adventure. If both of these scores are 13 or greater, the experience points bonus is 10%.

Minimum Scores: A halfling character must have a score of 9 or greater in both Dexterity and Constitution.

Hit Dice: Roll a 6-sided die (1d6) to determine a halfling's hit points. A halfling starts with 1d6 (1-6) hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each level of experience.

Armor: A halfling may wear any kind of armor, and may use a shield. However, their armor and shields must be specially made for their small size. Even dwarf-sized armor is too large for them.

Weapons: A halfling may use any Small melee weapon and may use short bows and light crossbows. (If you're unsure whether a weapon is Small or not, see the Weapons Table found in Chapter 4.)

Special Abilities

Combat Bonuses

All halflings gain the following bonuses when in combat.

Halfling Combat Bonuses Table

-2	bonus to armor class when attacked by creatures larger than man-sized (i.e., an AC of 6 becomes a 4)
+1	bonus to the attack roll when using any missile weapon
+1	bonus to individual initiative (see Chapter 8 for details on Initiative)

A creature is larger than man-sized when it is referred to as "giant," "gargantuan," or "enormous" in a monster description. It is likewise larger than man-sized if it is a real-world creature which the DM considers bigger than a man (for example, a horse). As a rule of thumb, any non-human-shaped creature whose size is not otherwise given in a description can be presumed to be larger than man-sized if it has 4 or more HD.

Special Attacks

In combat, a halfling may use the Set Spear vs. Charge maneuver, as described in Chapter 8 under "Combat Maneuvers." They are too small to utilize the Lance Attack maneuver, however.

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Halfling Experience Table

Level	XP	Attack Rank
1	0	
2	2,000	
3	4,000	
4	8,000	
5	16,000	
6	32,000	
7	64,000	
8	120,000	A
	300,000*	B
	600,000	C
	900,000**	D
	1,200,000	E
	1,500,000	F
	1,800,000	G
	2,100,000†	H
	2,400,000	I
	2,700,000	J
	3,000,000††	K

* Automatically takes half damage from any damage-causing spell or spell-like effect.

** Gains the Fighter Combat Options. Two attacks per round possible at this level.

† Automatically takes half damage from any breath weapon.

†† Three attacks per round possible at this level.

Fighter Combat Options

When the halfling's experience point total reaches 900,000, he gains the Fighter Combat Options on page 104. For the multiple attacks option, two attacks are possible at 900,000 experience points, and three attacks at 3,000,000 experience points. The halfling can use the smash and parry options as described, but cannot use the disarm option effectively against a giant-sized opponent.

Special Defenses

Experienced halflings become more resistant to both magic and breath weapons. When the halfling reaches the 300,000 experience point mark, he automatically takes only half damage from any damage-causing spell or spell-like effect (such as from a magical item). If the effect allows a saving throw, a successful roll indicates that he takes only $\frac{1}{4}$ damage.

In addition, when the halfling reaches the 2,100,000 experience point mark, he likewise automatically takes only half damage from breath weapons (most notably dragon breath, but including all sorts of breath weapon attacks), and takes only $\frac{1}{4}$ damage if he successfully makes a saving throw (if the attack allows one).

When modifying sustained damage, always round fractions down. If the result is $\frac{1}{2}$ point of damage or less, the character takes 1 point of damage.

Woodland Abilities

Outdoors, halflings are difficult to spot, having the ability to hide in woods or underbrush. In such cover, they have a 90% chance to remain unseen (the DM will roll). Halflings can even



Halfling Saving Throws Table

Levels	1-3	4-6	7-8
Death Ray/Poison	8	5	2
Magic Wands	9	6	3
Paralysis/Turn to Stone	10	7	4
Breath Attack*	13	9	5
Rod/Staff/Spell**	12	8	4

* At 2,100,000 XP, halflings take half damage from breath weapons, or one-quarter damage if the saving throw is successful.

** At 300,000 XP, halflings take half damage from spells, or one-quarter damage if the saving throw is successful.

hide in building interiors such as dungeons, though not with as much success. In such situations, if a halfling finds some deep shadows or cover to hide in, his chance drops to 33%; if he cannot find shadows or cover, he has no chance at all.

This ability is not the same as the thief's Move Silently or Hide in Shadows abilities. To use his ability, the halfling must stay motionless. If he tries to move to another site, anyone can see him.

When your halfling uses this ability, inform the DM. He'll roll percentile dice (d%) for the halfling. On a roll of 90 or less, the halfling will remain unnoticed. On a 91 or greater, observers with a chance to detect the halfling will do so. In a dungeon or other building interior, the DM will roll d%. On a roll of 33 or less, the halfling remains undetected; on a 34 or greater, an ob-

server who has a chance to detect him will do so.

Indoors, a light bright enough to banish shadows and illuminate everything well (such as magical light) will ruin the hiding attempt. Naturally, if the halfling character is himself carrying a light, it will be impossible for him to hide.

Higher Experience Levels

A halfling reaching 8th experience level is usually referred to by the title of sheriff. In your campaign, this may be a merely honorary title, or the DM may choose to have the halfling character be elected to a local sheriff's position.

Regardless of his experience level, a halfling may build a stronghold whenever he has the money and the interest. The stronghold will attract a whole community of other halflings if constructed in a place suited to their preferences.

Chapter 2: The Character Classes



Druid (Optional)

Prime Requisite: Wisdom. Other Requirements: Neutral alignment.

Experience Bonus: 5% for Wisdom 13-15, 10% for Wisdom 16-18.

Hit Dice: Starting with 10th level, +1 hit point per level, and Constitution adjustments do not apply.

Maximum Level: 36; Druid must challenge and defeat another Druid of the newly-attained experience level starting at 30th level.

Armor: Leather armor; shield permitted if made only of wood and leather.

Weapons: Any non-edged/non-piercing weapon made with no metal.

Special Abilities: Spells (both druidic and clerical).

A Neutral cleric of 9th to 29th level may choose to study nature instead of remaining among "civilized" areas. If he does so, he changes character class and becomes a druid. To become a druid, the cleric must find and live in a woodland home, meditating for one to four (1d4, rolled by the DM) months.

During that time, a higher level druid (usually 25th level or greater) will find the cleric, test him for worthiness, and teach him the principles of druidic philosophy and magic. (The DM may prefer to handle all that in the background, or to make a protracted role-playing adventure out of it.) The new druid

may then join the realm of the druids.

A druid is pure Neutral, never Lawful or Chaotic. The druid devotes his life to the balance of all things and to the study of nature.

Druid items and equipment are all made of items that were once alive (leather, wood, etc.). "Dead" things that have never been alive are repulsive to the druid; the character simply won't want to use or touch them. However, the character should not object if others use "dead" things. Thus, a druid can be a challenging character to play, but the role can be entertaining.

Druids, unlike clerics, have no power to turn undead and so have reason to fear undead monsters. They may contact town churches if undead monsters threaten their realms.

Every druid lives in, protects, and tends a section of woodlands. (Druids *must* live in a natural setting; they cannot live in a city or town.) Druids do not think of themselves as owners, but rather as caretakers, of wilderness. Nearly every tree in every woodland is cared for by a druid. Although minor damage to the woods is a fact of life, druids punish deliberate evil destruction of trees or nature. Even Chaotic monsters know this, and avoid harming things of the woods lest they incur the wrath of the local druid.

The DM and players should be sure not to abuse this protective role. For example, a party foraging for food would not be attacked by a druid unless they killed more animals than they could eat, wantonly destroyed trees, etc.

The battles of Law and Chaos are not the affairs of the druids, and they may simply watch such encounters from afar, helping neither side.

When characters perform good deeds in the woodlands, such as curing wounded animals, this does not make the druid automatically friendly. However, assistance in fighting a huge disaster—such as a magical storm or major forest fire—could earn the gratitude and possible friendship of a druid.

Should the druid change alignment, he will retain all the clerical abilities and clerical spells which druids can use (but will not regain his ability to turn undead); he will lose all druid benefits including druidic spells unless he returns to Neutral alignment.

Druids have unusual abilities that help them in their woodland role, but they also have many restrictions. These are described below.

Class Details

Prime Requisite: A druid's prime requisite is Wisdom. If a druid has a Wisdom score of 13-15 the character gains a 5% bonus to experience points earned; if his Wisdom is 16-18, he earns a 10% bonus to experience points.

Hit Dice: A character cannot become a druid until he has reached at least Name (9th) experience level as a cleric. Therefore, from then on, he will receive only 1 hit point per experience level gained after 9th level.

Armor: The druid may not wear metal armor or use metal items. He can wear leather armor and shields made of wood and leather.

Weapons: Druids, like clerics, may not use piercing or cutting weapons; and even of the weapon types they can use, they may not have weapons with metal parts. He can commission craftsmen to make all-wooden versions of appropriate weapons; they cost 50% more than their counterparts, but otherwise behave identically.

Abilities and Restrictions

Druid Spells

Druids can cast any spells that clerics can (except those which affect good or evil, as described below). Druids also have access to a special list of druid spells, which normal clerics cannot learn or cast. The druid is not able to cast *more* spells per day than a cleric, but he can use spells from both cleric and druid spell lists. The principles of clerical and druidic magic and the lists of spells are found in Chapter 3.

A druid cannot cast any spell that affects good or evil (*protection from evil* or *dispel evil*, for example). He must live in a woodland home, rather than in a town or city. He may visit a city (though he won't feel comfortable there), and he will always prefer to sleep in the wilderness—in a cave or other natural shelter if the weather is bad.

Higher Experience Levels

Druids at Name (9th) level or above receive the title of druid, whether male or female. There are only nine druids of 30th level, seven of 31st, five of 32nd, four of 33rd, three of 34th, two of 35th, and one of 36th (the Great Druid).

When the character reaches 30th level, he must find and challenge one of the nine 30th level druids; they will only fight with magic and

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Druid Experience Table

Level	XP	1	2	3	4	5	6	7
9	200,000	3	3	3	2	—	—	—
10	300,000	4	4	3	2	1	—	—
11	400,000	4	4	3	3	2	—	—
12	500,000	4	4	4	3	2	1	—
13	600,000	5	5	4	3	2	2	—
14	700,000	5	5	5	3	3	2	—
15	800,000	6	5	5	3	3	3	—
16	900,000	6	5	5	4	4	3	—
17	1,000,000	6	6	5	4	4	3	1
18	1,100,000	6	6	5	4	4	3	2
19	1,200,000	7	6	5	4	4	4	2
20	1,300,000	7	6	5	4	4	4	3
21	1,400,000	7	6	5	5	5	4	3
22	1,500,000	7	6	5	5	5	4	4
23	1,600,000	7	7	6	6	5	4	4
24	1,700,000	8	7	6	6	5	5	4
25	1,800,000	8	7	6	6	5	5	5
26	1,900,000	8	7	7	6	6	5	5
27	2,000,000	8	8	7	6	6	6	5
28	2,100,000	8	8	7	7	7	6	5
29	2,200,000	8	8	7	7	7	6	6
30	2,300,000	8	8	8	7	7	7	6
31	2,400,000	8	8	8	8	8	7	6
32	2,500,000	9	8	8	8	8	7	7
33	2,600,000	9	9	8	8	8	8	7
34	2,700,000	9	9	9	8	8	8	8
35	2,800,000	9	9	9	9	9	8	8
36	2,900,000	9	9	9	9	9	9	9

Druid Saving Throws Table

Levels	9-12	13-16	17-20	21-24	25-28	29-32	33-36
Death Ray/Poison	7	6	5	4	3	2	2
Magic Wands	8	7	6	5	4	3	2
Paralysis/Turn to Stone	10	8	6	5	4	3	2
Dragon Breath	12	10	8	6	4	3	2
Rod/Staff/Spell	11	9	7	5	4	3	2

unarmed combat, as weapons are not allowed. If the player character loses, he stays at 29th level, losing enough experience points that he is 1 experience point short of 30th level. Once he's regained 30th level, he may try again, but cannot issue another challenge until three months have passed since his first challenge.

Mystic (Optional)

Prime Requisite: Strength and Dexterity.
Other Requirements: Wisdom and Dexterity scores of 13 or better.

Experience Bonus: 5% for Strength 13-15, 10% for Strength 16-18.

Hit Dice: 1d6 per level up to 9th level. Starting with 10th level, +2 hit points per level, and Constitution adjustments no longer apply.

Maximum Level: 16.

Armor: None; shield not permitted.

Weapons: Any.

Special Abilities: AC bonuses, increased movement, and martial arts (see Mystic Special Abilities Table); (at 9th level) Set Spear vs. Charge, Fighter Combat Options; Acrobatics; thief abilities; mystic abilities.

Mystics are monastic humans who follow a strict discipline of meditation, denial, seclusion, and mastery of the human body. Mystics are skilled in unarmed combat. They live in cloisters, or monastic communities.

Mystics adventure to gain spiritual growth and learn the lessons of life outside the cloister. They rarely adventure with other mystics; they prefer to attach themselves to adventuring parties consisting of many different types of adventurers.

Mystics receive experience from treasure only if they donate it to the needy. Also, they must donate (tithes) ten percent of their treasure to their cloister.

A mystic's oath is his bond. He must be true to his oath and strive to repay all debts. Should he forswear himself (break an oath he has made), he is expelled from the cloister, may not gain any new experience levels, loses one level per year away from the cloister, and may not join any other, similar, cloister. The DM may allow him a grand quest to regain his honor and his standing in the cloister.

Most mystics (75%) are Lawful, though other alignments are represented. All are utterly devoted to the mystic discipline, which is neither good nor evil, similar in that respect to druid philosophy. However, the mystics rely on inner-

strength, and believe in extraordinary but non-magical powers (rather than the powers of nature, as the druids do).

Mystics can often be recognized by their robes or other unusual garb, but another distinctive feature is their salute. Upon meeting another creature presumed to be peaceful, the mystic raises a fist, covers it with the other hand, and bows slightly. This symbolizes greetings (the bow), readiness to fight if necessary (the fist), but peaceful intentions (the covered fist).

Mystic Experience Table

Level	XP
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000
9	240,000
10	360,000
11	480,000
12	600,000
13	720,000
14	840,000
15	960,000
16	1,080,000

Class Details

Prime Requisite: The mystic has two prime requisites, Strength and Dexterity. But since he must have a score of at least 13 in Dexterity to be a mystic in the first place, it is his Strength score that determines his bonus to experience. If a mystic has a Strength score of 13-15 the character gains a 5% bonus to experience points earned in every adventure; if his Strength is 16-18, he earns a 10% bonus to experience points.

Minimum Scores: A mystic character *must* have scores of 13 or better in both his Wisdom and Dexterity abilities.

Hit Dice: Roll a 6-sided die (1d6) to determine a mystic's hit points. A mystic starts with 1d6 (1-6) hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each level of experience. Two hit points are gained for every level beyond 9th level.

Armor: Mystics can never wear armor of any type, nor can they ever use protective magical devices (such as rings, cloaks, etc.); they rely on their discipline for protection.

Weapons: Mystics are trained to use all weapons, but not all mystics carry them; higher level mystics especially travel unarmed, or armed only with a walking-staff which doubles as a quarter-staff.

Special Abilities

Mystics have a lot of special abilities, which help compensate for their inability to wear armor or own personal possessions; we'll describe them below.

Level: This column shows the mystic's experience level.

AC: This column shows the mystic's armor class. Mystics cannot wear armor, but their ACs

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Mystic Saving Throws Table

Levels	1-3	4-6	7-9	10-12	13-15	16
Death Ray/Poison	12	10	8	6	6	5
Magic Wands	13	11	9	7	6	6
Paralysis/Turn to Stone	14	12	10	8	7	6
Breath Attack	15	13	11	9	8	7
Rod/Staff/Spell	16	14	12	10	9	8

become lower as they gain in experience due to their skill in maneuvering.

MV: This column shows the mystic's movement rate. First level mystics move as fast as any other unarmored characters, but higher level mystics learn to move very, very fast indeed.

Hand Attacks—#AT: Mystics are very effective fighters; as they go up in levels, they are able to attack multiple times per round, and this column shows how many times per round they may attack. Mystics use this column when attacking either bare-handed or when using melee weapons.

Hand Attacks—Damage: When mystics fight bare-handed, they use this column to find the amount of damage they do. They do add Strength bonuses to the amount of damage shown.

Martial Arts

Mystics are able to fight very effectively without using weapons or magic. They utilize a form of unarmed combat as part of their mystical training. They call this training "the discipline," but others often call it "martial arts." The disci-

pline involves physical training, meditation, philosophy, and comprehension of the forces of the universe, and mystics are taught to resolve difficult situations peacefully whenever possible; for these reasons, mystics do not care to have their lifestyles referred to as "martial arts," as the term suggests that all they do is fight. The mystics' discipline is presumed to integrate and vastly improve upon the bare-handed combat techniques described in Chapter 8.

As you can see in the Mystic Special Abilities Table on the next page, mystics can strike more often than normal humans, elude attacks better (their enhanced AC), and deal more damage when fighting barehanded. They can also fight with weapons, and can use their multiple attacks per round with melee and thrown weapons (but not missile weapons).

In addition, when fighting unarmed, they can often hurt monsters which can ordinarily only be hit by magical weapons. Though a mystic's hands are not magical, an experienced mystic can use them effectively against creatures immune to normal weapons, as shown in the Mystic Unarmed Attack Equivalents Table.

Mystic Unarmed Attack Equivalents Table

Level	Weapon Equivalent
2	Silver Weapon
5	+1 weapon
8	+2 weapon
11	+3 weapon
14	+4 weapon
16	+5 weapon

These attacks don't gain the attack or damage bonuses of their magic-weapon equivalents, but can hit creatures as if the indicated weapon were used. For example, a 5th level mystic can hit and hurt a gargoyle when fighting barehanded.

Set Spear vs. Charge, Fighter Combat Options

Beginning mystics can utilize the fighter's Set Spear vs. Charge maneuver. They cannot utilize the Lance Attack maneuver.

At Name (9th) level, they get three of the Fighter Combat Options (smash, parry, and disarm, but not multiple attacks). The Fighter Combat Options are detailed under "Combat Maneuvers" in Chapter 8.

Acrobatics

Some mystics may also possess a special ability called acrobatics. This specialized ability, while useful, detracts a mystic from fully focussing on his combat abilities; this is why acrobatic mystics have a -20% penalty on all earned experience. Acrobatics allows a mystic to perform the following actions:

- Jumps/Leaps
- Tumbles/Flips
- Catches (to prevent oneself from falling)
- Swings
- Balancing

The game effects of this ability are these:

First, the mystic's acrobatics ability includes every feature of the Acrobatics general skill mentioned in Chapter 5.

Second, with a successful ability check, the mystic can cross rough, broken terrain at no modification to his movement rate: He flips over obstructions, leaps across trenches, handsprings over low fences, etc. This doesn't affect his long-distance movement rates; it only affects his encounter speed and running speed.

Third, the mystic can cross a line of enemy warriors without having to go around or break through it. With a successful ability check, he can roll between the legs of one opponent, or handspring over the line, or pole-vault using his spear, and thus cross a distance equal to his encounter speed's movement rate. He suffers no AC penalty when he performs this action.

The mystic's chance to perform any of these actions successfully is calculated this way: Three times the mystic's Dexterity score plus two times the mystic's experience level equals the mystic's percentile chance to perform the action.

$$\text{Acrobatics Check} = \\ d\% \text{ roll vs. } ([3 \times \text{Dex}] + [2 \times \text{Lvl}])$$

For example, a 3rd level mystic with Dexterity 15 would have a 51% chance to perform an Acrobatics feat.

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The DM, if he prefers to make acrobatics an easier and more commonly useful ability, can decide to use some alternate means to check success. For example, he might have the player roll 1d20 against his Dexterity score, with any roll equal to or less than the Dexterity score indicating success.

Whatever type of roll he uses, the DM is free to adjust any individual roll to reflect the difficulty of the action being attempted. Doing a backflip on the street to entertain a flock of children is much easier than doing one while walking on a wire ten stories in the air; the DM might wish to improve the mystic's chance to perform the former task and make the latter task harder.

Thief Abilities

Any mystic can use the following special abilities of thieves as if he were a thief of the same level: Find Traps, Remove Traps, Move Silently, Climb Walls, and Hide in Shadows.

Mystic Abilities

Mystics gain the following special abilities as they progress in experience levels:

- 2nd Level: Awareness
- 4th Level: Heal Self
- 6th Level: Speak with Animals
- 8th Level: Resistance
- 10th Level: Speak with Anyone
- 12th Level: Mind Block
- 14th Level: Blankout
- 16th Level: Gentle Touch

Explanations of Mystic Abilities

Awareness: The mystic is only surprised on a roll of 1 (on 1d6). (Surprise is explained in Chapter 7.)

Heal Self: The mystic may, *once per day*, cure himself of 1 point of damage for each experience level he has. He does this simply by concentrating for 1 round. Example: a 10th level mystic can concentrate for one round and will heal (regain) 10 hit points of damage.

Speak with Animals: The mystic may speak with any normal or giant animal as often as desired; animals understand his speech and he understands theirs, though no animal is forced to talk to him.

Resistance: The mystic takes only half damage (round down) from all spells and breath weapons that inflict damage, or one-quarter damage (round down) if the saving throw is successful. Any attack that does him damage will do a minimum of 1 point of damage, even if rounding indicates 0 points of damage.

Speak with Anyone: The mystic may speak with any living creature that has a language of any sort, as often as desired. The creature being spoken to does not have to converse with him.

Mind Block: The mystic is immune to ESP, hold and slow spells, magical charms, quests, and geas spells.

Blankout: By concentrating for 1 round, the mystic causes his presence to "disappear." No living or undead creature can see him; there is no saving throw. The effect lasts for 1 round per level of the mystic; it is dispelled automatically if he attacks. He may only do this once per day.

Mystic Special Abilities Table

Level	AC	MV	Hand Attacks #AT	Mystic Damage	Abilities
1	9	120'	1	1d4	
2	8	130'	1	1d4 + 1	Awareness
3	7	140'	1	1d6	
4	6	150'	1	1d6 + 1	Heal Self
5	5	160'	2	1d8	
6	4	170'	2	1d8 + 1	Speak with Animals
7	3	180'	2	1d10	
8	2	190'	2	1d12	Resistance
9*	1	200'	3	2d8	
10	0	210'	3	2d10	Speak with Anyone
11	-1	220'	3	2d12	
12	-2	240'	3	3d8 + 1	Mind Block
13	-3	260'	4	4d6 + 2	
14	-4	280'	4	5d6	Blankout
15	-5	300'	4	4d8	
16	-6	320'	4	3d12	Gentle Touch

* The mystic receives the Fighter Combat Options (not including multiple attacks); see the description of them under "Combat Maneuvers" in Chapter 8. The mystic can use these Combat Options with weapons or in unarmed fighting.

Gentle Touch: Once per day, the mystic may use the Gentle Touch on any one living creature (it requires a normal roll to hit; if he fails to hit, he can try the Gentle Touch again). The mystic must declare he is using the Gentle Touch before he rolls to hit, and must declare which result (explained below) he is seeking. The victim does not get a saving throw, but a victim which has more Hit Dice than the mystic's experience level is not affected.

The Touch will have one of the following results (the mystic decides and announces which before he rolls to hit): *charm*, *cureall*, *death*, *quest*, or *paralysis*. These effects mimic the same effects of the following spells in all respects except duration: *charm person*, *cureall*, *death spell*, *quest*, and *hold person*. The effect lasts for 24 hours—except for *death*, which is a permanent effect.

Special Restrictions

Mystics may not use protective magical devices (such as rings, cloaks, etc.).

All the material goods (money, magical items, etc.) won, purchased, or acquired as treasure by the mystic are actually owned by his cloister, not by the mystic himself. Should the cloister have need of something "owned" by a mystic, the head of the cloister need only ask for it.

Higher Experience Levels

A mystic of *Name* (9th) level is addressed as master (if male) or mistress (if female).

There are many mystics of 1st to 9th level, but only seven each of 10th to 12th level, five each of 13th to 15th level, and three of 16th level.

When the character gains enough experience points to reach 10th level, he must find and challenge one of the seven 10th level mystics; they will fight bare-handed (weapons are not allowed). If the player character loses, he stays at 9th level, losing enough experience points that he is 1 experience point short of 10th level. Once he's regained 10th level, he may try again, but cannot issue another challenge until three months have passed since his first challenge. (Note: If a DM's campaign world is particularly large, he might declare that there are seven 10th and so forth *per continent* in his world.)

At *Name* level, the mystic may desire to build a stronghold, or *cloister*. If his Grand Abbot (i.e., the mystic in charge of his current cloister) agrees that he is fit to manage one, the cloister will pay for construction of the new cloister. The new cloister remains a branch of the old one until the PC achieves 13th level, at which time the PC is called a Greater Master and can declare independence. At that point, he may wish to teach his mystics-in-training in techniques and philosophies different from those of the other cloister—that is, he may wish to establish his own "school" of the discipline.



Chapter 3: Spells and Spellcasting



Introduction to Spellcasting

In this chapter, we'll learn how characters acquire and then cast magical spells of all types.

You've already seen that some characters are more accomplished and powerful than others, and that the more powerful ones are said to be at higher experience levels than those who are less powerful. Spells are rated in much the same way, in *levels*. Lower-level spellcasters can learn only lower-level spells; higher-level spellcasters can add higher-level spells. Higher-level spells are more powerful than lower-level spells.

In the D&D® game, there are three different categories of spells: clerical, magical, and druidic. Here's a little table which shows you which type of character can use which type of spell.

Classes and Spells Table

Character Class	Can Use Which Type of Spell
Cleric	Clerical
Druid	Clerical, Druidic
Elf	Magical
(Fighter Sub-Classes)	
Avenger	Clerical
Paladin	Clerical
Magic-user	Magical
Shaman	Clerical, Druidic
Thief	Magical*
Wokan	Magical

* At level 10+, and only from scrolls

The avenger and paladin are fighter sub-classes; see the description of the fighter class. Shamans and wokani are spellcaster monsters, as described in Chapter 14.

The fact that character classes use different types of magic keeps all spellcasters from being identical to one another. A cleric will cast a very different type of spell from a magic-user; an elf will cast the same sorts of spells as a magic-user, but far fewer, and he can fight much better than the magic-user; a druid can cast clerical spells, but he really shines when he's casting druidic spells, which are his specialty; and so on.

Memorizing Spells

During an adventure, a spellcaster can only use spells he has memorized. Memorization is a special process of imprinting one use of a spell in the caster's mind. When the spellcasting character memorizes a spell, he holds it in his mind and can cast it at any time. But when he casts it, it vanishes from his memory: His knowledge of it flows away as the spell discharges. For this reason, characters constantly have to re-memorize spells.

Magic-users and elves can only use spells that they have found, researched, or have been taught by their mentors. These spells are recorded in a large, bound volume called a "spell book." The book is written in a magical language that only the magic-user who owns the book can read. This spell book is the list of spells that can be used by that character when taking spells for an adventure.

Clerics and druids gain their spells through meditation. Players can choose which spells their

clerics have memorized at the beginning of an adventure. They do not need to write down their spells, since they can simply meditate to re-memorize them.

Resting and Re-Memorizing

After a spell is cast, the character cannot re-memorize it until he is well-rested. One night's sleep is enough rest. Upon awakening, before he spends time on any strenuous activities, the spellcaster must spend an hour (of game time) in study or meditation. Magic-users and elves must use their spell books to regain spells, while clerics and druids need only meditate.

Just because spellcasters spend their mornings doing their memorization or meditation for spells, it doesn't mean that they forget their un-cast spells overnight. Unless they wish to do so, they won't forget the spells they didn't cast. The next morning, the spellcaster needs only to study or meditate to replace those spells he cast the previous day.

Multiples of the Same Spell

Characters often memorize the same spell multiple times so that they can cast it several times in the course of a day. A cleric knowing that he's going to face fierce battle during the day may memorize numerous *cure light wounds* spells, for instance.

Number of Spells Known

In the last chapter, you saw experience tables for all the character classes. The experience tables for clerics, magic-users, elves, and druids had a block of columns labelled "Spells/Level." This column shows you *how many spells of each spell level the character can have memorized at one time*.

For instance, take a look at the table below. It is taken from the experience table of the cleric class.

Cleric Level	Spells/Level						
	1	2	3	4	5	6	7
8	3	3	2	1	—	—	—

In this chart, we see that an 8th level cleric can, at any one time, memorize nine spells and no more. He'll know three 1st level spells, three 2nd level spells, two 3rd level spells, and one 4th level spell.

In the course of a day, as he casts them, he forgets them. If he were to cast two 1st level spells and his 4th level spell, he'd only know one 1st level spell, three 2nd level spells, and two 3rd level spells.

The "Spells/Level" columns on the experience charts shows how many spells can be memorized at any one time, not how many spells the spellcaster has access to. He doesn't have to memorize the same spells every day. Magic-users may have more spells in their books than they can know at any one time; clerics may, over a period of days, learn many more different spells than they can cast in a single day.

Casting Spells

In the game, when you want your character to cast a spell, just tell your Dungeon Master. The

DM may ask for some details; for example, some spells are cast at a target, and you must tell the DM what the target is. For example, a cleric's player might say, "I'm casting a *cure light wounds* spell on Ruggin."

The character must be able to gesture and speak normally to cast a spell. While casting a spell, the character must remain in one place and concentrate. The character cannot cast spells while walking or running, rowing a boat or poling a raft, and so on. If the character is disturbed (i.e., hit in combat, tackled, etc.) while casting a spell, the spell will be ruined, and will still be "crased" from his mind just as if it had been cast.

Spells must be cast one at a time; a character cannot cast more than one spell at the same time (i.e., no more than one in the same combat round).

Important Note: Unless otherwise noted in a spell description, damage caused by spells is always rolled on six-sided dice. If a character can cast a spell which does six dice of damage, this is customarily 6d6.

The maximum damage produced by any *single spell*—including *fireball*, *lightning bolt*, and *delayed blast fireball*—is **20 dice**, of the type specified (usually d6, therefore a maximum of 20d6). This is *very important* for game balance, and should not be ignored.

For example, without this maximum, a 36th level magic-user could instantly slay any other magic-user by surprise, regardless of the results of the saving throw!

Reading Spell Descriptions

Below, each spell is explained in terms of its range, duration, and effect; these three details are followed by its description.

Range: This is a measure of how far from the spellcaster the magic will reach. The character should be sure, before casting the spell, that the target is within range. If the description says "Range: 0," the spell may only be used on the spellcaster, and cannot be cast on others. If "Range: Touch" is given, the spell can be placed on any creature the spellcaster touches—including the spellcaster himself. If the range listed is a distance, and you're not sure how far from the target your character is, ask the DM if your target is within your spell's range.

Duration: This describes how long the effects of the spell last. A spell's duration is given either in rounds (*each round lasts ten seconds*) or turns (*each turn is ten minutes*). If the description says "Duration: Permanent," then the spell has a permanent effect that does not go away after a given duration (though other spells can sometimes dispel it). If the spell's duration is listed as "Instantaneous," the spell takes effect immediately, though specific spell descriptions will alter its actual duration.

Effect: This gives details on either the number of creatures or objects, or an area or volume of space, which the spell affects; it can also briefly describe what the spell does in short form.

Description: This text explains what the spell does to those it affects.

Chapter 3: Spells and Spellcasting

Saving Throws vs. Spells

With many magic spells, a character can often resist some of the spell's effects by making a 1d20 roll called a **saving throw**. A saving throw is the number the character must roll equal to or higher than to successfully "save against a spell." Basically, if your character makes his saving throw, he can either reduce the damage inflicted by the spell or he can partially (or fully) resist the spell's effects, depending on the individual spell.

If a character is allowed to make a saving throw vs. the effects of a spell, the spell description will mention the fact. The spell description also explains the effect of a successful save. You can learn more about saving throws in Chapter 8 on page 109.

Reversible Spells

Some spells can be cast "reversed," meaning that they result in an effect opposite to the effect normally described for the spell. For example, when a cleric casts a reversed healing spell, it harms the recipient.

On the spell lists you'll find in this chapter, any spell marked with an asterisk (*) may be reversed; the spell description will explain what the reversed spell does if it is not self-evident. If a spell name is not marked with an asterisk, the spell is not reversible.

Magic-users must memorize their spells in the reversed form in order to use them reversed. Clerics, on the other hand, will learn their spells through meditation, and can decide during the casting whether to cast them in proper or reversed form.

Multiple Spell Effects

Some spells can be used to temporarily improve a character's attack rolls, damage rolls, saving throws, and other abilities.

As a general rule, casting the same spell twice on someone doesn't do any good; the spells' effects do *not* combine, even if they were cast by two different characters. For instance, two *haste* spells (described further in this chapter) do not combine to allow a target character to attack at four times the normal rate; only the first *haste* will take effect.

Different spells, on the other hand, or the effects of spells and magical items, will usually combine successfully. For example, a *bless* spell gives a character a +1 to his attack roll; so does a magical sword with a +1 bonus. If a character with a magical sword +1 is *blessed* by a cleric, the two bonuses combine and he has a +2 added to his attack roll (in addition to normal Strength bonuses).

Clerical Spells

Clerical spells tend to be less flashy than magic-user spells. Clerical magic primarily involves healing, divination of truth, protection from harm, and so forth. Seldom do you see clerical spells as forceful and dramatic as the magic-user's *lightning bolt*. On the other hand, clerics can fight well and don't need such spells.

Clerical Spells List

First Level 1 Cure Light Wounds* 2 Detect Evil 3 Detect Magic 4 Light* 5 Protection from Evil 6 Purify Food and Water 7 Remove Fear* 8 Resist Cold	Second Level Bless* Find Traps Hold Person* Know Alignment* Resist Fire Silence 15' Radius Snake Charm Speak with Animal	Third Level Continual Light* Cure Blindness Cure Disease* Growth of Animal Locate Object Remove Curse* Speak with the Dead Striking
Fourth Level 1 Animate Dead 2 Create Water 3 Cure Serious Wounds* 4 Dispel Magic 5 Neutralize Poison* 6 Protection from Evil 10' radius 7 Speak with Plants 8 Sticks to Snakes	Fifth Level Commune Create Food Cure Critical Wounds* Dispel Evil Insect Plague Quest* Raise Dead* Truesight	Sixth Level Aerial Servant Animate Objects Barrier* Create Normal Animals Cureall Find the Path Speak with Monsters* Word of Recall
Seventh Level 1 Earthquake 2 Holy Word 3 Raise Dead Fully* 4 Restore* 5 Survival 6 Travel 7 Wish 8 Wizardry		

* Reversible Spell

Druidic Spells List

First Level 1 Detect Danger 2 Faerie Fire 3 Locate 4 Predict Weather	Second Level Heat Metal Obscure Produce Fire Warp Wood	Third Level Call Lightning Hold Animal Protection from Poison Water Breathing
Fourth Level 1 Control Temperature 10' radius 2 Plant Door 3 Protection from Lightning 4 Summon Animals	Fifth Level Anti-Plant Shell Control Winds Dissolve Pass Plant	Sixth Level Anti-Animal Shell Summon Weather Transport Through Plants Turn Wood
Seventh Level 1 Creeping Doom 2 Metal to Wood 3 Summon Elemental 4 Weather Control		

Learning Spells

To learn a spell, the cleric meditates, petitioning the power he serves. The memory and details of the spells appear in the cleric's mind. The cleric may cast the spells at any time thereafter. The cleric will remember each spell until it is cast, even if it is not used for days or weeks.

As a player, all you need to do is choose whatever spells you want your character to have. This can only be done when the cleric has had a good night's sleep and immediately has a full hour when he does not have to do anything strenuous.

The cleric can meditate in a certain amount of noise: the sound of a camp readying itself in the morning, the normal bustling of a house or inn, even while people are trying to talk with him. He's not totally cut off from his surroundings, and can put up a hand or say a few words to forestall further interruption. But it's not possible for the cleric to meditate in the middle of a battle.

If the cleric learned spells on a previous day that he no longer wants to have available to him, he can opt to forget them and meditate on new spells.



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Magical Spells List

First Level 1 Analyze 2 Charm Person 3 Detect Magic 4 Floating Disc 5 Hold Portal 6 Light* 7 Magic Missile 8 Protection from Evil 9 Read Languages 10 Read Magic 11 Shield 12 Sleep 13 Ventriloquism	Second Level Continual Light* Detect Evil Detect Invisible Entangle ESP* Invisibility Knock Levitate Locate Object Mirror Image Phantasmal Force Web Wizard Lock	Third Level Clairvoyance Create Air Dispel Magic Fireball Fly Haste* Hold Person* Infravision Invisibility 10' Radius Lightning Bolt Protection from Evil 10' Radius Protection from Normal Missiles Water Breathing
Fourth Level 1 Charm Monster 2 Clothform 3 Confusion 4 Dimension Door 5 Growth of Plants* 6 Hallucinatory Terrain 7 Ice Storm/Wall of Ice 8 Massmorph 9 Polymorph Other 10 Polymorph Self 11 Remove Curse* 12 Wall of Fire 13 Wizard Eye	Fifth Level Animate Dead Cloudkill Conjure Elemental Contact Outer Plane Dissolve* Feeblemind Hold Monster* Magic Jar Passwall Telekinesis Teleport Wall of Stone Woodform	Sixth Level Anti-Magic Shell Death Spell Disintegrate Geas* Invisible Stalker Lower Water Move Earth Projected Image Reincarnation Stone to Flesh* Stoneform Wall of Iron Weather Control
Seventh Level 1 Charm Plant 2 Create Normal Monsters 3 Delayed Blast Fireball 4 Ironform 5 Lore 6 Magic Door* 7 Mass Invisibility* 8 Power Word Stun 9 Reverse Gravity 10 Statue 11 Summon Object 12 Sword 13 Teleport any Object	Eighth Level Clone Create Magical Monsters Dance Explosive Cloud Force Field Mass Charm* Mind Barrier* Permanence Polymorph Any Object Power Word Blind Steelform Symbol Travel	Ninth Level Contingency Create Any Monster Gate* Heal Immunity Maze Meteor Swarm Power Word Kill Prismatic Wall Shapechange Survival Timestop Wish

* Reversible Spell

Number and Types of Spells

The cleric may know at any one time the number of spells appropriate for his experience level, as shown on the cleric's experience table in Chapter 2.

The cleric may know any clerical spell from the list of clerical spells so long as he is of a high enough experience level to know it and cast it, and so long as the DM has not banned the use of that particular spell in his campaign. The cleric cannot learn a spell from either the druidic spells list or the magical spells list.

Reversible Spells

A cleric may reverse a spell simply by casting it backward. The player simply says, "My cleric is casting the spell in reverse."

However, Lawful clerics prefer not to cast spells in reversed form. They only cast the reversed forms in extreme life-or-death situations.

Chaotic clerics often use the reversed spells, and only use the normal forms to benefit their friends. Neutral clerics can choose to cast the normal or the reversed forms.

List of Clerical Spells

Following is a list of clerical spells and their descriptions. They're divided up into spell levels and set in alphabetical order. All spells marked with an asterisk (*) can be cast in reversed form.

First Level Clerical Spells

Cure Light Wounds*
 Range: Touch
 Duration: Permanent
 Effect: Any one living creature

This spell either heals damage or removes paralysis. If used to heal, it can cure 2-7 (1d6+1) points of damage. It cannot heal damage if used

to cure paralysis. The cleric may cast it on himself if desired.

This spell cannot increase a creature's total hit points above the original amount.

When reversed, this spell, *cause light wounds*, causes 1d6+1 (2-7) points of damage to any creature or character touched (no saving throw is allowed). The cleric must make a normal attack roll to inflict this damage.

Detect Evil

Range: 120'
 Duration: 6 turns
 Effect: Everything within 120'

When this spell is cast, the cleric will see evilly enchanted objects within 120' glow. It will also cause creatures that want to harm the cleric to glow when they are within range. The actual thoughts of the creatures cannot be heard. Remember that a Chaotic alignment does not automatically mean Evil, although many Chaotic monsters have evil intentions. Traps and poison are neither good nor evil, merely dangerous; this spell does not reveal them.

Detect Magic

Range: 0
 Duration: 2 turns
 Effect: Everything within 60'

When this spell is cast, the cleric will see a glow surround magical objects, creatures, and places within the spell's effect. The glow will not last very long; clerics should normally use the spell only when they want to know if particular objects already within sight are, in fact, magical. For example, a door may be held shut magically, a stranger might actually be an enchanted monster, or a treasure might be enchanted.

Light*

Range: 120'
 Duration: 12 turns
 Effect: Volume of 30' diameter

This spell creates a large ball of light, as if cast by a bright torch or lamp. If the spell is cast on an object (such as the cleric's weapon), the light will move with the object.

If the spell is cast at a creature's eyes, the victim must make a saving throw vs. spell. If he fails the saving throw, the victim will be blinded by the light for the duration of the spell, or until the spell effect is canceled.

When reversed, this spell, *darkness*, creates a circle of darkness 30' in diameter. It will block all sight except infravision. *Darkness* will cancel a *light* spell if cast upon it, but may itself be canceled by another *light* spell. If cast at an opponent's eyes, *darkness* causes blindness for the duration of the spell or until canceled. If the target makes a successful saving throw vs. spell, the spell misses.

Protection from Evil

Range: 0
 Duration: 12 turns
 Effect: The cleric only

This spell creates an invisible magical barrier all around the cleric's body (less than an inch

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away). While the spell lasts, characters and monsters attacking the cleric are penalized by -1 to their attack rolls, and the cleric gains a +1 bonus to all saving throws.

In addition, enchanted creatures cannot even touch the cleric! (An enchanted creature is one that normal weapons will not affect, one which only magical weapons can hit. A creature that can only be hit by a silver weapon—a werewolf, for example—is not an enchanted creature. Any creature that is magically summoned or controlled, such as a *charmed* character, is also considered to be an enchanted creature.) The barrier thus completely protects the cleric from all melee or hand-to-hand attacks from such creatures; however, it cannot prevent attacks from missile weapons. Enchanted creatures using missile weapons still suffer the -1 penalty to the attack roll, but they can hit the cleric.

This spell will not affect a *magic missile* spell used by magic-users.

If the cleric attacks an enchanted creature during the spell's duration, the spell's effect changes slightly. Enchanted creatures are then able to touch the magic-user, but still suffer the attack roll penalty; the penalty and the cleric's saving throw adjustments still apply until the spell duration ends.

Purify Food and Water

Range: 10'
Duration: Permanent
Effect: See below

This spell will make spoiled or poisoned food and water safe and usable. It will purify one ration of preserved food (either iron or standard rations), or six waterskins of water, or enough normal food to feed a dozen people. If cast at mud, the spell will cause the dirt to settle, leaving a pool of pure, clear water. The spell will not affect any living creature.

Remove Fear*

Range: Touch
Duration: 2 turns
Effect: Any one living creature

When the cleric casts this spell and then touches any living creature, the spell will calm the creature and remove any fear. If the creature has been affected by a *fear* spell or effect which does not normally allow a saving throw, the *remove fear* spell can still be useful. If the cleric casts the spell on someone afflicted by a magical *fear* effect, the victim gets to make a saving throw vs. spells, adding a bonus to the roll equal to the cleric's level of experience (up to a maximum bonus of +6). If the saving throw is successful, the victim's fear is negated. Regardless of the cleric's level or any bonuses, a roll of 1 will always fail.

The reversed form of the spell, *cause fear*, will make any one creature flee for two turns. The victim may make a saving throw vs. spells to avoid the effect. This reversed spell has a range of 120'.

Resist Cold

Range: 0
Duration: 6 turns
Effect: All creatures within 30'

When this spell is cast, all creatures within 30' of the cleric can withstand freezing temperatures without harm. In addition, those affected gain a bonus of +2 to all saving throws against cold attacks. Furthermore, any damage from cold is reduced by 1 point per die of damage (but with a minimum of 1 point of damage per die). The effect will move with the cleric.

Second Level Clerical Spells

Bless*

Range: 60'
Duration: 6 turns
Effect: All within a 20' square area

This spell improves the morale of friendly creatures by +1 and gives the recipients a +1 bonus on all attack and damage rolls. It will only affect creatures in a 20' x 20' area, and only those who are not yet in melee.

When reversed, this spell, *blight*, places a -1 penalty on enemies' morale, attack rolls, and damage rolls. Each victim may make a saving throw vs. spells to avoid the penalties.

Find Traps

Range: 0 (Cleric only)
Duration: 2 turns
Effect: Traps within 30' glow

This spell causes all mechanical and magical traps to glow with a dull blue light when the cleric comes within 30' of them. It does not reveal the types of traps, nor any method of removing them. Note that an ambush is not a trap, nor is a natural hazard, such as quicksand.

Hold Person*

Range: 180'
Duration: 9 turns
Effect: Paralyzes up to 4 creatures

The *hold person* spell will affect any human, demihuman, or human-like creature (bugbear, dryad, gnom, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite, for instance). It will not affect the undead or creatures larger than ogres. Each victim must make a saving throw vs. spells or be paralyzed for nine turns. The spell may be cast at a single person or at a group. If cast at a single person, the victim suffers a -2 penalty to the saving throw. If cast at a group, it will affect up to four persons (of the cleric's choice), but with no penalty to their rolls. The paralysis may only be removed by the reversed form of the spell, or by a *dispel magic* spell.

The reverse of the spell, *free person*, removes the paralysis of up to four victims of the normal form of the spell (including *hold person* cast by a magic-user or an elf). It has no other effect; it does not, for instance, remove the effects of a ghou's paralysis ability.

Know Alignment*

Range: 0 (Cleric only)
Duration: 1 round
Effect: One creature within 10'

The caster of this spell may discover the alignment (Lawful, Neutral, or Chaotic) of any one creature within 10'. The spell may also be used

to find the alignment of an enchanted item or area (if any).

The reverse of the spell, *confuse alignment*, lasts for one turn per level of the caster, and may be cast on any one creature, by touch. No saving throw is allowed. For as long as the spell lasts, a cleric trying to identify the alignment of the recipient by using the normal *know alignment* spell will get a false answer. That same false answer will be the result of any further attempts.

Resist Fire

Range: 30'
Duration: 2 turns
Effect: One living creature

For the duration of this spell, normal fire and heat cannot harm the spell's recipient. The recipient also gains a +2 bonus on all saving throws against magical fire (dragon's breath, *fireball*, etc.). Furthermore, damage from such fire is reduced by 1 point per die of damage (though each die will inflict at least 1 point of damage, regardless of adjustments). Red dragon breath damage is reduced by 1 point per Hit Die of the creature (again, to no less than 1 point of damage per Hit Die).

Silence 15' Radius

Range: 180'
Duration: 12 turns
Effect: Sphere of silence 30' across

This spell makes the area of effect totally silent. Conversation and spellcasting in this area are impossible for the duration of the spell. This spell does not prevent a person within the area from hearing noises outside the area. If cast on a creature, the victim must make a saving throw vs. spells or the spell effects will move with the creature. If the saving throw is successful, the spell remains in the area in which it was cast, and the victim may move out of the area.

Snake Charm

Range: 60'
Duration: 2-5 rounds or 2-5 turns
Effect: Charms 1 HD of snakes per level of the caster

With this spell, a cleric may charm 1 Hit Die of snakes for each level of experience he has, and no saving throw is allowed. A 5th level cleric could charm one 5 HD snake, five 1 HD snakes, or any combination totalling 5 Hit Dice or less. The snakes affected will rise up and sway, but will not attack unless attacked themselves.

If the cleric uses the spell on snakes attacking him, the spell's duration is 1d4 + 1 (2-5) rounds; otherwise, it lasts 1d4 + 1 (2-5) turns. When the spell wears off, the snakes return to normal (but with normal reactions; they will not be automatically hostile).

Speak with Animals

Range: 0 (Cleric only)
Duration: 6 turns
Effect: Allows conversation within 30'

When casting this spell, the cleric must name one type of animal (such as wolves). For the duration of the spell, the cleric may speak with all

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animals of that type if they are within 30'; the effect moves with the caster.

The cleric can speak to any normal or giant forms of the specific animal type named, but only to one type at a time. The caster may not use this spell to speak to intelligent animals and fantastic creatures.

The creatures spoken to usually have favorable reactions (+2 bonus to the reaction roll), and they can be talked into doing a favor for the cleric if the reaction roll is high enough. The animal must be able to understand the request and must be able to perform it.

Third Level Clerical Spells

Continual Light*

Range: 120'

Duration: Permanent

Effect: Sphere of light 60' across

This spell creates light as bright as daylight in a spherical volume of 30' radius. It lasts until a *dispel magic* or *continual darkness* spell is cast upon it. Creatures penalized in bright daylight suffer the same penalties within this spell effect (for example, goblins, which suffer a -1 attack roll penalty in daylight, suffer the same penalty within the effect of *continual light*).

If the spell is cast on an opponent's eyes, the victim must make a saving throw vs. spells or be blinded until the effect is removed. This spell may be cast in an area, upon an object, or on a person or creature; it can also be cast directly on a person's or creature's eyes, thus blinding him.

The reverse of this spell, *continual darkness*, creates a completely dark volume of the same size. Torches, lanterns, and even a *light* spell will not affect it, and infravision cannot penetrate it. A *continual light* spell will, however, cancel it. If cast on a creature's eyes, the creature must make a saving throw vs. spells or be blinded (with the same effects as blindness from the normal *continual light* until the spell is removed).

Cure Blindness

Range: Touch

Duration: Permanent

Effect: One living creature

This spell will cure nearly any form of blindness, including those caused by *light* or *darkness* spells (whether normal or continual). It will not, however, affect blindness caused by a *curse*.

Cure Disease*

Range: 30'

Duration: Permanent

Effect: One living creature within range

This spell will cure any living creature of one disease, such as those caused by a mummy or green slime. If cast by a cleric of 11th level or greater, this spell will also cure lycanthropy.

The reverse of this spell, *cause disease*, infects the victim with a hideous wasting disease unless he successfully makes a saving throw vs. spells. A diseased victim has a -2 penalty on all attack rolls. In addition, the victim's wounds cannot be magically cured, and natural healing takes twice as long as usual. The disease is fatal in 2d12 (2-24) days unless removed by a *cure disease* spell.

Growth of Animal

Range: 120'

Duration: 12 turns

Effect: Doubles the size of one animal

This spell doubles the size of one normal or giant animal. The animal then has twice its normal strength and inflicts double its normal damage. It may also carry twice its normal encumbrance. This spell does not change an animal's behavior, armor class, or hit points, and does not affect intelligent animal races or fantastic creatures.

Locate Object

Range: 0 (Cleric only)

Duration: 6 turns

Effect: Detects one object within 120'

This spell allows the cleric to sense the direction of one known object. It gives no information about distance. It can detect a common object with only a partial description (such as "stairs leading up") but it will only reveal the direction to the closest such object. To find a specific object, the cleric must *know* exactly what the object looks like (size, shape, color, etc.). The spell will not locate a creature.

Remove Curse*

Range: Touch

Duration: Permanent

Effect: Removes any one curse

This spell removes one curse, whether on a character, item, or area. Some curses—especially those on magical items—may only be removed for a short time, at the DM's discretion; such curses would require a *dispel evil* spell for permanent removal (or possibly a *remove curse* cast by a high level cleric or magic-user, again at DM's discretion).

The reverse of this spell, *curse*, causes a misfortune or penalty to affect the victim. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster (DM's discretion)! Safe limits to curses may include: -4 penalty on attack rolls; -2 penalty on saving throws; prime requisite reduced to half normal; -4 penalty on others' reaction rolls to him. The victim may make a saving throw vs. spells to avoid the curse.

Speak with the Dead

Range: 10'

Duration: 1 round per level of the cleric

Effect: Cleric may ask three questions

By means of this spell, a cleric may ask three questions of a deceased spirit if the body is within range.

A cleric of 6th or 7th level can contact recently deceased spirits (those dead up to 4 days). Clerics of levels 8-14 have slightly more power (contacting spirits up to 4 months dead), and clerics of levels 15-20 have even more (speaking with corpses up to 4 years dead). No time limits apply to clerics of 21st level or greater.

The spirit will always reply in a tongue known to the cleric, but can only offer knowledge of things up to the time of its death. If the spirit's alignment is the same as the cleric's, it will pro-

vide clear and brief answers; however, if the alignments differ, the spirit may reply in riddles.

Striking

Range: 30'

Duration: 1 turn

Effect: 1d6 bonus to damage on 1 weapon

This spell allows any one weapon to inflict 1d6 *additional* points of damage per attack (like a magical *staff of striking*). The weapon will inflict this extra damage with every successful blow for as long as the spell lasts. This bonus does not apply to attack rolls, but only to damage rolls.

If the cleric casts this spell on a normal weapon, the weapon may then damage creatures which are normally affected only by magic weapons; the weapon will do 1d6 points of damage per strike (regardless of the normal damage of the weapon).

Fourth Level Clerical Spells

Animate Dead

Range: 60'

Duration: Permanent

Effect: Creates zombies or skeletons

This spell allows the caster to make animated, enchanted skeletons or zombies from normal skeletons or dead bodies within range. These animated undead creatures will obey the cleric until they are destroyed by another cleric or a *dispel magic* spell.

For each experience level of the cleric, he may animate one Hit Die of undead. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Note that this *doesn't* count character experience levels as Hit Dice: For purposes of this spell, all humans and demihumans are 1 HD creatures, so the remains of a 9th level thief would be animated as a zombie with 2 HD.

Animated creatures do not have any spells, but are immune to *sleep* and *charm* effects and poison. Lawful clerics must take care to use this spell only for good purpose. Animating the dead is usually a Chaotic act.

Create Water

Range: 10'

Duration: 6 turns

Effect: Creates one magical spring

With this spell, the cleric summons forth an enchanted spring from the ground or a wall. The spring will flow for an hour, creating enough water for 12 men and their mounts (for that day, about 50 gallons). For each of the cleric's experience levels above 8, water for twelve additional men and mounts is created; thus a 10th level cleric could create water for 36 men and horses.

The cleric doesn't have to create the maximum amount of water if he doesn't wish to. He might wish to create a spring which will flow for half an hour, or a few minutes; the player need only tell the GM how many gallons he wants the spell to create, up to the spell's maximum.

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Cure Serious Wounds*

Range: Touch

Duration: Permanent

Effect: Any one living creature

This spell is similar to a *cure light wounds* spell, but will cure one creature of $2d6 + 2$ (4-14) points of damage.

The reverse of this spell, *cause serious wounds*, causes $2d6 + 2$ points of damage to any creature or character touched (no saving throw). The caster must make a normal attack roll to successfully cast the *cause serious wounds* spell.

Dispel Magic

Range: 120'

Duration: Permanent

Effect: Destroys spells in a 20' cube

This spell destroys other spell effects in a cubic volume of $20' \times 20' \times 20'$. It does not affect magical items. Spell effects created by a caster (whether cleric, druid, magic-user, or elf) of a level equal to or lower than the caster of the *dispel magic* are automatically and immediately destroyed. Spell effects created by a higher-level caster might not be affected. The chance of failure is 5% per level of difference between the casters. For example, a 7th level cleric trying to dispel a web spell cast by a 9th level magic-user would have a 10% chance of failure.

Dispel magic will not affect a magical item (such as a scroll, a magical sword, etc.). However, it can dispel the effects of the magical item when that item is used (for example, a spellcaster can cast *dispel magic* on the victim of a *ring of human control* and snap him out of that control, or on a flaming weapon to douse the flame).

Neutralize Poison*

Range: Touch

Duration: Permanent

Effect: A creature, container, or object

This spell will make poison harmless either in a creature, a container (such as a bottle), or on an object (such as a chest). It will even revive a victim slain by poison if cast within 10 rounds of the poisoning!

The spell will affect any and all poisons present at the time it is cast, but does not cure any damage (and will thus not revive a poisoned victim who has died of wounds).

The reverse of this spell, *create poison*, may be cast, by touch, on a creature or container. A cleric cannot cast it on any other object. A victim must make a saving throw vs. poison or be immediately slain by the poison. If cast on a container, the spell poisons its contents; no saving throw applies, even for magical containers or contents (such as potions). (Of course, when someone drinks those poisoned contents, he gets a saving throw.) Using *create poison*, or poisoning in any case, is usually a Chaotic act.

Protection from Evil 10' Radius

Range: 0

Duration: 12 turns

Effect: Barrier 20' diameter

This spell creates an invisible magical barrier all around the caster, extending for a 10' radius

in all directions. The spell serves as protection from attacks by monsters of an alignment other than the caster's. Each creature within the barrier gains a +1 to all saving throws, and all attacks against those within are penalized by -1 to the attacker's attack roll while the spell lasts.

In addition, enchanted creatures cannot attack those within the barrier in hand-to-hand (melee) combat. (An enchanted creature is any creature which is magically summoned or controlled, such as a *charmed* character, or one that is not harmed by normal weapons. A creature that can be hit only by a silver weapon—a werewolf, for example—is not an enchanted creature.)

If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to saving throws and penalty to attack rolls will still apply.

Attackers, including enchanted creatures, can attack people inside the barrier by using missile or magical attacks. They do suffer the -1 penalty to attack rolls, but that is the only penalty they suffer.

Speak with Plants

Range: 0 (Cleric only)

Duration: 3 turns

Effect: All plants within 30'

This spell enables the cleric to talk to plants as though they are intelligent. The cleric may request a simple favor, and the plants will grant it if it is within the plants' power to understand and perform. This spell may be used to allow the cleric and party to pass through otherwise impenetrable undergrowth. It will also allow the cleric to communicate with plantlike monsters (such as treants).

Sticks to Snakes

Range: 120'

Duration: 6 turns

Effect: Up to 16 sticks

This spell turns 2d8 sticks into snakes (detailed below). The snakes may be poisonous (50% chance per snake; the DM can roll 1d6 for each snake; on a roll of 1-3, the snake is poisonous). They obey the cleric's commands, but will turn back into sticks when slain or when the spell's duration ends.

Snakes: NA 2d8 (2d8); AC 6, HD 1; AT 1 bite; Dmg 1d4; MV 90' (30'); Save F1; ML 12; TT Nil; AL Neutral; SA poison (50% chance for each snake to be poisonous); XP 10 (non-poisonous) or 13 (poisonous).

Fifth Level Clerical Spells

Commune

Range: 0 (Cleric only)

Duration: 3 turns

Effect: 3 questions

This spell allows the cleric to ask questions of the greater powers (whatever forces of nature, greater spirits, or legendary Immortals the DM has created for this campaign world). The cleric may ask three questions that can be answered "yes" or "no."

A cleric may *commune* only once a week. If the cleric in the campaign are using the spell too often, the DM may wish to limit its use to once a month. Once a year the cleric may ask twice the normal number of questions. The DM might wish to establish that this must occur on a day which is significant to the greater powers being questioned.

Create Food

Range: 10'

Duration: Permanent

Effect: Creates food for 12 or more

This spell creates enough normal food to feed up to 12 men and their mounts for one day. For every level of the cleric above 8th, the spell creates enough food for 12 additional men and mounts. The cleric doesn't have to create the maximum amount of food if he doesn't wish to; he can create a lesser amount. Created food spoils after 24 hours; therefore it is impossible to lay in a big store of food created by this spell.

Cure Critical Wounds*

Range: Touch

Duration: Permanent

Effect: Any one living creature

This spell is similar to a *cure light wounds* spell, but will cure one living creature of $3d6 + 3$ (6-21) points of damage.

The reverse of this spell (*cause critical wounds*) causes $3d6 + 3$ (6-21) points of damage to any living creature or character touched (no saving throw). The caster must make a normal attack roll to cause the critical wound.

Dispel Evil

Range: 30'

Duration: 1 turn

Effect: Enchanted or undead monsters or one curse or charm

This spell may affect all undead and enchanted (summoned, controlled, and animated) monsters within range. It will destroy the monster unless each victim makes a saving throw vs. spells. If cast at only one creature, that creature takes a -2 penalty to the saving throw. Any creature from another plane is banished (forced to return to its home plane) if it fails the saving throw. Even if the victims successfully roll their saving throws, they must flee the area, and will stay away as long as the caster concentrates; the caster cannot move while concentrating.

This spell will also remove the *curse* from any one cursed item, or may be used to remove the influence of any magical *charm*.

Insect Plague

Range: 480'

Duration: 1 day

Effect: Creates a swarm of 30' radius

This spell summons a vast swarm of insects. The swarm obscures vision and drives off creatures of less than 3 Hit Dice (no saving throw). The swarm moves at up to 20' per round as directed by the cleric while it is within range. The caster must concentrate, without moving, to control the swarm. If the caster is disturbed, the



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insects scatter and the spell ends. This spell only works outdoors and above-ground.

Quest*

Range: 30'

Duration: Special

Effect: Compels one living creature

This spell forces the victim to perform some special task or quest, as commanded by the caster. The victim may make a saving throw vs. spells; if he succeeds, the spell does not affect him.

A typical task might involve slaying a certain monster, rescuing a prisoner, obtaining a magical item for the caster, or going on a pilgrimage. If the task is impossible or suicidal, the spell has no effect. Once the task is completed, the spell ends.

The spell forces the victim to undertake a task, but doesn't force him to like it. Once the task is accomplished, the victim might wish to exact revenge on the cleric, just depending on the circumstances of the adventure. Any victim refusing to go on the quest is *curled* until the quest is continued. The type of *curse* is decided by the DM, but may be double normal strength.

The reverse of this spell, *remove quest*, may be used to dispel an unwanted quest or a quest-related *curse*. The chance of success is 50%, modified by 5% for every level of the caster differs from the level of the caster of the first quest. Thus, an 11th level cleric attempting to remove a quest cast by a 13th level cleric has only a 40% chance of success; a 36th level cleric attempting to remove a quest cast by a 20th level cleric has a 130% chance (reduced to 99% to provide for a 1% chance of failure).

Raise Dead*

Range: 120'

Duration: Permanent

Effect: Body of one human or demihuman

By means of this spell, the cleric can raise any human, dwarf, halfling, or elf from the dead. The body must be present, and if part is missing, the raised character will be disabled accordingly.

An 8th level cleric can raise a body that has been dead for up to four days. For each level of the cleric above 8th, add four days to this time. Thus, a 10th level cleric can raise bodies that have been dead for up to twelve days.

The recipient returns to life with 1 hit point, and cannot fight, cast spells, use abilities, carry heavy loads, or move at more than half speed. These penalties will disappear after two full weeks of complete bed rest, but the healing cannot be speeded by magic.

The cleric may also cast this spell at any one undead creature within range. The undead creature will be destroyed unless it makes a saving throw vs. spells with a -2 penalty. However, a vampire which fails its saving throw is not destroyed, merely forced to retreat to its coffin, in gaseous form, as fast as possible. When cast at an undead creature of more Hit Dice than a vampire, this spell inflicts 3d10 (3-30) points of damage. The creature can make a saving throw vs. spells to take half damage.

The reverse of this spell, *finger of death*, creates a death ray that will kill any one living crea-

ture within 60'. The victim may make a saving throw vs. death ray to avoid the effect. A Lawful cleric will only use *finger of death* in a life-or-death situation. *Finger of death* will actually cure 3d10 (3-30) points of damage for any undead with 10 or more Hit Dice (phantom, haunt, spirit, nightshade, or special).

Truesight

Range: 0 (cleric only)

Duration: 1 turn + 1 round per level of caster.

Effect: Reveals all things

When he casts this spell, the cleric is able to see all things within 120'. The spell is quite powerful; the cleric can clearly see all hidden, invisible, and ethereal objects and creatures as with the magic-user *detect invisible* spell. In addition, any secret doors as well as things or creatures not in their true form—whether *polymorphed*, disguised, or otherwise—are seen as they truly are, with no possibility of deception. Alignment is also "seen," as is experience and power.

Sixth Level Clerical Spells

Aerial Servant

Range: 60'

Duration: 1 day per level of caster

Effect: Servant fetches one item or creature

An aerial servant is a very intelligent being from the elemental plane. With this spell, the cleric summons one of these beings, which appears immediately. The cleric must then describe one creature or item and its location to the servant, or else it will depart. When it hears this description and location, the aerial servant leaves, trying to find the item or creature and bring it to the cleric. The servant will take as much time as needed, up to the limit of the duration. If the spell's duration lapses before the task is completed, even if the aerial servant is already bringing the target back to the caster, the aerial servant has failed to accomplish its task. See below for further details.

The aerial servant has 18 Strength, and can carry up to 500 lbs (5,000 cn). It can become ethereal at will, and thus can travel to most places easily. However, it cannot pass through a *protection from evil* spell effect.

If it cannot perform its duty within the duration of the spell, the servant becomes insane and returns to attack the caster.

See Chapter 14 for a full description of the aerial servant.

Animate Objects

Range: 60'

Duration: 6 turns

Effect: Causes objects to move

The cleric may use this spell to cause any non-living, nonmagical objects to move and attack. Magical objects are not affected. The spell can animate any one object up to 400 lbs (4,000 cn) (roughly the size of two men), or a number of smaller objects whose total weight does not exceed 400 lbs.

The DM must decide on the movement rate, number of attacks, damage, and other combat

details of the objects animated. As a guideline, a man-sized statue might move at 30' per round, attack once per round for 2d8 (2-16) points of damage, and have an armor class of 1. A chair might only be AC 6, but move at 180' per round on its four legs, attacking twice per round for 1d4 points per attack. All objects have the same chances to hit as the cleric animating them.

Barrier*

Range: 60'

Duration: 12 turns

Effect: Creates whirling hammers

This spell creates a magical barrier in an area up to 30' in diameter and 30' high. The *barrier* is a wall of whirling and dancing hammers, obviously dangerous to any who come in contact with it. Any creature passing through the barrier takes 7d10 (7-70) points of damage from the whirling hammers (no saving throw allowed). This spell is often used to block an entrance or passage.

The reverse of this spell (*remove barrier*) will destroy any one *barrier* created by a cleric. It can also be used to destroy a magic-user's *wall of ice*, *wall of fire*, *clothform*, *woodform*, or *wall of stone* spell effects. It will not affect the magic-user spells *wall of iron*, *stoneform*, *ironform* or *steelform*.

Create Normal Animals

Range: 30'

Duration: 10 turns

Effect: Creates 1-6 loyal animals

The cleric is able to create normal animals from thin air with this spell. The animals will appear at a point chosen (within 30'), but may thereafter be sent (by command) up to 240' away, if desired. The animals created will understand and obey the cleric at all times. They will fight if so commanded, and will perform other actions (carrying, watching, etc.) to the best of their abilities. They are normal animals, and may attack others unless their instructions are carefully worded.

The cleric may choose the number of animals created, but not the exact type; the DM should decide, or even randomly determine, what sort of animals appear. The spell will create one large animal (elephant, hippopotamus, etc.), three medium-sized animals (bear, great cat, etc.), or six small animals (wolf, rock baboon, etc.). The spell cannot create giant animals. The animals disappear when slain or when the spell duration ends.

Cureall

Range: Touch

Duration: Permanent

Effect: Cures anything

This spell is the most powerful of the healing spells. When used to cure wounds, it cures nearly all damage, leaving the recipient with only 1d6 points of damage. (Restore the victim to full starting hit points, then roll 1d6 and subtract that amount from the victim's hit point total.)

The spell can remove a curse, neutralize a poison, cure paralysis, cure a disease, cure blindness, or even remove a *feeblemind* effect instead



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of healing. However, it will cure one thing only; if the recipient is suffering from two or more afflictions (such as wounds and a curse), the cleric must name the ailment the spell is intended to cure.

If cast on the recipient of a *raise dead* spell, the *cureall* eliminates the need for two weeks of bed rest; the recipient can immediately function normally. This is the only form of magical curing that will work on a newly-raised creature.

Find the Path

Range: 0 (Cleric only)

Duration: 6 turns + 1 turn per level of the caster

Effect: Shows the path to an area

When casting this spell, the cleric must name a specific place, though it need not be a place he has visited before. For the duration of the spell, the cleric knows the direction to that place. In addition, the cleric will magically gain any special knowledge needed to get to the place; for example, he would know the location of secret doors, passwords, and so forth.

When the spell's duration runs out, the caster only remembers the general direction to the place. All other special information is forgotten. The spell is instantly negated if the caster attempts to write down, record, or disclose that special knowledge to others. This spell is often used to find a fast escape route.

Speak with Monsters*

Range: 0 (Cleric only)

Duration: 1 round per level of the cleric

Effect: Permits conversation with any monster

This spell gives the caster the power to ask questions of any and all living and undead creatures within 30'. Even unintelligent monsters will understand and respond to the cleric. Those spoken to will not attack the cleric while engaged in conversation, but may defend themselves or flee if attacked. The cleric may ask only one question per round, and the spell lasts one round per level of the caster.

The reverse of this spell, *babble*, has a 60' range, a duration of 1 turn per level of the caster, and affects one target within spell range. The victim may make a saving throw vs. spells to avoid the effect, but with a -2 penalty to the roll. If he fails the saving throw, the victim cannot communicate with any other creature for the duration of the spell. Even hand motions, written notes, telepathy, and all other forms of communication will seem garbled. This does not interfere with the victim's spellcasting (if any), but does prevent him from using any magical items which are activated by command words—the command words turn into gibberish.

Word of Recall

Range: 0 (Cleric only)

Duration: Instantaneous

Effect: Teleports the caster to sanctuary

Similar to a magic-user's *teleport* spell, this spell carries the cleric and all equipment carried (but no other creatures) to the cleric's home, regardless of the distance. The cleric must have a permanent home (such as a castle), and a meditation room within that home; this room is the

destination when the spell is cast. During the round in which this spell is cast, the cleric automatically gains initiative unless surprised.

Seventh Level Clerical Spells

Earthquake

Range: 120 yards

Duration: 1 turn

Effect: Causes earth tremors

This powerful spell causes a section of earth to shake, and opens large cracks in the ground. A 17th level caster can affect an area up to 60' square, adding 5' to each dimension with each experience level above 17th. For example, an 18th level cleric affects an area up to 65' square; 19th level, 70' square; and so forth.

Within the area of effect, all small dwellings are reduced to rubble, and larger constructions are cracked open. Earthen formations (hills, cliffsides, etc.) form rockslides. Cracks in the earth may open and engulf 1 creature in 6 (determined randomly), crushing them (when the die roll randomly determines that a character is in danger of falling into a crack and being crushed, the character gets a saving throw vs. death to escape falling in).

Holy Word

Range: 0

Duration: Instantaneous

Effect: All creatures within 40'

This spell affects all creatures, friend or foe, within a circular area of 40' radius, centered on the caster. When the cleric casts this spell, all creatures of alignments other than the cleric's are affected as follows (no saving throw vs. spells allowed):

Holy Word Effects

Up to 5th Level:	Killed
Level 6-8:	Stunned 2d10 turns
Level 9-12:	Deafened 1d6 turns
Level 13+:	Stunned 1d10 rounds

Any victim of 13th level (or Hit Dice) or higher, or any victim of the same alignment as the caster, may make a saving throw vs. spells to avoid all spell effects. This powerful spell cannot be blocked by stone, nor by any other solid material except lead. It can, however, be blocked by an *anti-magic shell*.

Raise Dead Fully*

Range: 60'

Duration: Permanent

Effect: Raises any living creature

This spell is similar to the 5th level spell *raise dead*, except that it can raise any living creature—not just humans and demihumans. Any human or demihuman recipient awakens immediately, with full hit points, and is able to fight, use abilities, spells known, etc., without any penalties—except those penalties the creature already possessed at the time of death. For example, a victim *cursed* or *diseased* at death would still suffer the affliction when *raised fully*.

If any other living creature (other than a human or demihuman) is the recipient, the guide-

lines given in the *raise dead* spell apply (including time limitations, rest needed, etc.).

A 17th level cleric can use this spell on a human or demihuman body that has been dead up to 4 months; for each level of experience above 17th, this time increases 4 months. Thus, a 19th level cleric could cast *raise dead fully* on a body that has been dead up to 12 months.

The spell is fatal to undead. Cast on an undead creature of 7 Hit Dice or less, the spell immediately destroys the creature (no saving throw). The spell forces an undead creature of 7 to 12 Hit Dice to make a saving throw vs. spells, with a -4 penalty to the roll; if the creature fails the roll, it is destroyed. The spell inflicts 6d10 (6-60) points of damage upon an undead monster of more than 12 Hit Dice, but the victim may make a saving throw vs. spells to take half damage.

The reverse of this spell (*obliterate*) will affect a living creature just as the normal form affects undead (destroy 7 Hit Dice or less, et al.). If cast at an undead creature of any type, *obliterate* has the same effect as a *cureall* would on a living creature (curing all but 1d6 points of damage, or curing blindness or *feeblemind*, etc.).

Restore*

Range: Touch

Duration: Permanent

Effect: Restores 1 level lost to *energy drain*

This spell restores one full level of energy (experience) to any victim who has lost a level because of *energy drain* (for instance, from a vampire's attack). It does not restore more than one level, nor does it add a level if no level has been lost. Furthermore, the cleric casting this spell loses one level of experience, as if struck by a wight when the spell is cast; however, the cleric's loss is not permanent, and the cleric need only rest for 2d10 (2-20) days to regain the lost experience.

The reverse of this spell, *life drain*, drains one level of experience from the victim touched, just like the touch of a wight or wraith. Casting the reversed spell causes no experience level loss to the cleric, nor does it require any rest afterward, but it is a Chaotic act, avoided by Lawful clerics.

Survival

Range: Touch

Duration: One hour per level of the caster

Effect: Protects one creature against all non-magical damage from the environment

This spell protects the recipient from adverse conditions of all types, including normal heat or cold, lack of air, and so forth. While the spell is in effect, the caster needs no air, food, water, or sleep. The spell does not protect against magical damage of any type, attack damage, poisons, breath weapons, or physical blows from creatures. It does protect against all damage caused by natural conditions on other planes of existence.

For example, a cleric might use this spell: in a desert or blizzard to prevent damage from the natural conditions; underground or underwater, enabling survival without air; in space, to magically survive in vacuum; or on the elemental plane of Fire, to protect against conditional fire damage.

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Travel

Range: 0

Duration: One turn per level of the caster

Effect: Allows aerial or gaseous travel

This spell allows the cleric to move quickly and freely, even between the planes of existence. The caster (only) may fly in the same manner as given by the magic-user's spell, at a rate of 360' (120'). The cleric can also enter a nearby plane of existence, simply by concentrating for one round. He may enter a maximum of one plane per turn.

The cleric may bring one other creature for every five levels of experience (rounded down; for example, a 29th level cleric could bring five other creatures on the journey). To bring others, he must touch them, or they must touch him, while the spell is cast and the shift is made. Any unwilling creature can make a saving throw vs. spells to avoid the effect. The cleric must take the others with him—he cannot send them while remaining behind.

While this spell is in effect, the caster (only) may assume *gaseous form* by concentrating for one full round. (If he is interrupted, no change occurs.) Unlike the potion effect, all equipment carried also becomes part of the same *gaseous* cloud. In this form, the caster may travel at double the normal flying rate: 720' (240'). While *gaseous*, the cleric cannot use items or cast spells, but also cannot be damaged except by magic (weapons or certain spells). Also, a *gaseous* being cannot pass through a *protection from evil* spell effect or an *anti-magic shell*.

Wish

Range: Special

Duration: Special

Effect: Special

A *wish* is the single most powerful spell a cleric can have. It is never found on a scroll, but may be placed elsewhere (in a ring, for example) in rare cases. Only clerics of 36th level and with an 18 (or greater) Wisdom score may cast the *wish* spell.

Wording the Wish: The player must say or write the exact *wish* his character makes. The wording is very important. The *wish* will usually follow the literal wording, and whatever the intentions of the cleric.

The DM should try to maintain game balance, being neither too generous nor too stingy in deciding the effects of a *wish*. Even a badly phrased *wish*, made with good intentions, may have good results. However, if the *wish* is greedy, or made with malicious intent, the DM should make every effort to distort the results of the spell so that the caster does not profit from it. If necessary, the DM can even disallow the *wish*; it would then have no effect. Whenever a *wish* fails or is misinterpreted, the DM should explain (after the game) the problem or flaw in the phrasing.

Here are some examples of faulty wishes:

"I wish that I knew everything about this dungeon" could result in the character knowing all for only a second, and then forgetting it.

"I wish for a million gold pieces" can be granted by having them land on the character (that's 100,000 pounds of gold!), and then vanish.

"I wish to immediately and permanently pos-

sess the gaze power of a basilisk while retaining all of my own abilities and items" is a carefully worded *wish* that's out of balance. Characters able to use these high-level spells are already quite powerful. This *wish* could result in the character growing a basilisk head in addition to the character's own head.

A *wish* cannot be used to gain either experience points or levels of experience.

Possible Effects: A properly worded *wish* can substitute for any other magical spell of 8th level or less, or any clerical or druidic spell of 6th level or less, at the DM's discretion. This common use of a *wish* is more likely to succeed with little chance for error than other uses of the spell. Otherwise, if the *wish* is used to harm another creature, the victim may make a saving throw vs. spells. If the save is successful, the victim takes half the ill effects and the other half rebounds on the caster (who may also save to avoid it, but with a -4 penalty to the roll). If the *wish* will inconvenience someone without harming him (for example, by causing him to *teleport* into a prison cell), the victim gets no saving throw.

A character can use a *wish* to gain treasure, up to a maximum of 50,000 gold pieces per *wish*. However, the caster loses 1 experience point per gold piece value of treasure gained, and this loss cannot be magically restored.

The cleric can use a *wish* to temporarily change any one ability score to a minimum of 3 or maximum of 18. This effect lasts for only six turns.

Wishes can also be used to permanently increase ability scores, but the cost is very high: You must cast as many *wishes* as the number of the ability score desired. All the *wishes* must be cast within a one-week period.

You may raise an ability score only one point at a time. To raise your Strength from 15 to 16 takes 16 wishes. To then raise it to 17 will take an additional 17 wishes. Wishes cannot permanently lower ability scores.

A *wish* cannot raise the maximum experience level for human characters; 36th level is an absolute limit. However, one *wish* can allow demihumans to gain one additional Hit Die (for a new maximum of 9 for halflings, 11 for elves, and 13 for dwarves). This affects only hit points, and does not change any other scores (such as attack rolls, elves' number of spells, etc.).

A *wish* can change a demihuman to a human, or the reverse. Such a change is permanent, and the recipient does not become magical. Halflings and dwarves become fighters of the same level. Elves become magic-users or fighters (but not both), at the choice of the caster of the *wish*. The changed character would then gain levels of experience normally. A human changes to the same level demihuman, but no higher than the normal racial maximum.

If one character casts a *wish* to change another's character class, the victim (at his option) may make a saving throw vs. spells with a +5 bonus to resist the change.

A *wish* can sometimes change the results of a past occurrence. This is normally limited to events of the previous day. A lost battle may be won, or the losses may be made far less severe, but impossible odds cannot be overcome completely. A death could be changed to a near-death survival; a permanent loss could be made

temporary. The DM may wish to advise players when their *wishes* exceed the limit of the spell's power (or his patience).

Important Note: Whenever an effect is described as being unchangeable "even with a *wish*," that statement supersedes all others here.

Wishes can cause great problems if not handled properly. The DM must see that *wishes* are reasonably limited or the balance and enjoyment of the game will be completely upset. The DM should not allow *wishes* that alter the basics of the game (such as a *wish* that dragons can't breathe for damage). The more unreasonable and greedy the *wish* is, the less likely that the *wish* will become reality.

Wizardry

Range: 0 (cleric only)

Duration: One turn

Effect: Allows the use of one magic-user device or scroll spell

The cleric using this spell gains the power to use one item normally restricted to magic-users: either a device (such as a wand) or a scroll containing a 1st or 2nd level magic-user spell. (The cleric cannot cast spells of 3rd or higher level, even though they may be present on the scroll.) This ability lasts for one turn, or until the scroll or device is used.

The cleric magically gains knowledge of the proper use of the item, as if the character were a magic-user. For the duration and effect of the magic-user spell, the caster is treated as the minimum level necessary to cast the spell.



Chapter 3: Spells and Spellcasting

Druidic Spells

Druids can learn and cast any spell that a cleric can—with the exception of spells that affect alignments (such as *protection from evil*).

However, druids also have their own spells, spells which clerics and magic-users cannot utilize. The druid cannot cast more spells in a day than a cleric, but he has the advantage of being able to learn spells from two different sources, his own list and the cleric's spell list.

Druidic spells tend to concern nature and the natural order of life rather than combat or power like many of the clerical and magical spells. Druidic spells are also not reversible.

First Level Druidic Spells

Detect Danger

Range: 5' per level of the caster
Duration: One hour
Effect: Reveals hazards

This spell combines some effects of *detect evil* and *find traps*. While it is functioning, the druid can concentrate on places, objects, or creatures within range. He needs a full round of concentration to examine one square foot of area, one creature, or one small object (a chest, weapon, or smaller item). Larger objects require more time.

After he examines the thing, the druid will know whether it is immediately dangerous, potentially dangerous, or benign (all strictly from the druid's point of view). Note that most creatures are potentially dangerous. This spell will detect poisons, while other spells may not.

The duration is a full hour when used in natural outdoor settings on the Prime Plane; elsewhere, the duration is half normal (three turns).

Faerie Fire

Range: 60'
Duration: 1 round per level of caster
Effect: Illuminates creatures or objects

With this spell, the druid can outline one or more creatures or objects with a pale, flickering, greenish fire. The fire does not inflict any damage. The objects or creatures need only be detected in some way (such as by sight, or a *detect invisible* spell) to be the object of this spell.

All attacks against the outlined creature or object gain a +2 bonus to attack rolls. The druid can outline one man-sized creature (about 12' of fire) for each 5 levels of experience. Thus, at 20th level, 48' of fire can be produced (outlining one dragon-sized creature, two horse-sized, or four man-sized creatures).

Locate

Range: 0 (druid only)
Duration: 6 turns
Effect: Detects 1 animal or plant within 120'

This spell allows the druid to sense the direction of one known normal animal or plant. The druid can locate (similar to the *locate object* spell) any normal or giant-sized animal, but not fantastic creatures, plant monsters, nor any intelligent creature or plant.

He must name the exact type of animal or plant, but does not need to see the specific one

he wishes to locate. The animal or plant gets no saving throw. (This spell is most often used to find special rare plants.)

Predict Weather

Range: 0 (druid only)
Duration: 12 hours
Effect: Gives knowledge of coming weather

This spell enables the druid to learn the accurate weather to come for the next 12 hours. It affects an area 1 mile in diameter per level of the druid; for example, a 20th level druid would learn the weather within a 20 mile diameter (a 10 mile radius). The spell does not give the druid any control over the weather; it merely predicts what is to come.

Second Level Druidic Spells

Heat Metal

Range: 30'
Duration: 7 rounds
Effect: Warms one metal object

This spell causes one object to slowly heat and then cool. It will affect one metal item weighing up to one-half pound (5 cn) per level of the caster. A 12th level druid, for example, can heat up to 6 pounds (60 cn—a normal sword, for instance), while a 20th level druid can heat 10 pounds (100 cn—for example, a two-handed sword).

The heat causes no damage to magical items. Normal weapons or other items may be severely damaged, especially if made of both wood and metal (as a normal lance), as the wood will burn away at the point of contact with metal.

If the object is being held when heated, the heat causes damage to the holder: 1 point of damage during the first round, 2 points in the second, 4 points in the third, 8 points in the fourth, and then decreasing at the same rate (for a total of 22 points of heat damage over seven rounds). In the fourth round, the searing heat will cause leather, wood, paper, and other flammable objects in contact with the metal to catch fire.

The holder gets no saving throw, but fire resistance negates all damage. The character can drop the item at any time, of course, and creatures of low intelligence are 80% likely to do so (check each round).

Once the spell has been cast, the druid no longer needs to concentrate; the heating and cooling proceed automatically. A *dispel magic* can stop the effect, but normal means (immersion in water, etc.) will not.

If the spell is used on an item imbedded in an opponent (such as an arrow or dagger), the opponent may remove the item but loses initiative for that round (and takes the appropriate heat damage for that round as well).

Heat damage disrupts concentration; the victim cannot cast spells during any round in which he sustains damage from this spell.

Obscure

Range: 0 (druid only)
Duration: 1 turn per level of the caster
Effect: Creates a huge misty cloud

This spell causes a misty vapor to arise from the ground around the druid, forming a huge cloud. The cloud is 1' high per level of the druid, and is 10' in diameter for each level. For example, a 20th level druid could cast an *obscure* 20' tall and 200' diameter (100' radius). The cloud has no ill effects except to block vision.

The caster, and all creatures able to see invisible things, will be able to see dimly through the cloud. All other creatures within the cloud will be delayed and confused by the effect. While within the cloud, these creatures are effectively blind.

Produce Fire

Range: 0 (druid only)
Duration: 2 turns per level
Effect: Creates fire in hand

This spell causes a small flame to appear in the druid's hand. It does not harm the caster in any way, and sheds light as if a normal torch. The flame can be used to ignite combustible materials touched to it (a lantern, torch, oil, etc.) without harming the magical flame. While holding the flame, the caster can cause it to disappear and reappear by concentration once per round, until the duration ends. Other items may be held and used in the hand while the fire is out. If desired, the fire may be dropped or thrown to a 30' range, but disappears 1 round after leaving the druid's hand. (Any fire it ignites during that round remains burning.)

Warp Wood

Range: 240'
Duration: Permanent
Effect: Causes wooden weapons to bend

This spell causes one or more wooden weapons to bend and (probably) become useless. The spell will affect one arrow for each level of the caster; treat a spear, javelin, or magical wand as two arrows' worth, and any club, bow or staff (magical or otherwise) as four. The spell will not affect any wooden items other than weapons. If a magical wooden item (such as an enchanted staff) is the target, the wielder may make a saving throw vs. spells to avoid the effect. Items carried but not held get no saving throw; magical items with "pluses" might not be affected, at a 10% chance per "plus." (For example, an arrow +1 would have a 10% chance to be unaffected.)

Third Level Druidic Spells

Call Lightning

Range: 360'
Duration: 1 turn per level of the caster
Effect: Calls lightning bolts from a storm

This spell cannot be used unless a storm of some (any) type is within range of the druid. (This does not mean that he must be within the spell's range of the storm cloud, but only that the stormy weather be taking place within 360' of him.)

If a storm is present, the druid may call 1 lightning bolt per turn (10 minutes) to strike at any point within range. The lightning bolt descends from the sky, hitting an area 20' across.



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Each victim within that area takes 8d6 (8-48) points of electrical damage, but may make a saving throw vs. spells to take half damage. The druid need not call the lightning every turn unless desired; it remains available until the spell duration (or the storm) ends.

Hold Animal

Range: 180'

Duration: 1 turn per level of the caster

Effect: Paralyzes several animals

This spell will affect any normal or giant-sized animal, but will not affect any fantastic creature, nor one of greater than animal intelligence (2). Each victim must make a saving throw vs. spells or be paralyzed for the duration of the spell.

The druid can affect 1 Hit Die of animals for each level of experience, ignoring "pluses" to Hit Dice. For example, a 20th level druid could cast the spell at 10 giant toads (which have 2 + 2 Hit Dice each). Note that the spell *can* affect summoned, conjured, or controlled animals.

Protection from Poison

Range: Touch

Duration: One turn per level of the caster

Effect: Gives one creature immunity to all poison

For the duration of this spell, the recipient is completely immune to the effects of poisons of all types, including gas traps and *cloudkill* spells. This protection extends to items carried (thus protecting against a spirit's poisonous presence, for example). Furthermore, the recipient gains a +4 bonus on saving throws vs. poisonous breath weapons (such as green dragon breath), but not petrification breath (such as a gorgon's).

Water Breathing

Range: 30'

Duration: 1 day

Effect: One air-breathing creature

This spell allows the recipient to breathe while under water (at any depth). It does not affect movement in any way, nor does it interfere with the breathing of air.

Fourth Level Druidic Spells

Control Temperature 10' radius

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Cools or warms air within 10'

This spell allows the druid to alter the temperature within an area 20' across. The maximum change is 50 degrees (Fahrenheit), either warmer or cooler. The change occurs immediately, and the effect moves with the druid. The druid may change the temperature simply by concentrating for 1 round, and the temperature will remain changed as long as the spell lasts. The spell is useful for resisting cold or heat so the caster may survive temperature extremes.

Plant Door

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Opens a path through growth

For the duration of this spell, no plants can prevent the druid's passage, no matter how dense. Even trees will bend or magically open to allow the druid to pass. The druid can freely carry equipment while moving through such barriers, but no other creature can use the passage.

Note that a druid can hide inside a large tree after casting this spell. The druid cannot see what is happening while he is in the tree.

Protection from Lightning

Range: Touch

Duration: 1 turn per level of the caster

Effect: Protects against lightning attack

Any recipient of this spell is immune to a given amount of electrical damage. The druid's experience level determines the amount of damage: for each level of experience, one die (1d6) of damage is negated. Subtract the *number* of dice from the *number* of dice of damage that would be done to him.

Example: A 20th level druid casts this spell. He is protected against 20d6 lightning damage. For example, this would negate the effects of two full *call lightning* attacks (of 8 dice each) on him, plus half of a third ($8 + 8 + 4 = 20$). The third *call lightning* inflicts 4d6 points of damage on him (but he does get his saving throw against it), and any subsequent *call lightning* attacks made against him will do full damage.

Summon Animals

Range: 360'

Duration: 3 turns

Effect: Calls and befriends normal animals

With this spell, the druid can summon any or all normal animals within range. Only normal, nonmagical creatures of animal intelligence are affected, including mammals, reptiles, amphibians, etc. The spell does not affect insects, arthropods, humans, and demihumans. The druid may choose one or more known animals, may call for specific types, or may summon everything within range. The total Hit Dice of the animals responding will equal the level of the druid. Treat normal small creatures (frogs, mice, squirrels, small birds, etc.) as $\frac{1}{10}$ Hit Die each.

Animals affected will come at their fastest movement rate, and will understand the druid's speech while the spell is in effect. They will befriend and help the druid, to the limit of their abilities. If harmed in any way, a summoned animal will normally flee, the spell broken for that animal. However, if the druid is being attacked when a summoned animal arrives, the animal will immediately attack the opponent, fleeing only if it fails a morale check.

This spell may also be used to calm hostile animals encountered while adventuring.

Fifth Level Druidic Spells

Anti-Plant Shell

Range: 0 (druid only)

Duration: 1 round per level of the druid

Effect: Personal barrier which blocks plants

This spell creates an invisible barrier around the druid's body (less than an inch away). The

barrier stops all attacks by plants and plant-like monsters, so that they can inflict no damage. If the caster pushes through normal but dense growth while protected, he will open a path that others can pass through.

While protected, the druid cannot attack plants except by spells; the plants are protected from the druid's physical attacks, just as the druid is protected from theirs.

Control Winds

Range: 10' radius per level of the caster

Duration: 1 turn per level of the caster

Effect: Calms or increases winds

With this spell, the druid can cause all the air within range to behave as desired, either increasing to gale force or slowing to a dead calm. The druid must concentrate for one full turn of concentration (can't move or attack) to change the wind completely (calm to gale, for example). Any higher-level spellcaster using the same spell can easily counter the spell. The effect moves with the caster.

If the spell is cast against an air creature (such as an elemental), the victim can make a saving throw vs. spells. If the victim fails its roll, the druid can slay or control the air creature by proper use of the wind force. The creature will only obey as long as the druid maintains concentration and while the spell is active; if the druid's concentration is broken or the spell's duration lapses, the creature will attack the druid.

Dissolve

Range: 240'

Duration: 3-18 days

Effect: Liquefies 3,000 square feet

Nearly identical to the 5th level magic-user spell of the same name, this effect changes a volume of soil or rock (but not a construction) to a morass of mud. An area up to 10' deep or thick is affected, and may have up to 3,000 square feet of surface area. The druid may choose the exact width and length (20' x 150', 30' x 100', etc.), but the entire area of effect must be within 240' of the caster. Creatures moving through the mud are slowed to 10% of their normal movement rate at best, and may become stuck (at the DM's discretion, a victim must make saving throw vs. spells to avoid becoming stuck).

Pass Plant

Range: 0 (druid only)

Duration: Instantaneous

Effect: Short-range teleportation

With this spell, the druid can enter one tree, teleport, and immediately step out of another tree of the same type. The trees must be large enough to enclose the druid. The range a druid can teleport varies by the type of tree, as follows.

Oak	600 yards
Ash, Elm, Linden, Yew	360 yards
Evergreen trees	240 yards
Other trees	300 yards

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Sixth Level Druidic Spells

Anti-Animal Shell

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Personal barrier that blocks animals

This spell creates an invisible barrier around the druid's body (less than an inch away). The barrier stops all attacks by animals, both normal and giant-sized, as well as insects and all other nonfantastic creatures of animal intelligence or less (0-2). The druid cannot attack animals while protected except by use of other spells; the animals are protected from the druid's physical attacks, just as the druid is protected from theirs.

Summon Weather

Range: 5 miles or more

Duration: 6 turns per level

Effect: Brings weather to druid's area

When the druid casts this spell, some known nearby weather condition is pulled to the druid's location. The druid does not have control of the weather, but merely summons it.

Only a druid of 25th level or greater may summon severe weather (hurricane, severe heat wave, etc.). The range of summoning is 5 miles at levels 12 to 15, adding 1 mile for each level of the caster above 15th. (A 20th level druid could summon weather from up to 10 miles away.)

Transport Through Plants

Range: Infinite

Duration: Instantaneous

Effect: Long-range teleportation

This spell may be used a maximum of once per day. The druid must be near a plant (of any size), and must choose either a general location or a specific known plant elsewhere. After casting the spell, the druid magically enters the nearby plant and steps out of a plant at the destination (if the druid could not specify the exact plant, he appears from a plant determined randomly by the DM). There is no limit to the range, but the plants must both be living for the spell to work, and must both be on the same plane of existence. If either plant is dead, the spell fails. Otherwise, the caster immediately reappears at the new location. The caster can transport two additional willing creatures.

Turn Wood

Range: 30'

Duration: One turn per level of the druid

Effect: Pushes all wooden items away

This spell creates an invisible wave of force, 120' long and 60' tall. Its midpoint can be created anywhere within 30' of the caster. This wave of force then immediately moves in one horizontal direction, as specified by the caster, at the rate of 10' per round. If the druid desires, he can stop the wave of force at any time, but cannot thereafter move it again.

All wooden objects contacting or contacted by the wave of force become stuck to it and move with it. The wave of force continues moving until it reaches the maximum range of 360 feet, and stops there for the remainder of the spell duration.

The items caught are not harmed by the effect, but wooden weapons (bows, crossbows, most spears and javelins, etc.) and magical items (wands, staves, etc.) cannot be used while trapped in the effect.

Once created, the wave of force does not require concentration. However, the caster may cause it to vanish before the duration ends by concentrating for one round.

This spell has many useful applications during mass combat (against a group of archers or siege engines) and waterborne adventures (to move a ship). It will move wooden objects which have metal attachments (such as treasure chests). However, it will not move permanent constructions (such as buildings, including objects permanently attached to them such as doors) or other secured objects (such as trees).

Seventh Level Druidic Spells

Creeping Doom

Range: 120'

Duration: 1 round per level of the caster

Effect: Creates a 20' x 20' insect horde

This spell magically creates a huge swarm of 1,000 creeping insects, appearing anywhere within 120' of the druid (as chosen by the caster). They fill an area at least 20' x 20', and can be ordered to fill any area up to a maximum of 60' x 60'.

The creeping doom can move at up to 60' (20') if the caster remains within 120' of any part of the swarm. They vanish after the duration ends, or whenever the druid is more than 120' away.

The insects always attack everyone and everything in their path, inflicting 1 point of damage per 10 insects, a total of 100 points per round to each creature caught in the effect (no saving throw). Normal attacks (such as fire) can damage the horde slightly, but even a fireball spell will only slay 100 of them (reducing the damage accordingly). The creeping doom can be destroyed by a dispel magic spell (at normal chances for success), but it can penetrate a protection from evil effect, and can move over most obstacles at the normal movement rate.

Metal to Wood

Range: 120'

Duration: Permanent

Effect: Changes metal into dead wood

This spell can be used to change any metal item or items into wood. The spell can transmute five pounds (50 cn weight) per level of the caster. Any magical metal item is 90% resistant to the magic. The effect is permanent, and the affected metal cannot be changed back with a dispel magic spell. Any armor changed to wood falls off the wearer and any weapons affected turn to nonmagical wooden clubs.

Summon Elemental

Range: 240'

Duration: 6 turns

Effect: Summons one 16 HD elemental

This spell allows the caster to summon any one elemental per spell (see Chapter 14). The druid may only summon one of each type of elemental

(air, earth, fire, water) in one day. The elemental will understand the druid's spoken commands and will perform any tasks within its power (carrying, attacking, etc.) as directed by the caster.

Unlike the magic-user's version of the spell, the druid does not need to concentrate to control the creature. The caster may send it back to its own plane with a simple command, and someone else may send it back by the use of a dispel magic or dispel evil spell.

Weather Control

Range: 0 (druid only)

Duration: Concentration

Effect: All weather within 240 yards

This spell allows the druid to create one special weather condition in the surrounding area (within a 240 yard radius). The caster may select the weather condition. The spell only works outdoors, and the weather will affect all creatures in the area (including the caster). The effects last as long as the caster concentrates, without moving; if the caster is being moved (for example, aboard a ship), the effect moves also. The spell's effects vary, but the following results are typical:

Rain: -2 penalty to attack rolls applies to all missile fire. After three turns, the ground becomes muddy, reducing movement to half the normal rate.

Snow: Visibility (the distance a creature can see) is reduced to 20'; movement is reduced to half the normal rate. Rivers and streams may freeze over. Mud remains after the snow thaws, for the same movement penalty.

Fog: 20' visibility, half normal movement. Those within the fog might become lost, moving in the wrong direction.

Clear: This cancels bad weather (rain, snow, fog) but not secondary effects (such as mud).

Intense Heat: Movement reduced to half normal. Excess water (from rain, snow, mud transmuted from rock, etc.) dries up.

High Winds: No missile fire or flying is possible. Movement reduced to half normal. At sea, ships sailing with the wind move 50% faster. In the desert, high winds create a sandstorm, for half normal movement and 20' visibility.

Tornado: This creates a whirlwind under the druid control, attacking and moving as if it was a 12 HD air elemental. At sea, treat the tornado as a storm or gale.

Magical Spells

Casting Magical Spells

Spells used by magic-users and elves are somewhat different from those used by clerics and druids, both in their effects and the ways they are learned and used.

Spell Books

When a magic-user or elf begins play at first level, he starts with a spell book, given to him by his teacher. The spell book will contain two 1st level spells. The Dungeon Master will tell you what spells your character starts with.

The spell book is large and bulky, and cannot be easily carried (about 2' square, 2-6 inches thick, weighing at least 20 pounds). It will not fit inside a normal sack of any size, but may be



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carried in a backpack or satchel. All spell books are written in magical words, and only their owners may read them without using the *read magic* spell (described later).

As previously discussed, the magic-user or elf forgets each spell as he casts it. This is why he has a spell book: He can memorize the spell again later and have it available to him once more.

On the magic-user and elf experience tables, the "Spells/Level" columns indicate how many spells of each level the character can have memorized at one time. This doesn't limit the number of spells the character can have in his spell books.

For example, a fourth level magic-user can memorize four spells—two 1st level and two 2nd level. But his spell book might have more spells written in it. He might have six 1st level spells written in his book, for instance, and he might have three 2nd level spells. He can still only memorize two of each type in a day.

Learning New Spells

Every magic-user and elf was taught magic by someone else—normally, by a nonplayer character spellcaster of 7th experience level or higher.

Your campaign can assume that magic-user and elf characters have such a teacher, whom they visit and learn from whenever they're not adventuring. The DM may wish to work this NPC into a full-fledged character who can appear in adventures as a consultant or expert.

The PCs' teacher does not go on adventures—not until the characters reach or exceed his experience level, and only then if the DM wishes him to. Otherwise, the player characters would have a very powerful ally along, one who would solve most of their adventuring problems.

When the player character begins play, the teacher gives him a spell book with two 1st level spells in it. When the PC reaches 2nd level, the teacher writes another 1st level spell in the book. When the PC reaches 3rd level, the teacher will write a 2nd level spell in his book, and when he reaches 4th level the teacher will give him one more 2nd level spell.

In many campaigns, that's the point at which the teacher stops instructing the character. The character has gone from apprentice to journeyman, and now he must journey in order to learn more of magic.

So, where can PCs learn more spells? They have several options, and may explore any or all of them during their careers.

Other Magic-Users: By ancient tradition—of necessity and common sense—magic-users are loathe to trade spells among themselves. Each magic-user knows that he may become a very powerful wizard some day . . . and that he may end up being the enemy of another wizard of similar power. No wizard wants to teach the other fellow magic that can kill him. This is something the DM should reinforce in his campaign: If he finds characters casually trading spells from their spell books, he should remind them of the traditions of secrecy, of the good reasons for that tradition, of the paranoia that infects the magic-users' community, and so on. If they decline to accept his recommendation, their characters may pick up a reputation—as magic-users who can't keep their trade secret. Other spellcasters, perhaps even their old teachers, will refuse to teach them and will take special pains to keep their

magic hidden from them. Higher-level magic-users may even decide to steal or destroy the PCs' spell books to teach them a lesson—forcing them to work for many boring weeks or months to reconstruct them (see "Lost Spell Books," below).

But that's *casual* exchanges of spells. It's known for magic-users to give spells to PCs in more remarkable circumstances. For instance, low-level spellcasters might do a great favor for a high-level magician (save his child, undertake a special quest for him and demonstrate remarkable bravery while carrying it out, etc.). In such a case, it is not necessarily inappropriate for the NPC to reward the PC with a spell.

The Teacher: Once the player character reaches 4th experience level, his teacher doesn't have to leave play entirely. The PC might be able to visit and train with him from time to time, and the teacher could continue to teach him spells. But since the PC is a journeyman now, the teacher might also require him to undertake specific tasks ("Now, I need you to take this flask to Esdevius in far-off Parokaland . . . and don't let the dragon get you.") in order to remain his student. While the PC could continue learning spells this way, the teacher should not be his only source for new spells; he should be learning others as he adventures.

Scrolls: One magical treasure sometimes found in adventures is the magical scroll. Some scrolls have magic-user spells written upon them. A magic-user can use the scroll by casting the spell from it—in which case the written spell disappears as soon as it is cast. Or, he can transfer it to his spell book (during this process, the spell disappears from the scroll), and he will have gained a new spell.

Enemy Magic-Users: Should the PCs encounter and defeat an enemy magic-user, the PC magic-user might try to help himself to the enemy's spell book. The DM should make sure that the spell book has many spells which are identical to those in the PC's spell book: Most magic-users have many spells in common, especially the lower-level spells. The PC should gain only one or two new spells out of such an encounter. A new spell is a rare find, and a spell book is an even rarer treasure; the books are always well hidden and protected. PCs using someone else's spell book may find magical traps and curses within before they find any new spells.

Higher-level Spells

A magic-user cannot put into his spell book a spell of a higher-level than he can cast. In other words, if he can't yet cast a 3rd level spell, he certainly can't write one in his spell book.

Lost Spell Books

A magic-user or elf whose spell book is lost or destroyed cannot regain spells until he replaces the spell book. He can't just read from somebody else's spell book. He can recreate the spells from memory and research . . . but it takes a lot of money and a lot of time.

The method, amount of time, and cost it takes to recreate a spell book are for the DM to decide. Here's a rough guideline: 1,000 gold pieces and one week of study for each spell level replaced. (For example, each 3rd level spell would require 3,000 gp and three weeks to reconstruct.) This reconstruction takes up all the

character's time, leaving none for adventuring.

A character can make a second spell book to leave in a safe place in case his primary book is destroyed. This doesn't take all the time and money which reconstruction of spells requires; a magic-user or elf could copy four spells a day from his primary spell book to his "backup."

The Player Character's Spell Book

Both the player and the DM need to keep track of exactly which spells are in a character's spell book. Both people can keep track of which spells the character has had access to; the player can keep track of the ones the character acquires. If ever there's a difference in the two spell lists, the player should be able to remember where the character acquired the extra spells; if the explanation doesn't satisfy the DM, he's may remove the spell from the character's spell book. Appendix 3 provides a copyable spell book sheet, on which players can keep the name and description of all their characters' spells.

Reversible Spells

Unlike clerical spells, magical spells must be memorized in their reversed form to be usable in that form. The spellcaster must select the normal or reversed form of the spell when he memorizes the spell for the day. There's no problem to memorizing a spell in reversed form; if the spell can be reversed, the magic-user knows how to memorize it that way.

Of course, a magic-user could memorize it once in normal form and once in reversed form. For example, if a spellcaster has a *light* spell in a spell book, the character could memorize both *light* and *darkness* for an adventure.

In the spell lists below, all spells which can be reversed are marked with an asterisk (*).

First Level Magical Spells

Analyze

Range: 0 (touch only)

Duration: 1 round

Effect: Analyzes magic on one item

A spellcaster using this spell can handle one item and learn the enchantment on it. Helms must be put on the spellcaster's head, swords held in his hand, bracelets put on his wrist, etc. for this spell to work. Any consequences of this action (for example, from *cursed* or booby-trapped objects) fall upon the spellcaster, though he gets his usual saving throws.

The spellcaster has a chance of 15% plus 5% per experience level to determine one magical characteristic of the item; if the item is non-magical, his chance is to determine that fact.

The spell does not reveal much precise information. It will characterize a weapon's pluses (attack bonus) as "many" or "few," will estimate the number of charges on an item within 25% of the actual number, etc.

Charm Person

Range: 120'

Duration: See below

Effect: One living person (see below)

This spell will only affect humans, demihumans, and certain other creatures. The victim

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is allowed a saving throw vs. spells. If the saving throw is successful, the spell has no effect. If it fails, the victim will believe that the spellcaster is its "best friend," and will try to defend the spellcaster against any threat, whether real or imagined. The victim is *charmed*.

As a general rule, the spell only affects creatures which look similar to humans in various ways—humans, demihumans, certain giant-class creatures, etc. It will not affect animals, magical creatures (such as living statues), undead monsters, or human-like creatures larger than ogres.

If the spellcaster can speak a language that the *charmed* victim understands, the spellcaster may give orders to the victim. These orders should sound like suggestions, as if "just between friends." The *charmed* victim will usually obey, but the victim may resist orders that are contrary to the victim's nature (alignment and habits)—he doesn't need to roll anything to resist. A victim will refuse to obey if ordered to kill itself.

A *charm* may last for months. The victim may make another saving throw every so often, depending on its Intelligence score.

Charm Person Duration

If the Victim Has:	He Saves Every:
High Intelligence (13-18):	1 day
Average Intelligence (9-12):	1 week
Low Intelligence (3-8):	1 month

A more complex system for determining the duration of a *charm* spell appears in Chapter 13, on page 144.

A victim who is given conflicting orders and impressions by his old adventuring friends and his new "best friend" should react as any person would in real life: with confusion. He will not automatically assume that one party or the other is lying . . . even if the player wants him to.

The *charm* is automatically broken if the spellcaster attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the spellcaster's allies.

Detect Magic

Range: 0
Duration: 2 turns
Effect: Everything within 60'

When he casts this spell, the spellcaster will see a glow surround all magical objects, creatures, and places which are visible and within range of the spell. No saving throw is allowed.

Example: Shortly after casting this spell, a magic-user walks into a room containing a door locked by magic, a magical potion lying nearby, and a treasure chest containing a magical wand. All the magic will glow, but the spellcaster can see only the door and potion; the light of the glowing wand is hidden by the treasure chest.

Floating Disc

Range: 0
Duration: 6 turns
Effect: Disc remains within 6'

This spell creates an invisible magical horizontal platform about the size and shape of a small round shield. It can carry up to 5000 cn (500 pounds). It cannot be created in a place occupied

by a creature or object. The *floating disc* is created at the height of the spellcaster's waist, and will always remain at that height. It will automatically follow the spellcaster at his current movement rate, remaining within 6' of him at all times. It can never be used as a weapon, because it has no solid existence and veers away from anything it might run into. When the duration ends, the *floating disc* will disappear, suddenly dropping anything upon it. No saving throw is allowed.

Hold Portal

Range: 10'
Duration: 2-12 (2d6) turns
Effect: One door, gate, or similar portal

This spell will magically hold shut any portal—for example, a door or gate. A *knock* spell will open the *hold portal*. Any creature three or more Hit Dice greater than the caster (and characters three or more levels higher) may break open a held portal in one round, but the portal will relocate if allowed to close within the duration of the spell.

Example: Any 5th level character can break through a *hold portal* spell cast by a 2nd level spellcaster.

Light*

Range: 120'
Duration: 6 turns + 1 turn/level of the caster
Effect: Volume of 30' diameter

This spell creates a large ball of light, much like a bright torchlight. If the spell is cast on an object (such as a coin), the *light* will move with the object. If cast at a creature's eyes, the creature must make a saving throw vs. spells. If he fails the saving throw, the victim will be blinded by the *light* until the duration ends (see page 150, for the effects of blindness). If he makes the saving throw, the *light* appears in the air behind the intended victim.

When reversed, this spell, *darkness*, creates a circle of darkness 30' in diameter. It will block all sight except infravision. *Darkness* will cancel a *light* spell if cast upon it (but may itself be canceled by another *light* spell). If cast at an opponent's eyes, it will cause blindness until canceled, or until the duration ends; as before, the victim does get a saving throw.

Magic Missile

Range: 150'
Duration: 1 round
Effect: Creates 1 or more arrows

A *magic missile* is a glowing arrow, created and shot by magic, which inflicts 1d6 + 1 (2-7) points of damage to any creature it strikes. After the spell is cast, the arrow appears next to the spellcaster and hovers there (moving with him) until the spellcaster causes it to shoot. When shot, the *magic missile* will automatically hit any one visible target the spellcaster specifies. The *magic missile* actually has no solid form, and cannot be touched. A *magic missile* never misses its target and the target is *not* allowed a saving throw.

For every 5 levels of experience of the caster, two more missiles are created by the same spell.

Thus a 6th level spellcaster may create three missiles. The spellcaster may shoot the missiles all at one target or at different targets.

Protection from Evil

Range: 0
Duration: 6 turns
Effect: The spellcaster only

This spell creates an invisible magical barrier all around the spellcaster's body (less than an inch away). All attacks against the spellcaster are penalized by -1 to their attack rolls, and the spellcaster gains a +1 bonus to all saving throws, while the spell lasts.

In addition, enchanted creatures cannot attack the spellcaster in hand-to-hand or melee combat. (An enchanted creature is one that normal weapons cannot hurt; only magical weapons can hit the creature. A creature that can be only hit by a silver weapon—a werewolf, for example—is not an enchanted creature. Any creature that is magically summoned or controlled, such as a *charmed* character, is also considered to be an enchanted creature.)

The barrier thus completely prevents all attacks from those creatures unless they use missile weapons; the barrier is no defense against missiles, though the attackers still suffer the -1 attack roll penalties.

This spell will not affect a *magic missile*, either incoming or outgoing. If the spellcaster attacks (hand-to-hand) anything during the spell's duration, the effect changes slightly. Enchanted creatures are then able to touch the spellcaster, but the attack roll and saving throw adjustments still apply until the spell duration ends.

Read Languages

Range: 0
Duration: 2 turns
Effect: The spellcaster only

This spell will allow the spellcaster to read, *not* speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, until the duration ends.

Read Magic

Range: 0
Duration: 1 turn
Effect: The spellcaster only

This spell will allow the spellcaster to read, *not* speak, any magical words or runes, such as those found on scrolls and other items. A spellcaster cannot understand unfamiliar magic writings without using this spell. However, once a spellcaster reads a scroll or runes with this spell, he can read or speak that magic later *without* using a spell.

All spell books are written in magical words, and only their owners may read them without using this spell.

Shield

Range: 0
Duration: 2 turns
Effect: The spellcaster only

This spell creates a magical barrier all around the spellcaster (less than an inch away). It moves



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with the spellcaster. While the duration lasts, the spellcaster has an AC of 2 against missiles, and AC 4 against all other attacks.

If someone shoots a *magic missile* at a spellcaster protected by this spell, the spellcaster may make a saving throw vs. spells (one saving throw per missile). If the saving throw is successful, the *magic missile* has no effect; it hits the barrier and evaporates.

Sleep

Range: 240'

Duration: 4d4 (4-16) turns

Effect: 2-16 Hit Dice of living creatures within a 40' square area

This spell will put creatures to sleep for up to 16 turns. It will only affect creatures with 4+1 Hit Dice or less—generally, small or man-sized creatures. The spell will not affect creatures outside the 40' x 40' area which the player chooses as the spell's target area. The spell will not work against undead or very large creatures, such as dragons.

When a character is first hit with a *sleep* spell, falling or sagging to the ground will not wake him up. However, characters affected by a *sleep* spell are not in a deep sleep. Any sleeping character or creature will awaken if slapped, kicked, or shaken.

Characters can kill a sleeping victim with a single blow of any edged weapon, regardless of the creature's hit points.

Your Dungeon Master will roll 2d8 to find the total Hit Dice or experience levels of monsters affected by the spell.

The victims get *no* saving throw against this spell.

Ventriloquism

Range: 60'

Duration: 2 turns

Effect: One item or location

This spell will allow the spellcaster to make the sound of his or her voice come from somewhere else, such as a statue, animal, a dark corner, and so forth. The "somewhere else" must be within range of the spell.

Second Level Magical Spells

Continual Light*

Range: 120'

Duration: Permanent

Effect: Volume of 60' diameter

This spell creates a globe of light 60' across. It is much brighter than a torch, but not as bright as full daylight. It will continue to glow forever, or until it is magically removed. It may be cast on an object, just as the first level *light* spell. If cast at a creature's eyes, the victim must make a saving throw vs. spells. If he fails the saving throw, the victim is blinded—permanently, or until the spell is dispelled. If he makes the saving throw, the globe will still appear, but will remain in the place it was cast, and the intended victim will suffer no ill effects.

The reverse of this spell, *continual darkness*, creates a volume of complete darkness in a 30' radius. Torches, lanterns, and even a *light* spell

will not affect it, and infravision cannot penetrate it. If cast on a creature's eyes, the creature must make a saving throw vs. spells or be blinded until the spell is removed. A *continual light* spell will cancel its effects.

Detect Evil

Range: 60'

Duration: 2 turns

Effect: Everything within 60'

When this spell is cast, the spellcaster will see a glow surround all evilly-enchanted objects within 60'. It will also cause creatures that want to harm the spellcaster to glow when they are within range. The spell, however, does *not* allow the spellcaster to hear the actual thoughts of the creatures.

Remember that Chaotic alignment is not automatically the same as evil, although many Chaotic monsters have evil intentions. Traps and poison are neither good nor evil, but merely dangerous.

Detect Invisible

Range: 10' per level of the spellcaster

Duration: 6 turns

Effect: The spellcaster only

When this spell is cast, the spellcaster can see all invisible creatures and objects within range. The range is 10' for each level of the spellcaster. For example, a 3rd level spellcaster can use this spell to see invisible things within 30'.

Entangle

Range: 30'

Duration: 1 round per level

Effect: Controls ropes

This spell allows the spellcaster to use any rope-like object of living or once-living material (roots, vines, leather ropes, plant-fibre ropes, etc.) to behave as he or she orders. About 50' of normal 1/2" diameter vine plus 5' per level of the caster can be affected.

The commands which can be given during an *entangle* spell include: *coil* (form a neat stack), *coil and knot*, *loop*, *loop and knot*, *tie and knot*, and the reverses of all the above. The vine or rope must be within 1' of any object it is to coil around or tie up, so it must often be thrown at the target. This spell is very useful in climbing situations; a spellcaster can toss a rope up the side of a wall or cliff and command it to *loop and knot* itself around a projection at the height of the throw. *Coil and knot* effectively ties up a victim.

A person or monster attacked by any use of the spell may make a saving throw vs. spells to avoid the effects of the *entangle*.

ESP*

Range: 60'

Duration: 12 turns

Effect: All thoughts in one direction

This spell will allow the spellcaster to "hear" thoughts. The spellcaster must concentrate in one direction for six rounds (one minute) to hear the thoughts (if any) of a creature within range. The spell allows the spellcaster to understand the

thoughts of any single living creature, regardless of the language. The spell does not allow the caster to hear the thoughts of undead creatures.

If more than one creature is within range and in the direction the caster is concentrating, the spellcaster will "hear" a confused jumble of thoughts. The spellcaster can sort out the jumble only by concentrating for an extra six rounds to find a single creature.

ESP will not be hampered by any amount of wood or liquid, and will penetrate as much as two feet of rock, but a thin coating of lead will block the spell. Targets can make a saving throw vs. spell to avoid the spell effects.

The reverse of this spell, *mindmask*, may be cast, by touch, on any one creature. The recipient is completely immune to ESP and all other forms of mind-reading for the spell duration.

Invisibility

Range: 240'

Duration: Permanent until broken

Effect: One creature or object

This spell will make any one creature or object invisible. When a creature becomes invisible, all items that he carries and wears also become invisible. Any invisible item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). A light source (such as a torch) may be made invisible, but the light given off will always remain visible.

If the spellcaster makes an object invisible that is not being carried or worn, it will become visible again when touched by any living creature. An invisible creature will remain invisible until he or she attacks or casts any spell.

Knock

Range: 60'

Duration: See below

Effect: One lock or bar

This spell will open any type of lock. This spell will open any normal or magically locked door (one affected by a *hold portal* or *wizard lock* spell), and any secret door (but a secret door *must* be found before it can be *knocked* open). Any locking magic will remain, however, and will take effect once again when the door is closed. This spell will also unlock a gate, or unstuck it if it is stuck, and will cause any treasure chest to open easily. It will also cause a barred door to open, magically forcing the bar to fall to the floor. If a door is locked *and* barred, only one type of lock will be opened.

Levitate

Range: 0

Duration: 6 turns + 1 turn/level of the caster

Effect: The spellcaster only

When this spell is cast, the spellcaster may move up or down in the air without any support. This spell does *not*, however, allow the spellcaster to move from side to side. For example, a spellcaster could levitate to a ceiling, and then could slowly move sideways by pushing and pulling. His movement up or down is at the rate of 20' per round.

The spell cannot be cast on another person or object. The spellcaster may carry a normal

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amount of weight while levitating, up to 2,000 cn (200 lbs) in weight, possibly another man-sized creature (if it isn't wearing metal armor). Any creature smaller than man-sized can be carried, unless heavily laden. No saving throw is allowed.

Locate Object

Range: 60' + 10' per level of the spellcaster

Duration: 2 turns

Effect: One object within range

The spellcaster casts this spell to find an object within the spell's range. For this spell to work, the spellcaster must know exactly what the object looks like. He can specify a common type of object, such as "any flight of stairs," instead.

The spell will point to the nearest designated object within range, giving the direction but *not* the distance.

The spell's range increases as the spellcaster gains levels of experience. For example, a 2nd level spellcaster can locate objects up to 80' away; a 3rd level spellcaster, up to 90'.

Mirror Image

Range: 0

Duration: 6 turns

Effect: The spellcaster only

With this spell, the spellcaster creates 1d4 (1-4) additional images which look and act exactly like him. The images appear and remain next to (within 3' of) the spellcaster, moving if the spell-

caster moves, talking if the spellcaster talks, and so forth. The spellcaster need not concentrate; the images will remain until the duration ends, or until they are hit.

The images are not real, and cannot actually do anything. Any successful attack on the spellcaster will strike an image instead, which will merely cause that image to disappear (regardless of the actual damage); this continues until all the images are dispelled. (If the spellcaster is caught in the effect of an area-type attack, such as a *fireball* spell, all images will disappear and the spellcaster will be affected by the spell.)

Phantasmal Force

Range: 240'

Duration: Concentration (see below)

Effect: A volume 20' × 20' × 20'

This spell creates or changes appearances of everything within the area affected. The spellcaster can create the illusion of something he or she has seen. If not, the DM will give a bonus to the saving throws of those trying to ignore the spell's effects. If the spellcaster does not use this spell to attack, the illusion created by this spell will disappear when touched.

If the spellcaster uses the spell to create the illusion of a monster, it will appear in every way to be the monster in question. However, the monster is AC 9 and will disappear when hit.

If the spellcaster uses the spell to create an attack (a phantasmal *magic missile*, collapsing wall, etc.), the victim may make a saving throw

vs. spells; if he is successful, the victim is not affected, and realizes that the attack is an illusion.

The phantasmal force will remain as long as the spellcaster concentrates. If the spellcaster moves, takes any damage, or fails any saving throw, his concentration is broken and the phantasm disappears.

This spell *never* inflicts any real damage. Those "killed" by it will merely fall unconscious, those "turned to stone" will be paralyzed, and so forth. The effects wear off in 1d4 turns. If the character does make his saving throw to realize that the attack is an illusion, the damage sustained disappears immediately.

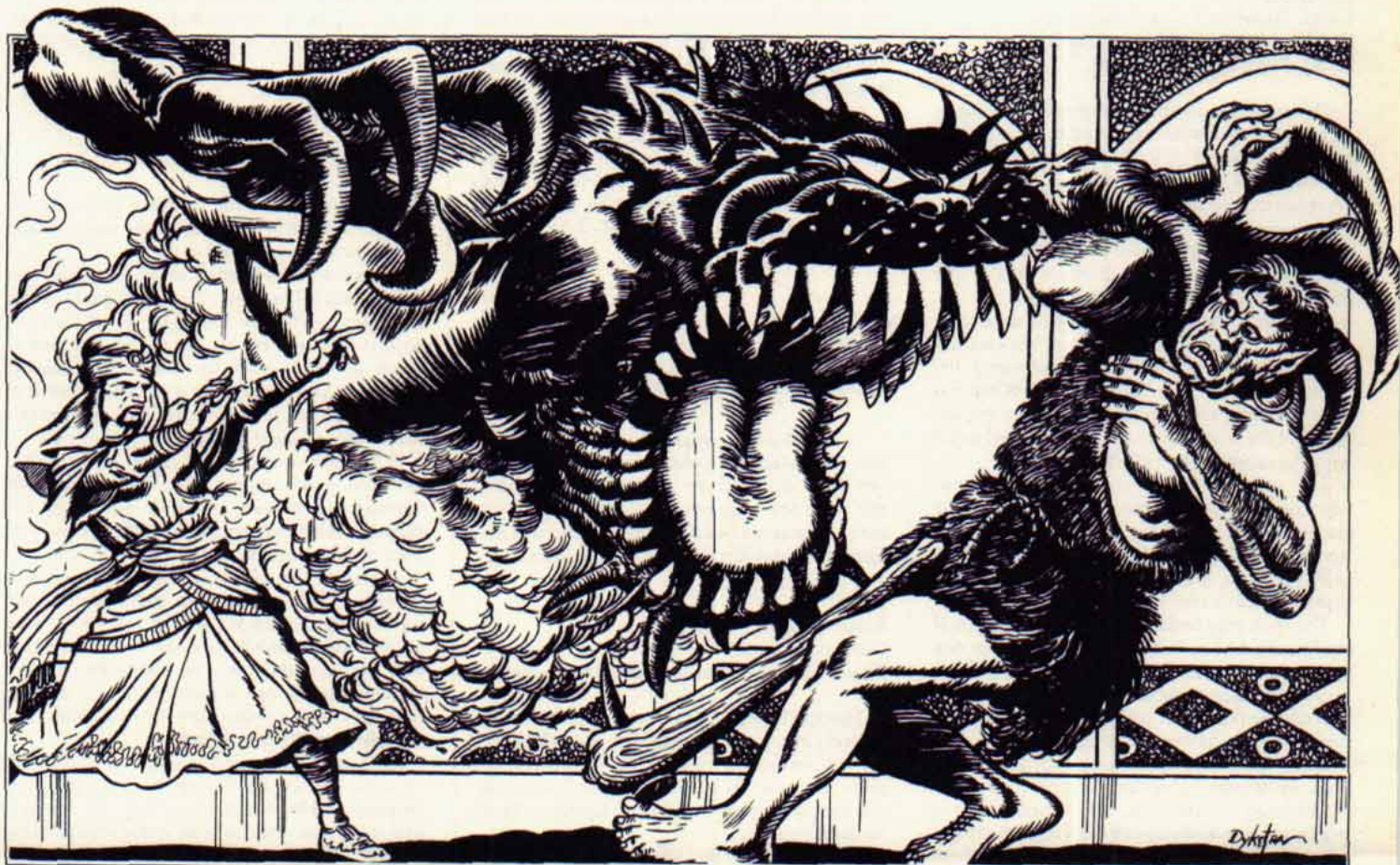
Web

Range: 10'

Duration: 48 turns

Effect: A volume 10' × 10' × 10'

This spell creates a mass of sticky strands which are difficult to destroy except with flame. It usually blocks the area affected. Giants and other creatures with great strength can break through a web in 2 rounds. A human of Average Strength (a score of 9-12) will take 2d4 (2-8) turns to break through the web. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1-6 (1d6) points of damage. Anyone wearing *gauntlets of ogre power* (a magical treasure) can break free of a web in 4 rounds.



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Wizard Lock

Range: 10'

Duration: Permanent

Effect: One portal or lock

This spell is a more powerful version of a *hold portal* spell. It will work on any lock, not merely doors, and will last forever (or until magically dispelled). However, a *knock* spell can open the *wizard lock*.

The wizard who cast the *wizard lock* can easily open the door he has enchanted, as can any magic-using character or creature of three or more levels (or Hit Dice) greater than the caster. This sort of door-opening does *not* remove the magic, and the magical lock will relock when allowed to close (just as with the *hold portal* spell).

Third Level Magical Spells

Clairvoyance

Range: 60'

Duration: 12 turns

Effect: See through another's eyes

With this spell, the caster may see through the eyes of any single creature in spell range.

"Seeing" through a creature's eyes takes one full turn, after which the caster can change to another creature, even one in another direction; he does not have to cast the spell again to do so. Two feet of rock or a thin coating of lead blocks the effects of this spell. No saving throw is allowed.

Create Air

Range: Immediate area, 8,000 cu. ft.

Duration: 1 hour per level of caster

Effect: Provides breathable air

This spell provides breathable air, especially in areas where otherwise there is none to be had. It is cast on a volume of 8,000 cubic feet (such as a 20' × 20' × 20' room) and, while it is in effect, everyone in that area has good air to breathe.

Customarily, it's used when dungeon explorers are trapped where air is running out. When cast in this fashion, the spell effect stays in one place; it does not move with the caster.

However, it does not have to be cast in only that way; it can be cast on enclosed vehicle interiors (such as the below-deck areas of ships), living creatures, or pieces of equipment. When it is so cast, it will provide pressurized air for the duration of the spell effect, and the spell will travel with the vehicle on which it is cast.

The spell may be cast upon one person, whereupon he can breathe normally. It's not the same as *water breathing*, though—if he dives underwater, he can still breathe, but great quantities of air are always bubbling up from him, making stealthy travel an impossibility.

The spell may be cast upon a specific piece of equipment like a helmet, and whichever one person wears it may breathe normally. If the helmet is not fully enclosed (i.e., airtight), air will leak out from it under pressure; underwater this makes stealthy movement impossible.

A flying creature on which this spell is cast can not only breathe in hostile environments, it can fly through airless void. This means that a pegasus-rider could cast one spell on himself and one on his pegasus, and then the two of them

could fly into the ether of outer space.

The spell does not protect people from the effects of poison gasses unless the gas in question is a normal component of the atmosphere.

Dispel Magic

Range: 120'

Duration: Permanent

Effect: Destroys spells in a 20' cube

This spell destroys other spell effects in a cubic volume of 20' × 20' × 20'. It does not affect magical items. Spell effects created by a caster (whether cleric, druid, magic-user, or elf) of a level equal to or lower than the spellcaster of the *dispel magic* are automatically and immediately destroyed. Spell effects created by a higher-level spellcaster might not be affected. The chance of failure is 5% per level of difference between the spellcasters. For example, a 7th level magic-user trying to dispel a *web* spell cast by a 9th level cleric would have a 10% chance of failure.

Dispel magic will not affect a magical item (such as a scroll, a magical sword, etc.). However, it can dispel the effects of the magical item when that item is used (a spellcaster can cast *dispel magic* on the victim of a *ring of human control* and snap him out of that control).

Fireball

Range: 240'

Duration: Instantaneous

Effect: Explosion in a sphere 40' diameter

This spell creates a missile of fire that bursts into a ball of fire with a 40' diameter (20' radius) where it strikes a target. The *fireball* will cause 1d6 points of fire damage per level of the caster to every creature in the area of effect.

Each victim may make a saving throw vs. spells; if successful, the spell will only do half damage. For example, a *fireball* cast by a 6th level spellcaster will burst for 6d6 (6-36) points of damage; characters who make their saving throw vs. spell will take only half of the damage rolled on the dice.

Fly

Range: Touch

Duration: 1d6 (1-6) turns + 1 turn per level of the caster

Effect: One creature may fly

This spell allows the target it is cast upon (possibly the spellcaster himself) to fly. The recipient can fly in any direction and at any speed up to 360' (120') by mere concentration. The recipient may also stop and hover at any point (as a *levitate* spell); this does not require concentration.

Haste*

Range: 240'

Duration: 3 turns

Effect: Up to 24 creatures move double speed

This spell allows up to 24 creatures in a 60' diameter circle to perform actions at double speed for half an hour (3 turns). Those affected may move at up to twice normal speed and make double the normal number of missile or hand-to-hand attacks.

This spell does not affect the rate at which

magic works, so a *hasted* spellcaster can still not cast more than one spell per round, and the use of magical devices (such as wands) cannot be speeded up.

The reverse of this spell, *slow*, will remove the effects of a *haste* spell, or will cause the victims to move and attack at half normal speed.

As with *haste*, the *slow* spell does not affect spellcasting or the use of magical devices.

The victims may make a saving throw vs. spells to avoid the effect.

Hold Person*

Range: 120'

Duration: 1 turn/level

Effect: Paralyzes up to 4 creatures

The *hold person* spell will affect any human, demihuman, or human-like creature (bugbear, dryad, gnom, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite, for instance). It will not affect the undead or creatures larger than ogres.

Each victim must make a saving throw vs. spells or be paralyzed for nine turns. The spell may be cast at a single person or at a group. If cast at a single person, the victim suffers a -2 penalty to the saving throw. If cast at a group, it will affect up to four persons (of the cleric's choice), but with no penalty to their rolls. The paralysis may only be removed by the reversed form of the spell, or by a *dispel magic* spell.

The reverse of the spell, *free person*, removes the paralysis of up to four victims of the normal form of the spell (including *hold person* cast by a cleric). It has no other effect; e.g., it does not remove the effects of a ghoul's paralysis ability.

Infravision

Range: Touch

Duration: 1 day

Effect: One living creature

This spell enables the recipient to see in the dark, to a 60' range, with the same sort of vision possessed by dwarves and elves.

Infravision is the ability to see heat (and the lack of heat). Dwarves, elves, and casters of the *infravision* spell have infravision in addition to normal sight and can see 60' in the dark. Infravision does not work in normal and magical light. Fire and other heat sources can interfere with infravision, just as a bright flash of light can make normal vision go black for a short time.

With infravision, warm things appear red, and cold things appear blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color.

Characters with infravision can even see items or creatures which are the same temperature as the surrounding air (such as a table or a skeleton), since air flow will inevitably show the viewer their borders, outlining them in a faint lighter-blue tone. Until they move, they will be very faint to the eye; once they start moving, they become blurry but very obvious light-blue figures.

Infravision isn't good enough to read by. A character can use his infravision to recognize an individual only if they are within 10' distance unless the individual is very, very distinctive (for example, 8' tall or walking with a crutch).

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Invisibility 10' radius

Range: 120'

Duration: Permanent until broken

Effect: All creatures within 10'

This spell makes the recipient (and all others within 10' at the time of the casting) invisible. This is an area effect, and those who move further than 10' from the recipient become visible. They may not regain *invisibility* by returning to the area. Otherwise, the invisibility is the same as that bestowed by the spell *invisibility*. An invisible creature will remain invisible until he or she attacks or casts any spell.

All items carried (whether by the recipient or others within 10') also become invisible.

Lightning Bolt

Range: 180'

Duration: Instantaneous

Effect: Bolt 60' long, 5' wide

This spell creates a bolt of lightning, starting up to 180' away from the caster and extending 60' in a straight line further away. All creatures within the area of effect take 1d6 points of damage per level of the spellcaster. (Thus a 6th level elf would cast a *lightning bolt* doing 6d6 points of damage.)

Each victim may make a saving throw vs. spells; if successful, he takes only half damage.

If the *lightning bolt* strikes a solid surface (such as a wall), it will bounce back toward the caster until the total length of the bolt is 60'.

Protection from Evil 10' Radius

Range: 0

Duration: 12 turns

Effect: Barrier 20' diameter

This spell creates an invisible magical barrier all around the caster, extending for a 10' radius in all directions. The spell serves as protection from attacks by monsters of an alignment other than the caster's. Each creature within the barrier gains a +1 to all saving throws, and all attacks against those within are penalized by -1 to the attacker's attack roll while the spell lasts.

In addition, enchanted creatures cannot attack those within the barrier in hand-to-hand (melee) combat. (An enchanted creature is any creature which is magically summoned or controlled, such as a *charmed* character, or one that is not harmed by normal weapons. A creature that can be hit only by a silver weapon—a werewolf, for example—is not an enchanted creature.)

If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to saving throws and penalty to attack rolls will still apply.

Attackers, including enchanted creatures, can attack people inside the barrier by using missile or magical attacks. They do suffer the -1 penalty to attack rolls, but that is the only penalty they suffer.

Protection from Normal Missiles

Range: 30'

Duration: 12 turns

Effect: One creature

This spell gives the recipient complete protection from all small nonmagical missiles (such as arrows, quarrels, thrown spears, etc.); the ranged attacks simply miss. Large or magical attacks, such as a catapult stone or a magic arrow, are not affected.

The spellcaster can cast the spell on any one creature within the spell's range.

Water Breathing

Range: 30'

Duration: 1 day (24 hours)

Effect: One air-breathing creature

This spell allows the recipient to breathe while underwater (at any depth). It does not affect his movement in any way, nor does it interfere with the breathing of air if the recipient emerges from the water.

Fourth Level Magical Spells

Charm Monster

Range: 120'

Duration: Special

Effect: One or more living creatures

This spell effect is identical to that of a *charm person* spell, but will affect any creature except an undead monster. If cast on victims with 3 Hit Dice or less, the spell will *charm* 3d6 (3-18) victims. Otherwise, it will *charm* only one victim.

Each victim may make a saving throw vs. spells to avoid the effects.

Clothform

Range: Touch

Duration: Permanent

Effect: Creates up to 30' × 30' cloth

This spell creates quantities of cloth up to 30' × 30'. The cloth created by a single spell must appear in one piece. Unlike many creation-type spells, this one creates cloth that is nonmagical and cannot be dispelled.

If the campaign uses the optional general skills and the caster has an appropriate Craft skill, he may shape the cloth as he creates it. He may thus create a tent, a sail, a single garment, a drape, 60' of common rope, etc. If the campaign doesn't use the skills rules, the character could have been defined earlier as one who knows how to work cloth in order for him to do this. Naturally, unshaped cloth created by this spell can later be cut, sewn and otherwise fashioned into such objects.

The cloth so created is much like undyed linen—it's tough, serviceable, and unglamorous. A caster can create his cloth with an unfinished end, and later he or another caster can use another *clothform* to create cloth joined to the first on that edge—and there will be no seam or weakness at the joining. This makes it a good spell for creating rugged, dependable sails.

When created, the cloth extrudes from the caster's hands and out along the ground. If there are obstacles, it piles up against them but does not shove them back. The spell may not be cast to create a huge sheet which falls over a unit of enemies, for instance. The cloth, when created, may not be attached to anything except to another expanse of *clothform* cloth, as described

above. The cloth cannot be cast in a space occupied by another object.

In adventures, this spell is often used to make quick shelters and to create rope.

Confusion

Range: 120'

Duration: 12 rounds

Effect: 3-18 creatures in an area 60' across

This spell will confuse its victims, affecting all creatures within a 30' radius. Victims with less than 2+1 Hit Dice are not allowed a saving throw. Those with 2+1 or more Hit Dice must make a saving throw vs. spells every round of the spell's duration, if they remain in the area, or be confused.

Confused creatures act randomly. The DM should roll 2d6 each round to determine each creature's action, using the following chart:

Confusion Results

2d6 Roll	Result
2-5	Attack the spellcaster's party
6-8	Do nothing
9-12	Attack the creature's own party

Dimension Door

Range: 10'

Duration: 1 round

Effect: Safely transport one creature

This spell will transport one creature (either the caster or a victim up to 10' from the caster) to a place up to 360' away. The caster picks the desired destination. If he does not know the location, the caster may specify the direction and distance of travel, but the distance cannot exceed a total of 360' (for example, 360' straight up; or 200' west, 60' south, and 100' down).

If this would cause the recipient to arrive at a location occupied by a solid object, the spell has no effect.

An unwilling recipient may make a saving throw vs. spells to avoid the effect.

Growth of Plants*

Range: 120'

Duration: Special

Effect: Enlarges 3000 square feet of plants

This spell causes normal brush or woods to become thickly overgrown with vines, creepers, thorns, and briars (or types of small plant-life appropriate to the area). The spell affects an area of up to 3,000 square feet (the caster chooses the dimensions of the spell effect). The plants to be affected must be entirely within the spell's range.

The area affected by the spell is impassable to all but giant-sized creatures. The effect lasts until removed by the reversed form of the spell or by a *dispel magic* spell.

The reverse of this spell, *shrink plants*, causes all normal plants within the area of effect to shrink and become passable. It may be used to negate the effects of the normal spell. *Shrink plants* will not affect plant-like monsters (such as treants).

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Hallucinatory Terrain

Range: 240'

Duration: Special

Effect: Changes or hides terrain in 240' radius (or less)

This spell creates the illusion of a terrain feature, either indoors (such as a pit, stairs, etc.) or outdoors (hill, swamp, grove of trees, etc.), possibly hiding a real feature. The caster could create the illusion of solid ground over a series of pits or quicksand pools, or he could create the image of dense forest over his army's camp, etc.

The caster may choose to place his *hallucinatory terrain* over a comparatively small area (for instance, a throne room) or over a much larger one (for example, a hill). If he chooses to cast the spell on a larger terrain feature, the entire feature to be affected must be within the range of the spell. (A hill with greater than a 480' diameter would not be affected.)

The spell lasts until the illusion is touched by an intelligent creature, or until dispelled.

Ice Storm/Wall of Ice

Range: 120'

Duration: Storm, 1 round; Wall, 12 turns

Effect: Storm in 20' x 20' x 20' volume; or Wall of 1,200 square feet

This spell may be cast in either of two ways: either as an icy blast, *ice storm*, or *wall of ice*.

An *ice storm* fills a 20' x 20' x 20' cube. If cast in a smaller area, it will remain 20' long at most. The storm inflicts 1d6 points of cold damage per

level of the caster to every creature in the area. Each victim may make a saving throw vs. spells; if he is successful, he takes only half damage. Fire-type creatures (red dragons, flame salamanders, etc.) have a -4 penalty on their saving throws, but cold-type creatures (frost giant, frost salamander, etc.) are not affected by the spell.

A *wall of ice* is a thin vertical wall of any dimensions and shape determined by the spellcaster totalling 1,200 square feet or less (10' x 120', 30' x 40', etc.). The wall is opaque and will block sight. The wall must be cast to rest on the ground or similar support, and cannot be cast in a space occupied by another object.

Creatures of less than 4 Hit Dice or levels cannot break through the wall. Creatures of 4 HD or more levels can break through, but take 1d6 points of damage in the process. Fire-type creatures each take twice the amount of damage (2d6) while breaking through.

Massmorph

Range: 240'

Duration: See below

Effect: Causes illusion of trees within 240' range

This spell will affect up to 100 human or man-sized creatures in a 240' diameter, making them appear to be the trees of an orchard, dense woods, or other large plant life appropriate to the region. (Unless the campaign's deserts feature very large cactus, the spell won't work in the desert.) Unwilling creatures are not affected. Creatures larger than man-size (such as horses) may be included, counting as two or three men

each. The illusion will hide the recipients from creatures moving through the area affected.

The spell lasts until a *dispel magic* is cast on it or until the caster decides to drop the illusion. The appearance of each disguised creature returns to normal if the creature moves out of the affected area. However, movement within the area does not destroy the illusion.

Polymorph Other

Range: 60'

Duration: Permanent until dispelled

Effect: Changes one living creature

This spell changes the victim into another living creature. The new form may have no more than twice as many Hit Dice as the original, or the spell will fail. The victim's hit points remain the same; an 8th level prince with 32 hit points could end up as a frog with 32 hit points.

Unlike the *polymorph self* spell, the *polymorph others* spell actually turns the victim into the new creature, giving him any and all special abilities of the new form, plus its tendencies and behavior. For example, a hobgoblin polymorphed into a mule will think and act like a mule.

This spell cannot create a duplicate of a specific individual, only a race or monster type. For example, a creature polymorphed into a 9th level fighter will indeed become a human, but not necessarily a fighter and no higher than 1st level.

The victim of this spell may make a saving throw vs. spells to avoid the effect. The effect lasts until dispelled, or until the creature dies.

Polymorph Self

Range: 0 (Caster only)

Duration: 6 turns + 1 turn per level of the caster

Effect: Caster may change shapes

This spell allows the caster to change shape, taking the physical form of another living creature. The Hit Dice of the new form must be equal to or less than the Hit Dice of the caster, or the spell will fail.

The caster's armor class, hit points, attack rolls, and saving throws do not change, and he does not gain special abilities (such as ghouls' paralysis) or special immunities of the new form; however, he does gain the natural physical abilities of the new form. For example, a spellcaster polymorphed into a frost giant has the strength of a frost giant and the ability to hurl boulders, but not immunity from cold. A spellcaster polymorphed into a dragon could fly but would not be able to use any breath weapons or spells.

The spellcaster cannot cast spells while polymorphed into a different form. The spell lasts for the listed duration, or until dispelled, or until the caster is killed. This spell will not enable the caster to take the form of a specific individual (see *polymorph other*).

Remove Curse*

Range: Touch

Duration: Permanent

Effect: Removes any one curse

This spell removes one curse, whether on a character, item, or area. Some curses—especially

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those on magical items—may only be temporarily removed, at the DM's discretion, requiring a clerical *dispel evil* spell for permanently removing the effects (or possibly a *remove curse* cast by a high-level spellcaster).

The reverse of this spell, *curse*, causes a misfortune or penalty to affect the recipient. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster (DM's discretion)! Safe limits to curses may include: -4 penalty on attack rolls; -2 penalty to all saving throws; prime requisite reduced to half normal. The victim may make a saving throw vs. spells to avoid the *curse*.

Wall of Fire

Range: 60'

Duration: Concentration

Effect: Creates 1200 square feet of fire

This spell creates a thin vertical wall of fire of any dimension and shape, determined by the spellcaster, totalling 1,200 square feet (for example, 10' x 120', 20' x 60', 30' x 40', etc.). The wall is opaque and will block sight. The wall cannot be cast in a space occupied by another object. It lasts as long as the caster concentrates, without moving, on it.

Creatures of less than 4 Hit Dice cannot break through the wall. Creatures of 4 HD or more can break through, but take 1d6 points of damage in the process. Undead and cold-using creatures (white dragons, frost giants, etc.) each take double damage while breaking through.

Wizard Eye

Range: 240'

Duration: 6 turns

Effect: Creates movable invisible eye

This spell creates an invisible eye through which the caster can see. It is the size of a real eye and has infravision (60' range). The *wizard eye* floats through the air at up to 120' per turn, but will not go through solid objects nor move more than 240' away from the caster. The spellcaster must concentrate (without moving) to see through the eye.

Fifth Level Magical Spells

Animate Dead

Range: 60'

Duration: Permanent

Effect: Creates zombies or skeletons

This spell allows the spellcaster to make animated, enchanted skeletons or zombies from normal skeletons or dead bodies within range. These animated undead creatures will obey the cleric until they are destroyed by another cleric or a *dispel magic* spell.

For each experience level of the cleric, he may animate one Hit Die of undead. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Note that this *doesn't* count character experience levels as Hit Dice: For purposes of this spell, all humans and demihumans are 1 HD creatures, so the remains of a 9th level thief would be animated as a zombie with 2 HD.

Animated creatures do not have any spells,

but are immune to *sleep* and *charm* effects and poison. Lawful clerics must take care to use this spell only for good purpose. Animating the dead is usually a Chaotic act.

Cloudkill

Range: 1'

Duration: 6 turns

Effect: Creates a moving poisonous cloud

This spell creates a circular cloud of poisonous vapor, 30' across and 20' tall, which appears next to the spellcaster. It moves away at the rate of 60' (20' per round) in any one direction (with the wind, if any; otherwise, in the direction chosen by the caster). This cloud is heavier than air and will sink when possible (going down holes, sliding downhill, etc.). The cloud will evaporate if it hits trees or thick vegetation. If cast in a small area (such as in a 10' tall dungeon corridor), the cloud may be of smaller than normal size.

All living creatures within the cloud take 1 point of damage per round. Any victim of less than 5 Hit Dice must make a saving throw vs. poison or be killed by the vapors.

Conjure Elemental

Range: 240'

Duration: Concentration

Effect: Summons one 16 HD elemental

This spell allows the caster to summon any one elemental (AC -2, HD 16, Damage 3d8; see the description of elementals in Chapter 14). The caster can only summon one of each type of elemental (earth, air, fire, water) in one day.

The elemental will perform any tasks within its power (carrying, attacking, etc.) as long as the caster maintains control by concentrating. The caster cannot fight, cast other spells, or move over half Normal Speed, else he will lose control of the elemental. If he loses control, he cannot regain it. An uncontrolled elemental will try to slay its summoner, and may attack anyone in its path while pursuing him.

The spell's caster may return a controlled elemental to its home plane simply by concentration. A *dispel magic* or *dispel evil* spell can return an uncontrolled elemental to its plane.

Contact Outer Plane

Range: 0 (spellcaster only)

Duration: See below

Effect: 3-12 questions may be answered

This spell allows the spellcaster to contact one of the outer planes of existence to seek knowledge from an Immortal creature—a powerful magical being played by the DM. The wisest and most powerful Immortals live on the most distant outer planes. However, mental contact with an Immortal may cause a mortal to go insane. The more distant the plane, the greater the chance of a correct answer—but the greater the chance of insanity as well.

The number of questions the spellcaster may ask is equal to the "distance" to the outer plane. "Distance" to any other plane of existence is measured in the number of planes the character would have to cross in order to visit that plane. See the chart on page 264 to see where the various planes of existence lie in relation to one another.

The "distance" between the Prime Plane and the closest outer plane is 3—the Ethereal, elemental, and Astral Planes lie "between" them. There are many outer planes, many too far removed to be affected by this spell.

The caster may choose the distance, up to the maximum allowed. The DM checks the caster's chance of insanity once, when the Immortal is first contacted. If the caster is 21st level or greater, the chance of insanity is reduced by 5% per level of the caster above 20.

Even if insanity does not result, the Immortal may still not know the answer to the character's questions, or may lie, at the DM's discretion. If the DM does not wish just to decide whether the Immortal knows or is lying, he can roll on the chart below to determine this.

Contact Outer Plane

Distance & Number of Questions	Chance of Insanity	Knowing	Lying*
3	5%	25%	50%
4	10%	30%	45%
5	15%	35%	40%
6	20%	40%	35%
7	25%	50%	30%
8	30%	60%	25%
9	35%	70%	20%
10	40%	80%	15%
11	45%	90%	10%
12	50%	95%	5%

* Or not knowing

The spellcaster can use this spell once a month at most (or less often, at the DM's option). An insane character recovers with rest, after a number of weeks of game time equal to the number of the plane contacted.

Dissolve*

Range: 120'

Duration: 3-18 days

Effect: Liquefies 3000 square feet

This spell changes a volume of soil or rock (but not a construction) to a morass of mud. An area up to 10' deep or thick is affected, and may have up to 3,000 square feet of surface area. The magic-user may choose the exact width and length (20' x 150', 30' x 100', etc.), but the entire area of effect must be within 240' of the caster. Creatures moving through the mud are slowed to 10% of their normal movement rate at best, and may become stuck (at the DM's discretion, a victim must make saving throw vs. spells to avoid becoming stuck).

The reverse of this spell (*harden*) will change the same volume of mud to rock, but permanently. A victim in the mud may make a saving throw vs. spells to avoid being trapped in the hardened mud.

Feeblemind

Range: 240'

Duration: Permanent until dispelled

Effect: Lowers Intelligence score to 2

This spell will only affect a magic-user, elf, or a monster which can cast magical spells; it does not affect those which cast only cleric or druid spells.



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It will make the victim helpless, unable to cast spells or think clearly (as if the victim has an Intelligence score of 2). The victim may make a saving throw vs. spells to avoid the effect, but with a -4 penalty to the roll.

The *feeblemind* lasts until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Hold Monster*

Range: 120'

Duration: 6 turns +1 turn per level of the caster
Effect: Paralyzes 1-4 creatures

This spell has an effect identical to that of a *hold person* spell, but will affect any living creature. (It does not affect the undead.) Each victim must make a saving throw vs. spells or be paralyzed. The spell may be cast at a single creature or a group. If cast at a single creature, the victim takes a -2 penalty to his saving throw. If cast at a group, it will affect 1d4 creatures (of the spellcaster's choice, and within spell range), but with no penalties to the saving throw.

The reverse of this spell, *free monster*, removes the paralysis of up to four victims of *hold person* or *hold monster* spells. It has no other effect.

Magic Jar

Range: 30'

Duration: See below

Effect: Take over one body

This spell causes the caster's body to fall into a trance, while the caster's life force is placed in an inanimate object (which is called a *magic jar* regardless of its form; it does not have to be an actual jar) within range. From this object, the caster's life force may attempt to take over any one creature within 120' of the *magic jar*. If the victim makes a successful saving throw vs. spells, the attempt fails and the caster may not try to take over that victim again for one turn. If the victim fails the saving throw, the caster takes over his body and the life force of the victim is placed into the *magic jar*.

The caster may cause the body to perform any normal actions, but not special abilities (similar to a *polymorph self* effect). A *dispel evil* spell will force the spellcaster's life force out of the victim's body and back into the *magic jar*. When the spellcaster returns to his or her real body, the victim's life force returns to his body and the spell ends.

If the possessed body is destroyed, the victim's life force dies, and the caster's life force returns to the *magic jar*. From there the caster may try to take over another body or return to the original body.

If the *magic jar* is destroyed while the caster's life force is within it, the caster is killed. If the *magic jar* is destroyed while the caster's life force is in a victim's body, the life force is stranded in that body, and the life force of the body's original owner is destroyed. If the caster's original body is destroyed, his life force is stranded in the *magic jar* until the caster can take over another body!

The taking over of another body is a Chaotic act.

Passwall

Range: 30'

Duration: 3 turns

Effect: Creates a hole 10' deep

This spell causes a hole 5' diameter, 10' deep to appear in solid rock or stone only. The hole may be horizontal or vertical.

The stone reappears at the end of the duration. If someone is still in the tunnel when the stone reappears, he gets a saving throw vs. turn to stone. If he succeeds, he is hurled out the nearest end of the tunnel. If he fails, he is trapped within the reappearing stone, and dies.

Telekinesis

Range: 120'

Duration: 6 rounds

Effect: 200 cn of weight per level of caster

This spell enables the spellcaster to move a creature or object simply by concentrating. The item may weigh up to 200 cn (20 lbs) per level of the caster (a 10th level elf could move an object weighing up to 2,000 cn, or 200 lbs). The caster may move the object in any direction, at a rate of up to 20' per round.

An unwilling victim may make a saving throw vs. spells to avoid the effect. If he makes the roll, he doesn't budge. If a target is being held by someone, the holder can make a saving throw with a -2 penalty to retain the target item.

If the *telekinesis* grabs an object that is being carried but not held in the hand, the owner may grab for it as it is yanked away. To catch the departing object, he must make a saving throw vs. spells with a -5 penalty.

The caster must concentrate while moving objects, and the objects will fall if the caster is disturbed.

Teleport

Range: 10'

Duration: Instantaneous

Effect: Transports one creature with equipment

This spell instantly transports the spellcaster or another recipient to any unoccupied destination on the same plane of existence. Distance does not matter so long as the destination is on the same plane. The recipient arrives at the destination with all equipment he was carrying. An unwilling victim can make a saving throw vs. spell to avoid the spell effects.

The caster may not deliberately choose a destination he knows to be occupied by a solid object, and he must choose to appear on a surface (such as ground level or the top of a building); he cannot choose to appear far up in the air.

Teleporting is dangerous; there is a chance the teleporter will appear in a solid object. The teleporter's chance of arriving safely depends on how carefully the caster has studied the area.

On the chart below, the DM determines how well the caster knows the destination.

Teleport Chances

Knowledge of Destination			Result
Casual	General	Exact	
01-50	01-80	01-95	Success
51-75	81-90	96-99	Too High
76-00	91-00	00	Too Low

"Casual Knowledge" means that the caster has been there once or twice, or is visualizing the aiming point from descriptions or magical means. "General Knowledge" means the caster has been to the area often, or has spent several weeks studying the area magically (via *crystal ball*, etc.). "Exact Knowledge" means the caster has made a detailed personal study of the area.

Once the DM has determined how well the character knows the destination, the DM rolls d%. If the result is "Success," the teleporter arrives exactly where the caster desired.

If the result is "Too High," the recipient arrives 1d10×10' above the desired destination, then falls, taking damage on impact (1d6 points of damage per 10' fallen). (If he had already cast a *fly* or *levitate* spell, or already had a flying device operating, he can avoid this damage.)

If the result is "Too Low," the recipient arrives 1d10×10' below the desired location. Any creature teleporting into a solid object is instantly killed unless a vacant area (such as a cave or dungeon) lies at that point (DM's discretion).

Wall of Stone

Range: 60'

Duration: Special

Effect: Creates 1000 cubic feet of stone

This spell creates a vertical stone wall exactly 2' thick. The caster chooses the wall's dimensions and shape, but its total area must be 500 square feet or less (10'×50', 20'×25', etc.), and the entire wall must be within 60' of the caster.

The caster must create the wall where the wall will rest on the ground or similar support, and cannot create the wall in a space already occupied by another object.

The wall lasts until it is dispelled or physically broken.

If a wall of stone topples, it causes 10d10 points of damage to what it hits, and it shatters.

Woodform

Range: Touch

Duration: Permanent

Effect: Creates 1,000 cubic feet of wood

This spell creates a mass of wood equal to 1,000 cubic feet; it may be arranged in any fashion the caster desires (10'×10'×10' block, 25'×20'×2' wall, etc.)

Casting time varies depending on the complexity of the design. A simple wall and other simple shapes take 1 round. A simple staircase may take 10 rounds (1 turn). A complicated design which is supposed to adhere to very tight specifications—such as the keel of a ship—could take the maximum time allowable, 12 turns (2 hours) just to work up in rough form. When the caster wants to try a complicated design, the DM decides how long the casting will take.

The object must be created as a single piece, with no moving parts. The original caster of the spell may later cast *woodform* on an object he has already created with the same spell, in order to modify it for up to two hours. This is how spellcaster artists often make fine woodcarvings, for instance. When he is satisfied with his work, he casts *woodform* on it one last time to "lock it in place," and it may no longer be modified by *woodform* spells.

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The mass of wood must be created so as to rest on the ground or similar support, and cannot be cast in a space occupied by another object.

A caster can create his wood with one or more rough sides, and later he or another caster can use another *woodform* to create wood perfectly joined to the first on that side—and there will be no seam or weakness at the joining. This makes it a good spell for creating strong ships and wooden buildings.

The caster may decide what sort of wood is created, within reason. The DM may refuse to allow the caster to pick very expensive, exotic, or magical woods.

The wood created by this spell is not dispellable; it lasts until broken through, burned, or destroyed by spells like *disintegrate*.

The armor class and hit points of building materials are given in the Fortifications Table on page 137. Based on those guidelines, a wall of wood has an AC of -4(6) and 60 hit points per 1' thickness. Most building exterior walls would be about 8" thick and have 40 hit points.

Sixth Level Magical Spells

Anti-Magic Shell

Range: 0 (Caster only)

Duration: 12 turns

Effect: Personal barrier which blocks magic

This spell creates an invisible barrier around the spellcaster's body (less than an inch away). The barrier stops all spells or spell effects, including the caster's. The caster may destroy the shell at will; otherwise, it lasts for the duration. Except for a *wish*, no magic (including a *dispel magic* spell) can cancel the barrier.

Death Spell

Range: 240'

Duration: Instantaneous

Effect: Slays 4d8 (4-32) Hit Dice of creatures within a 60' × 60' × 60' area

This spell will affect 4d8 (4-32) Hit Dice of living creatures within the given area. Normal plants and insects are automatically slain, and those with no hit points (normal insects, plants smaller than shrub-sized, for instance) are not counted in the total affected. Undead are not affected, nor are creatures with 8 or more Hit Dice (or levels of experience).

The lowest Hit Dice creatures are affected first. Each victim must make a saving throw vs. death ray or die.

Disintegrate

Range: 60'

Duration: Instantaneous

Effect: Destroys one creature or object

This spell causes one creature or nonmagical object to crumble to dust. A victim may make a saving throw vs. death ray to avoid the effect. (The spell can *disintegrate* a dragon, a ship, or a 10' section of wall, for example.)

The spell does not affect magical items or spell effects.

Geas*

Range: 30'

Duration: Until completed or removed

Effect: Compels one creature

This spell forces a victim either to perform or avoid a stated action. For example, a character may be *geased* to bring back an object for the caster, to eat whenever the chance arises, or never to reveal certain information. The action must be possible and not directly fatal or else the *geas* will return and affect the caster instead!

When the spell is first cast, the victim may make a saving throw vs. spells to avoid the spell's effect.

If the victim ignores the *geas*, penalties (decided by the DM) are applied until the character either obeys the *geas* or dies. Suitable penalties include penalties in combat, lowered ability scores, loss of spells, pain and weakness, and so forth. *Dispel magic* and *remove curse* spells will not affect a *geas*.

The *geas* makes the victim perform an action, but does not make him think it is his own idea: Once he finishes performing his task, he may decide to exact revenge on the spellcaster.

The reverse of this spell, *remove geas*, will rid a character of an unwanted *geas* and its effects. However, if the caster is of a lower level than the caster of the original *geas*, there is a chance of failure (5% per level difference).

Invisible Stalker

Range: 0 (Caster only)

Duration: Until mission is accomplished

Effect: Summons one creature

This spell summons an *invisible stalker* (from Chapter 14) which will perform one task for the caster. The creature will serve the caster regardless of the time or distance involved, until the task is completed or until the creature is slain. A *dispel evil* spell will force the creature to return to its home plane.

Lower Water

Range: 240'

Duration: 10 turns

Effect: Cuts depths to half normal

This spell causes a body of water to lower to half its normal depth. It will effect an area up to 10,000 square feet (width and length). If cast on a constantly-renewed source of water (such as a river or ocean), it lowers that area of water for the entire duration of the spell (or until it is dispelled); surrounding water does not rush in until the spell is ended. If cast around a boat or ship, the vessel may become stuck.

At the end of the spell's duration, the sudden rush of water filling the "hole" will sweep a ship's deck clear of most items (and people who fail their saving throws vs. spells) and cause 1d12 + 20 (21-32) points of hull damage.

This spell can turn a rampaging river into a river which the heroes' party can ford, can cause some pools to lower far enough for the adventurers to see what's deeper in them, etc. If cast around a boat or ship, this spell may cause the bay or river to drop enough for the vessel to become stuck.

Move Earth

Range: 240'

Duration: 6 turns

Effect: Moves soil

This spell causes soil (but not rock) to move. The caster can use the spell to move earth horizontally to make a hill, or vertically, to open a large hole (one up to 240' deep, unless it reaches solid rock). The spell moves the soil at up to 60' per turn, and at the end of the spell duration, the moved soil remains where it is put. This spell is helpful for constructing castles.

Projected Image

Range: 240'

Duration: 6 turns

Effect: Creates one image

This spell creates an image of the caster up to 240' away; the image will last without concentration. The *projected image* cannot be distinguished from the original except by touch. Any spell the spellcaster casts will seem to come from the image, but the caster must still be able to see the target.

Spells and missile attacks will not appear to affect the image. If the image is touched or struck by a hand-to-hand weapon, it disappears.

Reincarnation

Range: 10'

Duration: Permanent

Effect: Creates a new body

To cast this spell, the magic-user must have a part (however small) of a dead body. The spell magically creates a new body, and the life force which was once in the dead body returns and inhabits the new one. The DM can choose what sort of body is created, or can refer to the tables below to decide.

If the life force is *reincarnated* as a different race, all details of the new race apply, instead of the old. For example, a cleric reincarnated as an elf is no longer a cleric, but is able to cast magic-user spells and fight as an elf.

The victim's level of experience does not change unless restricted by the maximum for demihumans. If the victim is reincarnated in a monster body, the victim's alignment helps determine the type of monster which appears; a character will not be reincarnated in the body of a monster that cannot have his alignment. A monster body may not gain levels of experience; the character must play as the reincarnated creature, or retire from play, or (perhaps) be *reincarnated* again when slain.

Reincarnation Results

Type of Body Appearing (Roll 1d8)

1 Human	5 Elf
2 Human	6 Halfling
3 Human	7 Original race
4 Dwarf	8 Monster
	(see below)



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Type of Monster Body Appearing (Roll 1d6)

1d6	Lawful	Neutral	Chaotic
1	Blink Dog	Ape, White	Bugbear
2	Gnome	Bear*	Gnoll
3	Neanderthal	Centaur	Kobold
4	Owl, giant	Griffon	Manticore
5	Pegasus	Lizard Man	Orc
6	Treant	Pixie	Troglodyte

* Any normal bear

The DM may add more monsters to the lists. Such monsters should have 8 Hit Dice or less and should be at least semi-intelligent.

Stone to Flesh*

Range: 120'

Duration: Permanent

Effect: One creature or object

This spell turns any one statue (or quantity of stone up to 10' x 10' x 10') to flesh. It is usually used to restore a character turned to stone (by gorgon breath, for example).

The reverse of this spell, *flesh to stone*, will turn one living creature, including all equipment carried, to stone. The victim may make a saving throw vs. turn to stone to avoid the effect.

Stoneform

Range: Touch

Duration: Permanent

Effect: Creates 1,000 cubic feet of stone

This spell creates a mass of stone equal to 1,000 cubic feet; it may be arranged in any fashion the caster desires (10' x 10' x 10' block, 25' x 20' x 2' wall, etc.).

Casting time varies depending on the complexity of the design. A simple wall and other simple shapes take 1 round. A simple staircase may take 10 rounds (1 turn). A complicated design meant to adhere to very tight specifications—such as an ornate fountain or statue—could take the maximum time allowable, 12 turns (2 hours), just to work up in rough form. When the caster wants to try a complicated or unusual design, the DM decides how long the casting will take.

The object must be created as a single piece, with no moving parts. The original caster of the spell may later cast *stoneform* on an object he has already created with the same spell in order to modify it for up to two hours. This is how magic-user artists often make fine statues, for instance. When he is satisfied with his work, the magic-user casts *stoneform* on it one last time to "lock it in place," and it may no longer be modified by *stoneform* spells.

The mass of stone must be created to rest on the ground or similar support, and cannot be cast in a space occupied by another object.

A caster can create his stone with one or more rough sides, and later he or another caster can use another *stoneform* to create stone joined to the first on that side—and there will be no seam or weakness at the joining. This makes it a good spell for creating strong walls and gigantic buildings—colisea, palaces, etc.

The caster may decide what sort of stone is created, within reason. The DM may refuse to allow the caster to pick very expensive, exotic, or magical stones. Valuable jade, for instance, is an in-

appropriate choice. However, a caster can choose such stones as clear lead crystal, and so make thick, strong, perfect windows with this spell.

The stone is not dispellable; it lasts until broken or destroyed by spells like *disintegrate*.

The armor class and hit points of building materials are given on the Fortifications Table on page 137. In general, from those guidelines, stone walls have an AC of -4(6) and 100 hit points per 1' thickness; doing 500 hit points of damage to a 5' wall will definitely knock a hole in it. Building exterior walls tend to be about 7" thick and have 60 hit points.

Wall of Iron

Range: 120'

Duration: Permanent

Effect: Creates 500 square feet of iron

This spell creates a vertical wall of iron exactly 2' thick. The magic-user may choose any length and width, but the total area must be 500 square feet or less (10' x 50', 20' x 25', etc.), and the entire wall must be within 120' of the caster. The caster must create the wall so it rests on the ground or similar support. It cannot be cast in a space occupied by another object. It lasts until dispelled, disintegrated, or physically broken (though it will resist all but giant-sized physical attacks). Most other spell effects, including *fireball*, *lightning bolt*, etc., have no effect on a wall of iron. If the wall is made to topple, it causes 10d10 (10-100) points of damage to whatever it hits, and shatters.

If the wall is attacked, it has a number of hit points equal to the level of the caster. A rust monster can destroy a wall of iron with a single touch. Otherwise, the wall can only be damaged by battering; see Chapter 9 (page 118) for more on battering attacks.

Weather Control

Range: 0 (magic-user only)

Duration: Concentration

Effect: All weather within 240 yards

This spell allows the magic-user to create one special weather condition in the surrounding area (within a 240 yard radius). The spellcaster may select the weather condition. The spell only works outdoors, and the weather will affect all creatures in the area (including the caster). The effects last as long as the spellcaster concentrates, without moving; if the caster is being moved (for example, aboard a ship), the effect moves also. The spell's effects vary, but the following results are typical:

Rain: -2 penalty to attack rolls applies to all missile fire. After three turns, the ground becomes muddy, reducing movement to half the normal rate.

Snow: Visibility (the distance a creature can see) is reduced to 20'; movement is reduced to half the normal rate. Rivers and streams may freeze over. Mud remains after the snow thaws, for the same movement penalty.

Fog: 20' visibility, half normal movement. Those within the fog might become lost, moving in the wrong direction.

Clear: This cancels bad weather (rain, snow, fog) but not secondary effects (such as mud).

Intense Heat: Movement reduced to half nor-

mal. Excess water (from rain, snow, mud transmuted from rock, etc.) dries up.

High Winds: No missile fire or flying is possible. Movement reduced to half normal. At sea, ships sailing with the wind move 50% faster. In the desert, high winds create a sandstorm, for half normal movement and 20' visibility.

Tornado: This creates a whirlwind under the magic-user control, attacking and moving as if it was a 12 HD air elemental. At sea, treat the tornado as a storm or gale.

Seventh Level Magical Spells

Charm Plant

Range: 120'

Duration: 6 months(see below)

Effect: Charms one tree or more smaller plants

Similar to a *charm person* spell, this effect causes one tree, six medium-sized bushes, 12 small shrubs, or 24 small plants to become friends of the magic-user (no saving throw). However, a plant-like monster (treant, shrieker, etc.) may make a saving throw vs. spells to resist the effect.

The *charmed* plants will understand and obey all commands of the magic-user, as long as the tasks are within their ability (including the entangling of passers-by within range, but not including movement, sensing alignment, etc.). The plants will remain *charmed* for six months, until the charm is dispelled, or until winter (when they sleep). (This spell is quite useful around a stronghold, both inside and out, especially when used after a 4th level *growth of plants* spell, and possibly a *permanence* as well.)

Create Normal Monsters

Range: 30'

Duration: 1 turn

Effect: Creates 1 or more monsters

This spell causes monsters to appear out of thin air. All monsters appearing will understand and obey the caster's commands—fighting, carrying or fetching things, etc. They will faithfully obey all commands to the best of their abilities. Each monster will appear carrying its normal weapons and wearing its normal armor (if any), but arrives otherwise unequipped. At the end of one turn, all the monsters created vanish back into thin air, along with all their equipment. (If a monster has dropped a weapon while fighting and then vanishes, the weapon disappears, too.)

The total number of Hit Dice of monsters appearing is equal to the level of the magic-user casting the spell. (If the spellcaster's level is not an exact multiple of the monsters' Hit Dice, drop all fractions). The magic-user may choose the exact type of monsters created, but he must select only monsters with no special abilities (i.e., no asterisk next to the Hit Die number in the monster explanation). This spell does not create humans, demihumans, or undead. Creatures of 1-1 Hit Dice are counted as 1 Hit Die; creatures of 1/2 Hit Die or less are counted as 1/2 Hit Die each.

Example: With this spell, a 15th level caster could summon 30 giant bats, rats, or kobolds (1/2 Hit Die monsters); or 15 goblins, orcs, or hobgoblins (1 Hit Die monsters); or 7 rock ba-



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boons, gnolls, or lizard men (2 Hit Die monsters); or 5 boars, draco lizards, or bugbears (3 Hit Die monsters); or 3 black bears, panthers, or giant weasels (5 Hit Die monsters); and so forth.

Delayed Blast Fireball

Range: 240'

Duration: 0 to 60 rounds

Effect: Delayed blast fireball of 20' radius

As the name implies, this is a *fireball* spell whose blast can be delayed; it behaves like a time bomb. When he casts the spell, the magic-user states the exact number of rounds of delay (from 0 to 60) until the spell detonates. A small rock, very similar in appearance to a valuable gem, then shoots out toward the desired location, and remains at that location until the stated delay elapses. The "gem" may be picked up, carried, and so forth.

When the stated duration ends, it explodes in an effect identical to a normal *fireball*—a sudden instantaneous explosion inflicting 1d6 points of damage per level of the caster to all within the area of effect (a sphere of 20' radius). Each victim may make a saving throw vs. spells to take half damage.

Once the spell has been cast, the explosion cannot be hurried nor further delayed, except with a *wish*. The "gem" created is pure magic, not an actual object, and cannot be moved magically (by *telekinesis*, *teleport*, etc.); however, it can be dispelled.

Ironform

Range: Touch

Duration: Permanent

Effect: Creates 500 square feet of iron

This spell creates a wall of iron 2" thick (or less) with an area equal to 500 square feet; it may be arranged in any fashion the caster desires (10' × 50' wall, or 25' × 20' wall, etc.)

Casting time varies depending on the complexity of the design. A simple wall and other simple shapes take 1 round. A simple staircase may take 10 rounds (1 turn). A complicated design which is supposed to adhere to very tight specifications—such as a giant portcullis—could take the maximum time allowable, 12 turns (2 hours) just to create in rough form. When the caster wants to try a complicated or unusual design, the DM decides how long the casting will take.

The object must be created as a single piece, with no moving parts. The original caster of the spell may later cast *ironform* on an object he has already created with the same spell, in order to modify it for up to two hours. This is how magic-user artists often make fine iron statues, for instance. When he is satisfied with his work, he casts *ironform* on it one last time to "lock it in place," and it may no longer be modified by *ironform* spells.

The iron wall must be created to rest on the ground or similar support, and cannot be cast in a space occupied by another object. Unlike the metal created by the *wall of iron* spell, it does not have to be created in a vertical position.

A caster can create his iron with one or more rough sides, and later he or another caster can use another *ironform* to create iron joined to the

first on that side—and there will be no seam or weakness at the joining. This makes it a good spell for creating iron reinforcements for walls.

The iron so created is not dispellable; it lasts until broken or destroyed by spells like *disintegrate* or creatures such as rust monsters.

The armor class and hit points of building materials are given in the Fortifications Table on page 137. Following these general guidelines, we find that an iron wall will have an AC of -10(2) and about 15 hit points per 1" thickness.

Lore

Range: 0 (magic-user only)

Duration: Permanent

Effect: Reveals details of 1 item, place, or person

By means of this spell, the magic-user may gain knowledge of one item, place, or person. If the caster holds the item being studied, the spell takes 1d4 turns to complete, and the magic-user learns the item's name, method of operation and command words (if any), and approximate number of charges (if any, within five of the correct number).

If the item has more than one mode of operation, or more than one command word, only one function will be revealed for each *lore* spell used, and the spell will not even hint that the object has any other functions.

If the spell is being used to investigate a place or person, or an item which the caster is not holding, the spell may take 1d100 days to complete. A purely legendary topic should require large amounts of time, and the information gained may be in the form of a riddle or poem. The Dungeon Master should reveal only general details if the place is large, or if the person is of great power.

Magic Door*

Range: 10'

Duration: 7 uses

Effect: Creates one passage

This spell may be cast on any wall, floor, ceiling, or section of ground. It creates a magical, invisible doorway that only the spellcaster may use. It also creates a passage through up to 10' of non-living solid material beyond the doorway itself. It cannot be created in a living object of any kind. The door is undetectable except by a *detect magic* spell, and cannot be destroyed except by a *dispel magic* spell (at normal chances for success).

The *magic door* lasts until dispelled, or until it has been used seven times. Note that each one-way passage through the door is counted as a separate use.

The reverse of this spell, *magic lock*, is a powerful version of the 2nd level *wizard lock* spell, but cannot be affected by a *knock* spell or by the effects of any magical item. The *magic lock* causes any one portal to become totally impassable as long as the magic remains; only the spellcaster can use the portal. The spell can affect an empty 10' × 10' portal-like area (such as an empty doorway). The *locked* portal does not change in appearance. As with a *magic door*, the enchantment remains until the portal has been used seven times or until removed by a *dispel magic* spell.

Mass Invisibility*

Range: 240'

Duration: Permanent until broken

Effect: Creatures or objects in 60' square area

This bestows *invisibility* (as the 2nd level spell) on several creatures. All the recipients must be within an area 60' square within 240' of the magic-user. The spell will affect up to 6 dragon-sized creatures, or up to 300 man-sized creatures. After the spell is cast, each creature becomes invisible, along with all equipment it carries (as per the *invisibility* spell, above). An invisible creature will remain invisible until he or she attacks or casts any spell.

The reverse of this spell, (*appear*), will cause all invisible creatures and objects in a 20' × 20' × 20' volume to become visible. Creatures on the Astral and Ethereal planes are *not* within the area of effect; the spell cannot reach across planar boundaries. All other forms of invisibility are affected, both magical and natural, and all victims of this spell cannot become invisible again for one full turn.

Power Word Stun

Range: 120'

Duration: 2d6 or 1d6 turns

Effect: Stuns 1 creature of 70 hp or less

This lets the caster stun one victim within 120' (no saving throw). A victim with 1-35 hit points is stunned for 2d6 turns; a victim with 36-70 hit points is stunned for 1d6 turns. No creature with 71 or greater hit points is affected.

Reverse Gravity

Range: 90'

Duration: 1/3 round (2 seconds)

Effect: Causes victims in a 30' cubic volume to fall upward

This spell affects all creatures and objects within a cubic volume 30' × 30' × 30', causing them to "fall" in a direction opposite the normal gravity. In two seconds, creatures and objects can "fall" a maximum of 65'. No saving throw is allowed, and all victims hitting a ceiling or other obstruction take 1d6 points of damage per 10' "fallen." Note that after the two seconds have elapsed, gravity returns to normal and all victims will fall back to their original places, suffering more falling damage. The DM should make a morale check for each NPC victim of this spell.

Example: A magic-user casts this spell at a group of approaching giants in a 40' tall room. The giants "fall" to the ceiling and then back to the floor, each taking a total of 8d6 points of damage in the process: 4d6 from "falling" up and hitting the ceiling, and another 4d6 from falling back down to the floor.

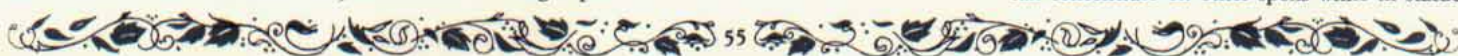
Statue

Range: 0 (Magic-user only)

Duration: 2 turns per level of the caster

Effect: Allows caster to turn to stone

This allows the magic-user to change into a statue, along with all nonliving equipment he carries, up to once per round (to or from statue form) for the duration of the spell. The caster can concentrate on other spells while in statue



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for, though he can cast no new spells while in this form. Although this spell does not give him immunity to "turn to stone" effects (from a gorgon's attack), the caster may simply turn back to normal one round after becoming petrified.

While in statue form, the magic-user is armor class -4, but cannot move. He cannot be damaged by cold or fire (whether normal or magical) or by normal weapons. He does not breathe, and is thus immune to all gas attacks, drowning, etc. Magical weapons and other spells (such as *lightning bolt*) inflict normal damage on him. If a fire or cold spell is cast at the magic-user while in normal form, the character need only win initiative (with a +2 bonus) to turn into a statue before the attacking spell strikes.

Summon Object

Range: Infinite

Duration: Instantaneous

Effect: Retrieves one object from caster's home

By means of this spell, the magic-user can cause one nonliving object to leave the spellcaster's home and appear in his hand. The object must weigh no more than 500 cn (50 pounds), and may be no bigger than a staff or small chest. The spellcaster must be very familiar with the item and its exact location, or the spell will not work. The caster must also have prepared the item beforehand by sprinkling it with a special powder that costs 1,000 gold pieces per item prepared; the powder becomes invisible and does not interfere with the item in any way. The spell cannot summon items that have not been prepared in this fashion.

If the magic-user prepares a chest for use with this spell, fills the chest with weapons and magical items, and then later tries to summon it to him, the chest appears—empty. All its contents stay behind, where the chest originally stood, since they have not been magically prepared for use with the spell, and since the spell can summon only one prepared object at a time.

If another being possesses the item summoned, it will not appear, but the caster will know approximately who and where the possessor is.

The magic-user may use this spell from any location, even if the item summoned is on another plane of existence.

Sword

Range: 30'

Duration: 1 round per level of the caster

Effect: Creates a magical sword

When this spell is cast, a glowing sword made of magic, rather than metal, appears next to the caster. The magic-user may cause it to attack any creature within 30', simply by concentrating; the sword flies to the target and attacks. If the caster's concentration is broken, the sword merely stops attacking. It remains in existence for one round per level of the spellcaster.

The sword moves very quickly, attacking twice per round and making its attack rolls at the caster's level. Damage is the same as a two-handed sword (1d10), but this magical creation is capable of hitting any target (even those hit only by powerful magical weapons).

The sword cannot be destroyed before the duration ends, except by a *dispel magic* spell effect

(at normal chances of success) or a *wish*.

Teleport Any Object

Range: Touch

Duration: Instantaneous

Effect: Causes 1 object to teleport

This spell is similar to the 5th level *teleport* spell, but nonliving objects can be affected. After casting this spell, the spellcaster may touch one creature or object and cause it to teleport. The normal chance of error apply (see the description of the *teleport* spell above) an object appearing too high will fall and probably break, while one appearing too low will be destroyed instantly. If the spellcaster uses this spell to teleport himself, there is no chance for error. The caster may not deliberately choose a destination occupied by a solid object or in open air above the ground.

The maximum weight affected is 500 cn (50 pounds) per level of the caster. If an object is a solid part of a greater whole (such as a section of wall), the spell will teleport a maximum of one 10' × 10' × 10' cube of material. If the caster is trying to teleport a creature that weighs more than the spell allows, the spell fails.

If another creature holds or carries the item which the caster is trying to teleport, the creature may make a saving throw vs. spells (with a -2 penalty). If the saving throw is successful, the teleport fails.

If the caster touches another creature, the target creature may make a saving throw vs. spells (if so desired) to avoid being teleported, but with a -2 penalty to the roll.

Eighth Level Magical Spells

Clone

Range: 10'

Duration: Permanent

Effect: Grows one duplicate creature from a piece of the original creature

A clone is an exact duplicate of another living creature, grown from a piece of the original through the use of this spell. The piece need not be alive at the time the spell is cast.

A human or demihuman clone is rare and may be very dangerous. A clone of any other living creature is a more common thing called a simulacrum. A character can have only one clone at a time; attempts at making multiple clones of a single character automatically fail. Undead and constructs cannot be *cloned*, because they are not living creatures. (You could *clone* someone from flesh taken before that person became undead, but he would not be subject to the effects described below for situations where two examples of the same person exist.)

Human and demihuman clones: To create a human or demihuman clone, this spell must be cast on one pound of the person's flesh. This spell requires the caster to use up other materials costing 5,000 gold pieces per Hit Die of the original. The clone awakens only when fully grown; this takes one week per Hit Die of the clone. When completed, the clone is not magical and cannot be dispelled.

If the human or demihuman original is not alive when the clone awakens, the clone has all

the features, statistics (abilities), and memories possessed by the original at the time the flesh was taken. This is a very important point. For example, a 20th level magic-user might leave a pound of flesh with a scroll of this spell, so that he might be restored if lost; but if the character gains another ten levels of experience and then dies, the clone will be the younger, less-experienced, 20th level form.

If a clone duplicates a person still living, or if the original person regains life, a very hazardous situation develops. Each form instantly becomes aware of the other's existence. A partial mind-link exists between them; each can feel the other's emotions (but no other thoughts). If either one is damaged, the other takes the same damage (but may make a saving throw vs. spells to take half damage). This effect does not apply to *charm*, *sleep*, *cures*, or other effects that do not cause damage.

The clone is immediately obsessed with the need to destroy its original and will do anything to accomplish this. From the time a clone becomes aware of its original, it has one day per level of its creator (i.e., the caster of the *clone* spell) to kill the original.

Example: A 25th level fighter dies. His friend the 34th level magic-user, who possesses a pound of the fighter's flesh for this precise purpose, *clones* him. Then someone else raises the fighter from the dead. The clone becomes aware of his original and is compelled to kill him. He has 34 days to do so—one day for every experience level of his creator.

If the clone succeeds in killing its original, it can continue with its life normally; but if it fails and does not immediately die, it becomes insane.

When a clone goes insane, the original creature permanently loses one point of Intelligence and one point of Wisdom. The original may also thereafter become insane (5% chance per day, not cumulative). If this occurs, the victim and the clone die one week later, both forever dead and unrecoverable even with a *wish*.

Special Note: If the original and the clone are kept on different planes of existence, no mind-link occurs, and the clone is not compelled to kill its original. No ill effects occur, and the two remain completely unaware of their situation. If they ever occupy the same plane, the mind-link occurs and cannot be broken thereafter except by the destruction of the clone or its original.

Other clones: A clone of any other living creature (not a human or demihuman) is called a simulacrum. One percent of the original's flesh is needed, and the cost of other materials is 500 gold pieces per hit point of the original. As with a normal clone, the time required to grow a simulacrum is one week per Hit Die of the original.

A simulacrum always obeys its creator (the spellcaster). It understands all the languages spoken by the caster. Within a range of 10' per level of the caster, it can receive mental commands if the creator concentrates on sending them.

A simulacrum is an enchanted monster. It can be blocked by a *protection from evil* spell and is magical; a *dispel magic* spell can (subject to normal chances of failure for that spell) cause it to vanish without a trace.

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The simulacrum's alignment is the same as that of the spellcaster, regardless of the original creature's alignment. Its armor class, movement rate, morale, and number of attacks are the same as the original's.

A simulacrum has only 50% of the original's Hit Dice, hit points, and damage per attack. The DM rolls d100 for each special ability; it is present in the simulacrum if the result is 01-50. However, a freshly grown simulacrum never has any of the spells or spell-like abilities of the original.

If the original creature is alive, the simulacrum does not grow beyond this point. If the original creature dies (or is already dead), the simulacrum continues to increase in abilities, gaining an additional 5% per week to a maximum of 90% of the original's statistics. When complete, the DM rolls again to see which special abilities previously missing are gained, including spells and spell-like abilities (using the 90% chance for each; all may be present).

Create Magical Monsters

Range: 60'

Duration: Two turns

Effect: Creates one or more monsters

This spell is similar to the 7th level *create normal monsters* spell, except that it can create monsters with some special abilities (up to two asterisks). The range and duration are double those of the lesser spell. All other details are the same: the creatures are chosen by the caster, appear out of thin air, and vanish at the end of the spell duration.

The total number of Hit Dice of monsters appearing is equal to the level of the magic-user casting the spell (again, dropping fractions if the caster's level is not an exact multiple of the creatures' Hit Dice). The spell does not create humans or demihumans, but can create undead. Creatures of 1-1 Hit Die count as 1 Hit Die; creatures of $\frac{1}{2}$ Hit Die or less count as $\frac{1}{2}$ Hit Die each.

Special Note: This spell can create a construct (as defined in Chapter 14) if the spellcaster uses the materials normally required for the construct's creation. Only one construct will appear, regardless of the caster's Hit Dice; but it is permanent, and does not vanish at the end of the spell duration—though it still may be dispelled at normal chances of success. This construct may have only two asterisks (special abilities) or less; see Chapter 14 for lists of the known types of constructs and the number of special abilities they have. The cost of materials is a minimum of 5,000 gold pieces per asterisk (or more, depending on your campaign). Chapter 16 contains more rules for enchanting magical items (including constructs), and has suggestions regarding nondispellable constructs.

Dance

Range: Touch

Duration: 3 or more rounds

Effect: Causes 1 victim to dance

This spell causes one victim to prance madly about, performing a jig or other dance, for 3 or more rounds. The magic-user must touch the victim for the spell to take effect (a normal attack roll). The victim gets no saving throw, and can-

not attack, use spells (or spell-like abilities), or flee. While dancing, the victim suffers a -4 penalty to his saving throws, and a +4 penalty to his armor class.

The duration is three rounds for a caster of 18th to 20th level; four rounds for levels 21-24, five rounds at levels 25-28, six rounds at levels 29-32, and seven rounds at levels 33-36.

Explosive Cloud

Range: 1'

Duration: 6 turns

Effect: Creates a moving poisonous cloud

This spell creates an effect which looks identical to the 5th level *cloudkill* spell (a 20' tall cloud of greenish gas 30' in diameter appearing next to the caster). The cloud is only mildly poisonous; all victims within it must make a saving throw vs. spells or be paralyzed that round. Each victim within the cloud makes a new saving throw each round.

The cloud is filled with sparkling lights (visible only to those within it), which are small explosions. Each round, all those within the cloud take damage from the explosions, with no saving throw allowed. This damage is 1 point for each two levels of experience of the magic-user, rounded down (9 points at 18th or 19th level, 10 points at 20th or 21st level, etc.). This explosive damage will affect any creature, including those immune to fire, gas, electricity, and other special attacks.

Force Field

Range: 120'

Duration: 6 turns

Effect: Creates an invisible barrier

This spell creates an invisible, immovable barrier or object of pure force. It has almost no thickness, but cannot be broken or destroyed by any means except a *disintegrate* spell or a *wish*; even a *dispel magic* spell cannot affect it. A *force field's* shape is limited to a sphere, hemisphere, a flat surface, a cylinder, a square or rectangular box with flat sides, or part of such a box. The sphere's radius can be a maximum of 20'. The flat surface or combinations thereof may be up to 5,000 square feet in total area. The *force field* cannot be irregular in shape, and its surface must be perfectly smooth. It can be as small as the caster desires.

The *force field* will not appear within any solid or creature. Any part of it that would do so will not appear, leaving a hole in the *force field*—normally, a hole large enough for the victim to escape through. Furthermore, the edges of the field are blunt and cannot cause damage in any way. The *force field* will stay where it is put until it disappears, and cannot be moved by any means but a *wish*.

Creature(s) completely enclosed by a sealed *force field* will not starve, suffer from lack of air, or otherwise be harmed by the encasement. A sealed *force field* magically preserves any within it from natural death. This does not prevent damage or death from attacks by others within the *force field*.

Nothing can pass through a *force field*. Spells, missiles, blows, breath weapons, and all other attack forms merely bounce off it. However, a

teleport or *dimension door* spell can bypass it; these spells allow the caster to travel into or out of the field without harming the field. The *force field* exists only on one plane of existence. Thus, planar travel (via *gate* or other means) can also bypass it.

Though most often used as a barrier or cage, a *force field* can easily be used to create an invisible floor, stairway, chair, or other object. A *force field* can be made permanent, but the *permanence* spell is still subject to *dispel magic*, and if removed, the *force field* disappears immediately. Even if treated with a *permanence* spell, a *force field* will always vanish if struck by a *disintegrate* spell or *wished* away.

Mass Charm*

Range: 120'

Duration: Special (as *charm person* spell)

Effect: 30 Levels of creatures

This spell creates the same effect as a *charm person* or *charm monster* spell, except that the spell affects 30 levels (or Hit Dice) at once. Each victim may make a saving throw vs. spells to avoid the *charm*, but with a -2 penalty to the roll. The spell will not affect a creature of 31 or more levels or Hit Dice.

The duration of each *charm* is determined by the victim's Intelligence (see *charm person*, above). If the magic-user attacks one of the *charmed* victims, only that one creature's *charm* is automatically broken. Any other *charmed* creatures seeing the attack may make another saving throw, but other creatures' *charms* are not affected.

The reverse of this spell, *remove charm*, will unfailingly remove all *charm* effects within a 20' x 20' x 20' volume. It will also prevent any object in that area from creating *charm* effects for one turn.

Mind Barrier*

Range: 10'

Duration: 1 hour per level of the caster

Effect: Protects against mind-affecting spells and items

This spell affects one creature; an unwilling recipient may make a saving throw vs. spells to avoid the effect.

The spell prevents any form of ESP, *clairvoyance*, *clairaudience*, *crystal ball* gazing, or any other form of mental influence or information gathering (such as by a *contact higher plane* or *summon object*) from working on the target creature. The caster or recipient simply does not exist for the purposes of those and similar spell effects for the duration of the *mind barrier* spell.

In addition, the recipient gains a bonus of +8 to saving throws against mind-influencing attacks, such as all forms of *charm*, *illusion* and *phantasms*, *feeblemind*, and the like. (However, a roll of 1 always fails the saving throw, regardless of adjustments.)

The reverse of this spell, *open mind*, causes the victim touched to be vulnerable to all the mind-influencing attacks given above. All the victim's saving throws against such effects are penalized by -8 for the duration of the spell. This reversed spell must be cast by touch, requiring a normal attack roll.



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Permanence

Range: 10'

Duration: Permanent until dispelled

Effect: Causes one magical effect to become permanent

By means of this spell, the magic-user can cause one other magic-user spell effect of 7th level or less to become permanent. This spell will not make permanent any spell which has an "instantaneous" or "permanent" duration (such as *dispel magic*, *fireball*, *lightning bolt*, etc.); clerical spells and 8th or 9th level magic-user spells also cannot be made permanent.

The DM can declare that the *permanence* spell will not work with any other specific spell. Whenever a character wishes to cast the spell, the DM should carefully consider whether *permanence* will affect the other spell. Certain spell combinations could seriously affect a campaign's game balance, and the DM should carefully regulate all uses of this spell.

A *permanence* spell lasts until dispelled by a *dispel magic* spell from either the caster or some higher-level spellcaster (at normal chances for success). When the *permanence* spell is dispelled, the other spell effect vanishes immediately.

Except for weapons, an item can only receive one *permanence* spell, and a creature can receive two at most. If a *permanence* spell is cast on an item or area that already has one in effect (or a creature which already has two, or a weapon which already has five), both *permanence* spells automatically fail. A weapon may have up to five permanent effects, but a 25% (noncumulative) chance of failure applies to each *permanence* after the first. Furthermore, if the *permanence* fails, it destroys the weapon completely.

Some spells used on a creature that are commonly made permanent are: *detect magic*, *protection from evil*, *read languages*, *read magic*, *detect invisible*, and *fly*. Some spells commonly made permanent on areas are *light*, *phantasmal force*, *confusion*, and *cloudkill*.

A magic-user does not need a *permanence* spell to make any permanent magical item. Using *permanence* to bind a spell to an object is not the same as *enchanting* the object. Enchanted objects are more durable and permanent than objects which have merely had spells permanently placed upon them.

Polymorph any Object

Range: 240'

Duration: See below

Effect: Changes form of one object or creature

This spell is similar to the 4th level *polymorph others* spell, except that it will affect objects as well as creatures. If the object is part of a greater whole (such as a section of wall), the spell will affect up to a 10' x 10' x 10' volume. A creature may avoid the effects if it successfully makes a saving throw vs. spells is made at a -4 penalty to the roll.

The duration of the *polymorph* depends on the degree of the change. There are three basic kingdoms of all things—animal, vegetable, and mineral. If an object is polymorphed to one of a nearby kingdom (animal-vegetable, vegetable-mineral) the spell's duration is one hour per level

of the caster. If the change is from animal to mineral (or the reverse), it lasts for one turn per level of the caster. If no change in kingdom occurs (for example, if a creature is polymorphed into some other creature), the change is permanent until removed by a *dispel magic* spell (at normal chances for success).

Note that creatures created by means of this spell are *not* automatically friendly. A *polymorph* cannot affect a creature's age or hit points. (See the 4th level *polymorph self* and *polymorph others* spells for other guidelines.)

This spell will not affect a creature which has more than 2 x the spellcaster's experience levels in Hit Dice. For example, a 20th level magic-user cannot affect a creature with 41 or more Hit Dice.

Power Word Blind

Range: 120'

Duration: 1-4 days or 2-8 hours (see below)

Effect: Blinds 1 creature with 80 hit points or less

With this spell, the caster may *blind* one victim within 120' (no saving throw). A victim with 1-40 hit points is blinded for 1d4 days; one with 41-80 hit points is blinded for 2d4 hours. The spell does not affect creatures with 81 or more hit points.

A *blinded* victim suffers penalties of -4 on all saving throws and +4 on armor class. A cleric's *cure blindness* or *cureall* spell will not remove this blindness unless the cleric is of a level equal to or higher than the caster of the *power word blind*.

Steelform

Range: Touch

Duration: Permanent

Effect: Creates up to 500 square feet of steel

This spell is effectively identical to the 7th level *ironform* spell. However, the material created is of weapon-quality; a swordmaker with this spell could cast the spell and create a finely-crafted, high-quality sword in 12 turns (two hours) or less.

Following the same general guidelines as *ironform*, a steel wall will have an AC of -10(2) and about 20 hit points per 1" thickness.

Symbol

Range: Touch

Duration: Permanent

Effect: Creates one magical rune

This spell creates a written magical drawing (a "rune") of great power. There are six kinds of symbols; the caster must select one when the spell is memorized. The rune may be placed on an object (such as a door or wall) or placed in mid-air. The rune cannot move; if placed on a creature or moving object, it will remain at that point when the surface moves (possibly floating in mid-air).

When any living creature passes over or through the rune, or touches the object on which the rune is inscribed, or (foolishly) reads the rune, the rune's effect takes place immediately (no saving throw).

There is one exception: a magic-user, and any other creature which can normally cast magic-

user spells (high-level thieves with scrolls do not count!), may make a saving throw vs. spells if he merely reads or touches (rather than passes) the symbol. If the saving throw is successful, the symbol has no effect.

All symbols look similar to normal writings. Six symbols and their effects are given below; the DM may create others (such as *polymorph*, *teleport*, *charm*, *geas*, etc.).

Death: Slays any creature with 75 hit points or less; does not affect a creature with 76 hit points or more.

Discord: The victim attacks allies (if any) or is otherwise *confused* (as the 4th level *confusion* spell). The effect is permanent until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Fear: The victim immediately runs away from the symbol, at his Running Speed, for 30 rounds (as the wand).

Insanity: The victim becomes insane, and cannot attack, cast spells, or use special abilities or items. The victim may walk, but must be carefully tended or may run away. This effect is permanent until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Sleep: The victim falls asleep, and cannot be awakened. The victim will wake normally in 1d10 + 10 (11-20) hours or if *dispel magic* is used to negate it (at normal chances for success).

Stunning: Affects any creature with 150 or fewer hit points. The victim is stunned for 2d6 turns (as the *power word stun* spell).

Travel

Range: 0 (caster only)

Duration: One turn per level of the caster

Effect: Allows aerial or gaseous travel

This spell allows the magic-user to move quickly and freely, even between the planes of existence. The caster (only) may *fly* in the same manner as given by the magic-user's spell, at a rate of 360' (120'). The caster can also enter a nearby plane of existence, simply by concentrating for one round. He may enter a maximum of one plane per turn.

The magic-user may bring one other creature for every five levels of experience (rounded down; for example, a 28th level magic-user could bring five other creatures on the journey). To bring others, he must touch them, or they must touch him, while the spell is cast and the shift is made. Any unwilling creature can make a saving throw vs. spells to avoid the effect. The caster must take the others with him—he cannot send them while remaining behind.

While this spell is in effect, the magic-user (only) may assume *gaseous form* by concentrating for one full round. (If he is interrupted, no change occurs.) Unlike the potion effect, all equipment carried also becomes part of the same gaseous cloud. In this form, the caster may travel at double the normal flying rate: 720' (240'). While *gaseous*, the magic-user cannot use items or cast spells, but also cannot be damaged except by magic (weapons or certain spells). Also, a *gaseous* being cannot pass through a *protection from evil* spell effect or an *anti-magic shell*.

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Ninth Level Magical Spells

Contingency

Range: Touch

Duration: Indefinite (see below)

Effect: Prepares one other spell

This powerful spell acts as a trigger for one stated magic-user spell; this second spell must be of 4th level or less that does not normally cause damage.

While casting a *contingency* spell, the magic-user must describe one situation and the spell which is contingent upon it. When that situation next occurs, the contingent spell effect triggers automatically and immediately, as if cast at that time.

Examples of proper use:

"When I am touched or struck by any living creature that is not a Lawful or Neutral cleric, except for my friends Charlie McGonigle and Sally Silvernose (contingency), then cast *charm monster* on the creature touching or striking me (spell)."

"When I have eight hit points or less and am about to be damaged (contingency), then cast *dimension door* on myself to take me to a destination one inch above ground level directly upward; or, if that is greater than 360' away, to the furthest unoccupied area within range that I have seen within the 12 hour period prior to the existence of this contingency (spell effect)."

No item or creature can have more than one contingency spell cast on it; not even a *wish* can allow multiple applications. The *contingency* described can be as detailed or as simple as desired, but is somewhat limited in effect: It must pertain to something within 120' of the triggering event. A contingency based on a far-off occurrence is beyond the spell's capacity. The target and effect of the secondary spell must always be specified, and if any necessary details are lacking, the secondary spell does not occur.

A *contingency* spell effect has no maximum duration. It may remain for centuries before the situation described comes to pass.

Create Any Monster

Range: 90'

Duration: 3 turns

Effect: Creates one or more monsters

This spell is similar to the 7th level spell *create normal monsters* and the 8th level spell *create magical monsters*, but with fewer limitations on the types of creatures appearing.

The range and duration are triple those of the 7th level version. The spell cannot create humans and demihumans, but can create any other creature, regardless of the number of special abilities (asterisks). However, if the caster wants to create a creature with three or more asterisks, the caster must have carefully studied one (either alive or dead) for at least one hour to be able to create another with this spell. As with the lesser spells, the maximum number of Hit Dice of creatures is equal to the level of the caster.

To *create a construct* (as described in Chapter 14), the caster must obtain the proper materials necessary to create the construct. The spell will create only one construct, regardless of the caster's Hit Dice; but it is permanent, and does not

vanish at the end of the spell duration. (However, a *dispel magic* spell, with normal chances of success, can destroy this type of construct.)

As with the 8th level spell, the cost of materials required to create a construct is a minimum of 5,000 gold pieces per asterisk (or more, depending on your campaign). If the construct has four or more asterisks (such as a drole), the cost is doubled (or more; ask your DM). Chapter 16 contains more rules for enchanting magical items (including constructs), and has suggestions regarding nondispellable constructs.

Created monsters of all types can be blocked by a *protection from evil* or *anti-magic shell* spell effect.

Gate*

Range: 30'

Duration: 1d10 × 10 (1-100) turns or 1 turn

Effect: Opens a portal to another plane

When the magic-user casts this spell, he must name one target: the Ethereal Plane, the Astral Plane, one of the four elemental planes, or one outer plane. He must also name a resident of that plane, usually that of an Immortal, a ruler of the plane. The spell opens a direct connection to the other plane of existence.

A *gate* to an outer plane remains open for only one turn. Any other *gate* remains open for 1d10 × 10 (1-100) turns, and there is a 10% chance per turn that some other-planar creature will wander through the *gate* while it is open.

A *gate* to an elemental plane actually creates a *vortex* and a *wormhole*, and a *wish* may be used to make them permanent. Planes, vortexes, and wormholes are described in Chapter 18.

Contact with an outer plane is dangerous, and the magic-user must know and speak the name of the Immortal he wishes to contact. The Immortal he calls will probably (95% chance) arrive in 1d6 rounds, but there is a 5% chance that some other being from the outer planes will respond. When the being arrives, it immediately looks for the spellcaster.

If the caster does not have an excellent reason for opening the *gate*, the being will probably destroy the caster. Even if the caster provides an excellent reason, the being may merely leave immediately, showing no interest. If the reason is of supreme importance to the magic-user and of some interest to the being (DM's discretion), it may actually help for a short time.

The reverse of this spell, *close gate*, will close a *gate* created by normal form of the spell. It can also be used to close a permanent *gate* to a nearby plane (such as an elemental vortex). But the spell cannot affect an Immortal; it cannot, for instance, make him leave if he chooses to stay.

Heal

Range: Touch (one creature)

Duration: Permanent

Effect: Cures anything

This spell's effect is identical to that of the 6th level cleric spell *cure all*. When used to cure wounds, it cures nearly all of the damage, leaving only 1d6 points of damage remaining. It can instead remove a *curse*, neutralize a poison, cure a disease, cure blindness, or even remove a *feeblemind* effect.

Immunity

Range: Touch (one creature)

Duration: One turn per level of the caster

Effect: Bestows immunity or resistance to some spells and weapons

This spell gives the recipient total immunity to all 1st-, 2nd-, and 3rd level spells. Furthermore, 4th- and 5th level spells have only half normal effect, or one-quarter normal if the victim makes a successful saving throw. Any spell effect that is quantifiable is reduced in effect; these effects include reductions in duration, bonuses, penalties, damage, etc. Round fractions off in the recipient's favor.

The recipient is also completely immune to all missiles (normal or magical), as well as normal and silver weapons; he takes half damage from magical hand-held weapons. This applies only to weapons; claws, bites, breath weapons, and other natural attack forms are not blocked.

By concentrating, the recipient can drop the protection, allowing spells (such as *cure wounds*) to have normal effects for that round. If dropped, the *immunity* is absent for one round (including the protection from weapons), but returns automatically at the end of the round.

A carefully worded *wish* spell can extend this protection, giving immunity to 4th level spells and +1 weapons, and half normal effect from 5th and 6th level spells. No further improvements are possible.

Maze

Range: 60'

Duration: See below (1d6 turns, 2d20 rounds, 2d4 rounds, or 1d4 rounds)

Effect: Traps one creature

This spell creates an indestructible maze in the Astral Plane and places one victim into the maze (he gets no saving throw). The intelligence of the victim determines the time he needs to escape the *maze*.

Maze Duration

Victim's Intelligence	Time Required To Escape
Non- to Low (1-8)	1d6 (1-6) turns
Average (9-12)	2d20 (2-40) rounds
High (13-17)	2d4 (2-8) rounds
Genius (18+)	1d4 (1-4) rounds

When he escapes the *maze*, the victim returns to the exact place from which he originally disappeared.

Meteor Swarm

Range: 240'

Duration: Instantaneous

Effect: Creates four or eight meteor-fireballs

This spell creates either 4 or 8 meteors (at the caster's choice). Each meteor can be aimed at a different target within range, but only one meteor can be aimed at any one creature. Each meteor slams into its target and explodes like a *fireball* (affecting all creatures within a 20' radius).

If the caster creates four meteors, each strikes for 8d6 (8-48) points of damage and then explodes for 8d6 (8-48) points of fire damage. If



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the caster creates eight smaller meteors, each strikes for 4d6 (4-24) points and then explodes for 4d6 more points of fire damage. Note that if the meteors are aimed accurately, a victim or area might find itself within overlapping blasts and thus take explosion damage multiple times.

The player rolls damage for each strike and blast separately. A meteor never misses its target.

Any victim struck by a meteor takes full "strike" damage (no saving throw). Each victim within a blast radius may make a saving throw vs. spells to take only half of the given blast damage. Even fire-resistant and fire-using creatures are fully affected by strikes from a meteor swarm, although they might be resistant to the fiery explosions. A separate saving throw must be made for each blast the character contacts.

Power Word Kill

Range: 120'

Duration: Instantaneous

Effect: Slays or stuns one or more creatures

This spell enables the caster to affect one or more victims within 120' (no saving throw). Exception: A magic-user, and any creature which can cast magic-user spells, may make a saving throw vs. spells to avoid this effect, with a -4 penalty to the roll.

A single victim with 1-60 hit points is automatically slain; one with 61-100 hit points is *stunned* (as *power word stun*) and unable to act for 1d4 turns. No creature with 101 or more hit points is affected.

The spell can also be used to slay up to five victims if each has 20 hit points or less (again, no saving throw).

Prismatic Wall

Range: 60'

Duration: 6 turns

Effect: Creates a multi-colored barrier

This spell creates a barrier of many colors with a glittering appearance as if from light shining through a prism. This wall is 2" thick, with $\frac{1}{8}$ " between the colors. The effect must be either a sphere with a radius of 10', centered on the caster, or a flat surface (vertical or horizontal) of up to 500 square feet in area.

Whatever its form, the *prismatic wall* cannot be moved (even by a *wish*). The caster may pass through it freely and unharmed, with any items he chooses to carry. All other creatures and objects contacting or passing through the *prismatic wall* are affected by its magic, starting with the first color they contact.

It takes powerful magic to break through the wall. A *wish* spell or a *rod of cancellation* will remove the three outermost remaining colors, but that's all.

To break through a *prismatic wall*, an attacker must attack it with a specific sequence of spells. Each spell will cancel one color of the *prismatic wall*. These remedy spells, shown on the chart below, must be cast in the correct order (first, any magical cold to remove the red layer; then, any magical lightning to remove the orange layer; and so on). When cast successfully, each spell causes the appropriate color to disappear from the wall. When all layers are gone, so is the wall.

A person with an active *anti-magic shell* (in-

cluding the caster of the *prismatic wall*) will not be able to pass through the wall, but the attempt will not damage either the *anti-magic shell* or the *prismatic wall*.

The *prismatic wall* extends into the nearest plane of existence (the Ethereal Plane, if cast on the Prime Plane), appearing there as an indestructible solid wall. Planar and dimensional travel can therefore not bypass it.

The colors and effects of a *prismatic wall* are always the same; when created, the violet side is always closest to the caster. The effects and colors of the *prismatic wall* are summarized below.

Shapechange

Range: 0 (caster only)

Duration: One turn per level of the caster

Effect: Caster may change form

This spell is similar to the 4th level *polymorph self* spell, but is far more powerful. The caster actually becomes another creature or object in all respects except the mind, hit points, and saving throws. The caster takes his new armor class, attack rolls, special attack forms, immunities, and all other details from the form he has taken.

A magic-user cannot cast spells in any form except that of a bipedal humanoid (demihuman, goblin, ogre, giant, etc.). The caster cannot take a completely unique form (such as that of a specific character, Elemental Ruler, or Immortal). He can gain the likeness but not the abilities of another character class. When wearing another form, he can only cast spells from his own memory; he can't cast from scrolls or his spell book. He cannot assume huge inanimate forms; if he tries to, the form will be a maximum of one foot tall per experience level of the caster and 100 cn weight per level.

Except for these limits, the caster can become any creature or object that he or she has ever seen. He cannot change into imaginary or unfamiliar creatures; unless there are ten-armed trolls in your campaign, for example, he cannot turn into one. The caster may change shape at will during the spell's duration; each change requires a full round of concentration.

Note that the caster does assume the flaws of the new form as well as its strengths. If, for example, the caster is struck by a *sword* +2, +5 vs. dragons while in dragon form, the +5 bonus applies against his new form.

This spell effect cannot be made permanent and is subject to *dispel magic*. During the spell duration, the caster cannot pass through any *protection from evil* or *anti-magic shell* spell effect.

Survival

Range: Touch

Duration: One hour per level of the caster

Effect: Protects one creature against all non-magical environmental damage

This spell protects the recipient from adverse conditions of all types, including normal heat or cold, lack of air, and so forth. While the spell is in effect, the caster needs no air, food, water, or sleep. The spell does not protect against magical damage of any type, attack damage, poisons, breath weapons, or physical blows from creatures. It does protect against all damage caused by natural conditions on other planes of existence.

For example, a cleric might use this spell: in a desert or blizzard to prevent damage from the natural conditions; underground or underwater, enabling survival without air; in space, to magically survive in vacuum; or on the elemental plane of Fire, to protect against conditional fire damage.

Prismatic Wall Effects

Color	Effect	Negated By
Red	Blocks all magical missiles; inflicts 12 points of damage (no saving throw allowed)	Any magical cold
Orange	Blocks all nonmagical missiles; inflicts 24 points of damage (no saving throw allowed)	Any magical lightning
Yellow	Blocks all breath weapons; inflicts 48 points of damage (no saving throw allowed)	Magic missile spell
Green	Blocks all detection spells (crystal balls, ESP, etc.); anyone touching it must make a saving throw vs. poison or die	Passwall spell
Blue	Blocks all poisons, gases, and gaze attacks; anyone touching it must make a saving throw vs. turn to stone or be petrified	Disintegrate spell
Indigo	Blocks all matter; anyone touching it must make a saving throw vs. spells or be gated to a random outer plane, and possibly (50%) lost forever	Dispel magic spell
Violet	Blocks magic of all types; anyone touching it must make a saving throw vs. wands or be struck unconscious and insane (curable only by a <i>cureall</i> spell or a <i>wish</i>)	Continual light spell

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Timestop

Range: 0 (caster only)

Duration: 2-5 rounds

Effect: Allows caster to act for 1d4+1 (2-5) rounds while everything else "stops"

To the caster, this spell seems to stop time. It speeds the caster so greatly that all other creatures seem frozen at their Normal Speeds, in "normal time." From the caster's point of view, the effect lasts for 1d4+1 (2-5) rounds. The caster may perform one action during each of these magical rounds.

Normal and magical fire, cold, gas, etc. can still harm the caster. While the *timestop* is in effect, however, other creatures are invulnerable to the caster's attacks and spells. Spells with durations other than "instantaneous" may be created and left to take effect when time resumes. Note that *no time elapses* while this spell is in effect; durations of other spells cast start after the *timestop* ends.

The spellcaster cannot move items held by those in "normal time," but can move other items that are not "stuck," including those worn or carried by others. The caster is completely undetectable by those in "normal time." However, the magic-user cannot pass through a *protection from evil* or *anti-magic shell* while under this spell's effect.

Wish

Range: Special

Duration: Special

Effect: Special

A *wish* is the single most powerful spell a magic-user can have. It is never found on a scroll, but may be placed elsewhere (in a ring, for example) in rare cases. Only magic-users of 36th level and with an 18 (or greater) Wisdom score may cast the *wish* spell.

Wording the Wish: The player must say or write the exact *wish* his character makes. The wording is very important. The *wish* will usually follow the literal wording, and whatever the intentions of the magic-user.

The DM should try to maintain game balance, being neither too generous nor too stingy in deciding the effects of a *wish*. Even a badly phrased *wish*, made with good intentions, may have good results. However, if the *wish* is greedy, or made with malicious intent, the DM should make every effort to distort the results of the spell so that the caster does not profit from it. If necessary, the DM can even disallow the *wish*; it would then have no effect. Whenever a *wish* fails or is misinterpreted, the DM should explain (after the game) the problem or flaw in the phrasing.

Here are some examples of faulty wishes:

"I wish that I knew everything about this dungeon" could result in the character knowing all for only a second, and then forgetting it.

"I wish for a million gold pieces" can be granted by having them land on the character (that's 100,000 pounds of gold!), and then vanish.

"I wish to immediately and permanently possess the gaze power of a basilisk while retaining all of my own abilities and items" is a carefully worded *wish* that's out of balance. Characters

able to use these high-level spells are already quite powerful. This *wish* could result in the character growing a basilisk head in addition to the character's own head.

A *wish* cannot be used to gain either experience points or levels of experience.

Possible Effects: A properly worded *wish* can substitute for any other magical spell of 8th level or less, or any clerical or druidic spell of 6th level or less, at the DM's discretion. This common use of a *wish* is more likely to succeed with little chance for error than other uses of the spell. Otherwise, if the *wish* is used to harm another creature, the victim may make a saving throw vs. spells. If the save is successful, the victim takes half the ill effects and the other half rebounds on the caster (who may also save to avoid it, but with a -4 penalty to the roll). If the *wish* will inconvenience someone without harming him (for example, by causing him to teleport into a prison cell), the victim gets no saving throw.

A character can use a *wish* to gain treasure, up to a maximum of 50,000 gold pieces per *wish*. However, the caster loses 1 experience point per gold piece value of treasure gained, and this loss cannot be magically restored.

The magic-user can use a *wish* to temporarily change any one ability score to a minimum of 3 or maximum of 18. This effect lasts for only six turns.

Wishes can also be used to permanently increase ability scores, but the cost is very high: You must cast as many wishes as the number of the ability score desired. All the *wishes* must be cast within a one-week period.

You may raise an ability score only one point at a time. To raise your Strength from 15 to 16 takes 16 wishes. To then raise it to 17 will take an additional 17 wishes. Wishes cannot permanently lower ability scores.

A *wish* cannot raise the maximum experience level for human characters; 36th level is an absolute limit. However, one *wish* can allow demihumans to gain one additional Hit Die (for a new maximum of 9 for halflings, 11 for elves, and 13 for dwarves). This affects only hit points, and does not change any other scores (such as attack rolls, elves' number of spells, etc.).

A *wish* can change a demihuman to a human, or the reverse. Such a change is permanent, and the recipient does not become magical. Halflings and dwarves become fighters of the same level. Elves become magic-users or fighters (but not both), at the choice of the caster of the *wish*. The changed character would then gain levels of experience normally. A human changes to the same level demihuman, but no higher than the normal racial maximum.

If one character casts a *wish* to change another's character class, the victim (at his option) may make a saving throw vs. spells with a +5 bonus to resist the change.

A *wish* can sometimes change the results of a past occurrence. This is normally limited to events of the previous day. A lost battle may be won, or the losses may be made far less severe, but impossible odds cannot be overcome completely. A death could be changed to a near-death survival; a permanent loss could be made temporary. The DM may wish to advise players when their wishes exceed the limit of the spell's power (or his patience).

Important Note: Whenever an effect is described as being unchangeable "even with a *wish*," that statement supersedes all others here.

Wishes can cause great problems if not handled properly. The DM must see that *wishes* are reasonably limited or the balance and enjoyment of the game will be completely upset. The DM should not allow *wishes* that alter the basics of the game (such as a wish that dragons can't breathe for damage). The more unreasonable and greedy the wish is, the less likely that the *wish* will become reality.



Chapter 4: Equipment

Characters who throw themselves into dangerous situations tend to survive a lot longer if they have the right tools and equipment for each situation. In this chapter, we list most of the normal equipment characters will need in a game.

Money

Some quick notes on money in the D&D® game:

Starting Gold: Beginning characters receive a one-time sum of $3d6 \times 10$ gold pieces. This represents money saved up by the character before he embarked on his adventuring career, or money given to him by his family before he left home. It should be spent on weapons, armor, and equipment; the DM may have recommendations as to what the characters should buy. When first created, the character also can be assumed to own two or three sets of plain clothes, a pair of shoes, a belt, and a belt-pouch.

Abbreviations: The game commonly uses the following abbreviations.

platinum pieces = pp
gold pieces = gp
electrum pieces = ep
silver pieces = sp
copper pieces = cp

Conversions: You can convert money from one type to another using the following values.

1 sp = 10 cp
1 cp = 5 sp = 50 cp
1 gp = 2 cp = 10 sp = 100 cp
1 pp = 5 gp = 10 cp = 50 sp = 500 cp

Weapons

Most characters will want to carry one or more reliable weapons. The Weapons Table shows the weapons available in the D&D game. Some of these weapons have special effects that are similar to one another. But these weapons often demonstrate substantial differences if you also use the optional weapon mastery rules described in the next chapter.

Weapon information in the table is defined as follows:

- **Item** gives the weapon's name.
- **Damage** shows the amount of damage the weapon does; if the column shows "1d6," for instance, you'd roll 1d6, for a result of 1 to 6 points of damage whenever you hit with that weapon.
- **Range** shows the range characteristics of the weapon if it fires projectiles or can be thrown. A number like "60/120/180," for example, means that the weapon is at short range (for the indicated +1 to attack roll modifier) from 1' to 60'; it is at medium range (for no attack roll modifier) from 61' to 120'; and it is at long range (for a -1 to attack roll modifier) from 121' to 180'. Beyond 180', it cannot hit a target. These distances are measured as feet indoors and as yards outdoors; for example, a crossbow that can fire 180' inside a dungeon can launch its quarrel 180 yards outside.
- **Cost (gp)** shows how much it costs to buy the weapon in gold pieces (gp).

Weapons Table

Item	Damage	Range S/M/L	Cost (gp)	Enc (cn)	Notes
Ammunition: See Ammunition Table					
Axes:					
Axe, Battle	1d8		7	60	r,2H,M
Axe, Hand	1d6	10/20/30	4	30	t,S
Bows:					
Bow, Short	1d6	50/100/150	25	20	a,m,2H,M
Bow, Long	1d6	70/140/210	40	30	a,m,2H,L
Crossbow, Lt	1d6	60/120/180	30	50	a,m,s,2H,M
Crossbow, Hvy	2d4	80/160/240	50	80	a,m,s,2H,L
Bludgeons:					
Blackjack	1d2		5	5	c,r,s,S
Club	1d4		3	50	c,r,M
Hammer, Throwing	1d4	10/20/30	4	25	c,t,M
Hammer, War	1d6		5	50	c,r,M
Mace	1d6		5	30	c,r,M
Staff	1d6		5	40	c,r,w,2H,M
Torch	1d4		1/6	20	c,r,S
Daggers:					
Normal	1d4	10/20/30	3	10	t,w,S
Silver	1d4	10/20/30	30	10	t,w,S
Pole Weapons:					
Halberd	1d10		7	150	s,2H,L
Javelin	1d6	30/60/90	1	20	t,M
Lance	1d10		10	180	s,v,L
Pike	1d10		3	80	s,v,2H,L
Polearm	1d10		7	150	s,2H,L
Poleaxe	1d10		5	120	s,2H,L
Spear	1d6	20/40/60	3	30	t,v,L
Trident	1d6	10/20/30	5	25	s,t,M
Shield Weapons:					
Shield, Horned	1d2		15	20	s,S
Shield, Knife	1d4 + 1		65	70	s,S
Shield, Sword	1d4 + 2		200	185	s,v,M
Shield, Tusked	1d4 + 1		200	275	s,2H,L
Swords:					
Short	1d6		7	30	r,S
Normal	1d8		10	60	r,M
Bastard					
One-Handed	1d6 + 1		15	80	r,HH,L
Two-Handed	1d8 + 1		15	80	r,2H,L
Two-Handed	1d10		15	100	2H,L
Other Weapons:					
Blowgun, up to 2'	Nil	10/20/30	3	6	a,m,s,w,S
Blowgun, 2' +	Nil	20/25/30	6	15	a,m,s,w,2H,M
Bola	1d2	20/40/60	5	5	s,t,M
Cestus	1d3		5	10	s,S
Holy Water	1d8	10/30/50	25	1	c,s,t,w,S
Net	Nil	10/20/30	n	n	s,t,w,M or L
Oil, Burning	1d8	10/30/50	2	10	c,s,t,w,S
Rock, Thrown	1d3	10/30/50	1/10	10	c,t,w,S
Sling	1d4	40/80/160	2	20	c,m,w,S
Whip	1d2		1/ft	10/ft	s,w,M

(For explanations of Notes, see the next page.)

Weapons Table (Notes)

- a The weapon's normal load of ammunition is already included in the weapon's encumbrance (bow: 20 arrows; crossbow: 30 quarrels; sling: 30 stones; blowgun: 5 darts). If you want to vary the number of missiles you carry with the missile weapon, 2 arrows equal 1 cn in encumbrance, 3 quarrels equal 1 cn, 5 sling stones equal 1 cn, and 5 darts equal 1 cn. Therefore, a long bow without arrows has an encumbrance of 20 cn; a light crossbow without quarrels has an encumbrance of 40 cn.
- c Clerics may use this weapon. Druids may, too, if they can find a form of this weapon with no metal or stone parts.
- m Missile weapon; never used as a melee weapon.
- n A net's cost and encumbrance are based on its size. Nets cost 1 sp per square foot of surface area and have an encumbrance of 1 cn per square foot. A Medium net (6' x 6') would cost 36 sp (3.6 gp) and have an encumbrance of 36 cn.
- r This weapon can be thrown, but is only rarely used this way; only characters at the Expert or greater level of weapon mastery can throw this weapon in combat.
- s This weapon has special features; read the weapon description.
- t This is a hand weapon that may also be thrown.
- v This weapon may be set vs. a charge.
- w Magic-users may use this weapon at the DM's discretion.
- HH This weapon can be used either one-handed or two-handed. Used two-handed, it operates similarly to two-handed weapons (i.e., the wielder cannot use a shield when using the weapon this way). However, a character using this weapon, even in its two-handed style, does not automatically lose individual initiative. Halflings and other small races can use this weapon.
- 2H This weapon requires two hands for use. The wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small races *cannot* use this weapon.
- S Small weapon.
- M Medium weapon.
- L Large weapon.

Weapon Special Effects Table

Victim's Level or Hit Dice	Bonus to Saving Throw	Failed Saving Throw Results*		
Up to 1	None	Blackjack	Bola, Net, or Whip	Blowgun
1+1 to 3	+1	Knockout	Entangle	By poison
3+1 to 6	+2	Knockout	Entangle	By poison
6+1 to 9	+3	Stun	Slow	By poison
9+1 to 12	+4	Stun	Slow	By poison
12+ or more	+5	Delay	Delay	By poison

* The effects of successful saving throws are explained in each weapon's description.

Ammunition Table

Weapon	Type of Ammunition	Standard Load (# of Shots)	Cost (gp)	Enc (# of shots per cn)
Blowgun	Dart	5	1	5
Bow	Arrow	20	5	2
	Silver-tipped arrow	1	5	2
Crossbow	Quarrel	30	10	3
	Silver-tipped quarrel	1	5	3
Sling	Stone or lead pellet	30	1	5
	Silver pellet	1	5	5

- **Enc (cn)** shows how much encumbrance the weapon has, measured in coin-weights (cn). One coin weighs one-tenth of a pound. Remember that the more encumbrance a character is carrying, the slower he moves.
- **Notes** refers you to the description section that describes weapon characteristics. Sometimes a weapon that looks unimpressive on the chart will have special features listed in the Notes column, and those special features might make them very useful weapons indeed.

Ammunition

Missile weapons such as bows eventually run out of ammunition; here's what it costs to buy additional ammunition.

These figures apply for any type of weapon that goes by the name shown. Arrows cost the same, come in the same standard loads, and have the same encumbrance for a short bow as for a long bow; darts for a short blowgun are identical to those for a long blowgun.

Silver-tipped arrows and quarrels are like ordi-

nary missiles, except that their arrowheads are made of silver, which is useful when fighting certain monsters. Such arrows are comparatively expensive and are usually sold by the arrow, rather than in batches of 20 or 30. Likewise, silver pellets are made for slings.

Arrow and quarrel costs include the price of a cheap quiver or case, both of which carry a standard load of ammunition.

Weapon Descriptions

The weapons from the Weapons Table are described here. They are listed in alphabetical order for convenience.

Axe, Battle: This is a large one- or two-bladed chopping head fixed upon a long (3'-5') wooden shaft. This is a two-handed weapon; the wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small non-humans such as goblins *cannot* use this weapon.

Axe, Hand: This is a small chopping blade (usually only one blade) affixed to a small (1'-2') wooden shaft. It is a one-handed weapon and may be thrown.

Bastard Sword: See Sword, Bastard (below).

Battle Axe: See Axe, Battle (above).

Blackjack: This weapon is a small leather sack, 4"-8" long, filled with sand or metal shot and with a looped strap attached. It causes little damage (1d2 points) but, if it is used to strike a victim's head or neck, it can possibly stun or cause unconsciousness.

This weapon has no effect on a victim wearing a metal helmet (which is included in any set of plate, banded, chain, or scale mail) or on any unarmored monster of armor class 0 or less (which indicates very tough skin or protective plating).

The DM decides whether or not someone using a blackjack can hit his target's head. The DM might decide, for example, that someone who has sneaked up on a completely unsuspecting target can aim at the target's head with no penalty, or that the character, in combat, can aim at the enemy's head by taking a -4 penalty to the attack roll. Also at the DM's discretion, if the target is so much taller than the attacker that the attacker can't reach his head, then the attack can only inflict normal damage.

If the attack does hit the target's head, consult the Weapon Special Effects Table. The victim must make a saving throw vs. death ray (possibly with a bonus; see the table). If he fails the saving throw, he suffers the additional effects shown on the table, as determined by his Hit Dice. These effects are as follows:

Knockout: The victim is immediately unconscious and remains helpless for d100 (d%) rounds.

Stun: The victim is *stunned* and will remain stunned until he successfully makes a saving throw vs. death ray. He may try to make a new saving throw each round.

Delay: The victim is mildly dazed; he loses initiative on the next round.

Chapter 4: Equipment

Blowgun: This weapon is a tube, 6"-4' long. The user places a small dart or thorn into it, aims the tube at a target, and blows air into it—forcing the dart to fly toward the target.

The darts cause no damage themselves. However, the darts are usually treated with poison. A blowgun dart merely scratches the victim, with little penetration; it inflicts no real damage. If hit, the victim must make a saving throw vs. poison or suffer the effects. Depending on the size or level of experience of the victim, he may gain a bonus to the saving throw (see the Weapon Special Effects Table). No undead creature or any creature immune to poison can be harmed by a blowgun.

The use of deadly poison as a weapon is not a good act. Because of its dangers, poison may be declared illegal by local or regional rulers. In this case, Lawful characters do not typically use it. The DM may choose not to allow player characters to use poisons in his campaign. Warn players that, if they want their characters to use blowguns, monsters will have them as well.

Longer blowguns are two-handed weapons; the wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small nonhumans such as goblins *cannot* use this weapon.

Bola: This weapon is a cord with weighted balls on the ends. It is whirled around and thrown at a victim. It causes very little damage itself (1d2 points), but may entangle, slow, or delay the victim.

If the attack roll is a 20 (not counting any modifiers), the victim must make a saving throw vs. death ray or be immediately paralyzed; he will die in 1d6 + 2 (3-8) rounds from strangling unless rescued. If freed, the victim remains effectively paralyzed for 2d6 (2-12) rounds. Creatures that do not breathe (such as constructs) are immune to this effect.

If the attack roll is successful but not a 20, the victim must make a saving throw vs. death ray, possibly with a bonus (see the Weapon Special Effects Table). If the saving throw is successful, the attack has no effect except damage. If the victim fails the saving throw, the result varies by the victim's experience level or size (see the Weapon Special Effects Table).

The victim may try to make a new saving throw during the hand-to-hand combat phase of each round until one is successful; this indicates that the victim has removed the bola. If another character tries to remove the bola that has struck a victim, the victim rolls his own saving throw vs. death ray, with a +2 bonus. When the victim makes the saving throw, the bola is removed. The victim may spend 1 round destroying the bola if he has an edged weapon and chooses to destroy it. Otherwise, the bola is undamaged; he can hold on to it or drop it.

Possible bola effects, as listed on the Weapon Special Effects Table, are as follows:

Entangle: The victim cannot attack, cast spells, or move until his saving throw is successfully made.

Slow: The victim is *slowed*, moving and attacking at half his normal rate; he cannot cast spells.

Delay: The victim automatically loses individ-

ual initiative for the next round.

This weapon can only affect solid creatures. Wraiths, spectres, ethereal creatures, and monsters made of water (such as a water elemental) cannot be affected.

Bolas are awkward to carry and may become tangled. For each additional bola carried, the encumbrance of the bolas triples: 1 bola = 5 cn, 2 bolas = 15 cn, 3 bolas = 45 cn, etc.

Bow, Long: This is a piece of wood bent into a curve, with a taut string holding it in that position; it is used to launch arrows.

This bow is a two-handed weapon; the wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small races such as goblins *cannot* use this weapon.

Bow, Short: This bow is similar to the long bow, but it is smaller and not able to fire arrows as far. It, too, is a two-handed weapon, but it can be used by halfling characters and small races such as goblins.

Cestus: The cestus (plural: cesti) is a sort of glove or thong wrapped around the hand; it has rough, cutting edges on the back, so that a punching attack will inflict more damage on an opponent. If the campaign uses the optional rules for two-weapons use, a character does not suffer the -4 penalty for the cestus worn on his off hand.

Club: This is a simple, blunt piece of wood used to batter opponents.

Crossbow, Heavy: This is a missile weapon consisting of a tough bow (like a small bow, but smaller and sometimes made of metal) laid crosswise across a stock with a trigger. It fires stubby arrows called quarrels.

Heavy crossbows are bulky, requiring two hands to use, and are slow to reload. A character with 18 strength can draw back the string with one hand and fire every round, but weaker characters must point the crossbow nose-down on the ground, brace it with one foot, and draw back the string with both hands in order to reload it; they can only fire it once every two rounds.

This crossbow is a two-handed weapon; the wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small nonhumans such as goblins *cannot* use this weapon.

Crossbow, Light: This weapon is similar to the heavy crossbow, but smaller. It also requires two hands to load, but only one to fire.

This crossbow is a two-handed weapon; the wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halfling characters and small races such as goblins *cannot* use this weapon.

Dagger: This is a small blade with a one-handed grip. It may be used in hand-to-hand combat or thrown. Some expensive varieties are made out of silver for use against certain magical creatures.

Halberd: See Polearms, Halberd (below).

Hammer, Throwing: This is a short-shafted, broad-headed hammer, capable of crushing blows. It is balanced for throwing.

Hammer, War: This weapon consists of a broad hammer head—sometimes with two striking ends instead of just one—on a medium-length (about 3') wooden shaft.

Hand Axe: See Axe, Hand (above).

Heavy Crossbow: See Crossbow, Heavy (above).

Holy Water: This is water that has been prepared by a special cleric (who must be at least 9th level or above). It is normally placed into a breakable bottle or gourd and then hurled at a target; if it strikes the target, the container smashes and the target is splashed.

Holy water only does the listed damage to undead monsters; all other characters and monsters are unaffected by it (except for being dampened).

If you are using the optional Weapon Mastery rules (in the next chapter), all characters have Basic mastery level when using holy water.

Horned Shield: See Shield Weapons, Horned Shield (below).

Javelin: This weapon is a thrusting point atop a light, long (4'-6') pole. Characters can throw it at targets or use it in hand-to-hand combat; in hand-to-hand, they can use it with one hand, keeping the other hand free for a shield or weapon. Halflings (and small races such as goblins) can use this weapon.

Knife Shield: See Shield Weapons, Knife Shield (below).

Lance: When in combat on horseback, many fighters use a special long spear called a lance. Fighters, dwarves, and elves can use the Lance Attack maneuver (see Chapter 8). Mystics can use lances, though they do not have the Lance Attack combat maneuver; even when on the back of a charging horse, mystics always thrust with the weapon as though fighting with a spear. Other human classes cannot use a lance effectively.

A character with a lance may still use a shield; however, if you are using the optional Weapon Mastery rules (in the next chapter), a character who is at Basic mastery with the lance cannot yet use a shield. Under the Weapon Mastery rules, a lance can be used to gain a defense bonus, but each round a lance is used to defend, it causes only half damage.

If the wielder of the lance has the Multiple Attacks option, he can indeed make multiple attacks, but not all against the same foe. He must make each attack against a different target, taking them in the course of his lance charge.

A lance used from the back of a flying mount can be used normally. If the wielder needs to release the lance and ties it to his saddle so that it will not drop to the ground, he cannot defend with it.

Light Crossbow: See Crossbow, Light (above).

Long Bow: See Bow, Long (above).

Mace: This is a heavy striking head attached to a short- or medium-length wooden shaft.

Net: A net is an open mesh of rope or cord. Small nets (up to 10' × 10') are commonly used in hunting and adventuring and can be used as either a hand-to-hand or thrown weapon. The net's encumbrance varies by the size.

This weapon is commonly available in most campaign worlds. Its cost is low, but it is easily damaged. The net is one of humankind's first tools, having been invented in prehistoric times, and it is used by most humanoid monsters for both hunting and defense.

A net can only affect creatures made of solid material. Wraiths, spectres, ethereal creatures, and monsters made of water (such as water elementals) cannot be affected.

A net inflicts no damage on the victim, but may entangle, slow, or delay the victim. The wielder makes a normal roll to hit his target; if he does, the target must make a saving throw vs. death ray, possibly with a bonus (see the Weapon Special Effects Table).

If the saving throw succeeds, the net does not affect the target; it drops off him without impairing him at all. If the victim fails his saving throw, the result varies by the victim's experience level or size.

Once a target is trapped in a net, he may make a new saving throw during the hand-to-hand combat phase of each round until one is successful; a successful roll indicates that the net has been pulled off and thrown aside. If he has a dagger (but not a longer weapon or a nonbladed weapon) in his hand when he is hit with the net, he has a +4 to his saving throw; success means that he has cut his way out of the net, thus destroying it.

Nets Table

Victim's Size	Equivalent*	Net Size**
Very small	Up to 1'	2' × 2'
Small	1 + '-3'	4' × 4'
Medium	3 + '-6'	6' × 6'
Large	6 + '-10'	9' × 9'
Very large	10 + '-15'	12' × 12'
Huge	15 + '-20'	16' × 16'
Mammoth	20 + '-30'	25' × 25'

- A small net is right for a target the size of a halfling; a medium net is right for human, dwarf, and elf targets.

** Or equivalent in square feet.

Magical nets are rare. The few that exist cannot be damaged except by fire or acid; daggers will not cut through them. An entangled victim can only remove the net, not damage it.

The effects listed on the Weapon Special Effects Table are as follows:

Entangle: The victim cannot attack, cast spells, or move until a saving throw is successful.

Slow: The victim is slowed, moving and attacking at half his normal rate. He cannot cast spells.

Delay: The victim automatically loses initiative for the next round.

A net can easily be damaged by any edged weapon (or claw or bite), but it can be repaired if rope or cord is available, which requires 1d3 turns of undisturbed repair work. A damaged net is useless.

Nets come in a variety of sizes; if the target is too large for the net, he will gain bonuses to his saving throw to avoid the effects. Using the Nets Table, determine how many sizes the victim is larger than the net. For each size greater, the victim gains a +4 bonus. A roll of 1 is always a failure unless the bonus is +20 or greater.

Nets 6' × 6' or smaller may be used one-handed. Larger nets require two hands and suffer the same penalties as other two-handed weapons. The wielder may not use a shield, always loses individual initiative to characters not using a two-handed weapon; and halflings and small nonhumans (such as goblins) cannot use nets larger than 6' × 6'.

Normal Sword: See Sword, Normal (below).

Oil, Burning: This type of weapon usually consists of cooking or lamp oil poured into a breakable container (such as a bottle, gourd, or glass lamp), with a fuse or wick attached. In combat, the wielder lights the fuse or wick and throws it at his target (lighting and throwing only takes one round if the character has another lit object handy). If the container hits the target, it bursts, splashes the target with the oil, and ignites the oil on target.

Burning oil causes 1d8 points of damage each round a target is in the fire. Oil that has been lit and thrown will burn for 2 rounds. If you are using the optional Weapon Mastery rules (next chapter), all characters are considered to have Basic mastery level with thrown containers of burning oil.

Pike: See Polearms, Pike (below).

Polearms: Polearms consist of various weapon blades mounted on long poles. Polearms may be used only by fighters, dwarves, elves, and mystics. Because of a polearm's length, a character with a polearm may attack a foe even when there is another friend or foe between them. Often, polearm wielders stand in the second rank of the combat, striking over the heads of their front-line comrades to hit front-line fighters of the enemy force.

A polearm may be used with the Fighter Combat options. However, the optional disarm rule may only be used where noted with the weapon type.

The polearm user's attack rolls suffer penalties of -3 for each of the following cases:

- The user is a dwarf.
- The wielder is attacking from behind a larger ally.
- An ally in front of the user is using a two-handed weapon (other than a polearm) or any weapon that is swung backward behind the wielder (e.g., a battle axe, bola, sling, etc.), thus endangering the polearm bearer.

If you are using the Weapon Mastery rules from the next chapter, characters trained in the use of these two-handed weapons can deflect attacks with them.

Four types of pole arms are shown on the

Weapons Table. They have individual entries because each has certain characteristics that distinguish it from the others when using the Weapon Mastery rules. The variations are as follows:

Halberd: This weapon is both a thrusting and a chopping weapon. It has a broad axehead with a spike on the top and a hook on the back.

Pike: This thrusting weapon (essentially an extra-long spear) has a short, sharp spearhead on the end of a very long pole (12-18').

Poleaxe: This chopping weapon has a small axehead attached to a pole of varying length (5-15'). It is essentially an extra-long battle axe.

Polearm: All other polearms use this line on the Weapons Table. A character using a polearm can say that it is a generic polearm, or he can say that he is using one of the following specific types of real-world polearms:

- **Bardiche:** This weapon has a heavy axe blade with a long spike projecting forward.
- **Bill:** A lightweight weapon, the bill has a long, narrow, single-edged blade (like a scythe).
- **Gisarme:** This weapon resembles a bill with a thin spike on the back of the blade, curving forward.
- **Glaive:** This weapon has a broad, knifelike blade.
- **Lochaber Axe:** This weapon has a long, heavy, single-bladed axe with a hook on the back, pointing forward.
- **Partizan:** The partizan has a broad spearhead with two hooks at the base, pointing forward.
- **Ranseur:** This weapon has a short, sharp spike flanked by two short, curved blades at its base.
- **Spetum:** The spetum has a long spike with two short curved blades forming a trident shape.
- **Spontoon:** The spontoon has an elaborate blade, possibly wavy or with flares.
- **Voulge:** The voulge has a large, heavy, broad blade like a cleaver.

In the campaign, a DM can simply use the generic polearm entry on the Weapons Table for polearm variants. Or, if he's using the Weapon Mastery rules, he can follow the guidelines in that chapter for combining the traits of halberds, pikes, and polearms into new weapons.

Regardless of type, all polearms are two-handed weapons; the wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small nonhumans (such as goblins) cannot use this weapon.

Poleaxe: See Polearms, Poleaxe (above).

Rock, Thrown: This is a rock of fist size or smaller. When a character throws any object that causes impact damage, treat it as if it were a thrown rock; the DM can reduce the damage done if he thinks it is not as punishing as a normal rock. Strength modifications apply to attack rolls and damage.

If you are using the optional Weapon Mastery rules, all characters are considered to have Basic mastery level with thrown rocks.

Shield Weapons: These weapons combine a shield with weapon blades. Though awkward and prone to breaking, a shield weapon can provide a second attack when used with a one-

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handed weapon. Only fighters, thieves, and demihumans may use these weapons. Monsters rarely use shield weapons.

The larger shield weapons may break during battle. Check for breakage whenever the attacker or the defender rolls the exact attack roll needed. (For example, if a roll of 9 or better is needed to hit and a 9 is rolled on the die, check for breakage.) Each time a breakage occurs, one of the shield weapon's blades becomes unusable.

The chance that a shield weapon will break is 5 or less on 1d10. Magical shield bonuses add to the die roll, and magical weapon bonuses of the foe subtract from it. In addition to magical modifiers, modify the foe's attack roll by -1 per 10 points of maximum damage possible.

For example, a fighter with a *sword shield* +3 is attacked by a monster using a two-handed sword. The monster needs a 7 to hit his target (before any modifications), and he rolls a 7 on the die. The wielder of the sword shield must check for breakage.

The shield wielder's base roll is 1d10; on a 5 or less his shield breaks. His roll will have a -1 penalty because his opponent's two-handed sword can do up to 10 points of damage. But he will have a bonus of +3 because his shield is magical. He rolls a 6, which yields $6 - 1 + 3 = 8$. His shield doesn't break.

The four types of shield weapons are as follows:

Horned Shield: A one-foot circular shield that is strapped to the arm rather than held. A single spike projects from its center. This shield is very durable and will not break.

Knife Shield: A small buckler equipped with one or two short blades protruding from its sides.

Sword Shield: A medium-size shield with one or two sword or spear blades projecting from the sides (if round) or ends (if oblong).

Tusked Shield: A large shield with one to four short blades protruding from the sides. It may have a central spike. Due to its size, the tusked shield requires two hands to use and may not be used with an additional weapon or another shield. Characters using this weapon always lose individual initiative to characters not using a two-handed weapon. Halflings and small nonhumans such as goblins *cannot* use this weapon.

Short Bow: See Bow, Short (above).

Short Sword: See Sword, Short (below).

Sling: This is a length of cord or a long leather strap with a pouch in the middle. The user places a stone or metal "bullet" in the pouch, holds the sling by the ends, whirls it to build up speed, and then releases one end of the strap to launch the missile at his target.

Spear: The spear is a thrusting head attached to one end of a medium-to-long pole (6'-8'). Fighters, dwarves, elves, and mystics can use the set spear vs. charge maneuver (see Chapter 8).

Staff: This is a 2"-thick staff, 4'-6' long, possibly with iron-loaded ends. A staff may be used by all classes, even by magic-users if the DM so permits.

The staff is a two-handed weapon; the wielder

of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small nonhumans *cannot* use this weapon.

Stone: See Rock, Thrown (above).

Sword, Bastard: This popular weapon is similar to a normal sword (below) but has a longer blade and a hilt (handle) nearly as long as that of a two-handed sword; the overall weapon length may be from 3½' to 4½'. The sword may be wielded either one- or two-handed.

A character cannot use a shield while using this item two-handed. However, it does *not* cause the loss of individual initiative. The bastard sword *cannot* be used by a halfling or other small humanoid.

Sword, Normal: This is the classic weapon of fantasy. It consists of a one-handed hilt (handle) attached to a long cutting or thrusting blade; the weapon is usually between 2½' to 3½' long.

Sword, Short: This is much like the normal sword (above) but smaller; it is usually between 2' to 2½' long. Halflings and small nonhumans such as goblins can use this weapon.

Sword, Two-Handed: This weapon, also called the great sword, is the largest type of sword. It is similar to the normal sword (above) but much longer, usually being 4½' to 6½' long.

This sword is a two-handed weapon; the wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small nonhumans such as goblins *cannot* use this weapon.

Sword Shield: See Shield Weapons, Sword Shield (above).

Throwing Hammer: See Hammer, Throwing (above).

Torch: A torch is basically a flaming club. Although lighter than a club, it is on fire so it does the same amount of damage as a club (1d4). If someone uses an *unlit* torch as a bludgeoning weapon, it does 1d2 points of damage.

If you use the optional Weapon Mastery rules, mastery with a club is also mastery with a torch. However (also from the Weapon Mastery rules), someone unskilled with a torch does not halve damage, but always inflicts 1d4 points (regardless if the torch is lit).

Trident: This is a light spear with three barbed prongs on the end, designed for underwater use. Any small creatures (2' long or less, such as normal fish) hit by a trident become stuck on the spiked prongs. To free themselves, they need to make an ability check vs. Strength to free themselves. They may make one attempt per round; many small creatures have Strengths that do not exceed 1 or 2.

This weapon can be used either one- or two-handed. Used two-handed, it operates similarly to other two-handed weapons (i.e., the wielder cannot use a shield when using the weapon this way). However, a character using this weapon,

even in its two-handed style, does not lose his initiative roll, and halflings and other small creatures can use this weapon.

Tusked Shield: See Shield Weapons, Tusked Shield (above).

Two-Handed Sword: See Sword, Two-Handed (above).

War Hammer: See Hammer, War (above).

Whip: This weapon is a long, braided leather strap with a handle. It may be from 5'-30' long. It is a hand-to-hand weapon and may be used to either cause damage (1d2 points) or to entangle. Before each combat round, the user must declare which option is being used. Whichever he uses, he makes a normal attack roll.

If he scores a hit, the whip either inflicts 1d2 points of damage or (if entangling is attempted) forces the victim to make a saving throw vs. death ray, possibly with a bonus. (See the Weapon Special Effects Table for his saving throw bonus and the result of the attack.) If the victim fails his saving throw, he may be entangled, slowed, or delayed.

The effects listed on the Weapon Special Effects Table are as follows:

Entangle: The victim cannot attack, cast spells, or move until a saving throw is successful.

Slow: The victim is *slowed*, moving and attacking at half his normal rate. He cannot cast spells.

Delay: The victim automatically loses initiative for the next round.

This weapon is not very useful except as a tactical device. It is most often used by a thief or other character who wants to help a front-line fighter somehow while not actually engaging in melee.

A whip can only entangle creatures made of solid material. Wraiths, spectres, ethereal creatures, and monsters made of water (such as water elementals) cannot be entangled. They will, however, suffer the normal damage caused by a whip. (A normal whip will not hit a monster that can only be hit by magical weapons, of course; that would require a magical whip.)

Nonstandard Weapon Use (Optional)

Sometimes a character may want to use a one-handed weapon with two hands. This inflicts more damage, but has the following limitations:

- Any one-handed weapon (except "Other Weapons") can be used for this option.
- The character loses individual initiative.
- The character cannot effectively use a shield for defense while wielding a weapon two-handed (no AC bonus).

When used two-handed, weapons gain an additional +1 point of damage to their attacks. This bonus applies to any one-handed weapons used with both hands, regardless of the original damage of the weapon. Therefore, a dagger used in this way inflicts 1d4+1 (2-5) points of damage, and a spear does 1d6+1 (2-7) points of damage when wielded with both hands.

Armor

All fighters, clerics, dwarves, elves, and halflings can use any of the types of armor described below. Thieves and druids can use the types of armor indicated in the "Notes" column. Magic-users and mystics can use none of these armor types.

Armor is normally made for a specific race. The DM can impose penalties on a character who wears the armor of a different race. For example, an elf would find a dwarf's chain mail awkward and heavy (for an additional reduction to movement beyond what the armor's encumbrance calls for), a halfling would find it very hard to move in a human's armor (he would have to save vs. paralysis each round to avoid tripping and falling down), and a dwarf couldn't get into a halfling's armor at all!

Armor Descriptions

Each type of armor constitutes a full set. The player can presume that his character, as part of the set of armor, gets the type of headgear appropriate to the armor (e.g., from a stout leather cap to a full metal helm). The player may imagine other appropriate armor components as he chooses—gauntlets, vambraces, greaves, etc.—as these components do not affect play or armor class.

The armor listed in the Armor Table is described here and is presented alphabetically for your convenience.

Banded Mail: This is a suit of heavy leather armor with strips or knobs of metal imbedded in

Armor Table

AC (-1)*	Armor Type	Cost (gp)	Enc (cn)	Notes
	Shield	10	100	D
7	Leather Armor	20	200	D,T
6	Scale Mail	30	300	
5	Chain Mail	40	400	
4	Banded Mail	50	450	
3	Plate Mail	60	500	
0	Suit Armor	250	750	S

* Subtract 1 from AC if a shield is used.

D A druid can use this type of armor if it contains *no* metal parts or other nonorganic components (parts that have never been alive).

S Suit armor has some very special characteristics; carefully read the description of this type of armor.

T A thief can use this type of armor.

the leather.

Chain Mail: This is a full-sized shirt, often including a hood and sometimes including full pants, made of interlocked rings of metal. It is worn over a quilted shirt called a *gambeson*. When someone with a heavy weapon hits a character in chain mail, the gambeson keeps the chain mail's links from being driven into the flesh. (Additionally, it keeps him from being chilled by flesh-to-metal contact in cool weather and from being pinched by the rings.)

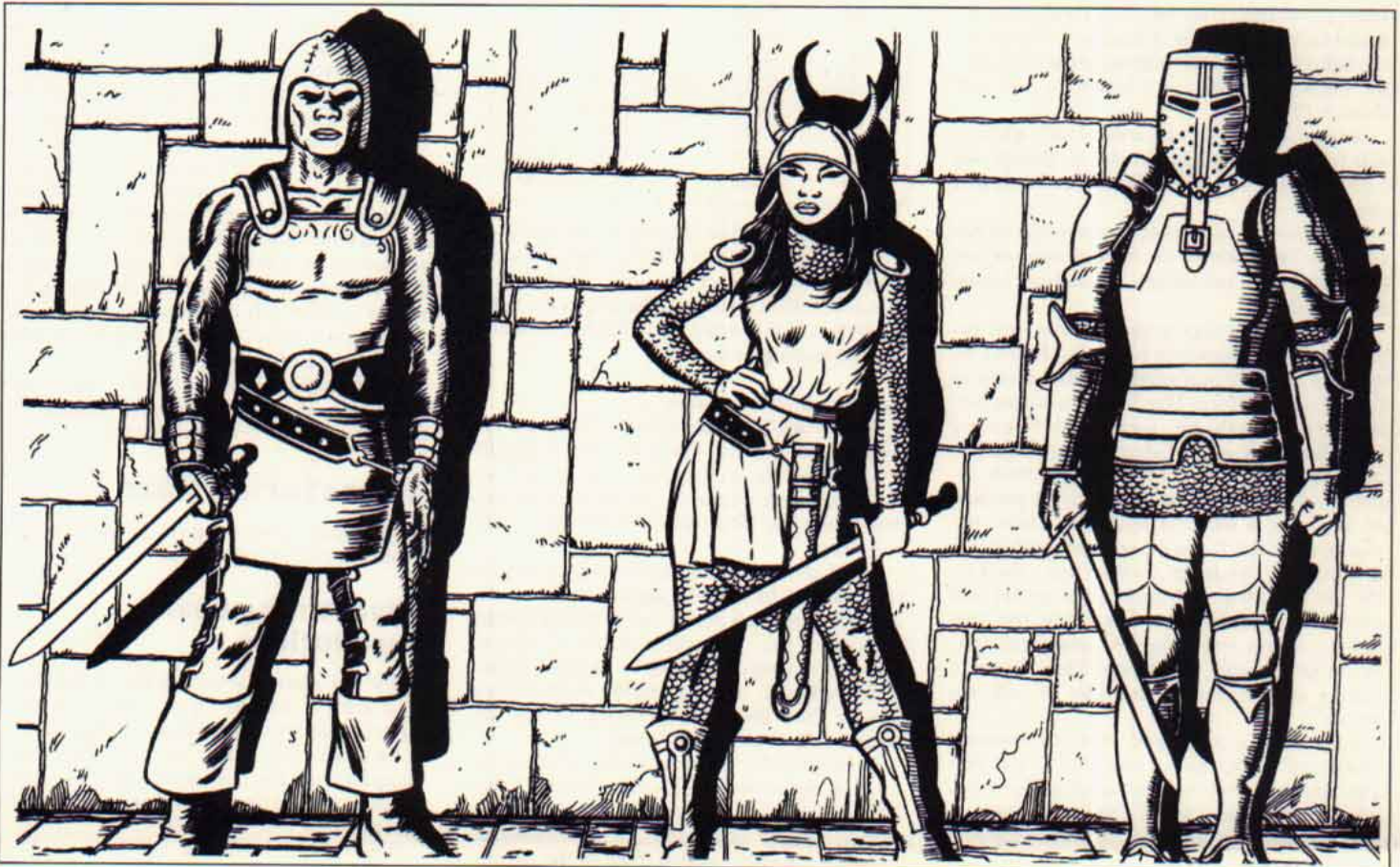
Leather Armor: This armor is made of tough leather, often boiled for extra toughness, or even boiled in wax (which produces armor known as *cuir-bouilli*).

Plate Mail: This is not the full plate armor usually associated with knights. It consists of numerous metal plates (the chestplate being the most important of them) linked together by chain mesh; it's much like the chain mail armor described above except that it has large, shaped metal plates reinforcing it.

Scale Mail: This armor consists of light leather armor completely covered with overlapping metal scales sewn or riveted onto the leather.

Shield: A shield can be any of a number of sizes as follows:

- Target or Buckler (a small round shield, with only one strap, held in the fighter's hand);
- Medium or Round (a larger, heavier shield,





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often with two straps—one for the fighter's hand and one further up on his forearm); or

- Wall or Tower (a huge shield nearly the size of the wielder, usually with two straps like a Medium).

Regardless of size, all shields provide the same amount of protection by lowering the armor class score by -1. Smaller shields are considered easier to move into the path of danger, while larger shields protect better but are slower to move into the path of danger—thus the benefit is evenly divided.

Suit Armor: Suit armor is the type of armor associated with the mounted knights of high romance. It encloses the wearer completely in a sheath of steel, with chain-link joints to permit movement. It is often called plate armor (which is different than plate mail), full plate, gothic armor, or jousting armor. However, suit armor is more like the plate armor made during the last days of armor-making. The arrival of gunpowder forced armor-makers to thicken the armor made, which rendered it too heavy and clumsy and impractical for use, leading to the abandonment of making armor. In the D&D® game, the presence of magic has had almost the same effect on suit armor.

Advantages: Suit armor alone is armor class 0. It may be used with a shield for armor class -1.

Suit armor reduces the damage inflicted by most area effects (fire, cold, gas, acid), including breath weapons. The base damage is reduced by 1 point per die of damage, and the wearer gains a +2 bonus to the applicable saving throw. The minimum base damage is always at least 1 point per die.

For example, the damage from the breath of a small red dragon (HD 10, 57 hit points) is reduced by 1 point per die of damage (-10) to 47; the fighter in suit armor may make the usual saving throw, but with a +2 bonus, to take half damage (24 points).

Magical suit armor can reduce such damage still further, by 1 point per die of damage for each two pluses of enchantment (rounded down).

If a fighter in suit armor is mounted and has assistance from others, the disadvantages of encumbrance, slow movement, and surprise can be minimized.

Disadvantages: Suit armor is bulky and expensive. Its encumbrance is 750 cn. It must be specially made for one wearer, tailored exactly to fit; the cost is 250 gp. Magical forms are proportionately more valuable, averaging 50% greater value than plate mail of identical enchantment.

Suit armor is awkward in some situations, especially when getting up from a prone position or mounting a steed. If attempted alone, the chance of success is 1 in 6 per round. In late medieval times, the latter problem was solved by the use of a strap tied around the wearer and over a handy limb or bar. The knight was then hoisted into the air and lowered onto the mount. In the D&D game, assume automatic success in getting up if anyone is available to help the wearer.

Suit armor is noisy and slow. Its common creaks and clanks can be heard up to 120 feet away and negate chances for surprise. The wearer's movement rate is 30' (10'); most fighters prefer to use their suit armor only when fighting from horseback.

Barding Encumbrance Table

Animal	Movement Rate	Encumbrance: Full Movement (cn)	Encumbrance: Half Movement (cn)
Horse, Draft	90' (30')	4,500	9,000
Horse, Riding	240' (80')	3,000	6,000
Horse, War	120' (40')	4,000	8,000
Mule	120' (40')	3,000	6,000
Pegasus	240' (80')	3,000	6,000
Flying	480' (160')	3,000	6,000
Pony	210' (70')	2,000	4,000
Unicorn	240' (80')	2,000	4,000

An unarmored fighter needs two full turns to dress in suit armor; it takes one full turn to take it off.

Suit armor gives no additional protection against gaze attacks (such as a medusa's) or electricity (such as a blue dragon's lightning breath).

The wearer has a -5 penalty when using any missile device other than a crossbow. If alone, the wearer suffers a -1 penalty to be surprised. (In other words, a fighter in such armor rolling for surprise might roll a 3, indicating no surprise, but the penalty applied will reduce the roll to a 2, resulting in the fighter being surprised.)

Barding

Some characters purchase armor for their horses so that their mounts, too, will be protected in combat.

Barding Table

AC	Armor Type	Cost (gp)	Enc cn
7	Leather	40	250
6	Scale	75	400
5	Chain	150	600
4	Banded	400	1,500
3	Plate	500	3,000
2	Field	600	4,000
0	Joust	700	5,000

Most of these types of barding correspond to types of character armor. Chain barding, for example, is made up of the same material as a character's chain mail. Joust barding is the horse equivalent of suit armor. Field barding is similar to joust barding, but lighter.

Barding and Encumbrance

On the Barding Encumbrance Table are the types of mounts for which barding is usually made. Note that one animal's barding will not fit another type of animal, except that barding made for a war horse will fit a draft horse and vice versa.

Listed on the Barding Encumbrance Table is the animal, its normal movement rate, the amount of encumbrance it can carry at its normal movement rate, and the amount of encumbrance it can carry up to half its movement rate. If loaded with an amount of encumbrance greater than the amount shown in the last column, the beast will not move.

Remember that the encumbrance shown is the total encumbrance being carried by the beast. This includes the barding, the weight of the rider(s) and all armor and gear. Encumbrance rates for characters' gear is listed in the Adven-

turing Gear Table.

Barding for Other Animals (Optional)

The DM can allow characters to commission barding for other creatures. If he does, here are some rules for the DM to gauge the cost and encumbrance of barding made for other types of creatures.

In Chapter 14, many creatures have a listing titled "Load." This shows what sort of load the creature can carry and with what modification to its movement rate. (Not all creatures have this information.) With many "Load" paragraphs is a "Barding Multiplier." This is a number that represents how much more difficult it is to make barding for this creature and how much more encumbered the creature will be with barding.

To determine how much it costs to make barding for any type of creature, take its barding cost and encumbrance multiplier and multiply it by the cost and encumbrance columns from the Barding Table.

For example, a character wants to find the cost and encumbrance of armor specially made for his griffon. Take the cost and encumbrance values from the Barding Table and then multiply them by the barding cost and encumbrance multiplier from the description of the griffon in Chapter 14. The griffon's multiplier is a $\times 5$. The griffon's basic AC is 5, so it will need banded barding (or better) to improve its condition. Multiplying the cost and encumbrance by 5, the banded armor for a griffon would cost 2,000 gp and have an encumbrance of 7,500 cn. The griffon's description says that it can fly with up to a load of 7,000 cn at full speed or 14,000 cn at half speed, so the griffon carrying this armor must be reduced to half flying speed.

When barding provides an AC that is only equal to or worse than the creature's natural AC, it will do no good to wear the armor.

Adventuring Gear

This section describes many of the items that characters take on adventures.

Adventuring Gear Descriptions

The equipment listed in the Adventuring Gear Table is described here. The items are arranged alphabetically for your convenience.

Backpack: This sturdy pack is used to carry equipment on the character's back. The shoulder straps leave the character's hands free for other actions.

Boots: Plain boots are standard, mid-calf

Adventuring Gear Table

Item	Description/Notes	Cost	Enc (cn)
Backpack	Capacity 400 cn	5 gp	20*
Belt		2 sp	5**
Boots, plain		1 gp	10**
Boots, riding or swash-topped		5 gp	15**
Cloak, short		5 sp	10**
Cloak, long		1 gp	15**
Clothes, plain	Tunic and pants; blouse and skirt; dress; robe; or equivalent	5 sp	20***
Clothes, middle-class	See above	5 gp	20**
Clothes, fine	See above	20 gp	20**
Clothes, extravagant	See above	50 + gp	30**
Garlic		5 gp	1
Grappling hook		25 gp	80
Hammer	Small	2 gp	10
Hat or cap		2 sp	3
Holy symbol		25 gp	1
Holy water	Breakable vial	25 gp	1
Iron spike	One spike	1 sp	5
Iron spikes	Twelve spikes	1 gp	60
Lantern	Burns oil	10 gp	30
Mirror	Hand-sized, steel	5 gp	5
Oil	One flask	2 gp	10
Pole	Wooden, 10' long	1 gp	100
Pouch, belt	Capacity 50 cn	5 sp	2*
Quiver	For arrows or quarrels	1 gp	5***
Rations, iron	Preserved food for one person for one week	15 gp	70
Rations, standard	Unpreserved food for one person for one week	5 gp	200
Rope	50' length	1 gp	50
Sack, small	Capacity 200 cn	1 gp	1*
Sack, large	Capacity 600 cn	2 gp	5*
Shoes		5 sp	8**
Stakes (3) and mallet		3 gp	10
Thieves' tools	Lockpicks, wire, etc.	25 gp	10
Tinder box	Flint, steel, kindling	3 gp	5
Torch	One torch	2 sp	20
Torches	Six torches	1 gp	120
Waterskin/wineskin	One-quart capacity; enc 30 when filled	1 gp	5
Wine	One quart, wineskin not included	1 gp	30
Wolfsbane	One bunch	10 gp	1

* This is the item's encumbrance when empty. When goods are placed within it, the encumbrance includes both the item's encumbrance and the encumbrance of the goods within it. Thus, a fully filled belt pouch has an encumbrance of 55 cn.

** This is the encumbrance if packed. If the clothes are worn, disregard the encumbrance.

*** This is the quiver's encumbrance when empty. Filled with arrows or quarrels, it is up to 10 cn for encumbrance. A 5-cn encumbrance quiver + 10 cn of missiles (20 arrows or 30 quarrels) still equals only a 10-cn encumbrance bundle to carry around.

leather boots. Riding boots are more expensive footwear coming up to the knee or just below. Swash-topped boots are soft leather boots that come up well above the knee, but the top portion folds down at knee height or below, resulting in a cuff.

Cloak: The D&D® game gives no special benefit to characters wearing cloaks, but the DM may decide that a character caught in cold weather without a cloak or similar garment could eventually suffer from exposure.

Clothes: A character is presumed to start play with two or three sets of clothes of the plain variety. Plain clothes are fine for most travel and adventuring purposes; the better grades of clothes are for social purposes. (Characters invited to the king's ball don't go in plain or middle-class

clothes, after all!)

Garlic: This is an aromatic herb that repels vampires and some other undead monsters.

Grappling Hook: A large 3- or 4-pronged hook, made of specially hardened iron, this item is tied to the end of the rope and then swung up or over a target. A successful attack roll, with difficulty modifiers as the DM decides, means that the hook has anchored itself to the target. With use of this tool, the characters can often cross gaps or climb walls they could not otherwise climb. The hook may also be attached manually to a nearby surface, such as when a thief climbs a wall and then attaches a line for his friends to climb.

Hammer: This is used to drive iron spikes into hard surfaces. Used as a weapon, it does 1d3 points of damage and can be wielded by anyone

who can use a war hammer.

Hat or Cap: This is standard headgear for the campaign setting.

Holy Symbol: This is a sign or symbol of a cleric's beliefs. It is often used to physically ward off vampires, and DMs may make holy symbols necessary for a cleric to turn undead.

Holy Water: This is water prepared by a high level cleric. It will cause damage to undead monsters.

Iron Spikes: These are essentially large, long iron nails; they may have flat heads or circular, open heads (the latter kind is useful for tying ropes to). Spikes can be used to wedge doors open, provide grips for climbing or anchors for ropes, pry things loose, and so forth. Characters will need a hammer to pound them into hard surfaces such as stone and wood.

Lantern: This is a simple oil lantern that casts light in a 30' radius, burning one flask of oil in four hours (24 turns). Most types are shuttered or enclosed against wind.

Mirror: Your character can use a mirror to look around corners, examine empty rooms, and defend against magical gaze attacks. When a character uses a mirror to watch an opponent, he receives a -2 penalty to attack rolls when he tries to hit that target, and he cannot use a shield (he's holding the mirror in his shield hand). The area must be lit for the mirror to work this way.

Oil: Oil is burned in a lantern for light. A flask of oil may also be thrown as a missile weapon or poured out and ignited to delay pursuit.

Pole, Wooden: This is the proverbial 10' pole, made of wood 2" thick. Particularly cautious adventurers, or adventurers in regions where such objects have proven their usefulness, use poles to prod piles of rags, stir around in watery pools, poke into corners, touch objects that may have traps attached to them, test the sturdiness of floors and ledges, and so forth.

Quiver: This is a container for arrows or quarrels; it is usually made of leather. A lesser-quality quiver is included in the basic cost of a load of ammunition, as noted on the Ammunition Table above.

Rations: Your character needs to pack food and drink when traveling; rations are food that has been packaged for travel. A single ration is enough food to sustain one vigorous adult for a week—that is, about 21 meals. Rations for adventurers typically come in two types as follows:

Standard Rations: These rations consist of untreated food chosen and prepared for traveling; they will last up to a week when the characters are traveling outdoors. Carried into a dank, unhealthy dungeon, they spoil overnight.

Iron Rations: These rations are preserved food (beef jerky, hard tack, dried fruits and vegetables, etc.); they are not as tasty as standard rations, but they last for two months (eight weeks) in normal travel and up to a week in bad conditions (such as dungeons).

Rope (50' Length): This is a heavy climbing rope that can support three fully loaded humans (i.e., about 7,500 cn in encumbrance). Rope can be tied to an iron spike and used to climb up steep walls. It may also be useful in tying up captured prisoners, pulling doors open, etc.

Sack, Large: This is a burlap, cloth, or leather bag, usually 2' x 4'. It is normally carried over a shoulder (occupying one hand) or tied onto a

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cart or saddle-horn; if carried in hand, it is usually dropped when the owner goes into combat.

Sack, Small: Similar to a large sack, the 1' x 2' cloth bag can be carried over the shoulder (occupying one hand) or tied onto a cart or a saddle-horn. Some characters tie it off their belts or (with quick-release knots) to their spearheads.

Shoes: A character should have shoes if he is going to travel or explore dungeons; the DM might assign damage to barefoot characters walking through bad terrain or treacherous catacombs.

Stakes and Mallet: Three large (18") wooden stakes and a wooden mallet can be quite useful for destroying vampires.

Thieves' Tools: Required for picking locks, these items are usable only by thieves. A typical set includes various lockpicks, fine wire, etc.

Tinderbox: The tinderbox is a small box containing flint, steel, and tinder (wood shavings). Characters use this to start any fires, be it for their camp or their torches. To use a tinderbox, roll 1d6; under normal (comparatively dry) circumstances, a fire is successfully ignited on a result of 1 or 2. Someone with a tinderbox may try to use it once per round.

Torch: This is any 1' to 2' long piece of wood, its head sometimes covered with an inflammable substance such as pitch. It casts light in a 30' radius and burns for one hour (six turns). See the description from the Weapons Table for information on using a torch as a weapon; clerics can use it as a weapon.

Waterskin: This flexible container is usually made of leather or a preserved animal bladder. It has a liquid capacity of one quart and an encumbrance of 30 cn when filled, 5 cn when empty.

Wine: This is the cost of a quart of common wine, not including the container.

Wolfsbane: Sold dried or fresh in single sprigs, this is an herb used to drive off lycanthropes, who cannot abide its presence.

Land Transportation Equipment

Characters usually acquire land animals, and sometimes carts or wagons, for transportation of themselves and their gear overland. Adventurers typically buy the types of animals for transportation listed in the Riding Animal Costs Table. In addition, they may purchase other equipment from the Land Transportation Gear Table.

Riding Animal Costs Table

Animal	Cost (gp)
Camel	100
Horse:	
Draft	40
Riding	75
War	250
Mule	30
Pony	35

Riding Animal Descriptions

The animals listed in the Riding Animal Costs Table are described here and are arranged alphabetically for your use.

Camels: These animals are normally only found in desert campaigns. They are better suited to arid climates than horses, and they travel

much further on the same amount of water.

Horses: As campaigns develop, characters will travel many miles in search of adventure. Most characters will probably purchase one or more horses to make travel faster and easier. Types of horses are as follows:

Draft Horses: These horses are huge, plodding animals usually used to plow fields and perform other farm labors. Characters will seldom want to ride them—normally this will occur only when they need to transport an injured person or a lot of gear and they have no other mount.

Riding Horses: This type of horse is the fastest normal steed, but it is no help in combat.

War Horses: These horses are larger and harder than riding horses, and they may be useful in wilderness encounters. A war horse can fight, using its two front hoof attacks (for 1d6 points each), with the help of the character riding it. While guiding the horse, the character cannot cast a spell, but he can attack or perform some other action (such as drinking a potion, changing weapons, etc.). When not carrying a rider, a war horse will defend itself without needing such guidance. Any class can ride a war horse.

Mules: Mules are cheaper, less glamorous animals than horses, but they are very durable and reliable mounts and pack animals.

Ponies: Ponies are small riding equines. Their diminutive stature makes them ideal mounts for halflings, children, and small characters.

The items and accoutrements listed in the Land Transportation Gear Table are useful to adventurers who have the above riding animals.

Land Transportation Equipment Descriptions

The items listed in the Land Transportation Gear Table are described here and are arranged alphabetically for your use.

Cart: A cart is pulled either by one or two draft horses or by two to four mules. The cart's maximum safe movement rate is 60' (20'); above that rate, the DM should check once per turn to see if the cart breaks down or tips over. On 1 on a 1d6, it breaks down, and on a 2 or 3 it tips over. The cart's carrying capacity is 4,000 cn when pulled by a single horse, 8,000 cn when pulled by two. It cannot travel through desert, forest, mountain, or swamp except by road.

Saddle & Tack: This is a leather and wooden saddle with metal fastenings. It is assumed to include a blanket, bridle and bit, and stirrups. The saddle's capacity does not refer to the size of the rider; it is the amount of encumbrance the saddle can carry in the form of sacks tied to the saddle-horn, weapon sheathes, etc.

Land Transportation Gear Table

Item	Cost (gp)	Capacity (cn)	Notes
Saddle & Tack	25	200 (Enc 300)	(a)
Saddle Bags	5	800 (Enc 100)	(a)
Cart (2 wheels)	100	4,000/8,000	(b)
Wagon (4 wheels)	200	15,000/25,000	(b)

(a) The Enc figure is the amount of weight the empty container adds to the load the horse carries. For example, a fully laden saddlebag has an encumbrance of 900 cn.

(b) The cart's or wagon's capacity varies with the number of horses pulling it; one horse indicates the lesser capacity, two horses indicates the greater. These figures are based on using draft horses. Two mules can substitute for one horse.

Saddle Bag: This is a long, two-pocketed leather container that lies behind the saddle.

Wagon: This is a large wooden wagon pulled by two or four draft horses (or four, six, or eight mules). The wagon's maximum safe movement rate is 60' (20'); above that rate, the DM should check once per turn to see if the wagon breaks down or tips over. On 1 on a 1d6, it breaks down, and on a 2 it tips over. The wagon cannot travel through desert, forest, mountain, or swamp except by road.

Vehicle Movement Speeds

The animals noted above can pull the carrying capacities for carts and wagons with no problem or hindrance against their movement speeds. The vehicles can be loaded heavier, but movement speeds will suffer.

Simply put, if the animal's normal encumbrance value is equal to or higher than the weight in the vehicle, it can pull it at its normal speed. If the encumbrance of the vehicle exceeds the animal's normal encumbrance value, it can be pulled at half the animal's normal speed.

For example, one draft horse pulls a cart loaded down with 3,000 cn of cargo; this cart could travel at the horse's maximum rate of 90' (30'), though speeds greater than 60' (20') risk upsetting the vehicle and the cargo. The same draft horse can pull a cart loaded with 5,000 cn of cargo, but this cart moves at half speed or 45' (15').

Water Transportation

When characters must travel along rivers or across oceans, they'll need to find water transportation. Vessels and pertinent information are listed in the Sailing Vessels Table.

Crew numbers do not include the captains of the vessels. All vessels should have a captain except lifeboats, river boats, sailboats, and rafts.

As a rule of thumb, galleys sail only along the coast; they do not venture across oceans. River boats and rafts are used for travel on rivers and will almost surely be destroyed if they venture too far from coastal shores. Canoes are normally used on rivers. All other vessels are suitable for use on the open ocean.

Water Vessel Descriptions

The vessels listed in the Sailing Vessels Table are described below.

Boat, River: This boat is designed specifically for river travel. The length is 20'-30', beam (width) is 10', and draft (depth under water) is 2'-3'. Capacity is 30,000 cn. Crew: 8 rowers, 2 sailors (one of whom acts as captain). It may be

Sailing Vessels Table

Item	Cost (gp)	Crew Rowers	Sailors	Marines	Capacity (cn)*	Move Mi/Day**	Move Ft/Rnd**	Hull Points	Armor Class
Boat, River	4,000	8	2	—	40,000	36	60	20-40	8
Boat, Sailing	2,000	—	1	—	20,000	72	120	20-40	8
Canoe	50	—	1	—	6,000	18	60	5-10	9
Galleys:									
Large	30,000	180	20	50	60,000	18/72	90/120	100-120	7
Small	10,000	60	10	20	40,000	18/90	90/150	80-100	8
War	60,000	300	30	75	80,000	12/72	60/120	120-150	7
Lifeboat, Ship's	1,000	—	—	—	15,000	18	30	10-20	9
Longship	15,000	—	75†	—	30,000	18/90	90/150	60-80	8
Rafts††:									
Professional	1 gp/sq ft	—	—	—	10,000	12	30	5	9
Built by PCs	—	—	—	—	5,000	12	30	5	9
Sailing Ships:									
Small	5,000	—	10	25‡	100,000	90	150	60-90	8
Large	20,000	—	20	50‡	300,000	72	120	120-180	7
Troop Transport	30,000	—	20	100‡	600,000	60	90	160-220	7

* This column shows the vessel's capacity *in addition* to the listed crew. For example, a river boat can carry 8 people *and* 40,000 cn in additional cargo. "Cargo" includes any additional passengers.

** If two rates are given, the first rate is for rowing, the second for sailing. The first rate is used on windless days (or rounds), and the second on days or rounds when there is wind in the sails. If only one rate is given, it is for sailing; on windless days, or days when wind is against the vessel, the vessel does not move.

† Longship: Sailors acts as both rowers and marines.

†† The hull points and movement rate figures are for each 100 square foot section (10' × 10').

‡ Sailing ships have no marines. If this vessel is converted into a troop transport, it can accommodate this number of marines *and* keep its cargo capacity, but it costs 1/3 more gp.

rowed or poled; it may have a wooden roof for protection from weather (1,000 gp extra).

Boat, Sailing: This is a single-masted boat, designed for lake or coastal use. The length is 15'-45', beam is 5'-15', and draft is 3'-8'. Capacity: 20,000 cn. Minimum crew: 1 sailor; additional crew and captain may be hired.

Canoe: This is a light wood frame covered with hides, canvas, or waterproof bark; it is designed for rivers and swamps. The length is 15', beam is 3', and draft is 1'. Capacity: 6,000 cn. It may be carried by one or two people; encumbrance is 1,000 cn for one, 300 cn each for two people. A special type of canoe, the *outrigger*, can sail on the ocean; it costs twice as much as the normal canoe and has three times the encumbrance.

Galley, Large: This ship is designed for oceans and large lakes. The length is 120'-150', beam is 15'-20', and draft is 3'. Capacity: 40,000 cn plus crew. Standard crew: 180 rowers, 20 sailors, 50 marines, 1 captain. It has a single mast with a square sail. It can have a ram (1/3 additional cost) and two light catapults (bow and stern).

Galley, Small: Similar to the large galley, this ship is built for coastal and lake use. The length is 60'-100', beam is 10'-15', and draft is 2'-3'. Capacity: 20,000 cn plus crew. Standard crew: 60 rowers, 10 sailors, 20 marines, 1 captain. This ship can have a ram (1/3 extra cost) and two light catapults (bow and stern).

Galley, War: This large, two-masted galley is designed for combat; it is often used as a flagship. The length is 120'-150', beam is 20'-30', and draft is 4'-6'. Capacity: 60,000 cn plus crew. Standard crew: 300 rowers, 30 sailors, 75 marines, 1 captain. This ship always has a ram and one deck above the rowers has two light wooden towers (bow and stern), each 10'-20' square, height 15'-20'. It can have three light catapults.

Lifeboat, Ship's: This vessel can carry up to

ten people. It is designed for survival and each has a collapsible mast. The length is 20', beam is 4'-5', and draft is 1'-2'. Capacity: 15,000 cn. Stored onboard the ship is one week's iron rations for ten people. Small ships usually carry one or two lifeboats; large ships carry three or four. Lifeboats are not included in the listed cost of ships. A lifeboat carried onboard another vessel has an encumbrance of 5,000 cn (deducted from the ship's capacity).

Longship: This ship is designed for river, ocean, or coastal use. The length is 60'-80', beam is 10'-15', and draft is 2'-3'. Capacity: 40,000 cn. Standard crew: 75 sailors (acting as rowers and marines), 1 captain. Sixty rowers are needed for full speed.

Raft: This is an awkward floating platform or barge, moved by poles or natural current, and often equipped with a crude steering oar. Maximum size 30' × 40'. Capacity: 10,000 cn per 100 square feet. The raft may have raised edges and a tent or wood hut for shelter. It is often dismantled and sold for the value of the wood (1/4 price) once the cargo reaches a downstream port. It may be found as a ferry at a river crossing.

Characters can build their own rafts if wood is available—this takes 1d3 days per 100 square feet (maximum size 600 square feet). Capacity: 5,000 cn per 100 square feet.

Sailing Ship, Large: This is a three-masted ship with one or more decks. The length is 100'-150', beam is 25'-30', and draft is 10'-12'. Capacity: 300,000 cn plus crew. Standard crew: 20 sailors, 1 captain. The bow and stern are raised "castles" for better field of fire, and it may have two light catapults.

Sailing Ship, Small: Very similar to the large sailing ship, the small sailing ship has a single mast. The length is 60'-80', beam is 20'-30', and draft is 5'-8'. Capacity: 100,000 cn plus crew. Standard crew: 10 sailors, 1 captain.

Troop Transport: Identical in size to the large sailing ship, this ship is designed to carry people. Capacity: double large sailing ship, calculated for men and horses. This vessel often has special modifications. For example, troop transports designed to carry cavalry will have a hatch cut into the side for loading horses or other animals.

Ship Combat Characteristics

Hull Pts: A ship's ability to remain afloat after taking water or damage is measured by a number, called hull points. Hull points for a ship are very similar to hit points for a character; when a ship reaches zero or fewer hull points, it will sink in 1d10 rounds.

If a ship is reduced to zero or fewer hull points, it can no longer move under its own power or attack with ship-mounted weapons. The DM can decide whether any onboard catapults are then destroyed (he can choose to roll 1d6, with a 1-4 indicating the weapon is wrecked); the crew may use personal weapons normally.

When the PCs buy a ship, the DM decides how many hull points it has, choosing from the range of hull points listed in the Sailing Vessels Table. As a general rule of thumb, a new ship from a good shipyard will have the maximum listed hull points. A new ship from a less-reliable shipyard or a well-maintained older ship will have somewhat fewer hull points. And a scurvy river barge that's taking on water will have the lowest possible hull points indeed.

Armor Class: This number is used to determine chances of success for ram and catapult attacks against a ship.

Ship Modifications

Some ships can be modified for transport or combat, with additional costs as follows:

Adding a Ram: A large or small galley may

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add a ram for an additional $\frac{1}{3}$ of the ship's listed cost. A war galley already has a ram included in the cost. Other ships may not add rams.

Troop Transport: A large or small sailing ship may be converted into a troop transport by paying an additional $\frac{1}{2}$ of the ship's listed cost. A troop transport has $\frac{1}{3}$ more hull points than a normal sailing ship, and it carries twice as many troops as the normal vessel of its type. The one troop transport listed on the Sailing Vessels Table is equivalent to a converted large sailing ship.

Catapult: A longship, any type of galley, and either type of sailed warship may add one light catapult beyond the numbers of catapults already described for them. The larger sailing ships may use heavy catapults instead. Ordinary sailing ships, troop transports, and the smaller vessels not mentioned above cannot mount a catapult. A catapult and 20 rounds of shot weigh 20,000 cn. Catapults are discussed later in this chapter, under "Siege Equipment."

Passage

Characters don't have to buy ships in order to get from place to place across the water. They can book passage on commercial vessels. The Passage Table shows the cost of such transportation based on the class of passage and the distance traveled. To use the table, determine how far the character is traveling; divide that distance by the number shown, and the result is the cost of passage per person (in silver pieces).

For example, an adventurer travels 80 miles at first-class passage. His rate is 80 miles divided by 1 sp = 80 sp for passage. A different adventurer, traveling the same 80 miles but going by third-class, would pay 4 sp (80 miles \div 20 sp = 4 sp).

Passage Table

Class of Passage	Rate	Minimum Cost
First-Class	Miles/1 sp	35 sp
Second-Class	Miles/5 sp	10 sp
Third-Class	Miles/20 sp	2 sp

The passage classes listed in the Passage Table are described here and are arranged alphabetically for your convenience.

First-Class: These are luxurious accommodations. The character has his own cabin (two or more people traveling together may book a single larger cabin). Service is first-rate, and meals are excellent. Each character has 10,000 cn of cargo space in the hold available, and he can easily put another 5,000 cn of space in his cabin. He can purchase an extra 10,000 cn of space in the hold for $\frac{1}{10}$ the cost of his passage.

Second-Class: These are decent accommodations. The character is in a small cabin with up to three other people; some of them may be strangers if characters are traveling singly or do not arrange to be placed in the same cabin. Service is minimal, but meals are adequate. Each character has 5,000 cn of cargo space in the hold available to him, and he can comfortably fit another 1,000 cn of gear in his cabin. He can purchase an additional 5,000 cn of space in the hold for $\frac{1}{10}$ the cost of his passage.

Third-Class: These are minimal accommodations. The character may have a bunk in a large common passenger hold; on a smaller boat or ferry, he may just have a seat open to the sky. If this is passage on a ship that can hold 20 people or more, the price of passage includes 1,000 cn of space in the cargo area. A character can keep another 500 cn of gear near or under his bunk, and he can purchase another 1,000 cn of space in the cargo area for $\frac{1}{3}$ the cost of his passage. If this is passage on a raft, ferry, canoe, or other small vessel, the character has no cargo privileges because of space constrictions. He can bring only what he can comfortably carry on his person, unless he cares to buy another seat at the same rate. The additional seat would give him about 2,000 cn of room for equipment. Food, if available, is meager and coarse.

Siege Equipment

Should characters decide to lay siege to a fortification or equip a sailing vessel with heavy weapons, siege weaponry and miscellaneous siege information is found in this section.

Many of the siege weapons described here need to be operated by trained crews. For simplicity's sake, the DM can assume that 1d6 days spent working with the ballista is sufficient to train the crew with it. If the campaign uses the optional General Skills from Chapter 5, the artillery skill counts as training with every existing type of siege weapon.

Weapon information listed in the Siege Weapons Table is as follows:

Cost (gp) shows only the cost of the weapon itself; ammunition costs are shown on another column.

Enc (cn) is the weight of each weapon.

AC shows the weapon's armor class when fired upon at range; in melee combat, consider siege weapons to have ACs of 6.

HP shows the weapon's hit points. When a weapon has taken its listed number of hit points, it is broken and will no longer work.

Full Crew indicates the optimum size of a crew to operate this piece of equipment. More crew-

men will not improve its performance. If a crew is less than full, but at least half the listed number, the weapon's rate of fire is half normal. If the crew is reduced below half but not below $\frac{1}{4}$ the listed number, the weapon's rate of fire is divided by four. Round down all fractions.

Damage is the amount of damage each weapon can do.

Range should be read as you would for any missile weapon. However, the "Min" figure is the closest distance at which the weapon can fire at a target. A light catapult can't fire at anything closer than 150 yards, for instance. As usual, targets are +1 to hit at short range and -1 to hit at long range.

Fire Rate describes the maximum rate at which the weapon can fire; for example, a continuously manned ballista can fire one projectile every two rounds (20 seconds).

Ammo Cost/Week reflects the amount of ammunition used during a standard week-long siege. During longer sieges, you'll use the rules in the "Siege Combat" section of Chapter 8. This section has more detailed rules pertaining to the use of siege weapons.

The "Cost," "Standard Size," and "Enc (cn)" listed in the Miscellaneous Siege Equipment Table on page 74 are self-explanatory; the remaining columns are as follows:

AC shows the equipment's own armor class; when someone attacks the equipment itself, this is the armor class he must hit.

AC+ shows the armor class bonus that the equipment provides to those who are protected by it. If an armor class 6 character is inside a belfry, his armor class against outside attackers is a -2. Once the belfry is destroyed, however, armor class is 6.

HP shows the equipment's hit points; once the equipment has sustained that number of hit points, it collapses, becomes useless, and ceases to protect those within it.

Siege Weapon Descriptions

The weapons listed in the Siege Weapons Table are described here and are arranged alphabetically for your convenience.

Ballista: A ballista is very similar to a normal crossbow and was actually the crossbow's fore-runner. It is much larger (often 5'-10' long) and mounted on a platform or wheeled carriage. The ballista described in the Siege Weapons Table is the largest one available. It is mounted on wheels (or on a wagon), or it can be placed on a pivot. The latter is the case when it is installed on a ship or a defensive fortification.

Ballista ammunition resembles spears, but

Siege Weapons Table

Weapon	Cost (gp)	Enc (cn)	AC	HP	Full Crew	Range	Damage	Fire Rate	Ammo Cost/Wk.
Ballista	75	6,000*	4	9	4	100/200/300 (Min: NA)	d10+6	1 per 2	2,000
Catapult, Light	150	12,000*	4	18	6	200/250/300 (Min: 150)	d8+8	1 per 5	4,000
Catapult, Heavy	250	18,000*	0	27	8	250/325/400 (Min: 175)	d10+10	1 per 6	6,000
Trebuchet	400	24,000*	0	36	12	250/400/500 (Min: 100)	d12+13	1 per 6	8,000
Bore	150	3,000	-4	50	10	—	d6+14	1 per 2	—
Ram, Battering	100	3,000	-4	50	10	—	d6+8	1 per 2	—

* These weapons may have wheels attached and be towed. Towing encumbrance = $\frac{1}{12}$ the listed encumbrance; thus a horse pulling a heavy catapult on wheels is pulling 1,500 cn.

they have larger heads. The ammunition is nearly useless against constructions, but they can inflict some damage to equipment. They are designed for use against men, animals, and monsters.

The crew of a ballista must be trained to use it, but the weapon does not require that an artilleryman be present (see "General Skills," in Chapter 5 for the artillery skill).

If a ballista is operated by a trained crew, one of whom is an artilleryman, it fires at the fighter experience level of the artilleryman. (If the artilleryman is not a fighter, use the equivalent fighting ability of his class; for example, a magic-user of 1st-5th level has the same attack roll as a fighter of 1st-3rd level.) If operated by a trained crew with no artilleryman present, take the size of the operating crew (maximum: 4) and use the size as if it were the experience level of a fighter; in other words, the smaller the crew, the worse the attack roll becomes. If operated by an untrained crew, the ballista fires as though it were a normal man with a -8 penalty to the attack roll.

Bore: A bore is a long, heavy loglike device hung from chains; its metal tip is similar to a corkscrew. Instead of being carried, it rests within a cradle of chains so it can be freely rotated. Ropes are wrapped tightly around it and are pulled alternately from each side by two crews of four men each.

In use, the bore is rolled up to its target (normally the gate of a fortification). Two men hold the bore firmly against the target structure while the other men, in two groups of four, pull the ropes in sequence to rotate the bore—first one direction, then the other. The bore actually drills its way into the target. The bore does not require a siege specialist to use, but its crew does need to be trained in its use. A bore is too slow to attack a mobile target of any sort.

Catapult: A catapult is a huge wooden "spoon" mounted in a wooden frame. Its lower end is fixed by twisted ropes, so that the tension on the ropes keeps the spoon portion nearly upright. When the spoon is pulled down, the ropes become taut. The spoon is secured in this position, loaded with shot, and released. The spoon snaps quickly upward until it hits a horizontal crossbar and stops; the shot continues on its way, following an arched trajectory. The range varies by the amount of tension on the ropes.

A trained artilleryman knows the proper amounts of tension for various ranges of fire. Use of the catapult requires the presence of an artilleryman. If you are using the General Skills rules from Chapter 5, anyone with the artillery skill can captain a catapult. Otherwise, the artilleryman must be a hired NPC specialist.

There are two common types of catapults—light and heavy. Either may be mounted on a wheeled carriage for towing, but it must be firmly blocked in place when used. Light catapults may also be mounted on ships.

Catapults cannot be fired at moving targets. An exception is the ship-mounted catapult, which is aimed by virtue of the ship steering in the correct direction; it can only be aimed at very large monsters and other ships.

If a catapult is operated by a trained crew, one of whom is an artilleryman, it fires at the fighter experience level of the artilleryman. (If the artilleryman is not a fighter, use the equivalent fighting ability

of his class; for example, a magic-user of 1st-5th level has the same attack roll as a fighter of 1st-3rd level.) If operated by an untrained crew, or by a trained crew with no artilleryman present, it fires as though it were a normal man with a -8 penalty to the attack roll.

Ram, Battering: A battering ram is a large, heavy log or similar device mounted on wheels. The log is usually capped with metal. This end is repeatedly slammed against a target (such as a door or gate), using brute force to cause damage.

The standard battering ram is 10' long and needs a 10-man crew to operate. For a longer ram, add one crewman per extra foot of length. A ram can be transported by fewer men than it takes to operate it.

The ram is commonly used by fastening it securely to stout chains attached to a wheeled gallery shed ceiling or belfry (see "Miscellaneous Siege Equipment," below). The ram is then easily rolled up to and swung against the target. When a ram is used in this manner, only one man is needed for each 2' of the ram's length; a five-man crew is sufficient for a 10' battering ram. The crew of a battering ram does not have to be trained in its use.

Trebuchet: Somewhat similar to the catapult, a trebuchet is a huge wooden bar with a sling at one end, mounted on a wooden frame in seesaw fashion. Instead of using ropes and tension to propel it, the bar is mounted on a pivot so that part of the bar projects toward the target. A large basket or net is hung from this end and is filled with weights. Ropes are used to pull the long sling arm down and to hold it for loading.

When released, the weights pull the short arm downward and the long arm pivots quickly upward. The sling slows naturally as the weights reach the bottom of the arc and flies open, causing the shot to fly off in a high, arched trajectory. The range of fire is determined by the amount of weight in the basket or net and by the exact position of the basket on the short arm of the bar.

If a trebuchet is operated by a trained crew, one of whom is an artilleryman, it fires at the fighter experience level of the artilleryman. (If the artilleryman is not a fighter, use the equivalent fighting ability of his class; for example, a magic-user of 1st-5th level has the same attack roll as a fighter of 1st-3rd level.) If operated by an untrained crew, or by a trained crew with no artilleryman present, it fires as though it were a normal man with a -8 penalty to the attack roll.

Alternative Types of Ammunition

Previously, weapon tables have shown damage and cost factors for normal ammunition. Normal ammunition is ammunition of a consistent quality, weight, and size.

In the field, characters sometimes have to rely on available stones and projectiles to launch from their weapons. This greatly reduces the cost of operating a weapon continuously, but is a drain on manpower due to having to find ammunition. The DM will decide in any such instance whether this foraging for ammunition slows down the rate of fire or diminishes the weapon's effectiveness. Foraged rocks may not be as accurate as standard ammunition, and the DM can assign attack roll penalties to those who use them. Only catapults and trebuchets may utilize found stones.

Another type of ammunition is *pitch shot*. Pitch shot consists of a large ball of pitch (sometimes mixed with gravel) loaded into the weapon and lit just before it's fired. Pitch shot does not do normal damage. Where it hits, it does 1d6 fire damage in a 10' × 10' area; it ignites any flammable targets (such as oil) that it hits.

Wooden structures can be damaged by pitch attacks. Damage starts out slowly—instead of taking 1d6 points of damage, wooden structures take only 1 point. But wooden structures attacked by fire can be set afire, causing further damage. A building's chance to catch fire is 5% per point of damage caused by each fire attack. This is cumulative during any one-day period—in other words, a building hit by one fire attack has a 5% chance to catch fire, a 10% chance on the next attack, and so on. Anything set afire will take 1 point of damage the first round, 3 more points by the end of the first turn, 6 points the second turn, and 12 points for each turn thereafter until destroyed.

Catapults and trebuchets can use pitch shots; their firing bowls must be specially reinforced (costing 50 gp) to fire pitch shot. Pitch shot costs five times as much as normal shot.

Miscellaneous Siege Equipment Descriptions

The equipment listed in the Miscellaneous Siege Equipment Table is described here and is arranged alphabetically for your convenience.

Belfry: A belfry (or siege tower) is a protected stairway. The standard belfry is a 30' tall building on wheels, made of a stout wood frame with thin walls. The walls are covered with uncured or wet animal hides and blankets to minimize fire damage. The interior of the building contains a well-built stairway. One or two doors lead into the building at the base. A drawbridge near the top of the belfry is controlled from inside. A final set of steps leads to the roof of the belfry, with access protected by a trap door barred on the inside.

In use, the belfry is pushed or pulled up to a wall; troops then enter the doors and climb the stairway. When ready, they lower the drawbridge so that it gives access to the top of the adjacent wall, and then charge across to melee. Some troops may take a position atop the belfry, adding missile fire to the melee atop the wall.

If a belfry is subjected to fire attack, it takes full initial fire damage, but it has only a 5% chance to ignite for each 2 points of fire damage it sustains. (See the description above for pitch shot and see Chapter 8 for more details on fires and fire fighting.)

Gallery Shed: This protective device is a wooden building with a light frame construction. It has side walls but no end walls. The roof is normally covered with animal hides or wet blankets to minimize fire damage. The standard gallery shed is 20' long, 10' wide, and 10' tall. It can be carried by 20 men, and it gives a -12 bonus to the armor class of those within it. A gallery shed is most often used along with a ram or bore, which is suspended by chains from the ceiling of the shed before advancing on the enemy.

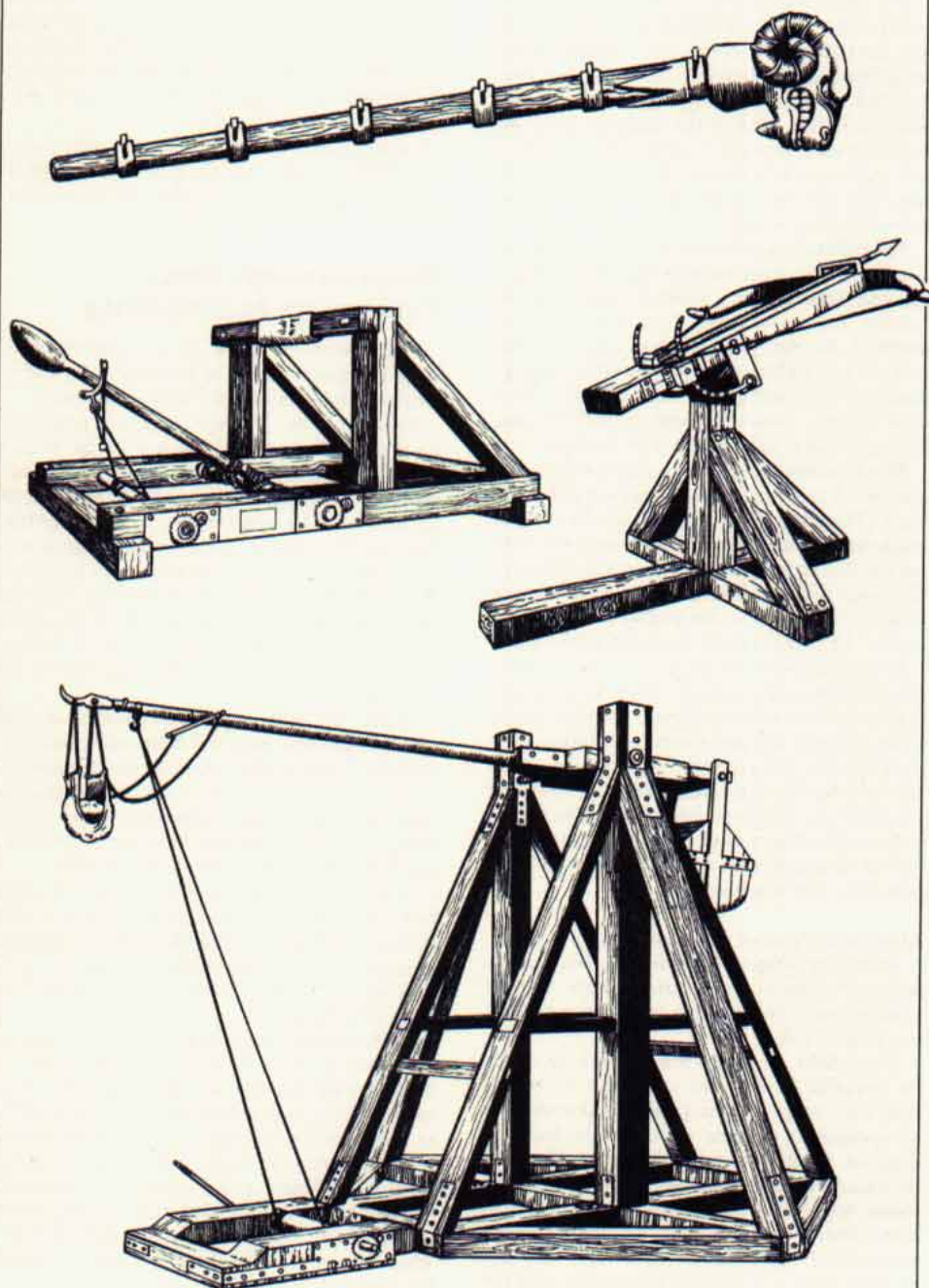
Hoist: A hoist is a machine used to lift small numbers of troops over or to the top of a wall or other obstruction. A hoist consists of a light

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Miscellaneous Siege Equipment Table

Type	Cost	Standard Size	Enc (cn)	AC	AC +	HP
Belfry	25 gp/ft height	30' tall	250,000*	0	-8	75
Gallery Shed	15 gp/ft length	10' × 10' × 20'	8,000*	4	-12	40
Hoist	5 gp/ft height	30' tall	12,000*	4	0	15
Ladder	1 gp/10' height	30' tall	900	4	0	3
Mantlet	2 gp/ft length	8' long	4,800*	0	-4	16
Timber Fort	4 gp/ft length	8' long	7,200*	0	-8	32

* These weapons may have wheels attached and be towed. Towing encumbrance = $\frac{1}{12}$ the listed encumbrance; thus a horse pulling a mantlet on wheels is pulling only 400 cn.



frame, similar to a belfry's, with a long beam projecting from the top and a pulley on the beam. A large basket, capable of carrying up to four men, is raised by ropes through the pulley and connected to a winch. The rate of ascent varies by the number of crewmen operating the hoist and by the number of troops in the basket. A hoist is normally used to raise well-armed or higher level troops (those who can withstand some missile fire before engaging in melee) to the top of a wall.

Ladder: The siege ladder is a large, sturdy version of the common ladder. It is most effective when used by surprise or against defenders already occupied by attackers from a belfry or hoist. Used alone, ladders are easily toppled or broken by defenders.

To topple a ladder, take the number of defenders trying to topple the ladder (numbers greater than four count as four) and multiply that number by four. The attacker (on the ladder) must roll above that result on 1d20 as a saving throw each round or the ladder is toppled. The attacker may attempt this save once per round.

Mantlet: A mantlet is a wooden wall, built with wheels for easy movement. The standard mantlet is 8' long and 4' high and can shield up to five men. Those protected by the mantlet gain a -4 bonus to armor class. Mantlets are often used by troops who are pushing a belfry up to a wall and by those operating or waiting for use of a hoist.

Timber Fort: A timber fort is a heavy wooden wall built in sections. It is movable only with difficulty. Each section of the wall is 8' long and 4'-5' high. Those protected by a timber fort gain a -8 bonus to armor class.

Final Notes on Siege Weapons

Special additional rules for these weapons appear elsewhere in this book in the "Siege Machine" section of Chapter 8.

Chapter 5: Other Character Abilities

Two types of special abilities (called weapon mastery and general skills) can be used by player characters in campaign games. These two sets of abilities are *optional*; the Dungeon Master decides whether they will be used in his or her world.

Weapon mastery is a character's ability to use weapons with greater skill than the game normally allows. All characters, not just fighters, can learn to use weapon mastery.

General skills are abilities that characters can learn and use in the campaign. Few general skills are useful in combat, but many are helpful throughout the course of a campaign; they also help define the character and make him or her seem more real.

Weapon Mastery

In the D&D® combat system, each character automatically knows how to use every weapon available to his character class for use. The following system gives player characters the option to either study one weapon in depth or to study a few weapons to a less intense degree. When a character is using the weapon(s) he has mastered, he has an advantage over those who have not studied these weapons.

Weapon Choices

With the weapon mastery rules, when a human character is started, he does not know how to use any weapons. He is given *weapon choices* so that he may choose to learn individual weapons. Demihumans do not gain or use weapon choices; due to their longer lifespans and wilderness-oriented lifestyles, demihuman characters start with basic skill in all weapons not restricted from their classes. However, demihumans can increase their weapon mastery through training, as outlined below.

Number of Weapon Choices

Fighters start off at 1st level with four weapon choices; all other character classes start off with two.

Human characters gain one new weapon choice at each of the following experience levels: 3, 6, 9, 11, 15, 23, 30, and 36. Fighters also gain weapon choices at levels 19, 27, and 33. All characters gain one new weapon choice for every 200,000 experience points they earn above their maximum experience level.

The Weapon Choices by Experience Level Table shows the character's number of weapon choices.

What to Do With Weapon Choices

For each weapon choice he has, a character may choose to learn one weapon at the basic level of ability. By "one weapon," we mean precisely that—one weapon from the Weapons Mastery Table *used in one fashion only*. One weapon, for example, might mean a "normal sword"; it does not mean "all swords."

When a weapon can be used in two different fashions (i.e., one-handed and two-handed, as with the bastard sword), a weapon choice buys only *one* of those fashions. A character can have different levels of mastery, for example, with one-handed bastard swords and two-handed

bastard swords, depending on how he has allotted his weapon choices. One exception is the net; training with the net allows a character to use small nets one-handed and larger nets two-handed, so the net has only one entry on the Weapons Mastery Table.

Basic level of ability is the same level of ability you're already familiar with; basic level allows the character to use the weapon effectively by doing the damage and special functions listed on the Weapons Table in Chapter 4. However, a character does not have to use every weapon choice he has to buy basic level of ability with a new weapon. Instead, he can choose to specialize by applying his weapon choices to a weapon he already knows, thus improving his ability with that weapon. These degrees of ability are called *levels of mastery* and are listed in the Levels of Weapon Mastery Table.

Weapon Choices by Experience Level Table

Experience Level	Weapon Choices by Character Class:	
	Fighters	All Others
1	4	2
3	5	3
6	6	4
9	7	5
11	8	6
15	9	7
19	10	7
23	11	8
27	12	8
30	13	9
33	14	9
36*	15	10

* +1 weapon choice per 200,000 XP above the character's maximum experience level.

Levels of Weapon Mastery Table

Number of Weapon Choices Spent	Level of Mastery
0	Unskilled
1	Basic
2	Skilled
3	Expert
4	Master
5	Grand Master

At 1st experience level, a character must spend all his weapon choices on different weapons; he may not yet progress beyond basic ability with any weapon. He may spend subsequent weapon choices to either buy basic ability with a new weapon or to gain the opportunity to improve his level of mastery with a weapon he already knows.

In general, the higher a character's level of mastery with a weapon, the more damage he

does with the weapon and the greater number of special results he can achieve with the weapon. The different levels of mastery are detailed under "Training," next.

Training

Although characters can gain basic levels of mastery simply by expending weapon choices, characters cannot attain higher levels in the same way. Once the character has spent his 1st level choices, to gain additional knowledge of the use of a weapon he must be trained by someone who has equal or greater knowledge of that specific weapon. That someone could be another PC, but it is usually an NPC teacher found during adventures or through word-of-mouth. In some campaigns, weapon masters run academies where they teach the proper use of specific weapons; sword academies are common. In other campaigns, mystics may allow nonmystics to learn at their monasteries; many mystics are weapon masters.

Demihumans can train to reach higher levels of weapon mastery just as human characters can. However, demihumans are eligible to train only at levels 4 and 8 (and level 12 for dwarves) and at every 200,000 experience points after reaching their maximum level.

After finding a trainer who will provide the necessary instruction, the student must pay all of the required costs *before* training can begin. The costs and time required for weapon training vary by the level of mastery sought, and they are listed in the Training Times and Costs Table.

A student can train only to the next rank of ability above his own. He can go from Basic to Skilled, for example, and next time go from Skilled to Expert, but he can never jump straight from Basic to Expert.

A student can train in the hope of achieving the next level of mastery—and yet fail to do so. The student character has a chance of failure applied to each training period. His chances of success and failure vary by the mastery levels of himself and his trainer, as given in the Chance of Training Success Table. From the character's perspective, failure may occur because the trainer has insufficient knowledge or lacks the ability to train others or because the student cannot fully absorb the new information.

Failure does *not* mean that the character has lost his weapon choice for that experience level. The weapon choice is still there, and it's still dedicated to the weapon and level of mastery he has chosen for it. The student has lost the time and money he has spent, but he may spend more time and money until he reaches the level of mastery for which he has spent his weapon choice.

The chance of success is checked halfway

Training Times and Costs Table

Level of Mastery Sought	Time Required (wks)	Cost Per Week (gp)
Basic (new weapon)	1	100
Skilled	2	250
Expert	4	500
Master	8	750
Grand Master	12	1,000



Chapter 5: Other Character Abilities



Chance of Training Success Table

Student's Knowledge	Trainer's Knowledge				
	Basic	Skilled	Expert	Master	Grand Master
None	60%	80%	95%	99%	99%
Basic	1%	50%	70%	90%	95%
Skilled	—	1%	40%	60%	80%
Expert	—	—	1%	30%	50%
Master	—	—	—	1%	20%
Grand Master	—	—	—	—	1%

through the training period, and the student is immediately informed of the results. (In the role-playing situation, this usually consists of the teacher taking the student aside and telling him that he is not ready yet and that it is useless for him to continue at this time.) The student may then either continue (despite his teacher's recommendation) or stop the training.

If the success roll failed but the student decides to continue training for the full period, the student may then study the same level again but with a different trainer, and his chance of success is increased by 10%.

If the student chooses to stop the training midway, he may then study the same level with a different master at the same chance for success. The two advantages to this option are that the character does not lose the rest of the time he would spend with the first teacher and that the first teacher normally refunds half the cost of training. (Chaotic teachers might not offer refunds.)

As you can see from the Chance of Training Success Table, it is possible (1% chance) for a character to learn a superior level of weapon mastery from a teacher who is actually the character's equal. (Such unusual training matches usually end up with the teacher realizing and announcing that his student has surpassed him: "Now, you are the master, and I am the student!") However, learning from an equal-level teacher is very difficult to do. Whenever possible, the student should find a teacher who is more skilled than he is; when that isn't possible, however, he will have to train with a teacher who is his equal.

At the more advanced levels, characters are likely to train with their equals and just as likely to fail their chance to succeed the first time around. Most characters will choose to finish training with that teacher anyway so that they will have a 10% bonus with the next teacher they train under. Obviously, it takes quite a while to attain the grand master level of competence.

Unskilled Weapons Use

A character who is not trained in any weapon (i.e., he has not devoted even one weapon choice to a weapon) is classified as unskilled.

If an unskilled character uses a weapon, the weapon has its basic mastery characteristics and bonuses or penalties, but it does only *half* damage. Thus, if an unskilled character uses a weapon that does 1d8 points of damage, he will roll 1d8 and then halve the result (rounding fractions down) for the actual damage. Missile weapons used at the unskilled mastery level also receive a -1 penalty to attack rolls.

Skilled Weapons Use

When using the weapon mastery rules, the weapons from last chapter's Weapons Table acquire new abilities and damage ranges. All these new bonuses, damage types, and special uses are given in the Weapons Mastery Table in this chapter. Weapons that were nearly identical in the previous rules become much more distinctive here.

Characters might choose to specialize in a particular weapon because of its better damage against weapon-using opponents, or they might choose a weapon for its special uses (such as parrying blows or tripping opponents).

The DM may modify the Weapons Mastery Table if he chooses, either by adjusting listed weapon characteristics or by adding new weapons. He should not add any new weapons that are significantly more powerful than the ones listed in the table; new weapons should be assigned balanced benefits and weaknesses.

Types of Benefits

Characters gain several benefits from weapon mastery. These benefits include extra damage, attack roll bonuses, improved range with missiles and thrown weapons, ability to throw some hand-to-hand weapons, bonuses to armor class, and other special results (stunning, paralysis, entanglement, etc.).

Applying Benefits

Some maneuvers and special weapon effects in these rules provide bonuses to attack rolls in combat. These benefits are applied before other modifiers. Using this method, high-experience fighters and demihumans might gain enough bonuses to bring the attack roll needed to 2 or less, activating their Multiple Attacks option. (Multiple Attacks are described in the "Combat Maneuvers" section in Chapter 8.)

Other weapon mastery benefits can be applied during the normal course of the combat sequence. Benefits such as the greater damage available can be a crucial factor when doubled by a thief's Backstab ability.

Some benefits can occur only if the player announces that his character is deliberately using them (such as deflecting, disarming, etc.). The player must always tell the DM he is using one of these options. He must mention this use *before* he rolls to hit. It is too late to mention it after the die has been cast.

Armor class bonuses gained through weapon mastery should be applied automatically in all applicable situations. However, players may want to remind the DM once or twice.

Attack and Defense Benefits

There are a number of attack and defense benefits available to characters when using the weapon mastery rules. These are outlined in the following text.

Opponent Type and Damage Bonuses

Many damage increases and attack roll bonuses vary with the type of opponent. Opponents that attack with two-handed missile fire devices have similar defenses to those that attack with natural body weaponry. This type of opponent is designated "M" (for Missile or Monster) on the Weapons Mastery Table.

Defense is very different for opponents using hand-held weapons that are swung (such as swords and axes) or thrown (such as daggers and bolas) and opponents using missile-fire weapons that need only one hand (slings, short blowguns, preloaded light crossbows). On the Weapons Mastery Table, these opponents are designated "H" (for Hand-held).

If an opponent could fit into both categories (such as a wererat carrying a sword, who has both natural body weaponry and a hand-held weapon), the character attacking that opponent uses his weapon's damage results that are most favorable to the *opponent* (not to the attacker!). However, if this type of opponent drops the weapon it holds, it immediately becomes category M for all calculations.

Most weapons are better when attacking one or the other of these defense categories. On the Weapons Mastery Table, each weapon's listing shows a primary opponent (the category of defense against which the weapon is most effective) and a secondary opponent (the other category, against which it is less effective). A few weapons are equally good against both target types; they bear the table notation [P=A], where "A" stands for All.

Attack Roll Bonuses

Characters with skilled or better weapon mastery receive bonuses to the attack roll with the mastered weapons, as noted in the Attack Roll Bonuses Table. When the character successfully completes training and achieves a new level of weapon mastery, he gains his new applicable attack roll bonuses and all other special weapon benefits from the new level of mastery (listed in the Weapons Mastery Table and described in the weapon descriptions section below).

Attack Roll Bonuses Table

Level of Mastery	Bonus vs. Primary	Bonus vs. Secondary
Unskilled	No bonus	No bonus
Basic	No bonus	No bonus
Skilled	+2	+1
Expert	+4	+2
Master	+6	+4
Grand Master	+8	+6

Even with the additional bonuses gained from weapon mastery, don't forget to apply a character's Strength adjustment to all melee attack rolls and to melee and thrown-weapon damage rolls. Also apply his Dexterity adjustment to all thrown and missile attack rolls.



Chapter 5: Other Character Abilities



Improved Range

A character at skilled or better mastery with a ranged weapon can often fire or hurl it farther than someone less accomplished. All notes on improved weapon ranges are on the Weapons Mastery Table. Remember that the ranges for thrown and missile weapons are calculated in feet in indoor settings and in yards in outdoor combat.

Throwing Ability With Hand-to-Hand Weapons

Weapon masters can throw some weapons that other character's can't throw effectively. Masters of battle axes, clubs and torches, war hammers, bastard swords, normal swords, and short swords can throw these in combat starting at the expert level of mastery. Ranges for these weapons are given on the Weapons Mastery Table, and there are rules for *rarely thrown weapons* after the table.

Bonuses to the Wielder's Armor Class

When a character is using a weapon he has mastered, he gains an armor class bonus (above any he might receive from his armor or defensive maneuvers). The armor class bonus he receives applies only to a given number of attacks per round. That number is given on the Weapons Mastery Table, and it may apply to **M** (Missile/Monster) attackers, **H** (Hand-held) attackers, or **A** (All) attackers, as shown on the table. For example, if the table says that the character has *M: -2AC/2*, it means that he gets a -2 armor class bonus against the first two attacks made against him that round by missiles or monster attackers. Likewise, *A: -6AC/3* indicates that the character gets a -6 armor class bonus against the first three attacks made against him that round by any missile or monster attacker.

Some shields do not have a number after a slash mark; that means that the shield provides the character an additional armor class benefit all the time the shield is held, not just for a certain number of attacks per round.

Having an armor class bonus does not count as a maneuver; the character may still move and attack at normal rates.

Defensive Maneuvers

In addition to the above armor class bonuses, a character may have an armor class adjustment due to Fighting Withdrawal and Parry defensive maneuvers, as described in Chapter 8.

Special Results

Weapon masters can do some amazing things with their weapons; they get "more performance" out of the weapons they've mastered. Most of the special results are listed in the "Special Effects" column of the Weapons Mastery Table and are described in the section on descriptions of special effects, which follows the table.

However, one special result is common to all weapons: the *despair effect*.

Despair Effect

A weapon master's amazing ability with his weapon can cause despair and fear in some opponents. This is called the despair effect. When it happens, the targets affected must make a standard morale check (described in Chapter 8).

Opponents must be above animal intelligence to be affected.

Targets that fail their morale rolls try to flee or surrender at their next opportunity. The DM should describe the expressions of the monsters who've had to make special despair morale checks, but he or she shouldn't describe whether the monsters successfully made their rolls until it's time for them to act.

When to Roll for Despair: The DM should have affected monsters and NPCs make their morale rolls under any of the following circumstances:

- The weapon user inflicts maximum possible damage with his weapon.
- The weapon user avoids all damage in a round by deflecting the opponent's blows. (Deflecting is described in the section on descriptions of special effects after the Weapons Mastery Table.)
- The weapon user disarms two or more opponents in the same round.

The DM may choose to check for despair during other special situations if he desires.

PC Victims of Despair: Player characters under a despair effect must make a saving throw vs. death ray. If they succeed, they are merely impressed; those who fail must retreat in awe for 1d6 rounds.

Numbers Affected: The despair effect can only affect a certain number of enemies at a time. This varies with the character's level of mastery as

follows:

- Basic—no despair effect possible.
- Skilled—up to 4 hit dice or levels.
- Expert—up to 8 hit dice or levels.
- Master—up to 12 hit dice or levels.
- Grand Master—up to 16 hit dice or levels.

When the despair effect is turned on a group, it always affects the lowest-level (or lowest-HD) enemies first.

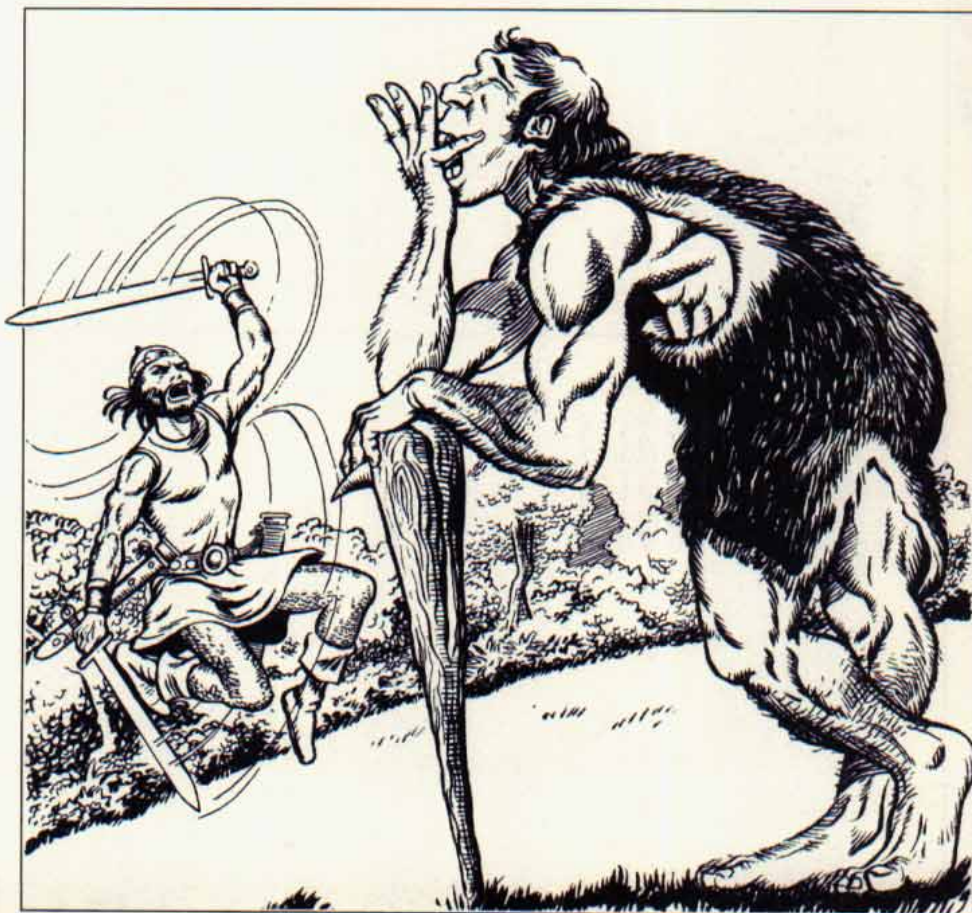
Frequency of Use: A weapon master can only use his despair ability once per fight (once the current situation leaves the combat sequence, the fight is over).

Other Notes

When choosing a character's weapons, keep the character in mind; be sure to select the weapons the *character* (not necessarily the player!) would choose. Be aware of standard weapon restrictions. Halflings can only use small weapons, for example.

Weapons that do a wide range of damage are present in each category. Low damage is usually offset by special benefits. Once a suitable weapon is found, review the other weapons within that category with comparable damage or special effects and consider the weapon's potential (available with further training). Weapon mastery choices, once taken, cannot be changed.

Remember that weapon mastery bonuses apply only when the character is using the weapon he has mastered, not when he uses other weapons, even similar ones.



Chapter 5: Other Character Abilities

Weapons Mastery Table

Weapons for Hand-Held Use Only

Hand-Held Weapons Rarely Thrown													
Weapon	Lvl	Damage	Defense	Special Effects	Weapon	Lvl	Damage	Defense	Special Effects				
Blackjack* [P=H] Cost: 3 gp Enc: 5 cn	BS 1d2 SK 2d2 EX 1d4+1 MS P=1d4+3; S=1d6+1 GM P=1d4+3; S=1d6+2	—	—	1 Knockout (save -1) 1 Knockout (save -2) 1 Knockout (save -3) 1 Knockout (save -4)	Shield, Horned* [P=A] Cost: 15 gp Enc: 20 cn	BS 1d2 SK 2d2 EX 1d4+1 MS P=1d4+3; S=1d6+1 GM P=1d4+3; S=1d6+2	A: -1AC/1 A: -1AC/1 A: -1AC/2 A: -1AC/4	Second attack Second attack Second attack Second attack	Axe, Battle [P=M] Cost: 7 gp Enc: 60 cn	BS — SK — EX —/5/10 MS —/5/10 GM 5/10/15	1d8 1d8+2 1d8+4 1d8+8 S=1d8+6 S=1d10+10; S=1d8+8	M: -2AC/2 M: -3AC/2 M: -3AC/3	Delay Delay Delay + stun Delay + stun
Cestus* [P=H] Cost: 3 gp Enc: 10 cn	BS 1d3 SK 1d4+1 EX 2d4 MS P=2d4; S=1d4+3 GM P=2d4; S=2d4+3	—	—	No off-hand penalty No off-hand penalty No off-hand penalty No off-hand penalty	Shield, Knife* [P=A] Cost: 65 gp Enc: 70 cn	BS 1d4+1 SK 1d6+1 EX 2d4+1 MS P=3d4; S=2d4+2 GM P=3d4; S=3d4+1	A: -1AC A: -1AC A: -2AC A: -2AC	Second attack + breaks Second attack + breaks Second attack + breaks Second attack + breaks	Club or Torch* [P=M] Cost: 3 gp Enc: 50 cn	BS — SK — EX —/15/25 MS —/15/25 GM 10/25/40	1d4 1d6+1 1d6+3 P=1d6+3; S=1d4+5 P=1d6+6; S=1d4+6	A: -1AC/2 A: -1AC/2 A: -3AC/3 A: -4AC/4	Deflect (1) Deflect (1) Deflect (2) Deflect (2)
Halberd* [P=H] Cost: 7 gp Enc: 150 cn	BS 1d10 SK 1d10+2 EX 1d10+5 MS P=1d8+10; S=1d8+8 GM P=1d6+15; S=1d6+12	—	—	Hook + disarm Hook (save -1) + disarm Hook (save -2) + disarm Hook (save -3) + disarm Hook (save -4) + disarm Hook (save -5) + disarm	Shield, Sword* [P=A] Cost: 200 gp Enc: 185 cn	BS 1d4+2 SK 1d6+5 EX 1d6+4 MS P=1d6+7; S=1d4+7 GM P=1d6+9; S=1d4+9	A: -1AC/2 A: -1AC/2 A: -2AC/3 A: -2AC/3 A: -3AC/4	Second attack + breaks Second attack + breaks Second attack + breaks Second attack + breaks Second attack + breaks	Hammer, War [P=H] Cost: 5 gp Enc: 50 cn	BS — SK — EX —/10/20 MS —/10/20 GM 10/20/30	1d6 1d6+2 1d8+2 1d8+4 1d8+7 S=1d6+7	M: -2AC/2 M: -3AC/3 M: -3AC/3 M: -4AC/4	—
Lance* [P=M] Cost: 10 gp Enc: 180 cn	BS 1d10 SK 1d10+3 EX 1d10+7 MS P=1d8+12; S=1d8+10 GM P=1d8+16; S=1d6+12	—	—	Charge Charge Charge Charge	Shield, Tusked* [P=A] Cost: 200 gp Enc: 275 gp	BS 1d4+1 SK 1d6+2 EX 2d4+2 MS P=2d4+4; S=1d6+5 GM P=2d4+6; S=1d8+5	A: -1AC A: -2AC A: -2AC A: -3AC A: -3AC	Two attacks + breaks Two attacks + breaks Two attacks + breaks Two attacks + breaks Two attacks + breaks	Mace [P=A] Cost: 5 gp Enc: 30 cn	BS — SK — EX —/10/20 MS —/10/20 GM 10/20/30	1d6 2d4 2d4+2 2d4+4 2d4+6 S=1d6+6	H: -1AC/1 H: -2AC/2 H: -3AC/3 H: -4AC/3	—
Pike* [P=H] Cost: 3 gp Enc: 80 cn	BS 1d10 SK 1d12+2 EX 1d12+5 MS P=1d12+9; S=1d10+8 GM P=1d10+14; S=1d8+10	—	—	Deflect (1) Deflect (1) Deflect (1) Deflect (2) Deflect (2)	Staff* [P=A] Cost: 5 gp Enc: 40 cn	BS 1d6 SK 1d8+2 EX 1d8+2 MS P=1d8+5; S=1d6+4 GM P=1d8+7; S=1d6+7	A: -1AC/2 A: -2AC/2 A: -3AC/3 A: -4AC/4	Deflect (1) Deflect (2) Deflect (3) Deflect (4)	Sword, Bastard* Used 1-Hand [P=H] Cost: 15 gp Enc: 80 cn	BS — SK — EX — MS — GM —	1d6+1 1d6+3 1d6+5 P=1d8+8; S=1d6+7 S=1d6+8	H: -1AC/1 H: -2AC/2 H: -3AC/2 H: -4AC/3	Deflect (1) Deflect (1) Deflect (2) Deflect (2)
Polearm, Other*	BS 1d10 SK 1d10+3 EX 1d10+6 MS P=1d10+8 S=1d10+8 GM P=1d8+16; S=1d8+12	—	—	Deflect (2)	Sword, Two-Handed* [P=M] Cost: 15 gp Enc: 100 cn	BS 1d10 SK 2d6+1 EX 2d8+2 MS P=3d6+3; S=2d8+3 GM P=3d6+6; S=3d6+2	— — — —	— Stun + deflect (1) Stun + deflect (2) Stun + deflect (2) Stun + deflect (3)	Sword, Normal [P=H] Cost: 10 gp Enc: 60 gp	BS — SK — EX —/5/10 MS —/5/10 GM 5/10/15	1d8 1d12 2d8 P=2d8+4 S=2d6+4 P=2d6+8 S=2d4+8	H: -2AC/1 H: -2AC/2 H: -2AC/2 H: -3AC/3 H: -4AC/3	Deflect (1) + disarm Deflect (2) + disarm (save +1) Deflect (2) + disarm (save +2) Deflect (3) + disarm (save +4)
Poleaxe* [P=H] Cost: 5 gp Enc: 120 cn	BS 1d10 SK 1d10+3 EX 1d10+6 MS P=1d10+10; S=1d10+8 GM P=1d8+16; S=1d8+12	—	—	Deflect (1) Deflect (1) Deflect (2) Deflect (2)	Whip* [P=M] Cost: 1 gp/ft Enc: 10 cn/ft	BS 1d2 SK 1d4 EX 1d4+1 MS P=1d4+3; S=1d3+2 GM P=1d4+5; S=1d3+5	M: -2AC/2 M: -3AC/3 M: -4AC/3 M: -4AC/4	1 Entangle 1 Entangle (save -1) 1 Entangle (save -2) 1 Entangle (save -3) 1 Entangle (save -4)	Sword, Short [P=H] Cost: 7 gp Enc: 30 cn	BS — SK — EX —/10/20 MS —/10/20 GM 10/20/30	1d6 1d6+2 1d6+4 P=1d6+7 S=1d4+7 P=1d6+9 S=1d4+9	H: -1AC/1 H: -2AC/2 H: -2AC/2 H: -3AC/3 H: -3AC/4	Deflect (1) + disarm (save +1) Deflect (2) + disarm (save +2) Deflect (3) + disarm (save +4) Deflect (3) + disarm (save +6)

Chapter 5: Other Character Abilities

Weapons Mastery Table

Missile Weapons						Hand-Held Weapons Easily Thrown					
Weapon	Lvl	Ranges	Damage	Defense	Special Effects	Weapon	Lvl	Ranges	Damage	Defense	Special Effects
Blowgun to 2'*, ** [P=A] Cost: 3 gp Enc: 6 cn	BS	10/20/30	Nil	—	§ By poison (save -1)	Axe, Hand [P=M] Cost: 4 gp Enc: 30 cn	BS	10/20/30	1d6	—	—
	SK	15/20/30	Nil	—	§ By poison (save -2)		SK	15/25/35	1d6+2	M: -1AC/1	
	EX	15/25/35	Nil	—	§ By poison (save -3)		EX	25/35/45	1d6+3	M: -2AC/2	
	MS	20/25/35	Nil	—	§ By poison (save -4)		MS	30/40/50	P=2d4+4	M: -3AC/3	
	GM	25/30/40	Nil	—	§ By poison (save -4)		GM	40/50/60	S=1d6+4 P=2d4+7 S=1d6+6	M: -3AC/3	
Blowgun over 2'*, ** [P=A] Cost: 6 gp Enc: 15 cn	BS	20/25/30	Nil	—	§ By poison (save -1)	Dagger [P=H] Cost: 3 gp Enc: 10 cn	BS	10/20/30	1d4	—	—
	SK	20/25/30	Nil	—	§ By poison (save -2)		SK	15/25/35	1d6	H: -1AC/1	
	EX	25/30/40	Nil	—	§ By poison (save -3)		EX	20/30/45	2d4	H: -2AC/2	
	MS	30/35/40	Nil	—	§ By poison (save -4)		MS	25/35/50	P=3d4 S=2d4+2 P=2d4 S=2d4+1	H: -2AC/2	
	GM	30/40/50	Nil	—	§ By poison (save -4)		GM	30/50/60	P=4d4 S=3d4+2 P=3d4+1 S=3d4+1	H: -3AC/3	
Bolt* [P=H] Cost: 5 gp Enc: 5 cn	BS	20/40/60	1d2	—	§ Strangle (20)	Hammer, Throwing* [P=M] Cost: 4 gp Enc: 25 cn	BS	10/20/30	1d4	—	—
	SK	25/40/60	1d3	H: -1AC/1	SK		10/20/30	1d4+2	M: -1AC/2		
	EX	30/50/70	1d3+1	H: -2AC/2	EX		20/30/45	1d6+2	M: -2AC/3		
	MS	35/50/70	1d3+2	H: -3AC/3	MS		20/30/45	P=1d6+4 S=1d4+4 P=1d6+6 S=1d4+6	M: -3AC/4		
	GM	40/60/80	1d3+3	H: -4AC/3	GM		30/50/60	S=1d6+6 S=1d4+6	M: -4AC/5		
Bow, Long [P=M] Cost: 40 gp Enc: 30 cn	BS	70/140/210	1d6	—	Delay (s/m)	Javelin [P=H] Cost: 1 gp Enc: 20 cn	BS	30/60/90	1d6	—	—
	SK	90/150/220	1d8+1	H: -1AC/1	SK		30/60/90	1d6+2	—		
	EX	110/170/230	1d10+2	H: -2AC/1	EX		40/80/120	1d6+4	—		
	MS	130/180/240	P=3d6 S=1d10+4 P=4d4+2 S=1d10+6	H: -2AC/2	MS		40/80/120	P=1d6+6 S=1d4+6 P=1d6+9 S=1d4+8	—		
	GM	150/200/250	S=1d10+6	H: -2AC/2	GM		50/100/150	—	—		
Bow, Short [P=M] Cost: 25 gp Enc: 20 cn	BS	50/100/150	1d6	—	Delay (s)	Net* [P=M] Cost: 1 sp/sq ft Enc: 1 cn/sq ft	BS	10/20/30	Nil	—	§ Entangle § Entangle (save -1) § Entangle (save -2) § Entangle (P=Save -4) (S=Save -2) § Entangle (P=Save -6) (S=Save -3)
	SK	60/110/160	1d6+2	H: -1AC/1	SK		15/25/35	Nil	A: -2AC/1		
	EX	80/130/170	1d6+4	H: -1AC/2	EX		20/30/40	Nil	A: -4AC/2		
	MS	90/130/180	P=1d8+6 S=1d4+6 P=1d10+8 S=1d6+7	H: -2AC/2	MS		25/35/45	Nil	A: -6AC/3		
	GM	110/140/190	S=1d6+7	H: -2AC/2	GM		30/40/50	Nil	A: -8AC/4		
Crossbow, Heavy* [P=H] Cost: 50 gp Enc: 80 cn	BS	80/160/240	2d4	—	Stun (s/m)	Spear* [P=A] Cost: 3 gp Enc: 30 cn	BS	20/40/60	1d6	—	Set
	SK	90/160/240	2d6	M: -1AC/1	SK		20/40/60	1d6+2	Set		
	EX	100/170/240	2d6+2	M: -2AC/2	EX		40/60/75	2d4+2	Set + stun		
	MS	110/170/240	P=3d6+2 S=1d12+4 P=4d4+4 S=1d10+6	M: -3AC/2	MS		40/60/75	2d4+4	Set + stun		
	GM	120/180/240	S=1d10+6	M: -3AC/3	GM		60/75/90	2d4+6	Set + stun		
Crossbow, Light* [P=H] Cost: 30 gp Enc: 30 cn	BS	60/120/180	1d6	—	Stun (s)	Tossed Object [P=A] Cost: 5 gp Enc: 25 cn	BS	10/30/50	Stone 1d3 Oil 1d8 Holy Water 1d8	—	Stun (s) Ignite —
	SK	60/120/180	1d6+2	M: -1AC/1	BS		10/30/50	1d8	—		
	EX	75/130/180	1d6+4	M: -2AC/2	BS		10/30/50	1d8+1	—		
	MS	75/130/180	P=1d8+6 S=1d4+6 P=1d6+7 S=2d4+5	M: -2AC/3	BS		10/20/30	1d6	—		
	GM	90/140/180	S=1d6+7	M: -3AC/3	SK		10/20/30	1d8+4	—		
Sling [P=H] Cost: 2 gp Enc: 20 cn	BS	40/80/160	1d4	—	Stun (s)	Trident* [P=M] Cost: 5 gp Enc: 25 cn	BS	10/30/50	1d6	—	Skewer (up to 4HD) Skewer (up to 7HD) Skewer (up to 10HD) Skewer (up to 13HD)
	SK	40/80/160	1d6	H: -1AC/2	SK		10/30/50	1d8+1	—		
	EX	60/110/170	2d4	H: -2AC/3	SK		20/30/45	1d8+4	—		
	MS	60/110/170	P=3d4 S=1d8+2 P=4d4 S=1d10+2	H: -3AC/3	EX		20/30/45	P=1d8+6 S=1d6+6 P=1d6+9 S=1d4+8	—		
	GM	80/130/180	S=1d10+2	H: -4AC/4	MS		20/30/45	—	—		

Abbreviations on the Weapons Mastery Table

P =	"Primary Target/Damage is . . ."	†	Melee weapon, rarely or never thrown	Enc	Encumbrance	Bonus to the character's armor class is used only against the number of attacks per round (the number after the slash mark) Modifier for saving throws against this weapon effect only
S =	"Secondary Target/Damage is . . ."	‡	Weapon may only be properly used during a mounted charge	cn	Coin encumbrance equivalent	
H	Creatures attacking with hand-held or thrown weapons	•	Small weapon	sq ft	Square foot	
M	Creatures attacking with missile-fire or natural weaponry	○	Medium weapon	Lvl	Level of Mastery	
		●	Large weapon	BS	Basic level	
A	All types of targets (both H and M)	◐	See "Weapons Descriptions" in Chapter 4	SK	Skilled level	
W	One-handed weapon	•	See "Individual Weapon Descriptions" in this chapter	EX	Expert level	
W	Two-handed weapon; always loses initiative	••		MS	Master level	
◐	Shield may be used with weapon	✓	Weapon may be set vs. a charge	GM	Grand Master level	
◑	Missile fire weapon	gp	Gold piece value	Nil	Insignificant damage, treat as no damage	
★	Melee weapon, may be thrown	sp	Silver piece value	d	Type of die to be rolled	
				—	Not applicable	Others

Chapter 5: Other Character Abilities

How to Read the Weapon Mastery Table

The columns on the table provide the following information:

Weapon: This column gives not only the weapon name but also many other details about its use; compare the symbols beneath the weapon name to the list of abbreviations at the bottom of the table.

Lvl: This heading stands for "level of mastery." Each weapon has statistics listed for five different levels of mastery. If your character has expert mastery with a normal sword, he'd find the entry for normal sword and skip down to the line labeled "EX" (for Expert) in this column.

Ranges: This column shows the weapon's range when thrown or launched. Not all weapons have ranges listed. Note that the weapon's range increases with each new level of mastery.

Damage: This column shows the damage the weapon does. Damage, too, increases with each new level of mastery. This column often has separate entries for "P" and "S"—the weapon does different amounts of damage to its primary and secondary target types.

Defense: This column shows the effects the weapon has on the armor class of its wielder.

Special Effects: This column summarizes the weapon's special abilities; you will need to read the text after the table to understand what these notations mean. Certain weapons have an additional symbol ("§") in this column; this symbol indicates that these weapons have special effects beyond the other weapons' special effects. Read the following text for more information on these particular weapons.

The "\$" Notation

Five weapons—the blackjack, blowgun, bola, net, and whip—are listed on the Weapons Mastery Table with an "\$" symbol in their "Special Effects" column. This means you need to refer to the following Special Effects Tables to see what *else* these weapons do to their victims.

Special Effects Descriptions

The special effects listed for weapons in the Weapons Mastery Table are described here and are arranged alphabetically for your convenience.

Breaks: Whenever the wielder of a shield weapon or his foe rolls the exact number needed to hit the other, there is a chance that one of the shield weapon's blades will break. With a subse-

quent roll of 5 or less on 1d10, a blade breaks.

Charge: If the wielder charges 20 yards or more and strikes his target, the victim takes double damage.

Death: The victim is reduced to 0 hit points.

Deflect: In addition to any attacks, the wielder of this weapon may attempt to deflect the number of melee and thrown weapon attacks indicated in one round. To deflect each attack, the character must make a saving throw vs. death ray.

Delay: The victim hit by this weapon must make a saving throw or lose initiative the next round. If the type of saving throw is not specified, it is a saving throw vs. paralysis. For missile attacks, this effect occurs only at the indicated ranges.

Disarm: The wielder of this weapon may attempt to disarm an opponent instead of making a normal attack. The attacker must roll to hit the target. The victim can save his weapon by rolling less than or equal to his Dexterity on 1d20. If the attacker has the Disarm Combat option, the victim must add a +5 penalty to his die roll. The DM should determine Dexterity scores for NPCs and monsters or else assume a Dexterity score of 11. In addition, for each level of mastery the attacker has gained beyond basic, the victim suffers a penalty of +1 to his roll vs. the effect.

Double Damage: On a natural roll of the number(s) indicated, the weapon inflicts double damage.

Entangle: An entangled victim cannot attack, cast spells, or move. The victim may make a saving throw vs. death ray each round to escape.

Hook: Instead of making a normal attack, the wielder of this weapon may attempt to hook and pull down a foe. The attacker must roll to hit. This causes the minimum damage possible for the weapon; the victim must make a saving throw vs. paralysis or fall down. A +4 bonus to attack rolls applies when attacking a fallen foe. A fallen foe also has a -4 penalty to all saving throws and a -2 penalty to attack rolls while on the ground. A character can stand up in one round.

Ignite: Fire has a chance to ignite anything flammable that it hits. The chance is equal to 5% (rolled on 1d100) per point of damage caused in each round. If an item ignites it will burn for 1d6 rounds causing 1d4 points of damage each round.

Knockout: The victim is rendered unconscious for 1d100 rounds.

No Off-Hand Penalty: If a campaign is using the optional Two Weapons Combat rules (see Chapter 8 and consult the DM), the cestus does not take a -4 penalty or the -1 weapon mastery level penalties when used in the off-hand. If the character uses two cestus, he can strike with both weapons at the same chance for success.

Paralysis: Paralysis freezes a creature in place for 1-6 turns. A paralyzed creature is aware of what is happening but cannot move, attack, talk, or cast spells. Any cure spell can negate the effects of paralysis, but they do not cure damage in addition to removing the paralysis.

Poison: See the Special Effects Tables One-Three for effects.

Second Attack: The wielder is able to make a second attack with this shield weapon while attacking with another one-handed weapon in his

Special Effects Table One: Blowgun and Net

Victim's Level or Hit Dice	Bonus to Saving Throw	Results of Failed Saving Throw	
		Blowgun	Net
Up to 1	None	Death	Entangle
1+1 to 3	+1	Loss of 75% hp + paralysis	Entangle
3+1 to 6	+2	Loss of 50% hp + paralysis	Slow
6+1 to 9	+3	Loss of 50% hp	Slow
9+1 to 12	+4	Loss of 25% hp	Delay
12+1 to 16	+5	Loss of 25% hp	Delay
16+1 or more	+5	Loss of 10% hp	Delay
Save vs.:		Poison	Death Ray

Special Effects Table Two: Blackjack

Victim's Level or Hit Dice	Bonus to Saving Throw	Results of Failed Saving Throw		
		Basic/Skilled	Expert/Master	Grand Master
Up to 1	None	Knockout	Knockout	Knockout
1+1 to 3	+1	Knockout	Knockout	Knockout
3+1 to 6	+2	Stun	Knockout	Knockout
6+1 to 9	+3	Stun	Stun	Knockout
9+1 to 12	+4	Delay	Stun	Stun
12+1 to 16	+5	Delay	Delay	Stun
16+1 or more	+5	Delay	Delay	Delay
Save vs.:		Death Ray	Death Ray	Death Ray

Special Effects Table Three: Bola and Whip

Victim's Level or Hit Dice	Bonus to Saving Throw	Results of Failed Saving Throw		
		Basic/Skilled	Expert/Master	Grand Master
Up to 1	None	Entangle	Entangle	Entangle
1+1 to 3	+1	Entangle	Entangle	Entangle
3+1 to 6	+2	Slow	Entangle	Entangle
6+1 to 9	+3	Slow	Slow	Entangle
9+1 to 12	+4	Delay	Slow	Slow
12+1 to 16	+5	Delay	Delay	Slow
16+1 or more	+5	Delay	Delay	Delay
Save vs.:		Death Ray	Death Ray	Death Ray



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other hand. This second attack is made with no off-hand penalty.

Set vs. Charge: If the wielder is aware of a charging enemy, he may set this weapon against the charge. A charge only takes place when the enemy rushes the wielder at 20 yards (or more) this round. If the wielder's weapon hits the charging foe, it inflicts double listed damage.

Skewer: If the target has no more than the number of Hit Dice indicated, the wielder of this weapon may decide to skewer him instead of strike him normally. A normal attack consists of striking the target and withdrawing the trident for another attack; with the skewer, the attacker thrusts his trident into the target and twists it so that it is not easily extracted. Once the weapon hits, it is stuck; it will remain stuck for 1d4 + 4 (5-8) rounds, after which time the victim's movements will cause it to come free. For each round a victim remains skewered, he automatically takes 1d6 points of damage.

Slow: The victim is slowed and can move and attack at only half his normal movement rates. He can cast no spells while slowed.

Strangle: If the attacker makes a natural roll of the number(s) indicated, the victim must make a successful saving throw vs. death ray or become immediately paralyzed and die in 1d6 + 2 (3-8) rounds unless rescued. If the victim escapes, he survives but remains paralyzed for 2d6 (2-12) rounds.

Stun: If the victim is approximately the same size as the attacker or smaller, he is stunned if he fails a saving throw vs. death ray. A stunned character moves at 1/3 speed and cannot attack or cast spells. The character also has a +2 armor class penalty and a -2 saving throw penalty. A stunned character can make a saving throw vs. death ray each round to recover from the stun effect. For missile weapons, this effect occurs only at the specified ranges.

Individual Weapon Descriptions

Some of the weapons on the Weapons Mastery Table are marked with either one or two asterisks. When a weapon is marked with one asterisk (*), refer to last chapter's Weapon Descriptions to learn about the item's special characteristics. If a weapon is marked with two asterisks (**), that weapon is described here. Items are arranged alphabetically for your convenience.

Blowguns: A victim hit by a poisoned blowgun dart fired by someone with skilled or better weapon mastery makes his saving throws at a penalty. The weapon master knows how to accurately fire the dart into veins, arteries, and other critical areas, thus introducing the poison more quickly into the bloodstream.

Polearms, Other: The last chapter mentioned that traits of the halberd, pike, and poleaxe could be combined to individualize the other types of polearm mentioned. This is an optional rule to be used if the DM wishes these weapons to be individualized. These additional polearms are detailed as follows:

Bardiche: This polearm uses halberd statistics but also has the deflect abilities of the pike. The bardiche may be set vs. a charge.

Bill: This weapon uses poleaxe statistics and deflect scores. In addition, the bill has the hook ability of a halberd.

Gisarme: This polearm uses pike statistics and deflect scores. The gisarme also has the hook ability of a halberd.

Glaive: This weapon uses poleaxe statistics and deflect scores. The glaive causes double damage like a dagger. This weapon may be set vs. a charge.

Lochaber Axe: This polearm follows all of the halberd rules, but the lochaber axe may also stun at the highest two masteries.

Partizan: This weapon follows all the pike rules, but the partizan may also disarm. This weapon may be set vs. a charge.

Ranseur: This polearm uses halberd statistics and deflect scores. The ranseur may also be used to disarm at skilled level and above. This weapon may be set vs. a charge.

Spetum: This weapon uses pike statistics and deflect scores. The spetum may also disarm at skilled or greater mastery. It may be set vs. a charge.

Spontoon: This polearm uses spear statistics, but it may not be thrown. It uses the deflect scores of a halberd. The spontoon does double damage like a dagger and may be set vs. a charge.

Voulge: This weapon uses poleaxe statistics, but it causes +2 points of damage. The voulge uses the deflect scores for a halberd. It may cause double damage like a dagger.

Throwing Rarely Thrown Weapons

Several of the weapons listed in the Weapons Mastery Table, while normally used in melee, can be thrown by a wielder at high levels of mastery in desperate situations.

To throw these weapons, the attacker must make a normal attack roll modified by Strength (but not by Dexterity).

Since the maneuver is unexpected, the attacker first checks to see if his foe is surprised (a roll of 1 or 2 on 1d6). If the victim is not surprised, the victim makes a saving throw vs. death ray to reduce damage by half. If he is surprised or if he fails his saving throw, he takes full damage from the attack.

Retroactive Weapon Mastery

If a campaign has already begun but the DM would like to add weapon mastery to it, it's not too late. The DM should start by carefully examining each character. Characters often have a few favorite weapons. Assume that these are the character's preferences; these will be the weapons for which the character has learned increased mastery, while the knowledge of the proper use of other weapons has faded through lack of use.

The DM may then give the character the number of weapon choices appropriate for his class and experience level. Weapons that are the character's personal trademark can be bought up to expert mastery; weapons that the character uses frequently can be bought up to skilled mastery; weapons that the character has been known to use effectively should be bought to basic mas-

tery. If the character still has any weapon choices left, his player can assign them as he pleases to buy Basic masteries with other weapons; he cannot buy higher than basic mastery for these additional weapons.

When fitting these rules into an existing campaign, the DM should not allow a character to buy a weapon skill above expert level unless the character is at 24th experience level or greater. He or she should not allow a character to buy a weapon skill above master level unless the character is already 30th level or better.

Refer to "Reality Shift" in Chapter 13 for additional suggestions about coping with sudden retroactive changes in a campaign.

Weapon-Using Monsters

Monsters may use weapon mastery rules if they ordinarily use weapons to attack. Just as with player characters, a monster must find a trainer willing to teach it. Its maximum possible skill is determined by its Intelligence, as given in the Mastery Limits for Weapon-Using Monsters Table. (See Chapter 13 for advice on determining monster Intelligence scores.)

Note that only humans and demihumans can become grand masters; monsters cannot.

Mastery Limits for Weapon-Using Monsters Table

Monster Intelligence	Maximum Level of Weapon Mastery
Up to 11	Basic
12-15	Skilled
16-17	Expert
18 +	Master

General Skills

General skills are abilities that characters can use in the campaign. There are many general skills, but no character will have more than a few of them, so a character's choice of skills will help make him more distinctive and more individually useful in some campaign situations.

Using general skills is *optional*. If the DM doesn't want to use them in his or her campaign, they won't be used.

Beginning Skills

All 1st level characters start with four "blank" skills, often called *slots*. (When a skill is chosen, it stops being a slot.)

Characters who have an Intelligence of more than 12 start with more than four skill slots. If the character has an Intelligence of 13-15, he gets 1 additional skill slot; if his Intelligence is 16-17, he gets 2 additional skill slots; and if his Intelligence is 18, he gets 3 additional skill slots.

Different things determine which skills are chosen to fill the character's slots. The player may choose some or all of the skills to fill his available skill slots. Or the DM may insist that the player select certain skill choices appropriate for the character background the player has chosen.

Chapter 5: Other Character Abilities

How Skills Are Used

Each skill is based on one of the character's ability scores (Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma).

Whenever the DM feels a character's selected skill is appropriate to a game situation, he or she will ask the player to roll 1d20 against the corresponding ability score. This is called a *skill roll* or *skill check*. If the roll on the 1d20 is equal to or less than the ability score, the skill use succeeds. A roll of 20 always fails, no matter how high the chance for success.

Example: If the character is riding a horse and the horse is suddenly spooked and begins rearing, the DM will decide that the character's Riding skill is appropriate to check in this situation. The player will roll 1d20 against his skill-related ability score (Dexterity). If the character's Dexterity is 15, the player has only to roll a 15 or less to use his Riding skill successfully.

Successfully rolling the skill normally allows the character to accomplish the task he is attempting. For instance, if a character is trying to track an animal through the forest and he successfully makes his Tracking skill check, then he is able to follow the tracks of his prey.

Sample Skills

The Sample Skills Table lists a number of skills appropriate to most D&D® game campaigns. The players and the DM may add skills to this list as the DM sees fit. The DM determines which ability score pertains to each new skill.

Skills Descriptions

The skills listed in the Sample Skills Table are described here and are arranged alphabetically for your convenience. Roll skill rolls against the ability under which these skills were listed in the table.

Acrobatics: The character with this skill can perform impressive acrobatic feats, balance on taut ropes and wires, etc. A successful skill roll is required to perform any acrobatic feat; failure may result in the character falling. A successful roll allows a character to reduce the effective height of a fall by 10'. A DM can give an acrobatic character a +2 to save vs. mechanical traps where agility would help—such as tilting floors and pit traps. Many entertainers, thieves, and nimble warriors have this skill. This skill is not the equal of a mystic's acrobatics ability, but the mystic's special ability can be presumed to include this skill; a mystic does not have to purchase the acrobatics skill.

Acting: This is the ability to make one's living as a stage actor, but it also imparts the ability to assume a different personality or to show false emotions. Successful use of this skill allows a character to tell convincing lies over a limited period of time.

Alchemy: This skill provides the ability to recognize and identify common alchemical substances, potions, and poisons. Success with this skill will allow a character to create an *antidote* for one specific type of poison—if the DM says that this is possible in his campaign.

Alertness: Successful uses of this skill allow the

Sample Skills Table

Strength Skills

Intimidation
Muscle
Wrestling

Intelligence Skills

Alchemy
Alternate Magics
Art (choose type)
Artillery
Craft (choose type)
Disguise
Engineering
Fire-Building
Healing
Hunting
Knowledge (choose type)
Labor
Language (choose type)
Lip Reading
Magical Engineering
Mapping/ Cartography
Military Tactics
Mimicry
Nature Lore
Navigation
Planar Geography
Profession (choose type)
Science (choose type)
Shipbuilding
Signaling (choose type)
Snares
Survival (choose terrain)
Tracking
Veterinary Healing

Wisdom Skills

Animal Training (choose type)
Art (choose type)
Bravery
Caving
Ceremony (choose specific immortal)
Danger Sense
Detect Deception
Gambling
Law and Justice (choose culture)
Mysticism

Dexterity Skills

Acrobatics
Alertness
Blind Shooting
Cheating
Escape
Mountaineering
Piloting (choose type)
Quick Draw
Riding (choose type)
Stealth (choose terrain)

Constitution Skills

Endurance
Food Tasting

Charisma Skills

Acting
Bargaining
Deception
Leadership
Music (choose type)
Persuasion
Singing
Storytelling





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character to draw a weapon without losing any time, to avoid the effects of surprise, and to wake up at the slightest out-of-place noise.

Alternate Magics: This skill gives a character basic familiarity with magics that are not related to standard spellcasting. It includes knowing many magical abilities of well-known Prime Plane and extraplanar monsters and of Immortal beings. The DM defines what types of knowledge this skill provides in his or her campaign.

Animal Training (choose type): The character knows how to raise, train, and care for one type of animal. The animal can be taught some simple tricks or simple orders. A character who wants to train two or more different animal types must choose this skill more than once—Horse Training is one skill, Dog Training is another. However, a horse trainer can train any sort of natural horse or pony and a dog trainer can train any breed of dog. Any culture that features a strong bond with some animal type will have many members with the corresponding Animal Training skill.

Art: This is the skill of creating art. There are several different types of Art skill (painting, sculpture, woodcarving, mosaic, etc.). The player must specify one sort of art his character practices; a character can take the skill several times and be proficient in several different forms of art. Art skill can be used to improve the reaction of NPCs to the party; if the artist can present an NPC with a portrait or sculpture of that person (and make his Art roll), the artist receives a +2 to reaction. The player can choose for his character's Art skill to be based on Wisdom instead of Intelligence.

Artillery: A character must have this skill if he is to command the crew of a piece of artillery (catapult or trebuchet). He does not have to make his skill roll with each shot; merely knowing the skill is enough. The DM can call on him to make his skill roll each time the character or the crew aims at a new target; the skill allows the character to make all pertinent calculations of trajectory, distance, and throw weight.

This skill can alternatively allow the character to oversee the building and repair of all varieties of siege equipment. The character cannot know both how to build and how to effectively operate artillery weapons unless he takes the skill twice.

Bargaining: A successful skill roll allows a character to get the best deal available for goods, services, or information. It's not usually possible for a character to bargain someone into giving him very much for nothing.

Blind Shooting: This skill is the ability to shoot at a target without being able to see it; it is typically used when the character is in darkness or when the target is outside the range of his sight or infravision. The character must be able to hear the target so that its position can be evaluated. If the character makes his skill check, he can then fire at the target; he needs an attack roll to hit the target, but the character doesn't suffer the normal darkness penalties.

Bravery: With a successful use of this skill, the character can resist the effects of any magical fear. An NPC using this skill successfully can ignore the results of morale checks or of skills such as Intimidation.

Caving: This is an ability to always know where one is while exploring underground caves,

cavern complexes, rivers, etc. A character with this skill will automatically know the route he has taken to get where he is (if he was conscious all the time). Many dwarves have this skill.

The Caving skill can also be used in a maze. Skill checks are necessary when the character has become disoriented. If he is forced to flee for a long stretch, he must make a skill check to keep from being lost. (Characters without this skill automatically become lost in such a situation.)

Ceremony (choose specific Immortal): A character with this skill knows how to honor an Immortal through ritual and ceremony; the skill allows a cleric character to perform normal rituals of his clerical order and could even (if the DM allows) permit a character to gain an Immortal's attention (through devout prayer, fasting, sacrifice of possessions, etc.). This skill includes knowing the code of behavior and the rituals pleasing to the Immortal.

In earlier D&D® game products, this skill was often referred to as "Honor (specific immortal)."

Cheating: This is the skill of winning at gambling games by cheating—by dealing cards from the bottom of the deck, etc. The cheating character should make his Cheating skill roll; each character he plays with can make one skill roll (Cheating at the normal level, Gambling at a -1 penalty, or a base Intelligence check at a -4 penalty, whichever is best) against the character's cheating roll. If one or more of the other players makes his roll lower than the cheater does (see "Using Skills Against Each Other" in this chapter), he detects the cheating. This skill is limited to characters of Chaotic alignment.

Craft (choose type): The character knows one type of craft; examples include armor-making, bow-making, tattooing, leatherworking, smithing, weapon-making, etc. The character must choose which one type of craft the skill pertains to; of course, he can spend more slots and have several types of craft skills.

The character can make his living at this profession and, with a successful roll, make expert opinions on subjects pertaining to his skill.

Danger Sense: A successful skill roll means that the character can detect an imminent danger. The character will not know the nature or source of the danger. The DM, not the player, makes the skill roll, and he or she should not tell the player that a roll has been made unless the roll is a success (and there is danger present).

Deceiving: This is the ability to persuade a listener of the "truth" and sincerity of what the speaker is saying, despite the fact that the skill user is lying through his teeth. Successful use of this skill causes an NPC to believe an untrue statement or to accept a misleading statement as honest and sincere. Failure indicates that the character sounds unconvincing. This skill cannot be used on player characters.

Detect Deception: This is the ability to recognize deceptive behavior in an NPC. This does not reveal the truth or falsehood of specific statements, the motivations of the speaker, or the exact nature of the deception. This skill only warns the character to distrust the deceptive NPC. The DM makes the skill roll for the character, informing him of the result. The skill does not work on player characters.

Disguise: This is the ability to make a character look like someone else. A successful Disguise

check is required for each character or group of characters that the disguised character is trying to fool with his disguise. The target that the disguised character is trying to fool must make a Wisdom roll against the Disguise roll in order to penetrate the disguise (see "Using Skills Against Each Other" at the end of this chapter).

Endurance: This skill gives the character the ability to perform a tiring task for long periods of time. A successful check means that the character is able to run (or perform some demanding task) for an hour without collapsing. The character must make another check each hour he performs the task, with a cumulative penalty of +1 for each extra hour. Once the character has completed his task or fails a skill roll and collapses, he must rest for three times the amount of time he was performing that task.

Engineering: This is the skill of planning, designing, and building large constructions such as houses, bridges, dams, and so forth. Unless built under the eye of a trained engineer, a large structure—whether built by manpower and materials or pure magic—will inevitably collapse or suffer some other calamity. Engineering skill can also be used to evaluate constructions the party is passing through or over: what shape they're in, when and by whom they were built, and so on.

Escape: The character is often able to get loose when tied or locked up. A successful skill roll means that the character is able to get rid of his ties. Another roll is needed to open a locked door. The DM can apply bonuses and penalties to the check based on the quality of the ropes and knots, the intricacy of the lock, the lack of lockpicking tools, etc.

Fire-Building: This is the ability to start a fire without a tinderbox. A character with a tinderbox and this skill is able to start fires automatically (no roll necessary) in ordinary conditions. If the character is trying to build a fire without a tinderbox, he will eventually succeed; he must make a 1d6 roll each round, and on a 1 or 2 he ignites the fire. If the character is trying to build a fire in adverse conditions (during high winds or using wet wood), he must make a skill check with penalties assigned by the DM.

Food Tasting: This is the ability to taste food and water to see if they have spoiled. Thus the character can avoid suffering from food poisoning by carefully tasting his food first. This ability will not detect poisons added to a dish unless the DM determines that the poison has a taste (in which case it may be too late anyway).

Gambling: This is the ability to win money in games of skill (competitive card games, for example) and betting. This involves honest games (cheating is covered elsewhere), and a successful check increases the character's chances for winning money at the games.

Healing: This is the ability to treat wounds and diagnose illnesses among humans and demihumans. A successful skill roll allows a character to restore 1d3 hit points to a wounded character. (A related skill, Veterinary Healing, allows similar treatment of animals and monsters.)

This skill cannot be used on a wounded character more than once for the same set of wounds. If the character receives new wounds, Healing skill can be applied against the new wounds. The skill is rolled against a set of wounds, not individually against each injury. (The term "set of



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wounds" usually refers to all the hit points lost by a character in a single combat situation.)

If a healer rolls a natural 20 when using this skill, he accidentally *inflicts* 1d3 points of damage to the patient, and he may not treat that set of wounds again.

Successful skill rolls allow the healer to diagnose type of illness. In addition, a roll made by 5 or more will allow the character to determine whether an illness is natural or magically induced.

Hunting: This is the ability to locate, stalk, and hunt large and small game with the bow, sling, or spear. Successful use of this skill gives the character a +1 to hit with a bow, sling, or spear against an *unaware target in a peaceful outdoor setting*; the skill is not usable in most combat situations.

The character can automatically supply himself with food over a long period of time if he is in a fairly fertile area and has a missile weapon, spear, or javelin. In areas not normally rich in game he must make a skill roll and receive penalties to that roll (penalties determined by the DM). If he is trying to supply more than just himself, he must make a skill roll if he is supplying one other person, and he takes a -1 penalty for each additional person after the first he is trying to supply. He must roll each day, and failure indicates that he has not found enough food to feed everyone that day.

A character with the Hunting skill forages automatically in fertile areas (even when on the move) and uses his Hunting skill roll to determine how successful he is during full days spent in search of game.

Intimidation: This is the ability to bully non-player characters into doing what the player character wants them to do. Success means that NPCs are intimidated into doing what the character wants. *This skill cannot be used against PCs.* NPCs who have this skill used upon them are unlikely to ever become friends with the intimidating player character.

Use of this skill means that the character is either implicitly or explicitly threatening the target with violence or other dire consequences if the target doesn't comply. For this reason, Intimidation works best against low-level characters. It does not work at all on player characters or on NPCs of 5th level or higher. The DM can also, at his or her option, decide that it does not work on someone who is obviously in a much stronger position than the character using the skill. For example, a king surrounded by elite guards, even if he himself is a 1st level character, is unlikely to feel threatened.

Knowledge (choose type): The character is an expert in one field of study such as the culture or geography of an area, history, legends, theology, etc. A character can usually make his living by teaching his skill or acting as an expert on the subject; with a successful roll, he can make expert commentary on information relating to his skill. The character taking this skill must specify what sort of knowledge he is acquiring. A character can select multiple Knowledge skills, using one for each different field of study.

Labor: The character is very accomplished at one type of labor such as bricklaying, farming, mining, stonemasonry, etc. The character can make his living with the skill. With a successful

roll, he can interpret information in light of his occupation. A character must specify which type of labor he knows, and he can select multiple Labor skills to be proficient in many types of jobs.

Language (choose type): See "Optional Rule for Languages," later in this chapter.

Law and Justice: This is the knowledge of the laws and judicial system of one culture or country; characters who wish to be a judge or advocate (lawyer) must select this skill. Each empire or nation has its own codes, so characters who wish to be conversant in different nations' codes should choose this skill for each set of laws they wish to study.

Leadership: Successful use of this skill adds +1 to the morale of any NPCs under the character's control. It can also be used to convince other NPCs to follow the character's commands. The DM can decide that any NPC who has a good reason *not* to follow the leader is automatically successful at resisting this skill. Unlike Intimidation, Leadership does not bully, antagonize, or make enemies of the NPCs it is used upon.

Lip Reading: To use this skill, the character must be able to see the lips of the target person or creature and understand the language being spoken. A successful check allows a character to "overhear" the conversation; if the lip reader understands the language being spoken, he can understand the speakers' words. The distance to the target and the available light should be taken into account—the DM should apply skill roll penalties for difficult situations.

Magical Engineering: This is the ability to recognize the basic principles of some unfamiliar magical devices. It does *not* include practical training in design or fabrication of magical artifacts. It does allow the character to recognize most *common* magical items with a successful skill roll. It doesn't allow a character to recognize uncommon magical items or to distinguish trapped or *cursed* items from safe ones.

Mapping (Cartography): If a character has this skill, he can understand and make maps even if he cannot read and write. The skill allows the character to comprehend simple maps without a skill roll; the character should make skill rolls to interpret or draft complicated layouts or to map an area by memory. A character does not have to have this skill in order to map a dungeon as the characters explore it. A character who can map but not read obviously cannot understand the words on a map.

Military Tactics: This skill allows a character to interpret the movement of enemy forces and to move his own forces better. When using this skill, the player (not the character) first examines the situation and decides what he thinks is right—what he thinks the enemy is doing or how he should set up his units.

The DM, not the player, rolls the character's Military Tactics skill. On a successful roll, the DM will truthfully tell the player whether he has calculated correctly; if he has not calculated correctly but the roll was successful, the DM should offer some advice on how the player should set up his forces. If the roll is a failure, the DM should tell the player his character cannot interpret the enemy troop movements well enough to use them to his advantage. The success of the roll determines bonuses or penalties for the troops during mass combat.

Mimicry: This is the ability to mimic animal noises and foreign-language accents. This is a very useful skill in the wilderness especially. When characters use recognition codes or signals that imitate the screech of a hoot owl or a noise from some other animal, this skill allows them to mimic those noises convincingly so that enemy listeners are not automatically tipped off that there are spies in the area.

Mountaineering: This does not replace a thief's special climbing ability; it is the skill of mountain-climbing with the use of ropes, pitons, and other climbing gear. A character who has Mountaineering skill can use such gear to climb difficult mountain and cliff faces and can rig lines to enable nonclimbers to tackle those faces as well.

Muscle: This skill is experience with heavy lifting and hard labor. The character can direct groups of laborers so that their efforts are the most effective possible. This character understands the use of simple machinery such as wedges, pulleys, and levers. With a successful skill check, the character receives a +2 bonus on Strength rolls for tasks such as opening doors.

Music (choose type): This skill allows a character to play one group of related instruments in a skilled manner. The player chooses the group of instruments that his character knows, and the character can take the skill several times in order to know multiple instrument groups. Groups include stringed instruments, brass, percussion, woodwinds, etc. This skill is often taken in conjunction with the Singing skill.

Mysticism: This skill, though similar to Ceremony (above), is taken by nonclerics. This skill allows the character to instinctively know the best course of action to please the Immortals in general. A successful skill roll, for example, means that the character recognizes an idol dedicated to an Immortal and that the characters should give it its due respects.

Nature Lore: This skill is the knowledge of common plant and animal life forms of one specific terrain: desert, forest, jungle, mountain/hill, open sea, plains, or arctic. The character can gain several Nature Lore skills by spending one skill slot for each different terrain he learns.

This skill gives the character knowledge of such things as edible and poisonous plants, healing herbs, and signs of unnatural danger (such as unusual quiet, absence of normal plant or animal life, atypical animal behavior, etc.).

When the character uses this skill in his home territory, he receives a -2 bonus to the die rolled for the skill check. When he uses it in territory very similar to his home, he receives no bonus. The less it resembles his own home territory, the greater the penalty he will receive, up to a +4.

Navigation: By taking directions from the position of the sun and the stars (or of whatever atmospheric phenomena are appropriate in your campaign), the character can always know roughly where he is. Successful skill rolls, with positive or negative modifiers for the character's distance from his home territory and familiarity with his surroundings, will tell the character more precisely where he is.

Persuasion: This is the ability to persuade NPCs of your character's honesty and sincerity. This isn't a liar's skill; the speaker must believe the truth of what he says. Successful use of the

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skill means the listener believes what the speaker tells him. It does not mean that the listener will agree to actions proposed by the speaker. The DM can assign modifiers from +1 to +8 to the skill roll if the audience is hostile. This is a good skill for diplomats and negotiators to have.

Piloting (choose type): This is the equivalent of the Riding skill but applies to sailing vessels. (It can also apply to large flying vessels such as aerial ships and flying castles, if such things are present in a campaign. The use of magical items such as *flying carpets* and *flying brooms* does not require the Piloting skill.) A character must use a different category of Piloting for each different type of vessel, as defined in the Piloting Skill: Types of Vessels Table. As such, he will need to spend more than one skill to pilot more than one type of vessel.

Planar Geography: This skill gives the character a general knowledge of the Prime, inner, outer, Astral, and Ethereal Planes as described elsewhere in this book. This skill includes knowledge of techniques of travel among the planes and common inhabitants of known planes.

Profession: The character is accomplished at one type of nonlabor profession such as politics, cooking, estate management, horse grooming, scribing (the character must be literate), etc. The character can make his living with his skill, and (with a successful roll) make expert commentary on subjects pertaining to his skill. The player must indicate which specific profession his character knows; a character can buy several different Profession skills.

Quick Draw: A successful skill check with this skill allows the character to nock and fire an arrow with a +2 bonus to individual initiative.

Riding (choose type): This skill includes the basic care and feeding of a riding animal and the ability to control it under difficult circumstances. Riding rolls are required if a character is trying to use a weapon from the back of a riding animal; failure means that the mount is moving too much for the character to use the weapon.

Each Riding skill allows the character to ride one type of animal; if a character wishes to know how to ride two different types of beasts, he must buy two different Riding skills. Horses constitute one type of animal; giant eagles constitute another.

When a character uses his Riding skill on the wrong animal (for example, when a horse rider tries to ride a camel), he suffers a +4 to his Riding rolls. When a character with no Riding skill at all tries to ride an animal, he must make a Dexterity check at a +8 penalty to his die roll.

However, a character doesn't have to make the success roll except in difficult situations, such as when the animal is spooked. Otherwise, he can stay on the animal's back without difficulty.

Science (choose type): The character is an expert in one branch of scientific study such as astronomy, geology, metallurgy, etc. Characters

with this skill can make their living with it, usually as specialists in large cities. The DM should not allow this skill to characters belonging to more primitive cultures, but it is entirely appropriate to characters from highly civilized areas of the world. The player must indicate which branch of science his character has mastered; a character can buy multiple Science skills to know multiple disciplines.

Shipbuilding: This is the skill of designing and building ships. It allows a character to supervise the construction of professional-quality ships, whether they are made by muscle or by magic. The Shipbuilding skill will also let characters evaluate the ships they encounter, determine who built them and when, etc.

Signaling (choose type): Successful use of this skill allows the character to leave messages that can only be understood by another Signaling specialist of the same culture, trade guild, military force, or "school." For instance, one dwarf character with the Signaling skill could pile rocks into a cluster; it would communicate nothing to most characters, but another dwarf character with Signaling would recognize it as a signal and be able to interpret its meaning.

When a character takes a Signaling skill, he must specify the type and culture of signals that he will be studying and he must have the opportunity to learn such signals. Appropriate types of signals include military trumpet signals, naval flag signals, smoke signals, drum signals, etc.

Singing: This is the ability to sing in a skilled manner; a character can make his living with this skill and (if he is good enough) can become a famous entertainer or bard.

Snares: This is the skill of building traps to capture animals, monsters, and unwanted visitors. A successful skill roll means the trap functions properly. The DM can assign modifiers to the skill roll based on the mount of time the character had to set up the trap, the availability of materials, etc.

Stealth (choose terrain): This is similar to the thief's Move Silently ability, with some important differences. The character taking the Stealth skill must choose *one* type of terrain in which the skill works from the following list: city/outdoors, indoors/caves, forest/jungle, plains, desert, arctic, and mountains/hills. The skill only works in that type of terrain. (However, the character could conceivably spend seven slots, one for each type of Stealth skill.)

City/Outdoors is used in the streets, in trash-strewn alleyways, on rooftops, and in similar urban environments. Indoors/Caves is used in dungeons and catacombs, in caverns and caves, and in most enclosed spaces. The other terrain types are self-explanatory.

Humans, demihumans, and humanoids can take the Stealth skill. The character will move very quietly in the terrains for which he has the skill. When he is trying to sneak up on someone

or when there is a chance that he will be heard, he must make his skill check. If the DM doesn't want him to know that the DM can make the skill check for him.

Storytelling: This is the ability to captivate an audience when telling stories. The character can earn his living as a teller of stories; if he also has Knowledge skills of such things as history, he can be a storyteller of history.

Survival (choose terrain): This skill allows the character to easily find food (especially vegetables and fruits), shelter, and water in a single type of terrain, selected from one of the following: desert, forest/jungle, mountain/hill, open sea, plains, arctic. Desert Survival doesn't give the character the ability to survive in the forest; he must also take Forest Survival for that.

A character with the Survival skill forages automatically in fertile areas, even when on the move. If he is trying to supply more than just himself, he must make a skill check at a +1 penalty to his die roll for each additional person that he is trying to supply. He must roll each day, and failure indicates that he has not found enough food for everyone he is trying to supply.

Tracking: The character can follow tracks. The DM is free to increase or penalize the chance of success depending on the circumstances (age of the tracks, type of terrain, number of tracks being followed, and so forth).

Veterinary Healing: This is the same as Healing (above), but this skill pertains to creatures that are neither humans nor demihumans—in other words, nonhumans, monsters, normal animals, and so forth.

A character can take this skill in one of two ways: 1) as a General Veterinary Healing skill, which means that he makes his roll with a +1 penalty for every type of creature he treats; or 2) as a Specialized Veterinary Healing skill that pertains to one class of creatures (for example, equines). The character with a Specialized Veterinary Healing skill takes no penalty when treating the creatures that are his specialty, but he takes a +2 penalty with all other types of creatures. (A character could take the skill twice, one General and one Specialized; he would have his listed roll for the creatures that were his specialty and only have a +1 penalty when treating all other creatures.) A character with Veterinary Healing skill trying to treat a human or demihuman rolls at a +3 penalty.

Wrestling: In wrestling combat, a successful roll will give the character a +1 to his wrestling rating (see the "Unarmed Combat" rules in Chapter 8). Higher skill scores give higher bonuses, so a character with Wrestling +1 would receive a +2 bonus, and so on.

Optional Rule for Languages

With the DM's permission, characters can use skill slots to take additional languages. (Additional languages are an Intelligence-based skill.) For each slot spent on a new language, the character can speak the language (not necessarily very well) and can read it (if he is intelligent enough to read his regular languages). Characters still get all the free languages they're entitled to from their Intelligence and racial abilities.

Characters have trouble speaking these additional "skill languages." A character speaking a

Piloting Skill: Types of Vessels Table

Type of Vessel	Vessels in This Category
Small boats	River boat, sailing boat, canoe, ship's lifeboat, raft
Galleys	Small galley, large galley, war galley, longship
Water vessels	Large sailing ship, small sailing ship, Troop Transport
Flying vessels	Aerial boat, aerial ship



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skill language will automatically understand someone speaking slowly and simply. If the character is listening to someone who is excited or using technical speech, he must make his skill roll to understand the language. Failure means he didn't understand what was said.

The character speaking a skill language communicates in the same way. When he's struggling to explain something fast, complicated, or technical or when he's flustered or excited, he must make a skill roll to get the idea across.

Improving Skills

Characters' skills can be increased to higher scores. Simply use more skill choices to improve skill rolls, and the PC will get a +1 to his skill roll for every skill choice added to that skill. A skill choice can be used to either improve an existing skill by one point or to buy a new skill, not both.

Example: Alaric has only a Charisma of 12, yet he wants to be a natural leader. Instead of using only one skill choice to purchase the Leadership skill, he chooses to use *three* on that skill. The first choice gives him his Leadership skill; he must roll his Charisma score, 12, for all Leadership checks. His two extra skill choices give him an additional +2 to his rolls (+1 for each skill choice spent). His Leadership checks will now be made at 14 instead of 12.

Learning More Skills

Your character can choose to purchase more skills or improve existing ones. All characters get a new skill slot every four experience levels. Thus, humans get four slots (plus bonuses for high Intelligence) at level 1, then an extra at level 5, another at level 9, another at level 13, and so on. See the Skill Slot Acquisition (Humans) Table.

Skill Slot Acquisition (Humans) Table

Experience Level	Skill Slots Gained
1	4*
5	1
9	1
13	1
17	1
21	1
25	1
29	1
33	1

* Not counting bonuses for high Intelligence scores.

Above 12th level, dwarves get another skill slot at 1,200,000 experience points and another

slot for every 800,000 experience earned after that. Above 10th level, elves get another slot at 1,350,000 experience points and another for every 1,000,000 experience points earned after that. Above 8th level, halflings get another slot at 300,000 experience points and another for every 1,200,000 points earned beyond that. These points are outlined in the Skill Slot Acquisition (Demihumans) Table.

The DM can simply assume that your character is meeting with a teacher who can instruct him in the skill, or the DM can introduce an NPC who is the character's teacher. Unlike the situation with weapon mastery, the character never has to roll anything to acquire the skill. If the DM says the skill is available to player characters and if the PC has an empty skill slot and access to a teacher, he can take the skill.

Important DM's Note: Intelligent monsters, such as orcs and giants, can also have general skills. The DM may prefer only to give skills to monsters that have distinctive personalities and roles within a campaign.

Skills and the DM

It's the responsibility of the DM to see to it that players don't abuse these skills and achieve results totally inappropriate to their use in the campaign. It's also the responsibility of the DM to reward characters who use their skills cleverly and in the context of the adventure.

The DM decides when a character can try his skill roll, and the DM also decides what sort of effect the skill can have in a situation. The DM shouldn't make the characters roll over and over for the same task, only at critical points in play.

Positive and Negative Modifiers

When the character is using a skill, the DM may wish to assign positive or negative modifiers to make the character's roll easier or harder. These modifiers are based on circumstances.

Circumstances that make a job slightly more difficult warrant a +1 or +2 modifier. Those that make the job substantially more difficult warrant a +3 or +4 modifier. Those that make the job very hard—such as not being able to see, working on the rolling deck of a ship during a severe storm, and so forth—can warrant penalties of +5, +10, or even +15 to the roll.

On the other hand, circumstances that make the job easier—such as having all the materials needed, having lots of time, and so forth—warrant positive benefits at the same scale.

The character always has a chance of success, however bad the odds, as long as the DM says it's remotely possible to succeed. A natural roll of 1 on 1d20 is an automatic success, just as a roll of 20 is an automatic failure.

Time Use

When it's important to know, the DM decides how much time each use of a skill represents. The time it takes to look at the stars and make a basic Navigation roll might be about a minute; the time it takes to make a superior spear, both head and shaft, will be a few days; and the time it takes to make a Tracking roll to recognize what sort of creature left the prints before a character may only be a second or two.

Using Skills Together

Often, when the character's skill roll has failed, all the other characters with the same skill will say, "He failed?! Let me make *my* skill roll!"

This isn't a good thing to do. If the DM lets everyone make a skill roll for the same task when someone has failed, one character will eventually succeed; it's therefore pointless to have a skills system since every task will be "automatically" (that is, "eventually") successful.

The DM should usually decide that the circumstances that led one character to fail will make all the others fail. For example, a character tracking his prey fails his roll and loses the track. The DM decides that it's because the creature went to the trees, a rainfall obliterated the tracks, or whatever, *there are no tracks to find*. Therefore, the other characters can't make their own Tracking skill rolls here, except to confirm the fact that there are no tracks.

However, sometimes it's reasonable for characters to use their skills together to solve a task. For example, when two healers are trying to diagnose a disease, two can be better than one.

The characters can choose which of them is the chief problem-solver for this situation (usually the PC with the highest skill), and that PC and the others with the same skill all make their skill rolls. The DM uses the roll of the chief problem-solver and gives him a -1 modifier for every one of his friends who made the roll and a +1 modifier for every one who failed it. The chief problem-solver can never receive more than a -3 bonus this way, but there is no limit to the penalty he can receive if his allies all roll badly.

Using Skills Against Each Other

Sometimes situations will come up where two skills are in conflict. A character with Deception can try to fast-talk a character with Detect Deception, or two Bargaining characters can haggle. When the DM sees this situation occur, he can have both parties roll their appropriate skills. The character with the lowest successful roll wins the contest. When a tied roll occurs, the DM has to analyze the situation; he may have them reroll for a clear decision or he may decide that the situation is unchanged.

Skill Slot Acquisition (Demihumans) Table

Dwarf Level or XP Total	Number of New Slots	Elf Level or XP Total	Number of New Slots	Halfling Level or XP Total	Number of New Slots
1st level	4*	1st level	4*	1st level	4*
5th level	1	5th level	1	5th level	1
9th level	1	9th level	1	300,000	1
1,200,000	1	1,350,000	1	+1,200,000	1
+800,000	1	+1,000,000	1		

* Not counting bonuses for high Intelligence scores.