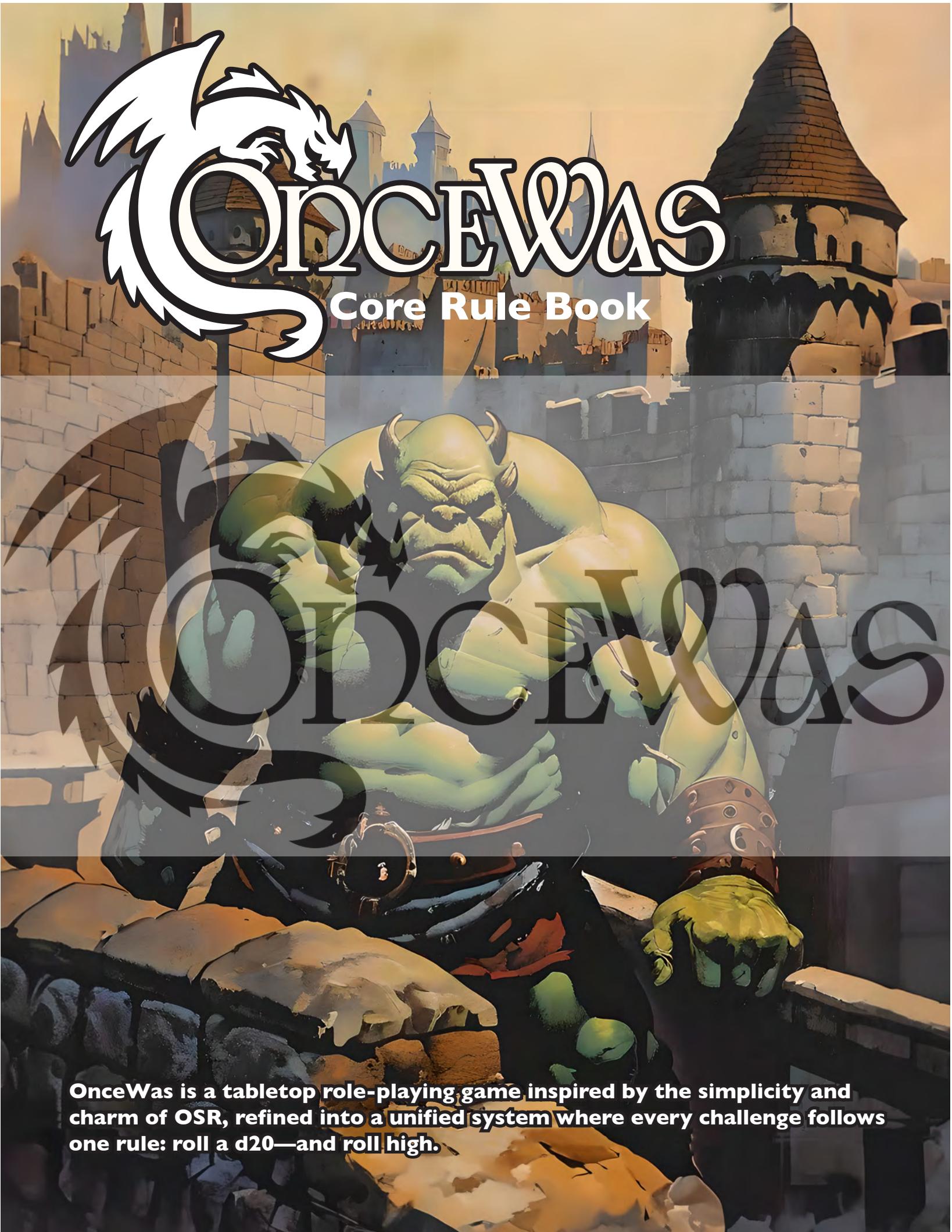




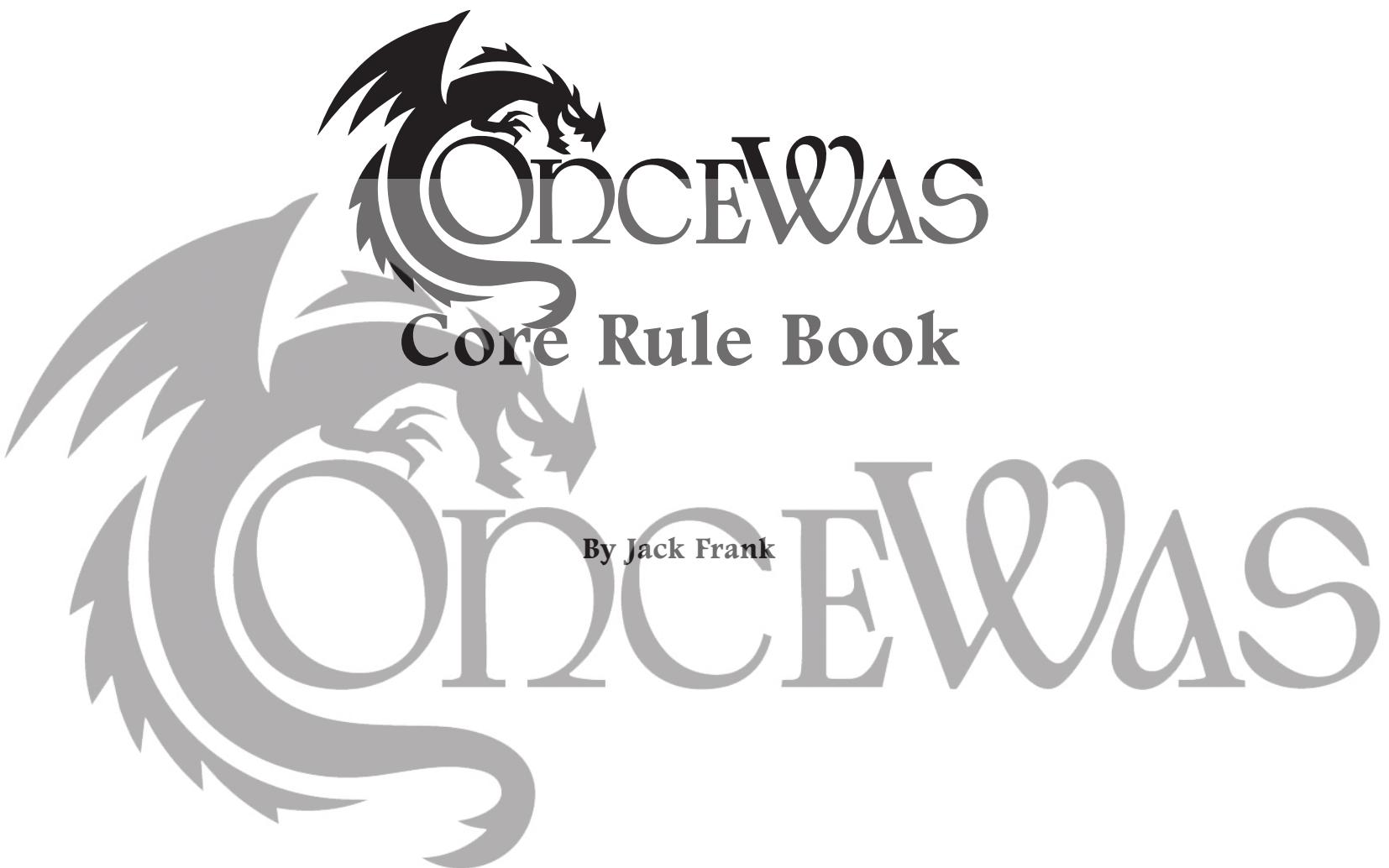
ONCEWAS

Core Rule Book



ONCEWAS

OnceWas is a tabletop role-playing game inspired by the simplicity and charm of OSR, refined into a unified system where every challenge follows one rule: roll a d20—and roll high.



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Original Basic Fantasy 3rd Edition Rules: Chris Gonnerman

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Introduction

Welcome to OnceWas

OnceWas is a tabletop role-playing game where adventure beckons from shadowed forests, forgotten ruins, and locked doors that promise wonder and peril in equal measure. Built upon the beloved foundations of Basic Fantasy, OnceWas has been extensively reimagined around a single, elegant principle: **roll a d20 and roll high.**

Every challenge in OnceWas—whether swinging a sword, resisting a curse, picking a stubborn lock, or leaping across a chasm—resolves with one unified mechanic. Roll a d20, add your modifiers, and meet or exceed the target number. This singular approach keeps gameplay swift, consistent, and intuitive while preserving the depth and tactical choices that make tabletop adventures memorable.

Every system has been carefully rebalanced for modern sensibilities. Combat flows seamlessly into exploration. Skill checks feel natural alongside spellcasting. Inconsistencies have been smoothed away, leaving a game that welcomes newcomers with open arms while offering veterans a familiar yet refreshed experience. The rules feel instinctive, the pace stays brisk, and the focus remains where it belongs—on the story unfolding at your table.

About This Book

The OnceWas Core Rule Book is a complete and reimagined adaptation of the *Basic Fantasy Role-Playing Game, 3rd Edition* by Chris Gonnerman. While designed specifically for the OnceWas campaign setting—where whimsy dances with melancholy and the extraordinary hides in plain sight—these rules remain compatible with nearly any fantasy world or adventure you wish to explore.

This work is distributed under the terms of the Creative Commons Attribution-ShareAlike 4.0 International License. You are encouraged to share, adapt, and expand upon OnceWas, provided credit is given and your creativity is shared in return.

Now gather your dice, assemble your companions, and step into a world that once was—and might be again.

Acknowledgment

To the visionaries who forged the foundations of fantasy—Gary Gygax, Dave Arneson, J.R.R. Tolkien, Fritz Leiber, H.P. Lovecraft, C.S. Lewis, Michael Moorcock, Robert E. Howard, Ursula K. Le Guin, and the many others whose words and worlds shaped the dreams of generations—your imagination built the roads we still travel.

And to every dungeon master, player, artist, writer, and storyteller who continues to breathe life into these realms with laughter, dice, and daring: thank you for proving that adventure begins wherever imagination dares to wander.

Credits

Designer: Jack Frank

Illustrator: Jack Frank

Play Testers: George Hardy, Russ Woodruff, Brian Sutherland, Hudson Frank, Meredith Frank, Ryan Hartman, Jay Miller, Doug Arnold, and Dave Starobin.

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Character Sheet Explained

Race

A character's species—**Human, Elf, Half-Elf, Dwarf, or Halfling**—determines their natural abilities, traits, movement speed, and bonuses to skills.

Class

Defines what your character does—**Cleric, Druid, Fighter, Ranger, Paladin, Magic User, Thief**. Class determines hit points, weapon and armor training, special abilities, and spellcasting (if any).

Level

Your overall experience and power. Start at Level 1. Gaining **levels** improves health, attack bonuses, and skills.

Ability Scores

These are your core attributes:

- **Strength** (Str) – Physical power and carrying capacity
- **Intelligence** (Int) – Knowledge and reasoning
- **Wisdom** (Wis) – Perception and willpower
- **Dexterity** (Dex) – Agility, reflexes, and ranged accuracy
- **Constitution** (Con) – Health and stamina
- **Charisma** (Cha) – Influence, leadership, and personal charm

Each Ability Score gives a modifier (**usually from -3 to +3**) used in Difficulty Checks and combat.

Armor Class (AC)

How hard you are to hit. It's based on **armor, shield, and Dexterity**. Enemies must roll this number or higher to hit you.

Hit Points (HP)

How much damage you can take before going unconscious or dying. Your starting **HP** depends on your **race, class and Constitution modifier**.

Attack Bonus (AB)

Added to a **d20** roll when attacking. Higher **AB** means you hit more often. Based on your Weapon Use, Class, Level, and Strength or Dexterity.

Move

How far you can move on your turn, in feet. Most characters move **40 feet** unless modified by **race, armor, or class**.

Starting Money

Gold you begin with to buy weapons, gear, and supplies. Usually rolled randomly or set by the campaign. Used in shops or to bribe, invest, or hire.

Weapons

List of **weapons** you carry, including their type, damage, and any bonuses to hit or effects (like range or special traits).

Equipment

Everything else you're carrying—tools, clothes, torches, rope, potions, etc. Useful for solving problems and surviving the world.

Skills

Trained abilities used to overcome challenges. Each skill has a modifier made up of ranks, ability score, and other bonuses. Used for things like sneaking, climbing, recalling lore, or spotting danger.

Feats

Special talents, tricks, or advantages unique to your character. Gained at certain levels. **Feats** might let you fight better, cast spells more efficiently, or resist magic.

Save DC

A **Save DC** represents the ability to resist or avoid a special attacks, such as spells or poisons. Like an attack roll, a **Save DC** is a **d20** roll, with a target number based on the character's level and adjusted by the relevant ability score modifier. A **Save DC** may also be affected by certain skills and feats and magical items.

A natural (unadjusted) roll of **20** on a **Save DC** is always a **success**, while a natural **1** is always a **failure**.

Character Name
Race
Class
Level

Height	Hair
Weight	Eyes
Kingdom/City	

Favored god

Abilities

Trait	Value Type	Value Range
Strength	White	White
Intelligence	White	White
Wisdom	White	White
Dexterity	White	White
Constitution	White	White
Charisma	White	Dark Grey

Armor Class	<input type="radio"/>
	<input type="radio"/>
	<input type="radio"/>
	<input type="radio"/>
Initiative	<input type="radio"/>
Hit Points	<input type="radio"/>
Attack Bonus	<input type="radio"/> Max

- Save DC
- Movement
- Languages

Main Weapons

Magic Items

Money	Total Weight			Encumbrance		
PP	GP	SP		Light	Medium	Heavy
				<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Ability Scores

To create your character's **ability scores**, roll **4d6** (four six-sided dice) for each of the six abilities: **Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma**.

Re roll any ones, **discard** the **lowest** of the four dice, and **add up** the remaining **three** to determine the **ability score**. Repeat this process until you have **six scores** in total.

You may assign the **scores** to your **abilities** in any order you choose.

Each ability score will range from **6** to **18**, and each score provides a **modifier** ranging from **-1** to **+3**, which is applied to all related rolls (Attacks, Save DCs, and Skill Checks).

Each class has a **prime** requisite ability that must be at least **9** to qualify for that **class**. Some **races** also have **minimum** or **maximum ability score** requirements.



Ability Score	Bonus/Penalty
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3
19	+4
20	+5



Strength measures a character's raw physical power. Strength is the prime requisite for Fighters. Apply the ability bonus or penalty for Strength to melee attack and damage rolls in combat.

Intelligence is the ability to learn and apply knowledge. Intelligence is the prime requisite for Magic Users. Magic Users get an Intelligence Spell Bonus. Additionally, the ability bonus for Intelligence is added to the number of languages a character can learn to read and write. Characters with an Intelligence penalty cannot read more than a word or two and will only know their native language.

Wisdom is a combination of intuition, will power and common sense. Wisdom is the prime requisite for Clerics. Clerics get a Wisdom Spell Bonus. Additionally, the bonus is applied to Turn Undead. The Wisdom bonus or penalty may apply to some Save DC checks vs. magical attacks, particularly those affecting the target's will.

Dexterity measures a character's quickness and balance as well as aptitude with tools. Dexterity is the prime requisite for Thieves. The Dexterity bonus or penalty is applied to ranged attack rolls, to the character's Armor Class, and to the character's Initiative roll.

Constitution is a combination of general health and vitality. Apply the Constitution bonus or penalty to each hit die rolled by the character. Note that a penalty here will not reduce any hit die roll to less than 1 point.

Charisma is the ability to influence, charm or lead people. Those with high Charisma are well liked. Apply the Charisma bonus or penalty to reaction rolls. Also, the number of retainers a character may hire, and the loyalty of those retainers, is affected by Charisma.

Race

Playable races include **Human**, **Dwarf**, **Elf**, **Half-Elf**, and **Halfling**.

Humans are the most common and valued for their versatility and lack of ability score restrictions.

Dwarves are tough and strong but have limits on Charisma.

Elves are agile and intelligent but generally less hardy.

Half-Elves combine the adaptability of Humans with the grace of Elves, offering a balanced mix of traits.

Halflings are quick and clever, excelling in Dexterity but typically lower in Strength.

All **non-human** races have specific **minimum** and **maximum** ability score **requirements**.

Human

Humans are the most widespread people of **OnceWas**, found in every city, village, and frontier outpost. No other race displays such diversity in form, culture, or belief. The towering barbarians of **Frostheim** and the desert wanderers of the **Dominion of Sand** share the same lineage, though their lives could not be more different.

Most **humans** stand between five and six feet tall, with sturdy builds averaging around 150 to 180 pounds, shaped by the demands of their homeland and trade. Adaptable and resilient, they thrive in almost any environment—from frozen tundra to sun-baked dunes.

Though their lives are short compared to **elves** or **dwarves**, rarely exceeding eighty years, **humans** burn with restless ambition. Their drive, curiosity, and ingenuity have built empires, toppled kings, and reshaped the world many times over..

Restrictions:

- **Humans** may be **any** single **class**.
- They have no minimum or maximum ability score requirements.

Special Abilities:

- **Humans** learn quickly, gaining a +10 XP head start. This bonus is applied once when leveling up, not per session.

Dwarf

The **dwarves** of **OnceWas** are an ancient, proud people whose legacy runs deep beneath the mountains. For centuries, they thrived in vast underground halls—masters of metal, stone, and gem craft. Their civilization was built on honor, tradition, and the strength of clan and kin.

That golden age ended with the rise of humanity. **King Feall**, coveting dwarven mines and skill, enslaved their people and plundered their cities. Driven deep into the mountains, the dwarves withdrew into isolation, determined to preserve what little remained of their heritage.

Today, dwarves make up only five percent of the population, yet their influence far outweighs their numbers. Most dwell in **RingingHammer**, their last great stronghold, a fortress-city echoing with the clang of forges and the songs of remembrance.

Others live among **humans** as smiths and artisans, but even they carry the weight of lost glory and unbroken pride.

Dwarves stand around four feet tall and broad of shoulder, with dark, ruddy complexions and thick, braided beards.

They are dense and hardy, living three to four centuries. Though they age swiftly once mature, their endurance—both physical and spiritual—is legendary.

Practical, stubborn, and courageous, dwarves are also deeply introspective. They guard their treasures and traditions with fierce devotion. The clans of **RingingHammer**—Battlehammer, Stoutaxe, Strongfellow, Rockbrow, and others—vie in contests of craft and strength, yet stand united in times of peril.

Many **dwarves** still commune with the elemental spirits of the mountains, believing their craft to be a sacred dialogue with the earth itself. This bond infuses their work with spiritual reverence.

They are also famed brewers, their ale and beer as rich and enduring as their songs. **Dwarven** taverns ring with laughter, clinking tankards, and tales of valor—celebrations of survival, kinship, and the stubborn fire that refuses to fade.

Restrictions:

- **Dwarves** may become **Clerics, Fighters, or Thieves.**

- They are required to have a minimum **Constitution** of **9**. Due to their generally dour dispositions, they may not have a **Charisma** higher than **13**.

- **Dwarves** may not use **large** weapons more than four feet in length (specifically, two-handed swords, pole arms, and longbows).

- **Dwarves** get **-10 feet** to combat **movement**.

Special Abilities:

- All Dwarves have 60 foot Darkvision
- **Dwarves** can detect traps, secret doors and new construction with **+1 Investigation** and **+1 Engineering Skills**.

Elf

The origins of the elves are lost to legend. Among the oldest of races, they first appeared during the **Age of Dragons**, following humanity's rise. Through shimmering portals conjured by **Lady Lorien**, they came to the world not by sea or storm, but by glimmering lights that danced across the night sky. Guided by these lights, they founded **Silvandor**, a hidden city deep within the Eldertree Forest.

Some claim the elves originated from across the **Endless Sea**; others believe they came from another plane—**Iomé or OtherWorld**, a realm overflowing with twilight and magic. Whatever their origin, they built a civilization of beauty and wisdom, bound to the natural world and steeped in arcane power.

But as humankind's reach spread, conflict followed. The **elves**, proud and withdrawn, sought solitude over dominance. **Human** ambition encroached upon their forests, and though the elves' magic was mighty, their reluctance to fight led them to withdraw.

Now, only a handful remain. No full-blooded **elf** has been born in centuries, and their once-great cities lie silent beneath the trees. Many live hidden among humans or in secret sanctuaries, their ancient bloodlines fading but not forgotten.

Elves are slender and graceful, standing around five feet tall and weighing about 130 pounds. Their pale skin and pointed ears lend them an otherworldly beauty. Long-lived beyond mortal reckoning—often exceeding a thousand years—they do not sleep but dream in waking trances, communing with ancestral spirits and the arcane energies of **OnceWas**.

Legends tell that the lights which heralded their arrival were not stars, but spirits who bound the **elves** to the **Eldertree** in a sacred pact. Even now, they guard that ancient forest with fierce devotion. Those who wander too near may find themselves lost in enchantment or caught in illusions.

Beautiful, wise, and perilous, the **elves** of **OnceWas** are not merely protectors of nature—they are its mystery made flesh.



Restrictions:

- **Elves** may become **Clerics, Fighters, Magic Users or Thieves**. Elves may also combine the classes of **Fighter** and **Magic User** or combine the classes of **Magic User** and **Thief**.
- They are required to have a minimum **Intelligence** of **10**. Due to their generally delicate nature, they may not have a **Constitution** higher than **13**. Elves never roll larger than **d6** for **hit points**.

Special Abilities:

- Elves have **Darkvision** with a 60' range.
 - Elves start off with 1 level of **Perception, Spot and History Skills**.
 - Elves are **immune** to the **paralyzing** attack of **ghouls**, as well as the **Sleep** spell.
 - Elves are only **surprised** on a **DC 17** or better.
- Elves get **+10** feet to **combat movement**.

Half-Elf

Half-elves are rare in **OnceWas**, their numbers barely a whisper among the greater races. Born of both human ambition and elven grace, they are said to embody the best of each—though many would argue they belong fully to neither.

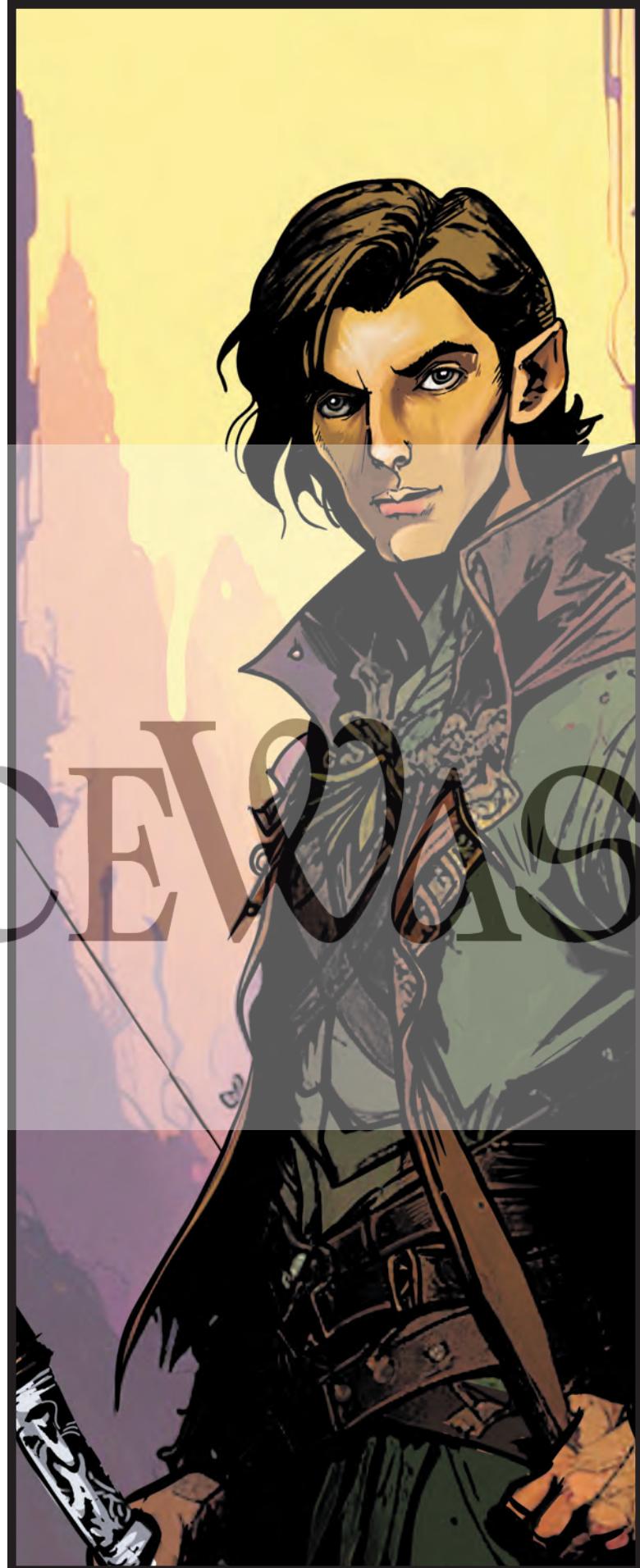
Torn between two worlds, **half-elves** often struggle to find a true home.

Some serve as diplomats and mediators, bridging the gap between human kingdoms and the hidden enclaves of the elves.

Others live as wanderers and adventurers, seeking purpose and belonging in a world that views them as outsiders to both heritages.

An average **half-elf** male stands around five and a half feet tall, with females slightly shorter. They share the pointed ears and fine features of their elven kin, though their faces and builds often lean more **human**. Their lifespans far exceed those of **humans**, often reaching two centuries or more, aging slowly and gracefully.

Neither mortal nor immortal, **half-elves** move easily between cultures but fully belong to none—forever caught between fleeting lives and endless years.



Restrictions:

- **Half-Elves** may be any **class** allowed to **Elves**.
- They are required to have a minimum **Intelligence** of **9**, and may not have **Constitution** scores higher than **15**.
- They **do not** suffer from the Elven HD limit.
- **-1** to reaction rolls with humans and elves.

Special Abilities:

- Half-Elves have **Darkvision** with a 30' range.
- Half-Elves start off with 1 level of **Perception Skill**.
- Half-Elves gain a +5 XP head start. This bonus is applied once when leveling up, not per session., unless a member of a combination class.

Halfling

Halflings are a quiet, pastoral folk who prefer peace to power and simplicity to splendor. Their villages lie tucked among gentle hills and shaded valleys, places where the scent of tilled earth and hearth fire fills the air. Living close to nature and one another, they value home, family, and the steady rhythm of the seasons.

For generations, **halfling** communities thrived in the shadows of greater empires, untouched by the struggles of the wider world. But as **human** kingdoms expanded and war swept across the land, their tranquil existence faltered. Villages were burned, fields taken, and families scattered. Though small in stature, the **halflings** endured—fleeing, hiding, or adapting as only they could.

Today, their numbers are few, and their settlements hidden from the world's turmoil. Some wander as travelers and adventurers, driven by loss or restless curiosity. Others remain in secret glades and burrows, guarding their homes with quiet cunning. Despite their hardships, the **halfling** spirit remains unbroken—gentle, clever, and endlessly resilient.

Halflings stand between three and four feet tall and weigh around sixty pounds. Their curly brown hair and ruddy cheeks give them a warm, cheerful appearance, and many go barefoot, relishing the feel of soil beneath their feet. Agile and surprisingly hardy, they move with a light, practiced grace that belies their size.

They reach maturity in their early twenties and live well past a century, cherishing each day with the contentment of those who know what truly matters.

Beneath their smiles, however, lies sharp wit and a streak of mischief. **Halflings** delight in clever tricks and good-natured pranks, often using humor and cunning to out think those who underestimate them.

Though small and often overlooked, the halflings of **OnceWas** endure with quiet strength—content to let the great powers of the world rise and fall while they tend their gardens, tell their stories, and keep the warmth of home alive.

Restrictions:

- **Halflings** may become **Clerics**, **Fighters**, **Rangers**, or **Thieves**.
- They **must** have a **minimum Dexterity** score of **9**.
- Due to their small size, their **Strength** may not exceed **13**.
- **Halflings** never roll larger than a **d6** for hit points, regardless of **class**.
- Halflings may not use **Large** weapons and must wield **Medium** weapons with both hands.

Special Abilities:

- **Halflings** are unusually accurate with ranged weapons, gaining a **+1** attack bonus when using them.
- When attacked in melee by creatures larger than man-sized, **halflings** gain a **+2** bonus to their **AC**.
- **Halflings'** quick wit grants them a **+1 bonus** to **Initiative** rolls.
- **Halflings** can **Hide** indoors like a **Thief**, and **Hide** outdoors like a **Ranger** of the same level.



Races Quick Reference

Race	Max/Min Ability	Class Options	Special Abilities & Traits
Human	None	Cleric Druid Fighter, Ranger, Paladin Magic User Thief	<ul style="list-style-type: none"> Most adaptable and ambitious race. +10 XP head start at the beginning of each level.
Dwarf	Con >9 Cha <13	Cleric Fighter Thief	<ul style="list-style-type: none"> Darkvision 60 ft. Dwarves can detect traps, secret doors, and new construction with +1 on Investigation Skill checks. -10 movement Cannot use large weapons (2-handed swords, longbows).
Elf	Int >9 Con <13	Cleric Fighter, Ranger, Magic User Thief Multiclass	<ul style="list-style-type: none"> Darkvision 60 ft. Immune to Sleep and ghoul paralysis. +1 Perception and Spot Skills Cannot be raised from the dead. +10 movement Never roll HP with more than d6
Half-Elf	Int >9 Con <15	Cleric Druid Fighter, Ranger, Paladin Magic User Thief Multiclass	<ul style="list-style-type: none"> Darkvision 30 ft. -1 to reaction rolls with humans and elves. +5 XP head start at the beginning of each level. +1 Perception Skill
Halfling	Dex >9 Str <13	Cleric Fighter, Ranger Thief	<ul style="list-style-type: none"> +1 to missile attacks. +2 to AC vs. large foes. Hide in shadows indoors like a Thief, and hide outdoors like a Ranger of the same level Cannot use large weapons (two-handed swords, polearms).

Class

Cleric

Clerics have devoted themselves to the service of a deity. Most **Clerics** spend their time in mundane forms of service such as preaching and ministering at a temple. A select few are called to travel away from the temple and serve their deity in a more direct way, smiting undead monsters and aiding in the battle against evil and chaos.

These few have a powerful connection to their god and can channel divine energy into spells. Player **Clerics** are among this group.

Clerics fight about as well as **Thieves**, but not as well as **Fighters**. They are hardier than **Thieves** (at least at lower levels) as they are accustomed to physical labor that the **Thief** would deftly avoid. **Clerics** can cast divine **spells** and they have the power to **Turn Undead**.

The **Prime Requisite** for Clerics is **Wisdom**, and the character must have a Wisdom score of **9** or higher to become a Cleric.

Cleric Weapon Restrictions: **Clerics** may only use **blunt** weapons (maces, war hammers, clubs, staves, flails, slings).

The Divine Pact (250 Age of Dragons)

After the **War of the Dragons**, all gods agreed to limit direct interference in mortal affairs to prevent mutual destruction. As part of this **sacred accord**, clerics must symbolically embrace restraint by using only **blunt weapons**.

Edged weapons represent pure destruction—designed to cut and sever creation's bonds. **Blunt weapons** can subdue without destroying, reflecting divine commitment to preservation over annihilation.

Game Effect: Clerics using **edged weapons** lose divine magic until they atone, having violated the cosmic treaty that maintains divine order.

Forbidden: Swords, axes, spears, bows, crossbows, daggers, and any cutting/piercing weapons.

The gods of OnceWas

1. **Antru**, god of the Day. King of Elysium
2. **Curumo**, god of knowledge and magic users. King of books
3. **Gaoth**, god of wind, thunder and storms. God of the sky. Slayer of monsters
4. **Dobhainn**, god of the earth, mountains, blacksmiths, and hard work. King of Dwarves
5. **Grund-Wyrgen**, the Dark Mother. Goddess of demons, monsters and nightmares. Queen of the Abyss
6. **Irmo**, goddess of drinking and luck: Queen of Thieves.
7. **Mairon**, god of death. King of Underworld
8. **Nanna-Sin**, goddess of the moon, the ethereal and ghosts. Queen of the Night
9. **Orome**, god of war and wrath. King of vultures.
10. **Teine**, goddess of fire and poetry. Queen of the hearth.
11. **Ulmo**, god of water, oceans, and rivers. King of ships
12. **Yavanna**, goddess of life and nature. Queen of elves.
13. **Xalara**, the *slain* goddess of Greed. Queen of dragons.

Other Deities

Additionally, there are twelve **lesser gods** and twelve **Demon Lords**. Refer to the **World of OnceWas Campaign Setting** for more information on gods, demons and immortals.

Clerics of **lesser gods** and **Demon Lords** cannot advance beyond **6th level**.

Cleric Level	Exp. Points	Hit Dice	Attack Bonus	Skills	Feats	Weapon Use
1	0	1d8	+1	3		3
2	100	2d8	+1			
3	100	3d8	+2			
4	100	4d8	+2			
5	150	5d8	+3			
6	150	6d8	+3			
7	150	7d8	+4			
8	150	8d8	+4			
9	200	9d8	+5			
10	200	9d8+1	+5			
11	200	9d8+2	+5			
12	200	9d8+3	+6			
13	250	9d8+4	+6			
14	250	9d8+5	+6			
15	250	9d8+6	+7			
16	250	9d8+7	+7			
17	250	9d8+8	+7			
18	250	9d8+9	+8			
19	250	9d8+10	+8			
20	250	9d8+11	+8			

Turn Undead

Clerics can drive away **undead** monsters by brandishing their holy symbol and calling upon divine power. The cleric rolls a **d20** and adds **Wisdom Bonus**. Consult the **Turn Undead Table** and cross-references it with the **undead Hit Dice**. If the table indicates “**No**”, it is not possible for the Cleric to affect that type of **undead** monster.

The number is the minimum number needed on **1d20** to **Turn**. Areas indicating “**T**” indicate that this type of undead is automatically affected. If the result shown is a “**D**”, then the **undead** is destroyed rather than merely **Turned**.

If the roll is a success, **2d6 + Wis HD** of undead monsters are affected. Surplus hit dice are lost.

Example: 5 Zombies (each with 2 HD) are being **Turned**. A total roll of 7 is made., Only 3 zombies are **Turned**.

If a mixed group of undead is to be **Turned**, the weakest are affected first.

If **Turn Undead** fails, that Cleric may not attempt to **Turn** again for 20 minutes.

Turned Undead flee from the Cleric at maximum movement.

Cornered **Turned undead** will resume attacking.

Left alone, the monsters will not return or attack the **Cleric** or those near them for least 20 to 80 minutes (2d4).

Undead monsters that are destroyed will burst into fiery embers and ash.

Note: Evil clerics starting at **12th level** can choose to **Command Undead** rather than **turn** them.



Turn Undead Table DC + Wisdom Bonus

Cleric Level	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9 HD
1	13	17	19	No	No	No	No	No	No
2	11	15	18	20	No	No	No	No	No
3	9	13	17	19	No	No	No	No	No
4	7	11	15	18	20	No	No	No	No
5	5	9	13	17	19	No	No	No	No
6	3	7	11	15	18	20	No	No	No
7	2	5	9	13	17	19	No	No	No
8	T	3	7	11	15	18	20	20	No
9	T	2	5	9	13	17	19	No	No
10	T	T	3	7	11	15	18	20	No
11	D	T	2	5	9	13	17	19	No
12	D	T	T	3	7	11	15	18	20
13	D	D	T	2	5	9	13	17	19
14	D	D	T	T	3	7	11	15	18
15	D	D	D	T	2	5	9	13	17
16	D	D	D	T	T	3	7	11	15
17	D	D	D	D	T	2	5	9	13
18	D	D	D	D	T	T	3	7	11
19	D	D	D	D	D	T	2	5	9
20	D	D	D	D	D	T	T	3	7

Cleric Spells

Clerics draw their divine power through faith and prayer. Each day, a Cleric must spend at least **30 minutes** in prayer and meditation to prepare their spells. Continued devotion and service help maintain their deity's favor.

Most faiths also require a **tithe** of **10%** of a **Cleric's** income or treasure, offered to their temple or order. Neglecting this duty may result in a loss of favor or divine support until proper atonement is made.

Clerics can prepare whichever spells they choose as permitted by their level plus bonus. However, a **Cleric's** deity may limit the availability of certain spells if the spell conflicts with the deity's ideology.

Wisdom	Spell Bonus
9-12	No bonus spells
13-15	+1 Level 0
16-17	+2 Level 0
18	+2 Level 0, +1 level 1 spells

Spell Level

Cleric Level	0	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-
3	3	2	-	-	-	-	-	-
4	4	2	1	-	-	-	-	-
5	5	2	2	-	-	-	-	-
6	6	2	2	1	-	-	-	-
7	6	3	2	2	-	-	-	-
8	6	3	2	2	1	-	-	-
9	6	3	3	2	2	-	-	-
10	6	3	3	2	2	1	-	-
11	6	4	3	3	2	2	-	-
12	6	4	4	3	2	2	1	-
13	6	4	4	3	3	2	2	-
14	6	4	4	4	3	2	2	1
15	6	4	4	4	3	3	2	1
16	6	5	4	4	3	3	2	1
17	6	5	5	4	3	3	2	2
18	6	5	5	4	4	3	3	2
19	6	6	5	4	4	3	3	2
20	6	6	5	4	4	3	3	3

Cleric Spells

Level 0 Cleric Spells

- 1 Cure Minor Wounds
- 2 Guidance*
- 3 Hallow*
- 4 Meal Blessing
- 5 Virtue
- 6 Water to Wine*

Level 1 Cleric Spells

- 1 Cure Light Wounds*
- 2 Command
- 3 Detect Evil
- 4 Detect Poison
- 5 Disruption*
- 6 Gentle Repose
- 7 Protection Spell
- 8 Purify Food and Water
- 9 Remove Fear*
- 10 Sanctuary

Level 2 Cleric Spells

- 1 Bless*
- 2 Heat Metal
- 3 Hold Person
- 4 Remove Paralysis
- 5 Resist Cold
- 6 Resist Fire
- 7 Restore Health
- 8 Silence 15' radius
- 9 Spiritual Hammer
- 10 Threads of Fate

Level 3 Cleric Spells

- 1 Cure Blindness
- 2 Cure Deafness
- 3 Cure Disease*
- 4 Locate Object
- 5 Remove Curse*
- 6 Sacrifice*
- 7 Speak with Dead
- 8 Striking
- 9 Tongues
- 10 Water Breathing

Level 4 Cleric Spells

- 1 Animate Dead
- 2 Create Water
- 3 Cure Serious Wounds*
- 4 Dispel Magic
- 5 Divination
- 6 Neutralize Poison*
- 7 Protection Spell 10' radius
- 8 Smite
- 9 Sticks to Snakes
- 10 Stone Shape

Level 5 Cleric Spells

- 1 Commune
- 2 Create Food
- 3 Divine Retribution
- 4 Insect Plague
- 5 Plane Shift
- 5 Quest
- 6 Raise Dead*

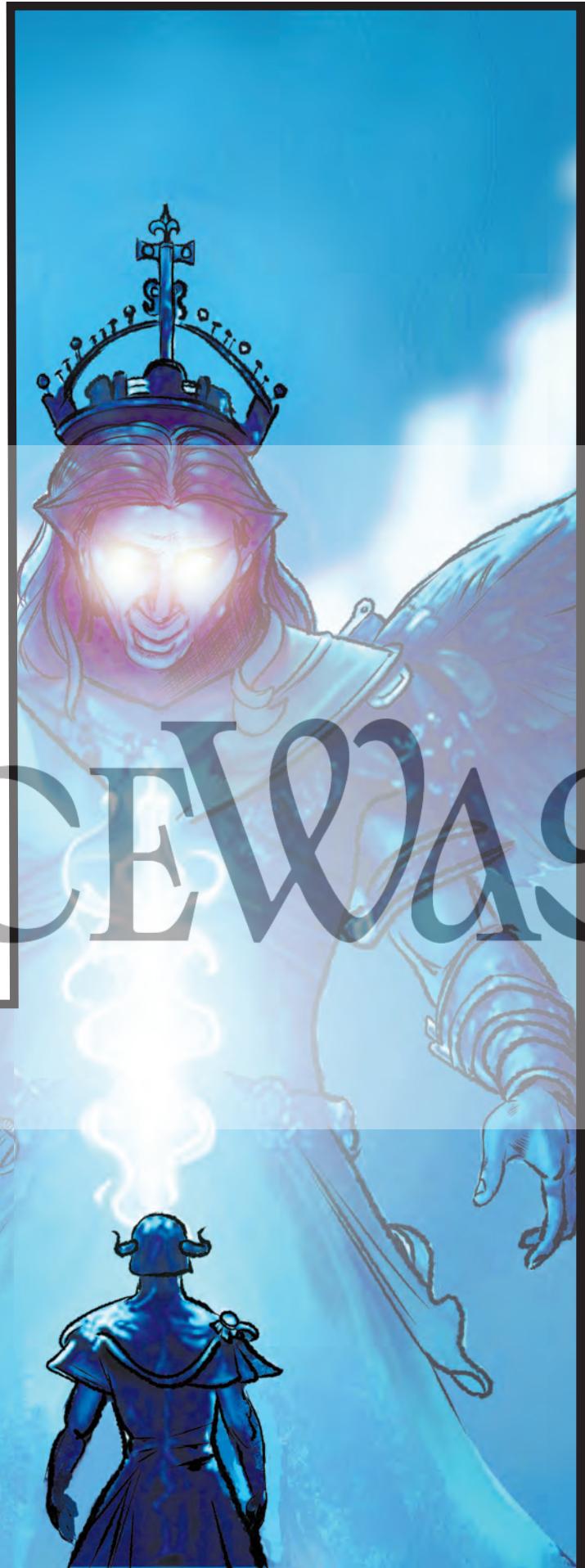
- 7 Ring of Lesser Healing
- 8 True Seeing

Level 6 Cleric Spells

- 1 Blade Barrier
- 2 Beacon
- 3 Destroy Undead
- 4 Control Undead
- 5 Heal*
- 6 Regenerate
- 7 Restoration*
- 8 Word of Recall

Level 7 Cleric Spells

- 1 Control Weather
- 2 Earthquake
- 3 Fire Storm
- 4 Gate
- 5 Holy Word
- 6 Resurrection
- 7 Ring of Greater Healing*
- 10 Sunray



Druid

Druids are **mystics** of the **wild**—hybrids of **Magic Users** and **Clerics** who draw their power from **nature**, **ley lines**, **Elemental Planes**, and the **gods** of the **OnceWas**. They serve the natural order directly, working to restore balance between civilization and the wild. Their reverence extends not only to divine beings but also to the primal elements themselves.

Most Druids carry **mistletoe** as a sacred symbol, using it to focus their spells and rituals.

Druids progress at the same rate as Clerics but use the Magic User combat tables. Druids have the power of **Animal Affinity** which functions as the Cleric's Turn Undead ability, but affects animals instead. They can **identify** any **natural animal** or **plant** and can **identify clean water**.

The **Prime Requisite** for Druid is **Wisdom**; a character must have a **Wisdom** score of **9** or higher. Druids **may not** utilize **metal armor** of any type, and they are likewise limited to **wooden shields**. Druids may utilize any **one-handed melee weapons**, as well as **staff**, **sling**, and **short bow**.

Druid Animal Affinity

Druids have a natural bond with the wild and can use this ability to **calm** or **befriend** animals. To do so, the Druid rolls a **d20** and adds their **Wisdom modifier**. Cross-reference the **Druid's level** with the animal's **Hit Dice (HD)** on the **Animal Affinity Table**. The number shown is the **minimum roll** needed to calm that type of creature.

- Tame, domesticated, or normal beasts of burden are treated as having half their actual Hit Dice, reflecting their easier temperament.

Druid Level	Exp. Points	Hit Dice	Attack Bonus	Skills	Feats	Weapon Use
1	0	1d6	+1	3		3
2	100	2d6	+1	1	1	
3	100	3d6	+1			
4	100	4d6	+2		1	1
5	150	5d6	+2			
6	150	6d6	+3	1	1	
7	150	7d6	+3	1		1
8	150	8d6	+3	1	1	
9	200	9d6	+3	1		
10	200	9d6+1	+4	1	1	1
11	200	9d6+2	+4	1		
12	200	9d6+3	+4	1	1	
13	250	9d6+4	+4	1		1
14	250	9d6+5	+5	1	1	
15	250	9d6+6	+5	1		
16	250	9d6+7	+5	1	1	1
17	250	9d6+8	+6	1		
18	250	9d6+9	+6	1	1	
19	250	9d6+10	+6	1		1
20	250	9d6+11	+7	1	1	

- Monstrous or magical animals (such as griffins, unicorns, or pegasi) are treated as having 1 additional Hit Die, representing their heightened instincts and unusual nature.

- If the table shows “**No**”, the Druid cannot affect that animal.

- “**C**” indicates an animal is automatically **calmed**.

- “**B**” indicates an animal is automatically **befriended**.

If the roll is **successful**, the Druid can affect **2d6 HD** of animals. Any excess **Hit Dice** are lost, though at least 1 animal is always affected on a successful attempt.

When dealing with a mixed group of animals, the Druid rolls once. The result is applied to the weakest animals first, then to stronger ones in order.

If **Animal Affinity** fails, the Druid cannot try again for 20 minutes.

Results of Animal Affinity

Calmed Animals:

These creatures remain passive and will not attack or flee unless provoked.

The Druid can guide them away from the area or attempt to befriend them. If **befriending**, the GM makes a **reaction roll**; results below “**Favorable**” indicate the animals flee.

Befriended Animals:

Befriended creatures react as though a “**Very Favorable**” result was rolled on the **Reaction Table**. Such animals may follow the Druid, guard, or assist within their natural abilities while remaining near their usual lair or range. They will not fight to the death or sacrifice themselves recklessly; severely wounded animals retreat immediately.





Animal Affinity Table DC + Wisdom Bonus

Animal Hit Dice

Druid Level	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9+ HD
1	13	17	19	No	No	No	No	No	No
2	11	15	18	20	No	No	No	No	No
3	9	13	17	19	No	No	No	No	No
4	7	11	15	18	20	No	No	No	No
5	5	9	13	17	19	No	No	No	No
6	3	7	11	15	18	20	No	No	No
7	2	5	9	13	17	19	No	No	No
8	C	3	7	11	15	18	20	20	No
9	C	2	5	9	13	17	19	No	No
10	C	C	3	7	11	15	18	20	No
11	B	C	2	5	9	13	17	19	No
12	B	C	C	3	7	11	15	18	20
13	B	B	C	2	5	9	13	17	19
14	B	B	C	C	3	7	11	15	18
15	B	B	B	T	2	5	9	13	17
16	B	B	B	C	C	3	7	11	15
17	B	B	B	B	C	2	5	9	13
18	B	B	B	B	C	C	3	7	11
19	B	B	B	B	B	C	2	5	9
20	B	B	B	B	B	C	C	3	7

Druid Spells

Druids draw power from the living essence of **OnceWas**—forests, storms, rivers, and creatures—and from the unseen forces that flow between the **Elemental Planes** and the divine spirits. Their magic is not learned through study or granted by strict devotion, but willed into being through harmony with the natural order.

Each dawn, a **Druid** spends 30 minutes in quiet meditation and communion with nature to prepare spells. A **Druid** may prepare any spell of any level they are able to cast.

Druids with exceptional Wisdom gain additional spells.

Wisdom	Spell Bonus
9-12	No bonus spells
13-15	+1 Level 0 Spell
16-17	+2 Level 0 Spell
18	+2 Level 0, +1 level 1 spell

- **Detect Magic** (Inherent): **Druids** can sense magical energy through touch. **Magical** objects or creatures produce warmth, tingling, or other subtle sensations.

Druid Spell Level

Druid Level	0	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-
3	3	2	-	-	-	-	-	-
4	4	2	1	-	-	-	-	-
5	5	2	2	-	-	-	-	-
6	6	2	2	1	-	-	-	-
7	6	3	2	2	-	-	-	-
8	6	3	2	2	-	-	-	-
9	6	3	3	2	2	-	-	-
10	6	3	3	2	2	1	-	-
11	6	4	3	3	2	2	-	-
12	6	4	4	3	2	2	1	-
13	6	4	4	3	3	2	2	-
14	6	4	4	4	3	2	2	1
15	6	4	4	4	3	3	2	1
16	6	5	4	4	3	3	2	1
17	6	5	5	4	3	3	2	2
18	6	5	5	4	4	3	3	2
19	6	6	5	4	4	3	3	2
20	6	6	5	4	4	3	3	3

Druid Spells

Zero Level Druid Spells

- 1 Cure Minor Wounds
- 2 Dowse
- 3 Guidance*
- 4 Predict Weather
- 5 Summon Vermin
- 6 Ward*

First Level Druid Spells

- 1 Animal Friendship
- 2 Create Water
- 3 Cure Light Wounds*
- 4 Detect Magic
- 5 Detect Poison
- 6 Detect Snares and Pits
- 7 Entangle*
- 8 Faerie Fire
- 9 Light*
- 10 Pass Without Trace
- 11 Purify Food and Water
- 12 Summon Swarm

Second Level Druid Spells

- 1 Barkskin
- 2 Charm Animal
- 3 Elemental Touch
- 4 Heat Metal
- 5 Hold Animal
- 6 Obscuring Mists
- 7 Resist Cold
- 8 Resist Fire
- 9 Shield of Thorns
- 10 Silence 15' radius
- 11 Speak With Animals
- 12 Warp Wood

Third Level Druid Spells

- 1 Animal Form
- 2 Call Lightning
- 3 Cure Disease*
- 4 Deluge
- 5 Entangling Thorns
- 6 Growth of Animals
- 7 Neutralize Poison*
- 8 Speak with Dead Animal
- 9 Speak with Monsters
- 10 Growth of Plants*
- 11 Protection From Fire
- 12 Water Breathing

Fourth Level Druid Spells

- 1 Call Woodland Beings
- 2 Control Temperature, 10' Radius
- 3 Dispel Magic
- 4 Growth of Plants
- 5 Hallucinatory Terrain
- 6 Lower Water
- 7 Protection From Lightning
- 8 Speak With Plants
- 9 Sticks to Snakes
- 10 Stone Shape
- 11 Summon Animals I
- 12 Tree Sanctuary

Fifth Level Druid Spells

- 1 Animate Natural Objects
- 2 Designor's Wind Mastery
- 3 Flame Strike
- 4 Part Water
- 5 Pass Tree
- 6 Move Earth
- 7 Reincarnate

- 8 Summon Animals III
- 9 Control Weather
- 10 Zephyr Cage

Sixth Level Druid Spells

- 1 Animate Natural Objects
- 2 Beacon
- 3 Part Water
- 4 Pass Tree
- 5 Heal*
- 6 Move Earth
- 7 Reincarnate
- 8 Summon Animals III
- 9 Weather Summoning
- 10 Word of Recall

Seventh Level Druid Spells

- 1 Anti-Magic Shell
- 2 Cyclone
- 3 Dig, Greater
- 4 Earthquake
- 5 Faerie Ring
- 6 Fire Storm
- 7 Hailstorm
- 8 Regenerate
- 9 Reverse Gravity
- 10 Wind Walk



Fighter

Fighters include soldiers, town guardsmen, barbarian warriors, and anyone for whom fighting is a way of life. They train in combat, and they generally approach problems head on, weapon drawn. Not surprisingly, Fighters are the best at fighting of all the classes. They are also the hardiest, able to take more punishment than any other class.

The **Prime Requisite** for Fighters is **Strength**; a character must have a **Strength** score of **9** or higher to become a Fighter. Members of this class may wear any armor and use any weapon.

Weapon Focus: A Fighter chooses one weapon in which the character is especially skilled. This choice must be **specific**; for instance, a specialization in the long sword will give no bonuses when using a short sword. **Weapon focus** confers **additional to hit** and **damage bonuses** as the fighter progresses in rank. **Rangers** and **Paladins** do not have **Weapon Focus**.



Fighter Level	Exp. Points	Hit Dice	Attack Bonus	# Attacks	Weapon Focus Bonus	Skills	Feats	Weapon Use
1	0	1d10	+1	1/1	+1/+0	3		4
2	100	2d10	+2	1/1	+1/+0	1	1	
3	100	3 d10	+2	1/1	+1/+0	1		1
4	100	4d10	+3	1/1	+1/+1	1	1	
5	150	5d10	+4	1/1	+1/+1	1		1
6	150	6d10	+4	1/1	+1/+1	1	1	
7	150	7d10	+5	3/2	+2/+1	1		1
8	150	8d10	+6	3/2	+2/+2	1	1	
9	200	9d10	+6	3/2	+2/+2	1		1
10	200	9d10+2	+6	3/2	+2/+2	1	1	
11	200	9d10+4	+7	3/2	+2/+2	1		1
12	200	9d10+6	+7	3/2	+2/+2	1	1	
13	250	9d10+8	+8	2/1	+3/+2	1		1
14	250	9d10+10	+8	2/1	+3/+2	1	1	
15	250	9d10+12	+8	2/1	+3/+2	1		1
16	250	9d10+14	+9	2/1	+3/+3	1	1	
17	250	9d10+16	+9	2/1	+3/+3	1		1
18	250	9d10+18	+10	2/1	+3/+3	1	1	
19	250	9d10+20	+10	2/1	+3/+3	1		1
20	250	9d10+22	+10	2/1	+3/+3	1	1	

Ranger

Rangers roam the borderlands, where their mission is to keep the beasts and monsters of the untamed lands at bay. They generally operate alone or in small groups and rely on stealth and surprise to meet their objectives.

Humans, Elves, Half-Elves and **Halflings** may become Rangers. To become a Ranger, a character must have a **Strength** score of **9** or higher, **Wisdom** of **11** or higher, and a **Dexterity** of **11** or higher.

They may use any weapon and may wear any armor but some of the **Ranger's special abilities** are unavailable when wearing armor heavier than **leather armor**.

Chosen Enemy: A Ranger must declare a **chosen enemy**. Against this chosen enemy, the Ranger gets a **bonus** of **+3** to damage. This enemy must be **specific** such as giants, orcs, or dragons. It could also include rival organizations, nations, or similar agencies.

Archery Expert: Rangers are master **marksmen**, trained to read wind, distance, and movement in a single glance. When using a **short bow** or **long bow** (but not a crossbow), the Ranger gains **+1 to Attack Bonus**.

In addition, a Ranger may **reroll 1 ranged damage** die once **per combat** when using a bow, keeping the **higher** result.

At **5th level**, a Ranger may fire **three arrows** every **two Combat Bouts** (a **3/2** rate of fire).

- **I attack** on every **odd Combat Bout**.
- **2 attacks** on every **even Combat Bout**. At **9th level**, the Ranger may fire **two arrows every Combat Bout**, with the **second** attack coming at the very **end** of the **Combat Bout** after everyone else has had their turn.

Ranger Level	Exp. Points	Hit Dice	Attack Bonus	# Attacks	Skills	Feats	Weapon Use
1	0	1d10	+1 (+2 bow)	1/1	3		4
2	100	2d10	+2 (+3 bow)	1/1	1	1	
3	100	3 d10	+2 (+3 bow)	1/1	1		1
4	100	4d10	+3 (+4 bow)	1/1	1	1	
5	150	5d10	+4 (+4 bow)	1/1	1		1
6	150	6d10	+4 (+5 bow)	1/1	1	1	
7	150	7d10	+5 (+6 bow)	3/2	1		1
8	150	8d10	+6 (+7 bow)	3/2	1	1	
9	200	9d10	+6 (+7 bow)	3/2	1		1
10	200	9d10+2	+6 (+7 bow)	3/2	1	1	
11	200	9d10+4	+7 (+8 bow)	3/2	1		1
12	200	9d10+6	+7 (+8 bow)	3/2	1	1	
13	250	9d10+8	+8 (+9 bow)	2/1	1		1
14	250	9d10+10	+8 (+9 bow)	2/1	1	1	
15	250	9d10+12	+8 (+9 bow)	2/1	1		1
16	250	9d10+14	+9 (+10 bow)	2/1	1	1	
17	250	9d10+16	+9 (+10 bow)	2/1	1		1
18	250	9d10+18	+10 (+11 bow)	3/1	1	1	
19	250	9d10+20	+10 (+11 bow)	3/1	1		1
20	250	9d10+22	+10(+11 bow)	3/1	1	1	

Ranger Level	Move Silently (+Dex)	Hide Outdoors (+Int)	Track (+Wis)
1	16	18	14
2	15	17	13
3	14	16	12
4	13	15	11
5	12	14	10
6	11	13	9
7	10	12	8
8	9	11	7
9	8	10	6
10	8	8	5
11	7	7	5
12	6	6	4
13	5	5	3

14	5	5	3
15	4	5	2
16	4	4	2
17	3	4	2
18	3	4	2
19	2	3	2
20	2	3	2

Special Abilities: Rangers can **Move Silently**, **Hide Outdoors**, and **Track** when in wilderness areas. Add any the bonus from the associated **Ability**.

Apply a **-2 penalty** when attempting these abilities in **urban areas**.

Move **Silently** and **Hide** may not be used in **armor heavier than leather**.



Paladin

Paladins are **holy warriors** who embody faith through action. They serve as the sword and shield of their deity, defending the innocent, smiting evil, and upholding the tenets of their faith. Paladins live by **honor** and **conviction**, drawing their strength from unwavering devotion and an unbreakable **moral code**.

To become a **Paladin**, a character must possess a **Strength** of at least **9**, a **Wisdom** of **11**, and a **Charisma** of **11** or higher. Only **Humans** are called to this sacred path. Paladins may wield **any weapon** and wear **any armor** or **shield**.

They share the same attack bonuses as **Fighters** of equal level and are treated as Fighters in most respects, though they **do not** have **Weapon Focus**.

Their true power lies in their **divine gifts**—blessings that set them apart from all others on the battlefield.

Each day, a Paladin must spend time in prayer and meditation, reaffirming their **oath** and seeking the guidance of their deity. This devotion sustains their connection to the divine and renews the sacred power that flows through them.

Divine Gifts

- **Aura of Protection:** Once per day, per level, a Paladin may radiate an **Aura of holy energy** in a 10-foot radius. All allies within the aura gain a **+2 bonus** to **AC** and a **+2 bonus** to **Save DC** checks. The aura lasts for **10 minutes**.

- **Detect Evil:** Once per day, a Paladin may **detect** the presence of **evil**, perceiving corruption, malice, or unholy intent within range.

- **Divine Weapon:** Once per day, per level, a Paladin may call upon divine power to bless a non-magical melee weapon or natural attack, treating it as a **+1 magical weapon** for **10 minutes**.

Paladin Level	Exp. Points	Hit Dice	Att Bonus	# Att	Lay Hands	Skills	Feats	Weapon Use
1	0	1d10	+1	1/1	1/per day	3		4
2	100	2d10	+2	1/1	1/per day	1	1	
3	100	3 d10	+2	1/1	2/per day	1		1
4	100	4d10	+3	1/1	2/per day	1	1	
5	150	5d10	+4	1/1	3/per day	1		1
6	150	6d10	+4	1/1	3/per day	1	1	
7	150	7d10	+5	3/2	4/day or Cure Disease	1		1
8	150	8d10	+6	3/2	4/day or Cure Disease	1	1	
9	200	9d10	+6	3/2	4/day or Cure Disease	1		1
10	200	9d10+2	+6	3/2	4/day or Cure Disease	1	1	
11	200	9d10+4	+7	3/2	5/day or Neutralize Poison	1		1
12	200	9d10+6	+7	3/2	5/day or Neutralize Poison	1	1	
13	250	9d10+8	+8	2/1	5/day or Neutralize Poison	1		1
14	250	9d10+10	+8	2/1	6/day or Neutralize Poison	1	1	
15	250	9d10+12	+8	2/1	6/day or Neutralize Poison	1		1
16	250	9d10+14	+9	2/1	6/day or Neutralize Poison	1	1	
17	250	9d10+16	+9	2/1	7/day or Neutralize Poison	1		1
18	250	9d10+18	+10	3/1	7/day or Neutralize Poison	1	1	
19	250	9d10+20	+10	3/1	8/day or Neutralize Poison	1		1
20	250	9d10+22	+10	3/1	9/day or Neutralize Poison	1	1	

• **Lay on Hands:** Once per day, the Paladin can Heal 2 HP + their Charisma bonus. This ability may be used 1 additional time at each odd-numbered level (3rd, 5th, 7th, etc.).

At 7th level, a Paladin may choose to **cure disease** (as per the spell) instead of healing.

At 11th level, they may instead **neutralize poison**.

A Paladin can **Turn Undead** at 2nd level.

• **Oath and Obligation:** A Paladin's strength lies not only in their faith but in their discipline.

Each is bound by a **code of honor**, demanding truth, courage, compassion, and selflessness. To maintain this covenant, a Paladin must **tithe 10%** of all treasure and earnings to their temple or deity and remain ever vigilant against corruption.

Should a **Paladin** break their **oath**—through dishonor, cruelty, or willful evil—they are stripped of their **divine gifts** and reduced to an ordinary **Fighter** until they seek **atonement**. This may require a pilgrimage, confession, or quest as determined by their faith. Only through true repentance may a fallen Paladin reclaim their grace.

Turn Undead

Undead Hit Dice

Paladin Level	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9+ HD
2	14	18	20	No	No	No	No	No	No
3	13	17	19	No	No	No	No	No	No
4	11	15	18	20	No	No	No	No	No
5	9	13	17	19	No	No	No	No	No
6	7	11	15	18	20	No	No	No	No
7	5	9	13	17	19	No	No	No	No
8	3	7	11	15	18	20	No	No	No
9	2	5	9	13	17	19	No	No	No
10	T	3	7	11	15	18	20	20	No
11	T	2	5	9	13	17	19	No	No
12	T	T	3	7	11	15	18	20	No
13	D	T	2	5	9	13	17	19	No
14	D	T	T	3	7	11	15	18	20
15	D	D	T	2	5	9	13	17	19
16	D	D	T	T	3	7	11	15	18
17	D	D	D	T	2	5	9	13	17
18	D	D	D	T	T	3	7	11	15
19	D	D	D	D	T	2	5	9	13
20	D	D	D	D	T	T	3	7	11

Paladin Spells

- **Divine Magic:** Beginning at **5th level**, a Paladin gains the ability to cast **Cleric** spells.

Cleric Spell Level

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

Paladins can prepare whichever spells they choose as permitted by their level. However, a **Paladin's deity** may limit the availability of certain spells if the spell conflicts with the **deity's ideology**.



Magic User

Magic Users are the seekers of hidden truths—the scholars of the unseen, bending the raw forces of the world to their will through intellect and study. They devote their lives to mastering the mysteries of arcane energy, drawn from the very fabric of reality itself.

Magic Users rely on **knowledge**, not faith or instinct. Their spells are carefully inscribed in complex runes and patterns of the **Arcane Language**, a tongue of power discovered—some say remembered—by the first mages of **OnceWas**. Every Magic User begins play fluent in **Arcane**, able to read, write, and speak its precise syllables.

A **Magic User** must have an **Intelligence** score of **9** or higher. They may wield only the **dagger** and the **walking staff** (or cudgel), for their hands are better suited to turning pages than gripping steel.

While their frail bodies make them the weakest combatants of all classes, their minds hold unmatched potential. They may wear **leather armor** or **lighter** without interfering with their spellcasting.



Magic User Level	Exp. Points	Hit Dice	Attack Bonus	Skills	Feats	Weapon Use
1	0	1d4	+1	3		2
2	100	2d4	+1	1	1	
3	100	3d4	+1	1		
4	100	4d4	+2	1	1	
5	150	5d4	+2	1		
6	150	6d4	+3	1	1	
7	150	7d4	+3	1		
8	150	8d4	+3	1	1	
9	200	9d4	+4	1		
10	200	9d4+1	+4	1	1	
11	200	9d4+2	+4	1		
12	200	9d4+3	+4	1	1	
13	250	9d4+4	+5	1		
14	250	9d4+5	+5	1	1	
15	250	9d4+6	+5	1		
16	250	9d4+7	+6	1	1	
17	250	9d4+8	+6	1		
18	250	9d4+9	+6	1	1	
19	250	9d4+10	+7	1		
20	250	9d4+11	+7	1	1	

Starting Spells

At 1st level, a **Magic User** begins play with the following inherent abilities and spells:

- **Detect Magic** (Inherent): The **Magic User** can sense magical energy through touch. Magical objects or creatures produce warmth, tingling, or other subtle sensations.

- **Read Magic** (Inherent): The **Magic User** can read and write the Arcane Language instinctively, deciphering the writings of others.

- **Arcane Blast** (Inherent): A bolt of raw magical energy, dealing $1d4$ damage to a target within 30 feet (Save DC negates). This damage affects creatures only harmed by magical weapons.

In addition, the Magic User may choose one **0-level spell** and one **1st-level spell**.

Any other initial spells are determined randomly.

Spellcasting and Preparation

Magic Users channel the arcane through rigorous study and mental discipline. Each day, typically in the morning, they must study their spellbooks to **prepare spells**, focusing for **10 minutes** per **3 spell levels**. Unused prepared spells are not lost—they remain ready until cast or dismissed.

Spells are learned and prepared from a **spellbook**, which contains every spell the Magic User has mastered.

- **Casting:** To cast a spell, a Magic User must **speak** and have at least **one hand free**. Casting takes the same time as a single attack.

- **Disruption:** If a Magic User is attacked during casting (even if not hit), they must make a **Save DC** (+INT). On failure, the spell is lost.

Learning and Research

Magic Users learn **new spells** in several ways:

- **Taught** by another **Magic User** (1 day per spell).
- **Transcribing** a spell from another's spellbook or scroll (1 day per spell).

Copying a spell requires $1d4$ hours per spell level.

- **Independent research** and experimentation. (1 day per spell level; 300 gp per spell level).

To **master** a spell, the **Magic User** rolls a **d20**, requiring a **DC 12** to succeed. The roll is modified as follows:

- +1 per level of the Magic User
- + Int bonus
- -1 per spell level

Failure means the spell remains imperfect—usable, but **unstable**. When such a spell is cast, roll on the **Potential Spell Failure Table**.

Potential Spell Failure Table

Roll D20 Result

Roll D20	Result
1-6	Spell fails; caster takes $1d6$ damage per spell level.
7-10	Spell affects a random or unintended target.
11-13	Spell fizzles with a flash, sound, or foul odor.
14-16	Spell produces a weaker version of its effect.
17-20	Spells work normally.

A Magic User may attempt to re-master **failed** spells upon gaining each **new level**.

The Great School of Magic in Arcanum

At the heart of **Arcanum City** lies the **Great School of Magic**, the oldest and most respected institution of arcane study in the **OnceWas**.

Students receive personal mentoring until **3rd level**, when they are released to independent study but must continue periodic examinations until **6th level**, at which point

they graduate and are recognized as full **Magic Users**.

Remaining at the school beyond that point is permitted—but generally frowned upon by peers and mentors alike.

Tuition: $100 \text{ gp} \times \text{new level}$, covering research materials, mentorship, access to the library and laboratories, a small room, and three modest meals per day.

Time: Study takes 1 week for every 3 levels.



Intelligence Spell Bonus

Magic Users with exceptional intellects gain additional spells.

For example, a **Magic User** with an **Int 17** may learn and cast **2 extra Level 0 Spells per day**.

A **Magic User** must still meet the **level requirement** to cast spells of a given level—no amount of **intellect** grants the power to cast spells beyond one's experience.

Intelligence	Spell Bonus
9-12	No bonus spells
13-15	+1 level 0
16-17	+2 level 0
18	+2 level 0, +1 level 1 spell

Spell Level

Magic User Level	0	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-
3	3	2	-	-	-	-	-	-
4	4	2	1	-	-	-	-	-
5	5	2	2	-	-	-	-	-
6	6	2	2	1	-	-	-	-
7	6	3	2	2	-	-	-	-
8	6	3	2	2	1	-	-	-
9	6	3	3	2	2	-	-	-
10	6	3	3	2	2	1	-	-
11	6	4	3	3	2	2	-	-
12	6	4	4	3	2	2	1	-
13	6	4	4	3	3	2	2	-
14	6	4	4	4	3	2	2	1
15	6	4	4	4	3	3	2	1
16	6	5	4	4	3	3	2	1
17	6	5	5	4	3	3	2	2
18	6	5	5	4	4	3	3	2
19	6	6	5	4	4	3	3	2
20	6	6	5	4	4	3	3	3

Magic User Spells

Black Magic Spells: Black Magic User spells (or Necromancer spells) are indicated in **Bold.**

Level 0 Magic User Spells

- 1 Animate Tool
- 2 Clean*
- 3 Flare
- 4 Flavor*
- 5 Inscribe
- 6 Irritate
- 7 Knot*
- 8 Open/Close
- 9 Summon Vermin*
- 10 Halfhag's Jarred Mirth

Level 1 Magic User Spells

- 1 Alarm
- 2 Analyze Magic
- 3 Burning Hands
- 4 Charm Person
- 5 **Chill**
- 6 **Corpse Garden**
- 7 **Decay Flesh***
- 8 Detect Magic 60' Radius
- 9 Enlarge
- 10 Feather Fall
- 11 Floating Disc
- 12 Grease
- 13 Hold Portal
- 14 Jump
- 15 Light*
- 16 Mage Armor
- 17 Magic Missile

- 18 Magic Mouth
- 19 Mount
- 20 Protection
- 21 **Protection from Living**
- 22 Read Languages
- 23 Shield
- 24 Sleep
- 25 Spider Climb
- 26 Staff
- 27 **Stench**
- 28 Unseen Servant
- 29 Ventriloquism
- 30 Yield

Level 2 Magic User Spells

- 1 Alter Appearance
- 2 **Boneskin**
- 3 **Call Poltergeist**
- 4 **Command Undead**
- 5 Continual Light*
- 6 **Dark Flame**
- 7 Detect Invisible
- 8 ESP
- 9 Ether Bolt
- 10 Familiar
- 11 Fist of Stone
- 12 Forget
- 13 Forked Lightening
- 14 **Ghoulish Hands**
- 15 Invisibility
- 16 Isoma Ixal's Mirror Image
- 17 Knock
- 18 Levitate

19	Locate Object	20	Lightning Bolt
20	Maggot Spray	21	Magic Mirror
21	Message	22	Meteor Shower
22	Minor Warding	23	Misty Step
23	Obscuring Mists	24	Protection from Normal Missiles
24	Phantasmal Force	25	Ray of Exhaustion
25	Shadow Staff	26	Spirit Bane
26	Summon Swarm	27	Summon Spirit
27	Tasseomancy	28	Vampiric Touch
28	Warp Wood	29	Wraithform
29	Web	30	Water Breathing
30	Wizard Lock		

Level 3 Magic User Spells

1	Barkskin
2	Clairaudience
3	Clairvoyance
4	Counter Spell
5	Darkvision
6	Dispel Magic
7	Drainblade
8	Ethereal Sanctuary
9	Fireball
10	Fire Gate
11	Fly
12	Fossilize
13	Gaseous Form
14	Gust of Wind
15	Halt Undead
16	Haste*
17	Hold Person
18	Immunity to Normal Weapons
19	Invisibility 10' radius

Level 4 Magic User Spells

1	Animate Dead
2	Baladir's Intervening Hand
3	Black Tentacles
4	Blink
5	Charm Monster
6	Confusion
7	Corpse Feast
8	Detect Scrying
9	Dig
10	Dimension Door
11	Enervation
12	Extension
13	Fear, Greater
14	Growth of Plants*
15	Hallucinatory Terrain
16	Hannelore's Rope Trick
17	Ice Darts
18	Illusionary Wall
19	Invisibility, Improved
20	Item

- 21 Orimund's Telepathic Bond
 22 Polymorph Other
 23 Polymorph Self
 24 Remove Curse*
25 Rot Flesh
 26 Summon Guardian Demon
 27 Summon Monster
28 Wall of Bones
 29 Wall of Fire
 30 Wizard eye

Level 5 Magic User Spells

- 1 **Blight**
 2 Cloudkill
 3 Conjure Elemental
 4 Designor's Wind Mastery
 5 Flame Strike
 6 Feeblemind
 7 Hold Monster
 8 Magic Jar
9 Mask of Life
10 Mummify
 11 Passwall
 12 Portal
 13 Private Sanctum
 14 Rock to Mud*
 15 Stone Skin
16 Symbol of Pain
 17 Telekinesis
 18 Teleport
 29 Wall of Stone
20 Waves of Fatigue

Level 6 Magic User Spells

- 1 Anti-Magic Shell
 2 Baladir's Pushing Hand
3 Control Undead
 4 Death Spell
 5 Disintegrate
6 Eyebite
 7 Flesh to Stone*
 8 Gishigan's Geas*
 9 Invisible Servant
 10 Lower Water
 11 Permanency
 12 Projected Image
 13 Reincarnate
 14 Reveal Magic
 15 Shadow Walk
 15 Summon Watcher
17 Symbol of Fear
 18 Tovenaar's Faithful Hound
 19 Wall of Iron
 20 Weather Summoning

Level 7 Magic User Spells

- 1 Astral Projection
 2 Baladir's Righteous Fist
 3 Fireball, Delayed
 4 Drawmij's Instant Summons
5 Finger of Death
 6 Gate
 7 Lyrathe 's Terrible Transmutation
 8 Mass Invisibility
 9 Meteor Storm
 10 Phase Door

- 11 Power Word Stun
- 12 Projected Image
- 13 Reincarnate
- 14 Reverse Gravity
- 15 Spell Turning
- 16 Teleport, Greater
- 17 Tovenaar's Sword
- 18 Trap the Soul
- 19 Vanish
- 20 Wall of Force

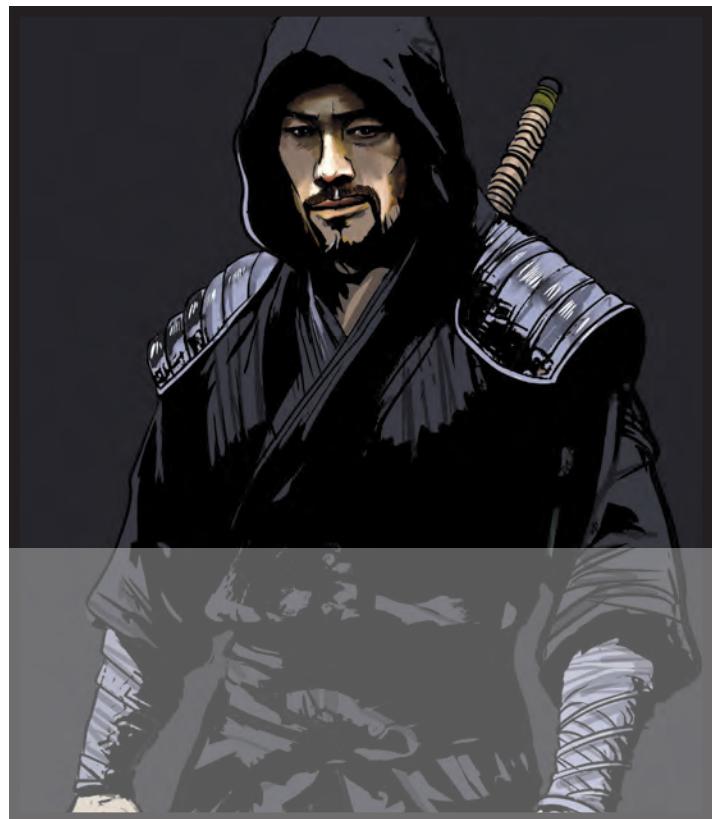


Thief

Thieves are the silent hands and unseen eyes of the world—scouts, spies, burglars, and sometimes reluctant heroes. They move through shadow and rumor alike, surviving where others would fall through wit, cunning, and an intimate understanding of risk. Whether driven by greed, necessity, or curiosity, **Thieves** live by their wits and their reflexes, ever ready to slip unseen through the cracks of civilization.

Some serve as honorable scouts or daring adventurers; others ply their trade in the alleyways of crumbling cities. A few steal not for gold, but for knowledge, vengeance, or the thrill of outsmarting fate itself.

Thieves are those who take what they want or need by stealth, disarming traps and picking locks. **Thieves** fight better than **Magic Users** but not as well as **Fighters**.



Thief Level	Exp. Points	Hit Dice	Attack Bonus	Skills	Feats	Weapon Use
1	0	1d6	+1	3		3
2	100	2d6	+1		1	
3	100	3d6	+2			
4	100	4d6	+2		1	1
5	150	5d6	+3			
6	150	6d6	+3		1	
7	150	7d6	+4			1
8	150	8d6	+4		1	
9	200	9d6	+5			
10	200	9d6+2	+5		1	1
11	200	9d6+4	+5			
12	200	9d6+6	+6		1	
13	250	9d6+8	+6			1
14	250	9d6+10	+6		1	
15	250	9d6+12	+7			
16	250	9d6+14	+7		1	1
17	250	9d6+16	+7			
18	250	9d6+18	+8		1	
19	250	9d6+20	+8			1
20	250	9d6+22	+8		1	

Avoidance of honest work leaves **Thieves** less sturdy than other adventuring classes, though their cunning and agility allow them to surpass even **Magic Users** in resilience at higher levels.

The **Prime Requisite** for Thieves is Dexterity. A character must have a **Dexterity** score of **9** or higher to qualify. Thieves may wield **any weapon**, though wearing certain types of **metal armor** or using **shields imposes penalties**, as such gear hinders their stealth and agility. **Leather armor** may be worn freely without penalty.

- Ability Bonus or Penalty Adjustments:** Each Thief ability is tied to a specific **ability score** and modified by that score's **bonus** or **penalty**. These abilities are further influenced by race and armor type, reflecting the Thief's balance between skill, stealth, and survival.

Thief Ability DC

Thieves possess **special abilities** described below. These **skills** represent the unique talents of their trade—stealth, agility, and cunning. Thief abilities are subject to **situational modifiers** based on the environment or circumstances. For example, climbing a **slime-covered wall** might impose a **-1 penalty**, while a **rough** stone surface could **grant** a **+1 bonus**. The Game Master determines these adjustments.

Armor Effects

Wearing **plate armor** imposes a **-8 penalty** to all **Thief abilities**.

Wearing **chain armor** imposes a **-4 penalty**.

Using a **shield** imposes a **-2 penalty**.

Wearing **no armor** grants a **+2 bonus**.

Thief Level	Open Locks (+Dex)	Find/Remove Traps (+Int)	Pick Pockets (+Dex)	Move Silently (+Dex)	Climb Walls (+Str)	Hide in Shadows (+Dex)	Listen/Hear Noise (+Wis)	Decipher Script (+Int)	Use Arcane Scroll (+Int)
1	16	17	15	16	5	18	15	9	No
2	15	16	14	15	5	17	14	7	No
3	14	15	13	14	5	16	13	6	No
4	13	14	12	13	4	15	13	6	10
5	12	13	11	12	4	14	12	6	9
6	11	12	10	11	4	13	11	6	8
7	10	11	9	10	4	12	10	6	7
8	9	10	8	9	4	11	9	6	6
9	8	9	7	8	3	10	9	5	5
10	8	8	6	8	3	8	8	5	4
11	7	7	6	7	3	7	8	5	4
12	7	7	5	6	3	6	7	5	4
13	6	7	4	5	3	5	6	4	4
14	5	6	3	5	3	5	6	4	4
15	4	5	3	4	3	5	5	4	4
16	4	5	2	4	2	4	5	4	4
17	4	5	2	3	2	4	4	4	3
18	3	5	2	3	2	4	3	4	3
19	3	5	2	2	1	3	3	4	2
20	3	4	2	2	1	3	2	4	2

Race	Open Locks	Find/ Remove Traps	Pick Pockets	Move Silently	Climb Walls	Hide in Shadows	Listen/ Hear Noise	Decipher Script	Use Arcane Scroll
Human	-	-	-	-	-	-	-	-	-
Dwarf	+1	+1	-	-	-2	-	+1	-	-2
Half-Elf	-	-	-	+1	-	-	+1	-	-
Halfling	-	-	+1	+1	-3	+1	-	-	-
Elf	-1	-1	-	+1	-	-	+1	+1	+1

Thief Abilities (Descriptions)

Open Locks: The Thief can pick or bypass mechanical locks without a key. Each lock may only be attempted once. If the attempt fails, the Thief must wait until they gain another level before trying again.

Find and Remove Traps: Used to locate and safely disarm traps. Each trap requires two rolls—one to detect, one to disarm. The GM rolls these checks secretly, as the Thief will not know for certain whether success was achieved until the trap is tested.

Pick Pockets: This skill allows the Thief to lift small objects or coin purses unnoticed. If the attempt fails, roll again to determine whether the victim or an onlooker notices. A second failure means the attempt was seen.

Move Silently: The Thief can move quietly, even over noisy terrain, when unarmored or wearing leather. The GM rolls secretly—success means the Thief remains unheard; failure means the sound betrays them.

Climb Walls: This ability allows the Thief to climb sheer or otherwise impossible surfaces. A failed roll means the Thief falls from halfway up the climb. The GM may require multiple rolls for climbs exceeding 100 feet.

Hide in Shadows: The Thief can vanish into dimly lit or obscured areas large enough to conceal them. The GM makes this roll in secret. A Thief hiding in shadows must remain still or risk revealing their position.

Listen/Hear Noise: The Thief can press an ear to a door or wall to detect faint or distant sounds. The GM rolls secretly. Success means the Thief hears something—though not necessarily what it is. Quiet surroundings are required.

Read Languages: At 2nd level, the Thief gains the ability to decipher unfamiliar written languages, including archaic, coded, or obscure scripts. A successful roll reveals the general meaning of about a page of text. If the roll fails, a second check determines whether the Thief avoids misinterpretation (success means they realize their mistake; failure means they draw false conclusions).

Use Arcane Scrolls: At 4th level, the Thief can attempt to read and cast spells from magical scrolls. Success depends on the Thief's understanding of the arcane script—failure may result in nothing, or worse.

Sneak Attack

Sneak Attack: When a **Thief** strikes from **behind** or from **hiding**, catching an enemy unaware, they may perform a **Sneak Attack**.

The **attack** gains a **+4** bonus to hit.

Successful attacks deal **double damage** (**triple** at 7th level).

Sneak Attacks can only be made with a **melee** attack, not with missile weapons.

The Thief cannot make a **Sneak Attack** on the **same** opponent **twice** in 1 combat unless circumstances drastically change.

A **Thief** may also choose to strike with the flat of the blade or bare hands to deal subduing damage instead of lethal harm.



Combination Class

Some rare individuals blend the disciplines of **two classes**.

Only **Elves** and **Half-Elves** possess the longevity and natural balance required to pursue two callings at once.

These characters are known as **Combination Class** adventurers.

Requirements

To qualify, a character must be an **Elf** or **Half-Elf** and meet the **Prime Requisite** and **minimum** ability score requirements for **both** chosen classes.

Combination class characters require greater patience and discipline to advance, and their lives are defined by balance between two worlds.

Advancement

A **Combination Class** character must earn the **combined** experience point total of both classes to advance **1 level**.

Example: To reach **level 2** as a **Fighter/Magic User**, the character must earn enough **XP** to satisfy both the **Fighter** and the **Magic User's** 2nd-level **experience point** requirements added together.

Despite their slower advancement, such characters enjoy remarkable versatility.

Weapons, Armor, and Spellcasting

Combination Class characters follow a blended set of equipment rules:

They may use any weapon or armor permitted by **either** of their base classes.

Special restrictions are listed with each specific combination.

Hit Points

At character creation, roll the indicated Hit Die for your **combination class**.

Fighter/Magic User: d6 per level

Magic User/Thief: d4 per level

Hit points are not averaged; use the die type listed above each level gained.

Combination Class Types

Fighter / Magic User

These characters are disciplined warriors who master both the sword and the spellbook.

They combine the martial prowess of a Fighter with the arcane knowledge of a Magic User, capable of both cutting down foes and bending the elements to their will.

Armor & Weapons: May use any weapon and armor, and may cast spells while armored.

Hit Dice: d6 per level

Prime Requisites: Strength and Intelligence

Magic User / Thief

Cunning and dangerous, these characters blend stealth and sorcery, using illusions and subtle enchantments to enhance their craft.

They are spies, saboteurs, and arcane tricksters, equally at home in the **shadows** or among forgotten tomes.

Armor & Weapons: May wear leather armor and use any weapon.

Hit Dice: d4 per level

Prime Requisites: Dexterity and Intelligence

Combination Class Notes

A Combination Class character advances in both classes simultaneously; they are always the same level in both.

Experience bonuses from Prime Requisites do not stack; use only the highest applicable modifier.

If both classes share similar abilities (such as the Magic User's Read Magic and the Thief's Use Magic Scroll), the character uses the better version.



Experience Points (XP)

Experience Points (XP) measure a character's growth through shared adventure, clever problem-solving, and memorable storytelling. In **OnceWas**, experience is earned together through a **Group Medal XP System** that rewards cooperation, creativity, and progress — not just monster-slaying.

Group Medal XP System

At the end of each session, the party earns one shared “**Medal**” based on their overall performance and story advancement. Every player receives the same **XP** from that **Medal**, reflecting their shared journey and teamwork.

Medal	Description	XP
Copper	The group survived or made modest progress; learned something hard.	5
Silver	Solid teamwork, smart decisions, or good roleplay.	10
Gold	Major story advancement, creative victory, or impressive success.	20
Platinum	Extraordinary session — heroic deeds, powerful storytelling, or climactic triumph.	30

Note: Only one group medal is awarded per session — everyone gains the same XP from it.

MVP Medal

If a player stands out during a session — through leadership, clever strategy, emotional roleplay, or heroic action — they may earn the **MVP Medal**, worth **+5 XP**.

- Only one MVP Medal may be awarded per session.
- The Game Master may grant it, or the group may vote on who earned it.
- Keep it special — this is recognition for exceptional play, not routine performance.

Racial XP Head Start (per Level)

At the **start** of each **new level**, some races gain a small XP head start, reflecting natural adaptability or heritage.

Race	XP Head Start	Flavor
Human	+10 XP	Adaptable and ambitious
Half-Elf	+5 XP	Balanced heritage
Others	+0 XP	No natural XP edge

This bonus is applied once when leveling up, not per session.

Level Advancement

Characters advance in level once they accumulate the required total XP, as shown below:

XP to Level Up

Level Range	XP Required	Notes
1–4	100 XP	Fast early growth
5–8	150 XP	Moderate pace: heroes seasoned
9–12	200 XP	Epic-tier adventure
13+	250 XP	Legendary mastery

Leveling Up

Upon leveling up, consult your **class** description for benefits such as:

- Additional Hit Points (roll class Hit Die + Con bonus)
- Improved Attack Bonus or Proficiencies
- New Skills, Feats, or Spells
- Special class features (as listed by level)

Optional Training

Characters may choose to undergo training between adventures to gain small, long-term benefits.

Training Requirements

- Time: 1 week of downtime per level gained
- Cost: $100 \text{ gp} \times \text{new level}$ (paid to trainers, facilities, or guilds)
- Access: Suitable location or mentor (temple, guild, academy, etc.)

Training Benefits (Choose One):

1. Bonus XP: Gain **+5 XP head start** toward your next level.
2. Skill Practice: Gain +1 rank in an existing **skill**.
3. Vigorous Exercise: Roll your **Hit Die** twice for **HP** gain; take the **higher** result.
4. **Ability Growth:** Increase one ability score by +0.25 (every 4 increases = +1 point; max 18 or racial limit).

Example

The first session at their new level ends — the group earns a Gold Medal (20 XP).

- Each party member gains 20 XP.
- Avestdra (Human) began the level with +10 XP head start.
- Buildil (Half-Elf) began with +5 XP head start.
- Hunter (Human) is named MVP and gets an additional +5 XP.

So for this session:

- Avestdra: 30 XP total
- Buildil: 25 XP total
- Hunter: 35 XP total

The **head start** is only applied at the start of the new level. So next session there is no racial bonus applied.

Once any player reaches the XP threshold for their current level, they level up and may again apply their racial head-start bonus.



Save DC Checks

Save DC checks represent a character's ability to resist or avoid harmful effects such as **spells**, **poisons**, and **traps**.

To make a **Save DC**, roll a d20 and add the appropriate **ability modifier** and any applicable **skill bonuses**.

Compare the result to the **Save DC** set by the **character's level**.

- A natural **20** is always a **success**.
- A natural **1** is always a **failure**.

Level/ HD	Save DC		Level/ HD	Save DC
0	16			
1	15		11	10
2	14		12	9
3	14		13	9
4	13		14	8
5	13		15	8
6	12		16	7
7	12		17	7
8	11		18	7
9	11		19	7
10	10		20	6

Unlike systems that use multiple **Save DC** categories or class-based target numbers, this system uses a single **Save DC** that is the same for all classes.

The only differences between characters come from their **ability modifiers** and any bonuses provided by **skills**.

Ability Modifier

Every **Save DC** check is tied to one of the six ability scores:

- **Strength:** Represents physical resistance; used to resist forced movement, break restraints, or endure crushing force.

- **Intelligence:** Draws on logic and reasoning; used to disbelieve illusions or resist confusion and mental intrusion.
- **Wisdom:** Depends on willpower and intuition; used to resist fear, charm, or mind-affecting enchantments.
- **Dexterity:** Relies on agility and reflexes; used to dodge traps, explosions, falling debris, or dragon breath.
- **Constitution:** Measures endurance; used to resist poison, disease, fatigue, or suffocation.
- **Charisma:** Stems from force of personality; used to resist possession, banishment, or other planar influences.

Item Save DC Checks

Item **Save DC** checks are done when falling damage is incurred or when someone is targeted by a spell.

When a character is affected by an area effect (such as a fireball, lightning bolt, or acid spray), assume all carried items are safe if the character succeeds on their Save DC check.

However, if the character fails the Save, roll on the Table below:

Item Damage Check

Roll 1d20:

1–5: 2 random items are damaged or destroyed, even if it's packed or protected

6–10: 1 random item is damaged or destroyed, even if it's packed or protected

11–15: 1 exposed or fragile item is damaged or destroyed.

16–20: No items are damaged.

Hit Points/Health

At **1st level**, characters begin with **maximum hit points** for their class plus Constitution modifier.

When gaining a level, roll the class Hit Die and add **Constitution** modifier (minimum 1 HP gained).

Damage reduces **current** hit points, not **maximum**. Healing restores lost hit points up to, but not beyond, the maximum.

Conditions by Hit Point Total

- **-1 HP = Fatigued:** Can't run or charge; -2 penalty to Str and Dex. Doing anything that would cause fatigue results in exhaustion. Fatigue ends after 8 hours of rest.

- **0 HP = Unconscious:** Knocked out and helpless.

- **-1 to -9 HP = Dying:** Unconscious; Lose 1 HP at the end of each Combat Bout until stabilized or healed. (If not in Combat, a Dying character loses 1 HP every minute)..

- **-10 HP = Dead:** The character is deceased.

Stabilization and Recovery

A **dying** character can be stabilized by aid, magic, or a **Stability Check** (d20 + Con mod vs. DC 20). Success stops further HP loss.

Stabilized: A dying character no longer loses HP but remains unconscious.

Stabilizing Aid: Heal or Medicine check (DC 10) or magical healing.

Self-Stabilization: Each Combat Bout, roll d20 + Con mod vs. DC 16; success means the character is stable.

A **stable** character with negative HP can recover naturally if tended. Without aid, they may attempt a daily Con check (DC 15) to begin natural healing. Failure results in a loss of 1 HP that day.

Brush with Death

When a character is **stabilized** after reaching -1 HP or lower, they must make a **Resilience Check** (Constitution save, DC 10 + the number of negative HP they had when stabilized).

- **Success:** The character stabilizes with no lasting effects.

- **Failure:** The brush with death leaves a mark — the player rolls d6 to determine which ability is affected. That score suffers 1 point of permanent **ability drain**.

Ability Drain Table

d6	Ability	Affected Description
1	Str	Torn muscles, lasting weakness
2	Dex	Shaky hands, slowed reflexes
3	Con	Lasting fatigue, weakened vitality
4	Int	Fuzzy memory, concussive trauma
5	Wis	Dull senses, spiritual disquiet
6	Cha	Haunted gaze, shaken confidence

Lost points are treated as ability drain, not damage. They can't be recovered by resting — only through restoration, or similar magic.

Example of Play: Buildil the ranger is reduced to -7 HP by a troll's claw. After being stabilized by a cleric, he rolls a Con save (DC 17). He fails.

A d6 roll results in a 2 — Dexterity.

He permanently loses 1 Dex point until a restoration spell is used.

Later, his player narrates that his hand never steadies quite the same after that near-fatal strike.

Healing and Rest

Light activity: Recover 1 HP per day with at least 6 hours of sleep.

Complete bed rest: Recover 2 HP per day.

Skills

Skill Check Difficulty Challenge (DC)

The skills listed below have **DC targets** assigned. These targets can be modified to fit the circumstance by either changing the DC number itself or providing a bonus or penalty to the character's roll.

There will be times when a player character tries to do something in the game that seems to have no rule covering it. In those cases, the GM assigns a **Difficulty Challenge (DC)** number from 1 to 20.

The player rolls **1d20** and adds their **Ability Bonus** determined to be most appropriate, as well as any situational **bonus** or **penalty** assigned. The resulting number must **equal** or **greater** than the **Skill DC** number.

Skill DC	Description
3	Very Easy
6	Easy
10	Normal
13	Hard
15	Very Hard
20	Extremely Difficult

When the player performs a skill action, they roll **d20**, modified by the **ability score** of the skill and the number of ranks in the skill. The roll must be greater than or equal to the **Skill DC** that the GM assigns.

Adjusted DC

Give the skilled user a **+2 circumstance bonus** to represent conditions that **improve** performance, such as having the perfect tool for the job, getting help from another character or possessing unusually accurate information.

Give the skilled user a **-2 circumstance penalty** to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.

Reduce the **Skill DC** by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.

Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Opposed Skill Check

An **opposed check** is a check whose success or failure is determined by comparing the Skill check result to another character's Skill check result. In an **opposed check**, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Opposed checks occur when a character's skill directly challenges another's.

For example, when a character attempts to con someone, they roll a **Bluff** (Charisma) check opposed by the target's **Sense Motive** (Wisdom).

If a character tries to pretend to be someone else, they make a **Disguise** (Charisma) check opposed by **Spot** (Wisdom).

Creating a false map requires a **Forgery** (Intelligence) check opposed by **Investigation** (Intelligence).

A thief attempting to steal a coin pouch makes a **Sleight of Hand** (Dexterity) check opposed by **Spot** (Wisdom).

When trying to tie a prisoner securely, a Use **Rope** (Dexterity) check is opposed by the captive's **Escape Artist** (Dexterity).

Finally, a character attempting to make a bully back down rolls **Intimidate** (Charisma), typically opposed by a special check determined by the GM, such as the target's **Wisdom** or **Charisma** modifier depending on the situation.

Trying Again

In some cases, a character can try a **Skill DC** again. Other skills may have consequences of **failure**. A few skills are virtually useless once a check has **failed**. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Untrained Skill Checks

When a character attempts a skill they do not possess, they may still make a **Skill DC** as normal. The roll does not include any skill ranks (since the character has none) but does apply the key ability modifier and any other relevant bonuses or penalties.

Skills

Alchemy - Int

The character understands chemistry, potions and the elements of nature and can identify properties. **Alchemy** requires a successful check against a **Hard Target** (DC 13).

Animal Handling – Cha

This task involves commanding a domesticated animal to perform a task or trick that it knows (DC 10). If the animal is wounded or frightened, the target DC check gets a - 2. If the character check succeeds, the animal performs the task or trick.

“Push” an Animal. To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing (DC 15). This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded, the DC increases by + 2. If the character's DC check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick. The character can teach an animal a specific trick with 1 week of work and a successful Handle Animal check against a **Very Hard Target** (DC 15). An animal can learn a maximum of six tricks. Possible tricks include, but are not necessarily limited to, the following.

Attack: The animal attacks apparent enemies.

Come: The animal comes to the character, even if it normally would not do so.

Defend: The animal defends the character (or is ready to defend the character if no threat is present), even without any command being given. Alternatively, the character can command the animal to defend a specific other character.

Down: The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee, or its opponent is defeated.

Fetch: The animal goes and gets something. If the character does not point out a specific item, the animal fetches some random object.

Guard: The animal stays in place and prevents others from approaching.

Heel: The animal follows the character closely, even to places where it normally wouldn't go.

Perform: The animal performs a variety of simple tricks, such as sitting up, rolling over, barking, etc.

Seek: The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay: The animal stays in place, waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track: The animal tracks the scent presented to it.

Work: The animal pulls or pushes a medium or heavy load.

Appraise – Int

The character can **Appraise** common or well-known objects with an **Appraise** check against a **Normal Target** (DC 10). Failure means that the character estimates the value at 50% to 150% (2d6+3 times 10%) of its actual value.

Appraising a rare or exotic item requires a successful check against a **Very Hard Target** (DC 15). If the check is successful, the character estimates the value correctly; failure means the character cannot estimate the item's value.

Balance – Dex

The character can walk on a precarious surface. Balance requires a successful check against a **Very Hard Target** (DC 15). A successful check allows the character move at half the character speed along the surface for 1 minute. A failure by 4 or less means the character can't move for 1 minute. A failure by 5 or more means the character falls.

Bluff – Cha

A successful **Bluff** check indicates that the target reacts as the character wish, at least for a short time (usually 1 minute or less) or believes something that the character wants it to believe. A **Bluff** requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. **Bluff** requires a successful check against a **Very Hard Target** (DC 15).

Brawling/Grappling – Str or Dex

The character gets a bonus on an opposed Grapple check.

Climb – Str

The character gets a bonus when **Climbing**. **Climbing** requires a successful check against a **Normal/Hard Target** (DC 12).

Craft – Int

A **Craft skill** is specifically focused on a single type of craft, e.g., armorer, bowyer, glass blower, leather worker, potter, shipbuilder, silversmith, wheelwright, and weaver creating and/or repairing something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill rather than Craft.

Craft requires a successful check against a **Very Hard Target** (DC 15).

With enough slots, a character would be considered a **"Master Craftsmen"** with this skill. Time and proper materials are required to be present to succeed.

Decipher– Int

The character can **Decipher** writing in an unfamiliar language, or a message written in an incomplete or archaic form. This includes intricate, exotic, or very old writing.

Decipher requires a successful check against an **Extremely Difficult Target** (DC 19-20). If the check succeeds, the character understands the general content of a piece of writing about 1 page long (or the equivalent).

If the check fails, another check should be made to see if the character avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

Diplomacy – Cha

The character can change the attitudes of others with a successful **Diplomacy** check. In negotiations, the GM adds the number of skill points in the character's **Diplomacy** skill to any roll on the **Reaction Roll table**. More than 1 roll may be required for checks to resolve situations when two advocates or **Diplomats** plead opposite cases in a hearing before a third party.

Disguise – Cha

This is the ability to change the character's appearance or impersonate another character. The character's **Disguise** check result determines how good the **Disguise** is. The target number of the check is 10 against a **Very Hard Target** (DC 15), but this should be modified by the situation.

If the character doesn't draw any attention to the character self, the GM may grant up to a +5 to the checks. If the character come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), a -5 may be appropriate to apply to the check.

Endurance – Con

The character can perform tiring tasks for long periods of time. **Endurance** requires a successful check against a **Very Hard Target** (DC 15). Each successful check allows the character to perform the task for 1 hour. Another check must be made every hour with a -1 cumulative penalty to the roll.

When the character has completed the task or fails the check, they collapse and must rest for three times the amount of time used performing the task.

Engineering – Int

The character understands buildings, aqueducts, bridges, fortifications, etc. **Engineering** requires a successful check against a Hard Target (DC 15).

Escape Artist – Dex

The character with the **Escape Artist** skill has the uncanny ability to get loose from ropes when tied up. **Escape Artist** requires a successful check against a **Hard Target** (DC 13).

Forgery – Int

The character is adept at faking documents or to detecting forgeries that others try to pass off. To **forged** documents and detect them, the character must be able to read and write the required language.

Making a **Forgery** requires writing materials appropriate to the document being forged, sufficient visual acuity to see details, wax for seals (if appropriate), and about 1 minute for a very short and simple document.

A longer or more complex document takes 1d4 minutes per page.

To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), the character need only to have seen a similar document before, and the character gains a +4 bonus on the character check.

To forge a signature, the character needs an autograph of that person.

Forgery requires a successful check against a **Very Hard Target** (DC 15). The GM makes the Forgery check secretly, so that the character is not sure how good the character forgery is.

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing **Forgery** check).

Geography – Int

The character has knowledge of the lands, features, inhabitants, and phenomena of OnceWas. **Geography** requires a successful check against a **Hard Target** (DC 13).

Heal – Wis

The character understands how to give first aid. When a character falls below zero hit points, but not below -10, another character with the **Heal** skill can attempt first-aid to **Stabilize** the dying character. A **Heal skill check** is against a **Normal Target** (DC 10), if successful, will **Stabilize** the dying character and add 1 hp.

History – Int

The character understands the **History** of OnceWas - royalty, wars, colonies, migrations, founding of cities. **History** requires a successful check against a **Hard Target** (DC 13).

Hunting – Wis

The character has a bonus to **fish or hunt**. **Hunting** requires a successful check against a **Hard Target** (DC 13).

Inside Knowledge (rumors) – Cha

The character is knowledgeable of events in their hometown or city. An evening's time, a few gold pieces for buying drinks and making new friends, and a **Inside Knowledge** (rumors around town) check get the character a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher the character check result, the better the information. Inside Knowledge requires a successful check against a **Hard Target** (DC 13).

Intimidate – Cha or Str

The character can change another's behavior. **Intimidate** requires a successful check against a **Normal Target** (DC 10). If the character makes the character skill check result, the character may treat

the target as very favorable, but only for the purpose of actions taken while it remains **Intimidated**. The target retains its normal attitude, but will chat, advise, offer limited help, or advocate on the character's behalf while intimidated.

The effect lasts as long as the target remains in the character presence, and for **10 to 60 minutes** (1d6) afterward. After this time, the target's default attitude toward the character shifts to unfavorable (or, if normally unfavorable, to immediate attack).

Investigation - Int

This skill is used if the character is looking for something that is not in plain sight and the character is using the character **intelligence** to make connections and deductions to uncover these **hidden secrets**. Whatever it is the character is looking for is not easily discerned by the character's senses; therefore, the character needs to rely on the character's brains to find it.

Investigation involves relying on the character studies, street smarts, or other knowledge to find the clues, object, or information that the character is looking for.

Each rank of **Investigation** adds +1 to **Checking for Traps**. **Investigation** requires a successful check against a **Very Hard Target** (DC 15)

Jump – Str

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to 1-quarter of the horizontal distance.

The DC for the jump is equal to the distance jumped in feet.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

Labor – Con

The character is very accomplished at a particular type of **manual labor** (type of manual labor, e.g., bricklayer, carpenter, farmer, hunter, miner, sailor).

These are the types of labor that do not require large amounts of skill but do require some training.

Labor requires a successful check against a **Hard Target** (DC 13).

Leadership – Cha

Leadership skill check will add +1 to each rank for **Reaction roles**. It can also be used to convince non-retainer NPCs to follow an order, but in this case, the NPCs will not follow the order if there is a good reason to not do so.

The use of the **Leadership** skill upon an NPC does not shift their attitude to unfavorable afterward.

Magic Lore – Int

This is knowledge from the study of **Arcana** and may include ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts, spells, magic items and magic effects.

Magic Lore requires a successful check against a **Very Hard Target** (DC 15).

Perception - Wis

This skill allows a character to perceive their surroundings using any or all of their five senses.

The character may notice details passively, or actively focus to detect hidden objects, creatures, or clues.

Characters with keen perception gain an advantage in locating what they seek or sensing danger before it becomes apparent.

Perception focuses on using the character's natural senses (sight, smell, hearing, touch, taste) to detect whatever it is the character is looking for.

Perception requires a successful check against a

Hard Target (DC 13).

Perform – Cha

Perform requires a successful check against a **Hard Target** (DC 13). The character is proficient in one of the following:

Act (comedy, drama, mime)

Comedy (buffoonery, limericks, joke-telling)

Dance (ballet, waltz, jig)

Musical Instruments (one of bells, chimes, drums, fiddle, flute, gong, harp, harpsichord, lute, mandolin, pan pipes, piano, pipe organ, recorder, trumpet)

Oratory (epic, ode, storytelling)

Vocals (ballad, chant, melody)

Poison – Int

The character has knowledge of poisons, and poisonous plants and animals. **Poison** requires a successful check against a **Very Hard Target** (DC 15).

Profession – Wis

The character has a secondary, **non-labor** profession, e.g., cartography, cooking, lawyer, laymen clergy, etc.

Profession requires a successful check against a **Normal Target** (DC 10).

The character can practice the trade and make a decent living. They know how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Religion - Wis

Religion check measures the character's ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults. Religion requires a successful check against a **Hard Target** (DC 13).

Ride - Dex

The character is knowledgeable in the means of **riding** one type of mount. They can saddle, mount, ride, and dismount without a problem if not rushed but special actions while mounted require a skill check.

Some examples include: guide the mount with knees, stay in saddle to avoid falling when the character mount rears or bolts, get the character mount to leap obstacles, attempt to control a mount not trained for combat while riding in battle.

Rope Use - Dex

The character can tie several sophisticated knots. **Rope Use** requires a successful check against a **Normal Target** (DC 10).

Sail - Int

The sailing skill involves knowledge of basic terminology, rigging and navigation for boating. **Sail** requires a successful check against a **Very Hard Target** (DC 15).

Sense Motive - Wis

This use of the skill involves assessing the situation. **Sense Motive** requires a successful check against a **Very Hard Target** (DC 13). The character can get the feeling from another's behavior that something is wrong, such as when the character is talking to an impostor.

Alternatively, the character can get the feeling that someone is trustworthy.

Sleight of Hand - DEX

Whenever the character attempts an act of manual **trickery**, such as planting something on someone else or concealing an object on the character person, making a Sleight of Hand check against requires a **Very Hard Target** (DC 15).

Soldier – Highest Attribute

The character was enlisted to a standing national army during a recent crusade. The character trained to use standard weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield.

A character with the **Soldier** Skill understands military tactics, troop movements, sieges, etc. **Soldier** requires a successful check against a **Hard Target** (DC 13).

The character is proficient already with a short sword, short bow and shield. Any class other than **Cleric** with this skill can use these weapons without penalty.

Spot – Wis

The **Spot** skill is used to notice hidden or hard-to-see creatures, objects, or details. It's most often an opposed check against a creature's Hide roll. Sometimes, a **Spot** check is needed even if something isn't intentionally hiding but is simply difficult to see.

A **Spot** result over 20 can allow a character to sense the presence of an invisible creature nearby, though not pinpoint its exact location.

Spot can also be used to **detect disguises** or **read lips** at a distance.

Spot Check Adj.	Condition
-1	Per 10 feet of distance
-5	Spotter distracted

Reading Lips using Spot

To read lips, a character must:

- Be within 30 feet of the speaker
- See the speaker's mouth clearly
- Understand the speaker's language

The base **DC** is 15, modified for complex or unclear speech.

A **successful** check reveals the general content of 1 minute of speech.

If the check **fails** by 4 or less, the meaning is unclear.

If the check **fails** by 5 or more, the character misinterprets the message.

(The GM rolls this check secretly so players don't know the outcome.)

Survival – Wis

The character can build shelter, start fires, and gather food in the wilderness. **Survival** requires a successful check against a **Very Hard Target** (DC 15).

Swim – Str

Make a **Swim** check against a **Normal Target** (DC 10) once per ten minutes while the character is in the water. Success means the character may swim at up to 1-half the character speed.

Swimming in heavy armor is normally impossible.

Tracking – Wis

The character has a bonus to identify and follow tracks. Tracking requires a successful check against a **Very Hard Target** (DC 15).

Tumble – Dex

The character can land softly when the character falls. Tumble requires a successful check against a **Very Hard Target** (DC 15).

The character can also **Tumble** to entertain an audience (as though using the **Perform** skill). Treat a fall as if it were 10 feet shorter than it really is when determining damage.



Feats

Characters of every **class** may select 1 **feat** at 2nd, 4th, 6th, 8th, and 10th level.

Note that some feats have prerequisites that must be met, such as an ability score qualifier, or class or race restriction.

Attack Feats

Arcane Blast, Greater (*Magic User only*)

This improves the Magic User's **Arcane Blast**. Target gets a **Save DC** for half damage. The bolt has a range of 40 feet and does **1d6** damage.

Since it is pure magic, it will affect creatures, which are only affected by magical weapons. The spell does not affect inanimate objects.

Armed Caster (*Magic User only*)

The Magic User can learn a single additional weapon proficiency.

Must be **3rd level** or higher to take this feat.

Arcane Dabbler (*General Feat, Int 12+, level 3+*)

The ability to cast a single **Magic User** spell of a level appropriate to the experience tier below. The spell is chosen when this feat is taken.

- **At levels 3–6**, cast one 1st-level Magic User spell.
- **At levels 7–12**, instead select a 2nd-level spell.
- **At levels 13+**, instead select a 3rd-level spell.

This spell may be cast once per day without needing a spellbook or formal training. The caster must speak and gesture freely to cast.

A character may take this feat multiple times. Each time, they learn a different **Magic User** spell they meet the level requirement for.

Battle Cry (*Minimum Cha 12*)

Once during an encounter, the character can **inspire** all members within a 20 foot radius to gain a +1 to both their next attack, and a +1 to damage.

Blind Fighting

The character can fight while **blind** or in **total darkness** with a -2 penalty to its attack rolls, a -2 penalty to its Armor Class, and a -1 penalty to its Initiative rolls.

Blind Fighting, Improved (*Blind Fighting required*)

The character can fight while **blind** or in **total darkness** with a -1 penalty to its attack rolls, a -1 penalty to its Armor Class, and no penalty to its Initiative rolls.

Brawling, Improved

Characters that are skilled in **Hand-to-Hand** can use either **Dex** or **Str** bonuses. The character does +1 to hit, **1d4 +1** (+Str or Dex) of subduing damage with a punch, **1d6** with a kick; kicks are rolled at a -1 attack penalty.

On a successful **critical hit**, the opponent must **Save DC** or be knocked out.

Cleave (*Fighter only*)

Upon successfully dispatching an enemy with a **melee attack**, the character gets an **immediate attack** against another adversary within reach.

Combat Casting (*Magic User or Cleric Only*)

If damaged while casting a spell, the character is allowed a **Save DC** (+Int) with an additional +1 to avoid having the spell disrupted and lost.

Focused Attack (*Fighter only*)

The character can take a **penalty** of -1 to damage inflicted in exchange for a **bonus** of +2 to hit.

Grenadier

The character has a knack for hurled items such as flaming flasks of oil, acid, or holy water and gains +1 to hit and damage with such items, as well as twice the normal throwing range.

Improved Critical

After the character scores a **critical hit** on a natural roll of 20, the subsequent d20 roll to determine a **special** is at an additional +2.

Improved Initiative

The character receives a bonus of +1 to individual initiative checks.

Last Hurrah

Once per battle, if the character is brought to zero or less hit points the character can still do 1 action before falling unconscious or dying at +4 chance to hit and damage. This includes spells or attacks within reach.

Mounted Archery

Requires **Riding skill**. The character receives no penalty to ranged attacks made while mounted.

Mounted Combat

Requires **Riding skill**. The character receives a +1 bonus to melee attacks made while mounted.

Mystic Theurge (Magic User, Min Wis 9)

Requires 2 points in the **Religion** skill

Some Magic-Users see no divide between the arcane and the divine, blending study and faith into a single art.

When memorizing spells, replace 1 Magic-User spell with any Cleric spell of a level appropriate to the experience tier below.

- **Levels 3–6:** Replace a 1st-level Magic-User spell with a 1st-level Cleric spell.

- **Levels 7–12:** Replace a 2nd-level Magic-User spell with a 2nd-level Cleric spell.

- **Levels 13+:** Replace a 3rd-level Magic-User spell with a 3rd-level Cleric spell.

Point Blank Shot

The character receives an additional **bonus** of +1 to attacks and damage against targets within thirty feet range.

Power Attack (*Fighter only*)

The character can take a **penalty** of -1 to melee attacks in exchange for a **bonus** of +2 to damage inflicted.

Precise Shot

The character can fire into melee combat **without risk** of hitting an **ally**.

Quick Draw

The character can **pull** a weapon or **change** weapons without using an **action**.

Rapid Reload

The character can **reload crossbows** and other mechanical ranged weapons at **twice** the normal rate.

Shield Bash

The character, if equipped with a **shield**, can elect to forgo the armor class benefit (must state the intention to do so before initiative is checked) in exchange for gaining a **second attack** at +1 to hit for **1d4** points of damage (plus any strength bonus).

Two-weapon style (Dex 13)

-1 to attack with the **primary** weapon and -3 to attack with the **secondary** weapon.

Two-weapon style, Improved (*Two-weapon style prerequisite*)

-0 to attack with the **primary** weapon and -1 to attack with the **secondary** weapon.

Undead Bane (*Cleric and Paladins only*)

+1 to Turn Undead and receive a +1 to the **2D6** affected roll.

Weapon Finesse

A character may use the **Dex** bonus, rather than **Str** bonus, when fighting with **light melee weapons**.

Defense Feats

Alcohol Resistance (Minimum Con 15)

The character possesses the ability drink large amounts of **alcohol** before succumbing to its effects. This feat gives a **+2** bonus on **Save DCs** against **drunkenness**.

Armored Caster (Magic User only)

The Magic User can wear **studded leather armor** and **cast spells**.

Must be **5th level** or higher to take this feat.

Combat Expertise

While in melee combat, the character is allowed to take a **penalty** of **-1** to melee attacks in exchange for a **bonus** of **+1** to **armor class**.

Combat Expertise, Improved

Must have *Combat Expertise* to take this feat and can increase the armor class **bonus** to **+2** (while still suffering only a **penalty** of **-1** to attacks).

Endurance

The character is unusually **hardy**, and can **heal 2 HP** per **day**, as well as being able to subsist on just half the daily food and water of a normal person for as long as a month.

Great Fortitude

The character receives a **bonus** of **+1** to **Save DCs** against **poisons and diseases**.

Iron Will

The character receives a bonus of **+1** to **Save DC** checks against charms and compulsions.

Parry and Dodge, Improved

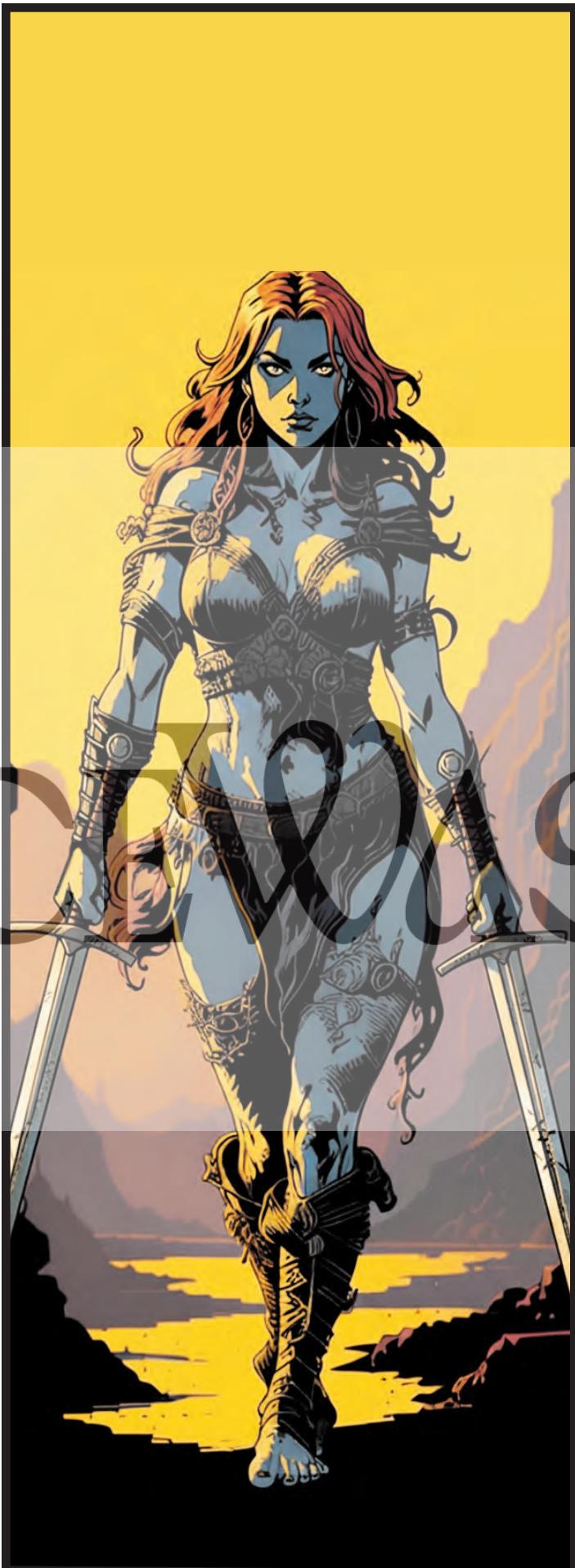
Improved Parry and Dodge is a **Defensive** action instead of an attack that gives a **+3 bonus** to **AC**.

Two-weapon Defense

A character with the **Two-weapon Defense** feat receives a bonus of **+1** to **Armor Class** when wielding two weapons.

Zen

The character is a master of **control** and receives a **+1** to any saves that deal with the character's **mind**, such as **Charm, Confusion, Deceptions, Deduction, or Fear**.



Roleplaying Feats

Accomplished (minimum Cha 15)

This feat adds **two extra ranks** to the **Perform Skill**. This feat can be stacked.

Acrobatic (minimum Dex 15)

This feat adds **1 extra rank** to the **Balance, Jump, and Tumble Skill**.

Agile Climber (minimum Dex 13)

This feat adds **two extra ranks** to the **Climb Skill**.

Alertness (minimum Wis 14)

The character is unusually **alert**, adds **1 extra rank** to the **Spot and Perception Skills** and gets a **bonus of +1 to notice secret and concealed doors**.

Escape Artist

This feat adds **two extra ranks** to the **Escape Artist Skill**.

Heroic Effort (minimum Str 15)

+4 to non-combat Strength DC checks. It can be performed **1 time** a day.

Identify Poison

This feat adds **three extra ranks** to the **Poison Skill**.

Linguist (minimum Int 9)

Add an additional **four languages** to the ones the character knows. The character accent is also perfect.

Lost in a Crowd

The character has learned how to move as one with crowds and **hide** among them, vanishing into a busy street in the blink of an eye. The character moves at **full Speed** in crowds and can use cover from crowds to **hide** at a **+2 bonus** when in a crowd of at least **10** creatures and a **+4 bonus** on when in a crowd of at least **100** creatures.

Pack Mule

The character receives a **bonus of +5 Encumbrance Slots**.

Research Spells, Improved (Magic Users only)

The cost of learning a spell is reduced to **150 gp per spell level** and only **1 hour** is required per **spell level** to complete the research. To master a spell, the Magic User now only needs a DC **10** to **succeed**.

The roll is modified as follows:

- +1 per level of the Magic User
- +1 INT bonus
- -1 per spell level
- Any rolls on the Potential Spell Failure Table are at +1.

Additionally, the Magic User can choose **3 known spells** they cast. The character no longer needs to study a spellbook to prepare these spells.

Thieving Ability, Improved (Thief only)

Add **+2** to a specific thieving ability or **+1** to **2**. This feat can be stacked.

Thief Training (Dex 12+, Level 3+)

Through practice and observation, the character learns **1 Thief ability**.

Choose one:

- Pick Locks
- Find/Remove Traps
- Move Silently
- Hide in Shadows
- Climb Walls
- Pick Pockets

The character performs the chosen ability as a Thief of:

- **Levels 3–6:** 2nd level
- **Levels 7–12:** 3rd level
- **Levels 13+:** 4th level

May be taken multiple times for different abilities.

Pick Locks requires lockpicks. Does not grant **Sneak Attack, Decipher Script, or Use Arcane Scroll**.

Tracking

The character can **identify tracks** and **follow** the **trails** of creatures and characters across most types of terrain at a **+1**.

Under Foot (Halflings only)

Halflings can move through spaces **occupied** by an opponent man sized or larger.

Well-Studied Monster Hunter

The Character has a **+3 chance** of having **knowledge** of a **monster**.

Languages

All characters speak **Common**. **Elves** and **Dwarves** know their language as well. Characters with **Intelligence** of 13 or higher may begin the game knowing one or more languages other than those given above.

The number of additional languages that may be learned is equal to the **Intelligence** bonus (+1, +2, or +3).

1. Common

Description: The common language spoken by most people of OnceWas.

Usage: Widely understood for commerce and communication between different races and cultures.

2. Ancient Language (*Old Common*)

Description: A prominent language spoke before the Age of Man.

Usage: Found in ancient ruins and books, used in rituals, magical incantations, and communication with elemental beings.

3. Elvish

Description: Elegant and melodious, spoken by high elves and fey creatures.

Usage: Language of art, poetry, and arcane lore among elven societies.

4. Dwarvish (*Under Tongue*)

Description: Guttural and robust, spoken by dwarves and those who delve deep into the earth.

Usage: Technical language for engineering, mining, and crafting intricate machinery and artifacts.

5. Kragth

Description: Harsh and direct, spoken by orcs and other savage humanoid tribes.

Usage: War cries, battle commands, and communicating with creatures on the fringes of civilization.

6. Draconic

Description: Ancient and majestic, spoken by dragons and reptilian creatures.

Usage: Language of arcane knowledge, dragon lore, and powerful magical spells.

7. Arcane

Description: Esoteric and intricate, spoken by wizards, sorcerers, and scholars of magic.

Usage: Magical formulas, spell incantations, and discussions on arcane theory.

8. Abyssal

Description: Guttural and filled with malice, spoken by demons, fiends, and creatures of the Abyss.

Usage: Curses, infernal pacts, and summoning rituals invoking dark powers.

9. Druidic

Description: Secret language of druids and guardians of nature.

Usage: Communication with animals and plants, sacred rituals honoring the natural world.

10. Desert Tongue (*Sandspeak*)

Description: Harsh and rhythmic, spoken by desert nomads and tribes. In the Dominion of Sand

Usage: Survival tips, navigation in the desert, tales of ancient civilizations buried beneath the sands.

11. Thieves Cant

Description: Secret language of criminals, rogues, and those involved in illicit activities.

Usage: Concealed messages, warnings, and codes to indicate safe houses, illicit trades, and criminal dealings.

12. Northern Barbarian

Description: Rough and primal, spoken by Northern barbarian tribes.

Usage: Battle chants, tribal traditions, and storytelling of heroic feats and clan histories.

Encumbrance

Each character has item **encumbrance slots** equal to their **Strength score** (*minimum 10*). This represents a combination of what they can reasonably carry and organize.

Example: Strength 16 = 16 slots

What Takes Up a Slot

Items are grouped by size and weight. Smaller items can be bundled, while larger or heavier ones take up multiple slots.

- **Small items** (*less than 5 pounds*): Several small items can be bundled together to fill one slot.

Example: A bundle including a whetstone, 12 candles, oil flask, dagger, and scroll case = **1 slot**.

- **Standard items** (*5–10 pounds*): Each standard item takes up 1 slot.

Examples: Grappling hook, 6 torches, 6 iron spikes, long sword, sack of 200 coins.

- **Large or two-handed items** (*10–20 pounds*): Each large item takes up 2 slots.

Examples: Two-handed sword, large tent, small keg of ale.

Note: Armor, clothing, and worn items do not count against item slots.

Encumbrance Levels

Encumbrance affects movement, initiative, and physical skill checks depending on how many slots are filled.

Lightly Encumbered:

Up to half of Strength in slots used.

Movement 50 feet; Initiative +1; +1 on physical skill checks.

Medium Encumbered:

More than half, up to full Strength in slots used.

Movement 40 feet; no bonuses or penalties.

Overloaded:

More than Strength in slots used.

Movement 30 feet; Initiative -1; cannot Dash; -3 on physical skill checks.

Maximum Limit:

A character cannot carry more than double their Strength score in slots.

Carrying beyond this limit is impossible without magical or external assistance (such as mounts or bags of holding).



Movement

A typical character can move **50'** per **minute**. This movement rate is adjusted by **encumbrance** and **race** modifiers.

Racial Movement Modifiers

Race	Bonus/Penalty
Dwarf	-10 feet
Elf	+10 feet
Halfling	No bonus or penalty
Human	No bonus or penalty

Overland Travel

Movement rates for **wilderness travel** are directly related to encounter movement rates.

Movement	Miles per Day (8 hours)
30'	10
40'	15
50'	20
60'	25
70'	30
80'	35
90'	40

Miles per day is measured at the Movement rate of the slowest traveler.

A typical party can walk **20 miles** per **8 hours** on **clear terrain**.

Overland Travel Modifiers

The rates above assume 8 hours of travel through open, clear terrain. Different terrain types modify travel rates as follows:

Terrain Type	Adjustment
Jungle, Mountains, Swamp	-50%
Desert, Forest, Hills	-25%
Clear, Plains, Trail	No change
Road (Paved)	+25%

Forced March

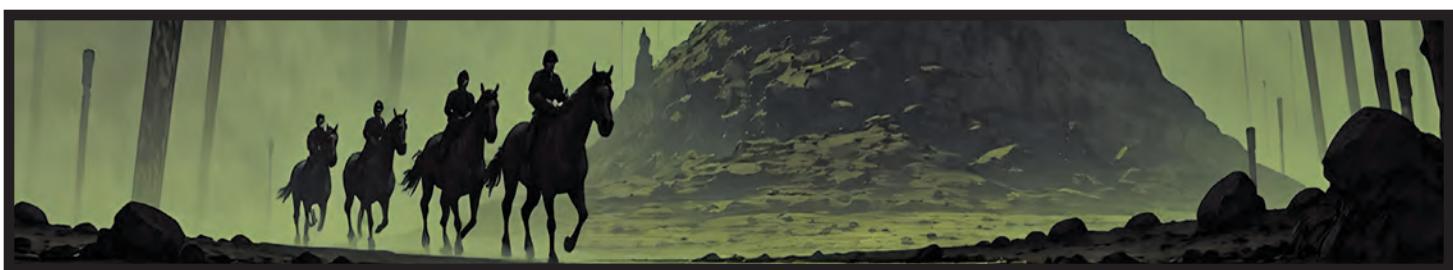
Characters may travel up to **12 hours per day** to increase distance by **+50%**, but this inflicts 1d6 damage each day after the first.

A **Save DC** (Constitution bonus) avoids this damage, but once the save is failed, further saves cannot be made until a full day of rest resets the progression.

Riding

A horse can travel (over good terrain) **40 miles** in 8 hours, alternating **trotting** (8 mph), **walking** (4 mph), and occasional **cantering** (12 mph).

Skills such as **Animal Handling** or **Ride** allow a rider to “**push**” the animal to travel **2d12 additional miles** in a day.



Boating

Vehicle	Size	Cargo	Crew	Miles/Hour	Miles/Day	HP	Price (gp)
Canoe	15' x 4'	½ ton	1	3	25	30	50
Caravel	55' x 15'	75 tons	15	8	70	150	10,000
Carrack	60' x 20'	135 tons	20	4	55	200	20,000
Cog	80' x 20'	150 tons	20	3	40	180	9,000
Galleon	130' x 30'	500 tons	130	3	40	400	50,000
Galley, Small	100' x 15'	210 tons	90	4	40	250	15,000
Galley, Large	120' x 20'	375 tons	160	4	50	300	30,000
Keelboat	40' x 12'	10 tons	4	3	30	70	300
Raft/Barge	10' x 10'	1 ton	2	1	10	60	100
Riverboat	50' x 20'	50 tons	10	3	25	120	3,500
Rowboat	15' x 6'	800 lbs.	1	2	20	40	150
Sailboat	40' x 8'	5 tons	1-2	3	30	80	2,000

Boating Descriptions

Barge / Raft

A flat, buoyant platform made of planks or logs. Barges and rafts are simple, slow vessels used for transporting goods, livestock, or wagons along calm rivers and lakes. They are stable but difficult to steer and unsafe for open water or rough currents.

Canoe

A lightweight, narrow craft designed for rivers, lakes, and calm coastal waters. Usually paddled by one or two people, it's easy to portage and ideal for scouting, hunting, or silent approaches. Canoes can be carried overland and launched quickly when needed.

Caravel

A swift, ocean-going sailing ship with two or three masts and triangular lateen sails. Favored by explorers and adventurers, caravels balance speed and range, able to cross vast seas while maintaining maneuverability. Their moderate cargo capacity makes them versatile but less suited for bulk trade.

Carrack

A large, multi-decked ship designed for long-distance trade and exploration. Heavily built and capable of carrying vast cargo, the carrack serves as

both merchant vessel and expedition flagship. Though slower than a caravel, its endurance and stability make it ideal for ocean voyages.

Cog

A broad, single-masted merchant ship with high sides and a deep hull. Cogs are sturdy and defensible, often fitted with raised fore and aft castles. They carry great quantities of cargo but handle poorly in combat or against swift raiders.

Galley, Large

A massive oared warship powered by rows of slaves or sailors. Large galleys carry troops, siege engines, and supplies for coastal warfare. They are powerful but expensive, slow to turn, and dependent on calm waters and nearby shores.

Galley, Small

A lean, fast warship propelled by oars and a single sail. Small galleys are ideal for coastal raids, patrols, and short-range engagements. Quick and aggressive in calm seas, they are limited by their small cargo holds and reliance on rowers.

Galleon

A towering, multi-decked ship used for both war and commerce. Galleons combine heavy armor and firepower with ample cargo space, making them the pride of royal navies and merchant fleets. They excel at long voyages and can withstand storms and battle alike.

Keelboat

A compact, single-masted vessel with a shallow keel, suited for rivers, lakes, and sheltered coastal waters. Keelboats can be rowed or sailed by a small crew and are favored by traders and explorers. They offer a balance of mobility, stability, and modest cargo capacity.

Riverboat

A broad, flat-bottomed craft designed for travel along inland waterways. Riverboats carry passengers and freight between towns and are often pushed by

poles, rowed, or pulled by beasts along towpaths. They perform best in calm, shallow rivers and are unsuited for the open sea.

Rowboat

A small wooden boat propelled by oars. Rowboats ferry passengers or supplies across harbors and rivers and can be towed by larger ships. They are easy to handle and repair but unsafe for long distances or rough waters.

Sailboat

A nimble, single-masted sailing craft suited for exploration or light trade. Sailboats are common among coastal travelers and privateers, capable of fair speed and decent cargo space. While seaworthy, they are vulnerable to storms and not ideal for extended ocean crossings.

Time and Distance

This system uses real time increments—**seconds** and **minutes**—rather than abstract “rounds” or “turns.”

Each phase of play reflects how much time passes in the game world, helping track movement, combat, and exploration more naturally.

Action

An **Action** takes about 10 seconds of real time. In that span, a character might attack, move, cast a short spell, or perform another quick task. A single attack roll represents several quick exchanges—feints, parries, or strikes—with that 10-second span.

Combat Bout

A **Combat Bout** represents the time it takes for all participants to complete their actions in initiative order. Each **Combat Bout** represents

about 1 minute of real time. During this time, every character performs approximately two **Actions**, accounting for movement, combat, and situational reactions.

Distance

All distances are measured in **feet**, whether indoors or outdoors. This keeps movement, ranges, and area effects simple and consistent.

Common Tasks and Time Required

Search a 10 ft. area for traps or secret doors: 10 minutes

Pick a lock or **disable a trap**: 1–5 minutes (depending on complexity)

Bandage wounds or **stabilize** a dying creature: 1 minute

Set up a campsite (tents, small fire, unpack gear):

40 minutes

Cook a simple meal: 30 minutes

Don armor:

Light armor – 2 minutes

Medium armor – 10 minutes

Heavy armor – 20 minutes

Map a passage or **explore** carefully: 10 minutes per 100 feet

Break down a door or barrier: 1 minute per attempt

Light a torch or lantern: 1 minute

Reload a crossbow:

Light crossbow – 20 seconds

Heavy crossbow – 30 seconds

Climb a rope or ladder (30 ft): 20 seconds

Swim across a 30 ft pool: 20 seconds

Mount or **dismount** a horse: 10 seconds



Money

Monetary values are expressed in **gold pieces**. In addition to gold coins, there are coins made of platinum, silver, electrum (an alloy of gold and silver), and copper.

- 1 platinum piece (pp)= 5 gold pieces (gp)
- 1 gold piece (gp)= 10 silver pieces (sp)
- 1 electrum piece (ep)= 5 silver pieces (sp)
- 1 silver piece (sp)= 10 copper pieces (cp)

Weight

Each coin weighs approximately 1/20th of a pound, and ten coins occupy one cubic inch—a fact often crucial to adventurers with limited carrying capacity.

Value in Modern Terms

1 silver coin is roughly equal to 1 US dollar.

$$1 \text{ pp} = \$50 | 1 \text{ gp} = \$10 | 1 \text{ ep} = \$5 | 1 \text{ sp} = \$1 | 1 \text{ cp} = \$0.10$$

Minting Practices

Each kingdom mints its own coinage, often bearing the likeness of heraldic symbols or sacred imagery. The quality of the mint—the purity of the metal, precision of the stamp, and the consistency of weight—reflects the economic strength of the issuing realm.

Currency Valuation Between Kingdoms

While gold is a universal standard, not all coins are accepted at face value outside their place of origin. Merchants and moneychangers evaluate foreign coinage based on:

- Metal purity (tested by acid or arcane means)

- Mint reputation (e.g., coins from the Bank of Dunmar carry full value, while Banorak or Orkcrag mints may lose 10–20%)
- Political relations (coinage from enemy states may be devalued or rejected outright)
- Weight and wear (clipped or worn coins may only be worth partial value)

Major trade hubs often maintain conversion charts updated weekly by merchant guilds, outlining current exchange rates between regional coins.

Banking

OnceWas banking is a growing industry in larger cities and sophisticated realms. Wealthy patrons store coins in sealed and guarded vaults. Often magic is discreetly used to protect assets.

Arcanum Paper Notes

The magocracy of Arcanum has pioneered paper currency, backed by gold and silver reserves and maintained by the Bank Arcana, an institution of magical economists and diviners. Each note:

- Bears anti-forgery enchantments that fade if tampered with.
 - Is imbued with trace magical essence, identifiable by trained spellcasters.
 - Can be linked to a specific ledger stone, allowing verification via scrying or detect magic.
 - May include tiered denominations far beyond standard coinage, such as 25 gp, 100 gp, or even 1,000 gp notes.
- Because of their reliability and enchantments, Arcanum's paper notes are increasingly accepted across the realms, though some more traditional or isolated societies still prefer metal coins.

Letters of Credit & Promissory Notes

In some cities there may be a trusted **banker** that can issue notes that allows the bearer to spend like coin.

Thieves' Guild Escrow

Where there is gold, there is greed—and where laws choke commerce, the underworld thrives.

Beneath the marble halls of official banks and the arcane protections of guild vaults, another financial system moves in the shadows.

In many cities, established **thieves' guilds** provide neutral escrow services for high-stakes illegal dealings—assassinations, smuggling, forbidden magic trades, and more.

Funds are deposited with a guild **Fence or Broker**, often in sealed black-ledger lockboxes opened only when certain contract terms are verified (via a secret word or a token).

Some boxes are trapped to self-destruct if tampered with or if one party attempts to cheat the system.

In cities where rival criminal networks exist, neutral third parties known as **coinkeepers** may facilitate deals, protected by oaths, enchantments, and deadly neutrality.

Starting Money

At character creation, **roll 3d6 × 10** to determine your starting wealth in gold pieces.

This sum represents a mix of inheritance, savings, loot from past exploits, or coin earned from honest (or dishonest) work.

This money is used to purchase the character's starting equipment, including weapons, armor, tools, clothing, and any other supplies.



Equipment

Item	Price	Weight	Encumb. Slot
Armor patch kit	5 gp	3	1
Backpack	4 gp	*	0
Bed Roll	17 gp	5	1/2
Belt Pouch	1 gp	*	0
Bit and bridle	15 sp	3	0
Bowstrings (10)	1 gp	*	0
Candles, 12	1 gp	*	1/5
Chalk, small bag of pieces	2 gp	*	1/5
Cloak	2 gp	1	0
Clothing, common outfit	4 gp	1	0
Disguise Kit	20 gp	5	1
Flask, Steel	2 gp	1	1/5
Glass bottle or vial	1 gp	*	1/5
Grappling Hook	2 gp	4	1
Healer's Kit	10 gp	1	1
Hunter's Horn	5 gp	2	1
Holy Symbol	25 gp	*	1/5
Holy Water, per vial	10 gp	*	1/5
Horseshoes & shoeing	1 gp	10	1
Ink, per jar	8 gp	1/2	1/5
Iron Spikes, 12	1 gp	1	1/5
Ladder, 10 ft.	1 gp	20	2
Lantern	5 gp	2	1/2
Lantern, Bullseye	14 gp	3	1/2
Lantern, Hooded	8 gp	2	1/2
Lock, Good	100 gp	1	1/5
Manacles (without padlock)	6 gp	4	1
Item	Price	Weight	Encumb. Slot
Map or scroll case	1 gp	1/2	1/5
Mess Kit	8 gp	2	1/5
Mirror, small metal	7 gp	*	1/5
Oil (per flask)	1 gp	1	1/5

Padlock (with 2 keys)	12 gp	1	1/5
Paper (per sheet)	1 gp	**	0
Piton, climbing	2 sp	*	1/5
Pole, 10' wooden	1 gp	10	1
Quill	1 sp	*	0
Quill Knife	1 gp	*	0
Quiver or Bolt case	1 gp	1	1/5
Rations, Dry, one week	10 gp	10	1
Rope, Hemp (50 ft.)	1 gp	5	1/2
Rope, Silk (50 ft.)	10 gp	2	1/5
Sack, Large	1 gp	*	0
Sack, Small	5 sp	*	0
Saddle, Pack	5 gp	15	2
Saddle, Riding	10 gp	35	3
Saddlebags, pair	4 gp	7	1
Smoking Pipe	1 gp	*	0
Spellbook (128 pages)	25 gp	1	1/5
Tent, Large (ten men)	25 gp	20	2
Tent, Small (one man)	5 gp	10	1
Thieves' tools	25 gp	1	1/5
Tinderbox, flint and steel	3 gp	1	1/5
Torches, 6	1 gp	6	1
Whetstone	1 gp	1	1/5
Whistle	1 gp	**	0
Wineskin/Waterskin	1 gp	2	1/5
Winter blanket	1 gp	3	1/5



Weapons

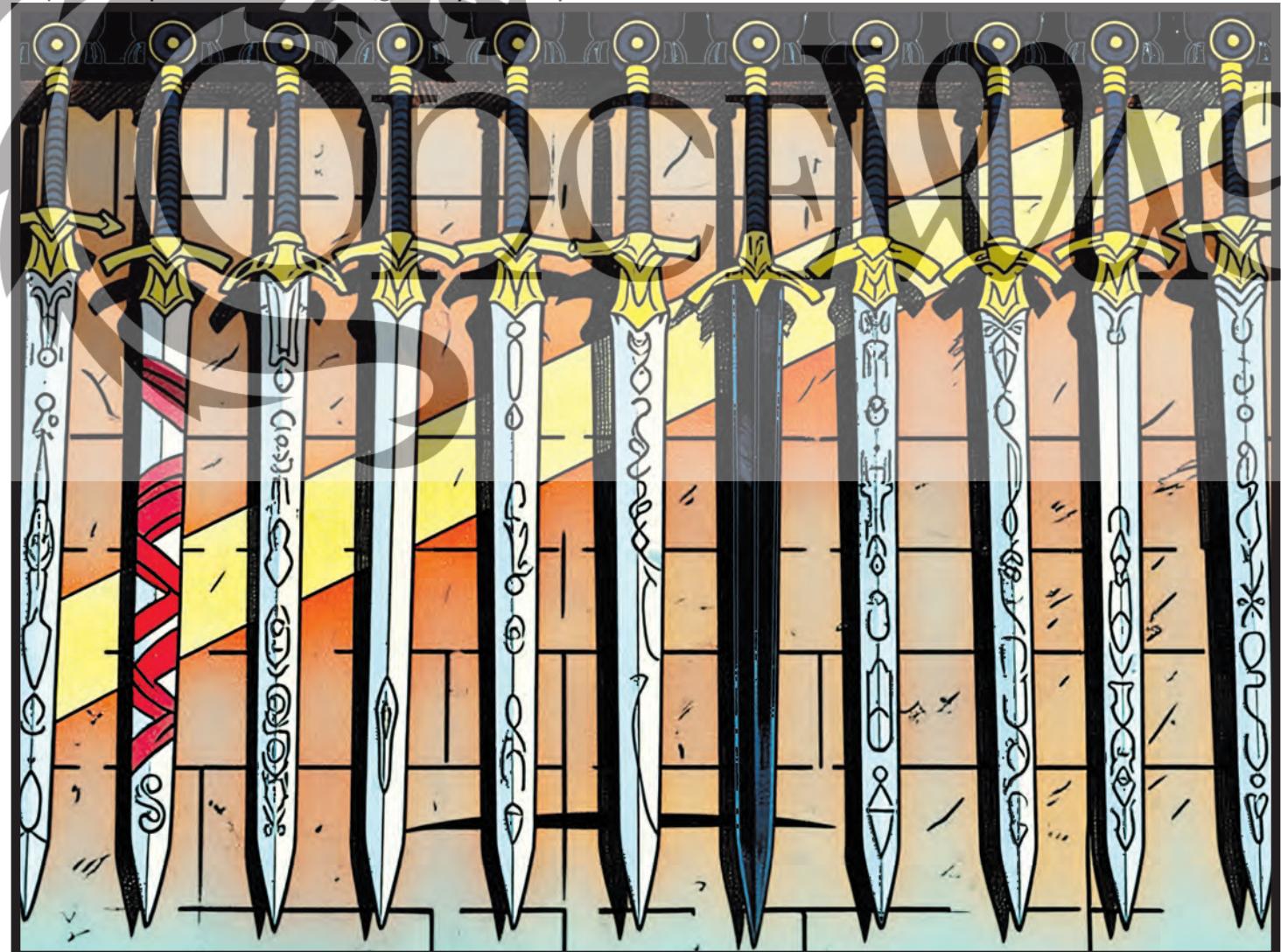
Weapon Use indicates the number of weapons a character is trained to wield effectively. **Attack bonuses** only apply to weapons that the character is **trained** to use.

Weapon	Price	Size	Weight	Encumb. Slot	Dmg.	Init. Adj.
Axes						
Hand Axe	4 gp	S	5	1/2	1d6	+1
Battle Axe	7 gp	M	7	1	1d8	
Great Axe	14 gp	L	15	2	1d10	-1
Bows						
Short bow	25 gp	M	2	1/2		
Short bow Arrow	1 sp		*		1d6	
Silver† Short bow Arrow	2 gp		*		1d6	
Longbow	60 gp	L	3	1/2		
Longbow Arrow	2 sp		*		1d8	
Silver† Longbow Arrow	4 gp		*		1d8	
Light Crossbow	30 gp	M	7	1		
Light Quarrel	2 sp		*		1d6	
Silver† Light Quarrel	5 gp		*		1d6	
Heavy Crossbow	50 gp	L	14	2		-1
Heavy Quarrel	4 sp		*		1d8	
Silver† Heavy Quarrel	10 gp		*		1d8	
Daggers						
Dagger	2 gp	S	1	1/5	1d4	+1
Silver† Dagger	25 gp	S	1	1/5	1d4	+1
Weapon	Price	Size	Weight	Encumb. Slot	Dmg.	Init. Adj.
Swords						
Bastard Sword	14 gp	M	10	1	2d4	
Short Sword	6 gp	S	3	1/2	1d6	+1
Long Sword/Scimitar	10 gp	M	6	1	1d8	
Two-Handed Sword	18 gp	L	15	2	1d10	-1
Hammers and Maces						
Warhammer	4 gp	S	6	1	1d6	+1
Mace	6 gp	M	10	1	1d8	

Maul	10 gp	L	I6	2	1d10	-1
Morning Star	10 gp	M	I0	I	1d8	
Other Weapons						
Club/Cudgel/Walking Staff	2 sp	M	I		1d4	
Quarterstaff	2 gp	L	4	I	1d6	
Pole Arm	9 gp	L	I5	2	1d10	-1
Sling	1 gp	S	*			+1
Bullet	1 sp		*		1d4	
Stone	n/a		*		1d3	
Spear	5 gp	M	5	I/2		
Thrown (one handed)					1d6	
Melee (one handed)					1d6	
Melee (two handed)					1d8	

* These items weigh little individually. Ten of these items weigh one pound.

† Silver tip or blade, for use against lycanthropes.



Weapon Size

Weapon size affects how different races wield weapons and how those weapons perform in combat. Small weapons are quick and easy to handle, while large weapons offer more power at the cost of speed.

Humans and **Elves** can use small and medium weapons in one hand, but must use large weapons with both hands.

Halflings are more limited—they can use small weapons in one hand, but must use medium weapons with both hands and cannot use large weapons at all.

Dwarves, thanks to their compact strength, can wield medium weapons one-handed and may use some **large weapons** with **two hands**. However, they are restricted from using large weapons longer than four feet, such as two-handed swords, polearms, and longbows. Dwarves may still use certain shorter large weapons, like heavy axes or compact warhammers, if appropriate to their stature.

Some weapons, like bows and crossbows, are always **two-handed** by design, regardless of the wielder's size or race. These restrictions still follow the maximum size limits listed above.

In terms of combat speed, **small weapons** grant a +1 bonus to Initiative due to their quick handling, while **large weapons** impose a -1 penalty because of

their bulk and slower swing. **Medium weapons** do not modify Initiative unless affected by special traits or magic.

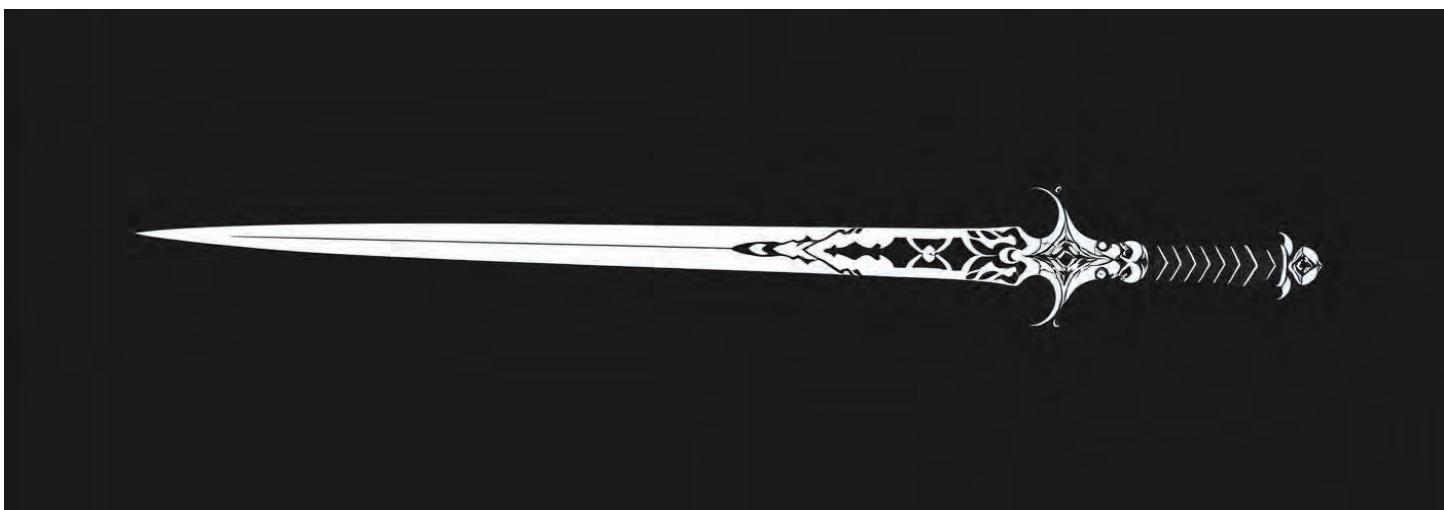
Missile Weapon Ranges

Weapon	Short (+1)	Medium (0)	Long (-2)
Longbow	70'	140'	210'
Short bow	50'	100'	150'
Heavy Crossbow	80'	160'	240'
Light Crossbow	60'	120'	180'
Dagger	10'	20'	30'
Hand Axe	10'	20'	30'
Oil or Holy Water	10'	30'	50'
Sling	30'	60'	90'
Spear	10'	20'	30'
Warhammer	10'	20'	30'

Missile weapon ranges are given in feet.

If the **target** is as close as or closer than the **Short-range** figure, the attacker receives a +1 **attack bonus**.

If the target is **further** away than the **medium range** figure, but not beyond the **Long-range** figure, the attacker receives a -2 **attack penalty**.



Beasts of Burden

	Camel	Mule	Horse, Draft	Horse, Riding	Horse, War	Pony*	Pony, War*
Armor Class:	10	10	10	12	Barding	Barding Barding	
Hit Dice:	2	2	3	2	3	2	2
Attack:	Bite or Hoof	Kick or Bite	Hooves	Hooves	Hooves	Hooves	Hooves
Damage:	1d4	1d4	2d4	1d4	2d4	1d4	1d4
Movement:	50'	40'	60'	80'	80'	60'	60'
Save DC:	15	15	15	15	15	15	15
Morale:	10	13	12	10	5	10	5
Price	80 gp	50 gp	120 gp	75 gp	200 gp	50 gp	80 gp

*Due to their small stature, Dwarves and Halflings generally ride ponies rather than horses.

War Horse Barding

Barding is armor designed to protect an animal's head, neck, chest, and body. Studded Leather, Chain and Plate armor can be purchased as barding. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

No Barding: AC 12

Studded Leather Barding: AC 16 (Cost: 100 gp)

Chain Barding: AC 17 (Cost: 240 gp)

Plate Barding: AC 19 (Cost: 1200 gp)



Armor

Armor Class (AC) is ascending, **armor bonus + Dex modifier** (+ other bonuses).

Armor Class represents how difficult a character is to hit in combat. It reflects a combination of armor, agility, and defensive skill. When an attack is made, the attacker rolls a d20 and adds their attack bonus; if the result meets or exceeds the target's **AC**, the attack hits. A higher **AC** means better protection and a greater chance to avoid being struck.

Armor and Shields

Armor Type	Price	Weight	Armor Class	Init Adj.
No Armor	0 gp	0 lbs.	10	+1
Padded Armor	15 gp	10 lbs.	11	
Hide	10 gp	30 lbs.	12	
Leather Armor	20 gp	15 lbs.	13	
Ring Mail or Studded Leather	25 gp	30 lbs.	14	
Chain Mail	60 gp	40 lbs.	15	
Splint Mail	100 gp	45 lbs.	16	
Plate Mail	300 gp	50 lbs.	17	-1
Field Plate	500 gp	70 lbs.	18	-1
Full Plate	1500 gp	50 lbs.	19	-2
Shield	7 gp	8 lbs.	+1	

Armor Description

No Armor

The character wears ordinary clothing or simple travel gear. Offers no real protection but allows full freedom of movement.

Padded Armor

A thickly quilted cloth or layered gambeson worn over normal clothing. Provides minimal protection but is comfortable and inexpensive.

Hide Armor

Made from treated animal hides or furs. Crude but durable, often used by barbarians or wilderness tribes. Offers fair protection with some restriction to movement.

Leather Armor

Cured and reinforced leather shaped to fit the body. Light and flexible, it provides decent defense without much loss of agility.

Ring Mail / Studded Leather

Leather armor reinforced with small metal rings or studs. Heavier and stiffer than plain leather, offering greater protection at the cost of some flexibility.

Chain Mail

Interlocking metal rings covering most of the body. Common among trained soldiers and adventurers. Balances solid protection with moderate weight and noise.

Splint Mail

Layers of metal strips riveted over a padded underlayer. Offers strong defense for vital areas but restricts movement and adds weight.

Plate Mail

A mix of chain and metal plates covering the body. Provides excellent protection and durability but is heavy and noisy.

Field Plate

Fitted metal armor crafted for professional knights and elite guards. Exceptional protection and coverage, though expensive and cumbersome.

Full Plate

A masterpiece of armor design, covering the entire body in articulated steel. Offers maximum protection and prestige, but requires training to wear effectively and limits agility.

Shield

A defensive tool made of wood or metal, strapped to the arm. Used to deflect blows, arrows, and spells. Shields add to defense but occupy one hand.



Combat

Combat represents fast, chaotic bouts between characters and their foes. Each participant **acts** in order of **initiative**, taking a limited number of **actions** such as moving, attacking, casting spells, or defending.

A full **Combat Bout** lasts about **one minute**, during which all movement, strikes, and actions occur almost simultaneously.

The goal is to resolve each **action** clearly and quickly while keeping the flow of battle dynamic and tense.



Combat Sequence

1. Determine Surprise

If **Surprise** is possible, Roll against **DC 13** (or **DC 15** for **elves** or otherwise **alert** opponents).

- **Ambushers** gain +3 if hidden and prepared.
- **Surprised** combatants lose their first turn.

2. Declare Actions

- Each player declares their intended actions before dice are rolled.
- A character may perform **two Actions** per **Combat Bout** unless a specific ability says otherwise.

3. Determine Initiative Order

Roll **d20 + Dex bonus + Modifiers** such as encumbrance and weapon type.

- Characters **act** in **descending** order (*highest first*).
- **Ties:** Resolve simultaneously
- **Spell Interruption:** If a caster takes damage while casting, roll **DC 10 + Int modifier** to maintain the spell.

4. Resolve Actions

- The GM counts down **Initiative** from highest to lowest.
- Each character performs their declared **Actions** in order.

5. Check Morale

6. Next Combat Bout

Combat Actions & Rules

Movement Actions

Move up to half your normal movement speed.

Sprint Move up to your full normal movement speed. You suffer –1 AC while sprinting.

Withdrawal Back away from an enemy up to half movement while facing them. No opportunity attacks are provoked.

Combat Actions

Melee Attack Make a close-combat strike.
(Cannot be chosen twice.)

Ranged Attack Make a ranged or thrown attack.
(Cannot be chosen twice.)

Charge (2 Actions) Sprint and attack in the same Combat Bout. Gain +2 to hit, deal double damage, but suffer –2 AC until your next Combat Bout.

Defend Focus on defense, gaining +1 AC until your next Combat Bout.

Cast Spell Cast any prepared spell. Movement is allowed before or after casting.

Reload Ready a crossbow, nock an arrow, or reset a ranged weapon.

Perform a Feat Attempt a heroic or cinematic action beyond ordinary ability.

Utility Actions

Draw / Sheathe Ready or stow a weapon or item.

Interact Open a door, pick up an object, mount a horse, etc.

Stabilize Provide first aid to a dying ally.

Hold Action Delay your turn to react later in the initiative. You act when your trigger occurs, then return to your normal initiative next Combat Bout.

Set vs. Charge Ready a spear or polearm to deal double damage against a charging foe.

Use Magic Item Drink a potion, read a scroll, or activate a magical device.

Special Combat Rules

• **Engaged:** Combatants within 5 feet are in melee.

- **Free Movement:** Moving outside 5 feet does not provoke attacks.

- **Attack of Opportunity:** Moving away from or through an opponent's 5-foot reach provokes a free melee attack.

Example Action Combos

Combo	Description
Advancing Attack	Move + Melee Attack
Fighting Retreat	Withdrawal + Defend
Mobile Casting	Cast Spell + Move
Charge	Sprint + Attack
Run Away	Sprint + Sprint
Parry and Dodge	Defend + Defend
Cautious Strike	Melee Attack + Defend

Expanded Action Details

Hold Action: Delay your action to act later in the initiative order. You can react when your declared trigger occurs. Your initiative returns to normal next Combat Bout.

Run Away (Sprint + Sprint): Move double your normal rate. You suffer –2 AC while running. You can sustain this pace for $3 \times \text{CON}$ modifier minutes before becoming Fatigued, after which you can only move normally until resting 30 minutes.

Charge (Sprint + Attack): Move at least 10 feet in a straight line toward your target and make a melee attack.

- **Bonuses:** +2 to hit, double damage.

- **Penalties:** –2 AC until next Combat Bout.

- **Requirements:** Clear path, line of sight, suitable weapon (spear, lance, polearm).

- If Miss:** Opponent may make a free attack of opportunity (+4).

Fighting Withdrawal (Move + Defend):

Carefully retreat up to half speed, maintaining defense. Enemies do not gain opportunity attacks if you keep facing them. If you turn and flee, they do.

Morale Checks

When creatures face danger or losses, they must test their courage with a Morale Check.

Roll: d20 + Morale Modifier

Goal: Meet or exceed the Morale DC based on the situation.

Morale DC +/- Morale Modifier

Situation		Morale DC
First Blood	First casualty or damage	10
Half Strength	Reduced to half HP or numbers	15
Leader Down	Leader killed, incapacitated, or flees	18
Hopeless Odds	Severely disadvantaged	20

Morale Modifiers:

Add or Subtract the **moral modifiers** to the **Morale DC** in the chart above.

Cowardly	+3
Average:	+0
Brave:	-3
Fearless	-5

Failure (Roll < DC): The creature or group breaks morale—they flee, surrender, or retreat from combat.

Success (Roll ≥ DC): The creature holds firm and continues to fight.

Rally Attempts

A broken creature may try to rally once per encounter if the situation improves.

Make another Morale Check when:

- A leader or ally calls for courage (Charisma DC 15), or
- The battle turns in their favor (enemies flee, reinforcements arrive, etc.).
- Add +2 to the roll if the cause is especially inspiring.
- On success, the creature regains courage and returns to the fight.

Attack of Opportunity

An **Attack of Opportunity** is a free melee attack triggered when an engaged opponent moves away or passes through a space an attacker is protecting.

If a character turns their back to a nearby opponent with a ready weapon and starts to move, that opponent gets a “**parting shot**” with +2 to hit, even if they’ve already attacked this Combat Bout.

Creatures with multiple attack options must pick one attack for their opportunity; for example, a tiger with claw/claw/bite can use only one claw or one bite.

Attacking from Behind

Attacks from **behind** an opponent receive a **+2 attack bonus**. This does not combine with the thief’s **Sneak Attack ability**.

Flanking

When a creature and at least one ally are within 5ft of the same enemy on opposite sides, that enemy is flanked. Each of the creatures flanking has advantage of **+1** on **melee attacks** against it.

Ranged Attack

Missile weapons can be used to attack targets at a distance. The farther the target, the harder it is to hit:

- **Short Range:** +1 bonus to the attack roll
- **Medium Range:** No modifier
- **Long Range:** -2 penalty
- **Beyond Long Range:** Target is out of range

If an attacker tries to use a missile weapon against a target who is within 5 feet (i.e., engaged in melee with them), they suffer a **-5 penalty** to the attack roll due to the difficulty of aiming while avoiding close-quarters threats.

An exception applies if the target is **unaware** of the attacker (e.g., struck from behind or distracted). In such cases, apply the **+1** bonus for **Short Range** and an additional **+2 bonus** for **attacking from behind**.

Cover and Concealment

When a **target** is **partially protected**, it becomes **harder to hit**. There are two types of protection:

Cover: Physical barriers like walls, trees, or shields that block or deflect missiles.

Concealment: Obscuring elements like fog, smoke, or foliage that make a target harder to see.

25% Concealed	-1 attack penalty
50% Concealed	-2 attack penalty
75% Concealed	-3 attack penalty
90% Concealed	-4 attack penalty

Ranged and Thrown Weapons

Most ranged weapons, such as **bows**, **slings**, and **thrown weapons**, can be used once per minute. **Light crossbows** may be fired once every 2 minutes, as they require the next minute to reload. **Heavy crossbows** fire once every 3 minutes, with two minutes spent reloading.

Siege weapons and other large devices follow their listed rates of fire, such as one shot every six minutes.

In prepared defenses, several loaded crossbows may be set aside so that a character can drop one and fire another each minute.

Grenade-Like Missiles

Thrown items such as flasks of **oil** or **holy water** function like grenade weapons. A successful **ranged attack** means a direct hit.

Missile weapons that **miss** their target are generally considered lost. **Missed** thrown items are resolved by rolling a **D10** to determine where it lands.

Behind

		10
7	8	9
5	Target	6
2	3	4
		1

Oil

A thrown flask of **oil** deals **1d8 fire** damage when ignited and hits directly. On the following minute, it deals another **1d8** damage unless the target spends that minute putting out the flames by rolling or smothering them. Water does not extinguish burning oil.

Oil with a fuse or wick affects all creatures within five feet of impact for **1d6** splash damage.

Those not directly hit may attempt a **Save DC** to avoid the **splash**. **Oil** burning on the ground lasts for **ten minutes** and causes **1d6 fire** damage each minute to creatures standing in it. Fire-resistant creatures take no damage.

Holy Water

Holy water harms undead. A direct hit deals **1d8** damage, and undead within 5 feet take **1d6 splash** damage. Once exposed to air, **holy water** remains effective for only one minute.

Spellcasting in Combat

Casting a spell requires a free hand and the ability to **speak**. A **bound** or **gagged** caster cannot cast spells. Casting takes as long as a single attack.

If a spellcaster is attacked during casting, even if the attack misses, they must make a **Save DC** on their initiative number or lose the spell. When **2 casters** act on the same **initiative**, both spells **succeed**. A caster who **acts earlier** may delay their spell to **interrupt** another.

Two-Weapon Fighting

A character fighting with **two weapons** must use a smaller weapon in the off-hand, such as a **dagger** or **short sword**. Attacks made this way suffer a **-2 penalty** with the **main** hand and **-5** with the off hand.

Damage and Modifiers

When an **attack** hits, roll the weapon's listed damage. **Strength** bonuses or penalties apply to melee and thrown attacks. **Slings** use **Strength**, but bows and crossbows do not. Magic weapons add their enchantment bonus to damage; cursed weapons apply their penalty instead.

Non-Lethal Attacks

To deal **non-lethal** damage, the attacker declares the intent and takes a **-4 penalty** to hit. The attack deals half normal damage.

If a target is reduced to zero hit points by **non-lethal** damage, they fall unconscious instead of dying.

Further damage becomes lethal. A creature rendered **unconscious** from non-lethal damage regains **1 hit point** after **3d12 minutes** or may be revived by another.

Unarmed Combat

Brawling

Characters can fight unarmed with punches or kicks.

- Punch = **1d3 damage + Strength**.
- Kick = **1d4 damage -2 to hit**.
- Attacking metal armor while unarmored or in leather causes the attacker to take the damage instead.

Grappling (Wrestling)

To start a grapple, make a **melee attack**.

If it hits, both combatants roll a grapple check using **d20** plus **Strength** or **Dexterity** modifier and a size adjustment.

Size	Modifier
Small	-4
Medium	+0
Large	+4

The higher roll wins and keeps the hold.

While **grappling**, a combatant can deal **Brawling** damage, stop an opponent from speaking, use simple magic items, try to steal objects, or move the opponent up to half their speed.

They cannot draw or use weapons, cast spells, or escape another grapple.

The defender cannot move and takes a **-4** penalty to **AC** against others.

They may attempt to **escape** on their next action by making another grapple check.

Up to 4 attackers can grapple one target and combine their bonuses. If someone grapples the grappler, the defender gains **+4** to **escape**.

Winning 3 grapple checks in a row pins the opponent.

The same rules apply to humanoid monsters. Creatures with extra limbs gain **+1 per limb**, flying monsters may carry off opponents, and creatures with automatic touch attacks deal that damage each minute the grapple continues.



Special Combat

Jousting

Jousting is mounted combat where two riders charge at each other with lances, each making one attack as they pass.

Jousting is a popular sport in both **Dunmar** and **Solandil**, where knights compete at festivals and tournaments in a generally nonlethal contest of skill and honor.

- Only the mounted combatants take part in a joust.
- Each pass allows one attack, using initiative to determine who strikes first.
- Both riders use a charging attack that grants +2 to hit and double damage.

A natural 1 on the attack roll = broken lance (a new one is generally provided the next **Combat Bout** if supplied).

- Since both strikes occur at the same time, the usual **AC** penalty for charging does not apply to either joust.
- When hit, a rider must **Save DC 10** (adding Riding skill).

DC 5–9: Stun (–2 AC)

DC 4–6: Unhorse (Save DC -1, –2 AC)

DC 2–3: Knocked out

- Each 5 points of damage is an additional –1 to the next Save DC.

Lance: Damage: 1d8 x2, Piercing, Melee (mounted only)

Notes: A lance must be used from horseback. If used on foot, attacks suffer a **–4 penalty** to hit and do not gain charge bonuses.

Victory

Combat continues until a winner is clear. Tournaments often use blunted weapons for non-lethal damage.

Pit Fighting

Pit fighting is an illegal but thrilling blood sport found in the underworld of many cities of **OnceWas**, especially in **Banorak**, the **Dominion of Sand**, and **Orckrag**. Fighters battle bare-handed or with random weapons for gold, glory, and the roar of hidden crowds.

- Pit fights last up to 5 minutes (5 Combat Bouts).
- Each fighter chooses Strength (STR) or Dexterity (DEX) style, gaining bonuses from Brawling Skill and Improved Brawling Feat.

Each Bout:

- Both roll d20 + bonuses.
- Higher roll wins.
- A critical hit (natural 20) or win by 5 or more on the attack can knock out the opponent (Save DC 12 + CON bonus to stay conscious).

Between Combat Bouts – choose one:

- **Intimidate:** Scare or anger opponent (DC 15 + CHA or STR + Intimidate) = +1 on attack.
- **Cheat:** Subtle trick (DC 15 + DEX + Sleight of Hand) = +1 on attack.
- **Showboat:** Play to the crowd (DC 15 + CHA + Perform) = +1 on attack.

Victory

Win by knockout, or win 3 out of Combat Bouts. In some cases, an unconscious opponent may be finished with a **coup de grace**.

Critical Hit

A natural **20** always **hits**. (Barring magic or silver weapon requirements).

Role an additional **d20** to determine if it is a special.

I-10 (50%) Regular Damage

II-15 (25%) Maximum Damage (for example: a character with regular normal damage of $1d6 + 2$ would have a Maximum Damage of $6 + 2 = 8$)

16-19 (20%) Critical Damage. Roll Regular Damage + Maximum Damage + Modifier (for example $1d6 + 2$, the character rolls a 3 + Maximum Damage of $6 + 2 = 3 + 6 + 2 = 11$)

20 (5%) Critical Damage (see above) plus roll on the chart below:

1d6	Condition	Effect
1	Disarmed	Primary weapon is knocked from enemy's grasp
2	Shaken	-2 to hit, Saves, DC checks
3	Prone	-4 to hit, a -4 AC (melee), +4 AC (ranged)
4	Blinded	-4 to hit, a -4 AC, -2 Init
5	Vicious Strike	x2 Max Damage
6	Devastating Blow	x3 Max Damage



Critical Miss

A natural **1** always **misses**. Role an additional **d20** to determine if it is a special.

I-2 (10%) Weapon breaks, no attack next Combat Bout

3-5 (15%) Sloppy Attack; DEX check (DC15) or opponent gets free attack.

6-10 (25%) Stumble; DEX check (DC20) or -1 to combat rolls and AC for 1d2 Combat Bouts

11-15 (25%) Drop weapon, no attack next Combat Bout

16-20 (25%) Just a Miss.



Adventuring Rules

Constitution Loss

Temporary loss of **Constitution** heals at one point per day after rest. The final point requires a **Save DC** (+ CON) ; failure makes it **permanent**.

A reduced **Constitution** modifier lowers maximum **hit points**. When Constitution improves again, the hit point maximum rises, though current hit points must still be healed normally.

Coup de Grace

A **Coup de Grace** is a deliberate finishing blow delivered to a **Helpless** or **Unconscious** opponent, automatically hitting and dealing lethal damage.

When applied to a **Player Character**, a coup de grace is automatically a **Critical Hit**. If the character survives the damage, they must make a **Save DC** 10 (- Con) + total damage dealt or **die**.

Detecting Traps

To **find traps**, roll an **Investigation check** against **DC 17**.

Thieves and **dwarves** receive bonuses and use the better value. Searching takes **one minute** per **ten-foot** area and can only be done once. **Magic users** and **clerics** may **detect** magical traps at the same difficulty.

Energy Drain

Certain undead and evil magic inflict **negative levels**, causing serious, semi-permanent harm to characters. Each **negative level** does the following:

- Reduces the victim's **hit points** by an amount equal to **one hit die**.
- Imposes a **-1 penalty** on all **attack rolls**, **Save DCs**, and any other **d20 rolls**.
- Imposes a **-1 penalty** on **thief** or **ranger skills**.
- Causes **spellcasters** to lose access to **one** of their **highest-level spell slots**.

Whether the victim gets a **Save DC** to resist depends on the specific source of the energy drain.

If the victim's **hit points** fall to **zero or below** from **energy drain**, they are instantly **slain**. If the energy drain comes from an **undead**, the victim is often transformed into that undead type (details vary by monster).

Extra-Dimensional Space

An **extra-dimensional space** is a magical pocket outside normal **reality** used to store objects or creatures, with limited capacity and special rules for interaction.

Bringing an **extra-dimensional space** inside another tears reality itself, destroying both in an instant.

Astral Gate: A violent rift to the **Astral Plane** erupts at the site, radiating a 10-foot radius of chaotic energy.

Failed Save: Any creature within 10 feet must make a **Save DC**. On failure, the creature is torn from this plane and flung to a random location in the Astral Plane, battered by the forces of the rift.

Successful Save: The creature avoids being sucked in but is blasted 10 feet away by the residual energy.

Contents of the Items: All items within the extra-dimensional spaces are ripped into the Astral Plane, scattered across its infinite expanse. They are irretrievable except by venturing into the Astral Plane and seeking them among its shifting chaos.

Falling Damage

A character takes **1d6 damage** for every **10 feet** fallen and must roll an item **Save DC** to see if their gear survives.

Food and Water

Characters must eat **one day's rations** and drink one quart of **water each day**.

Missing food for two days causes the loss of **one hit point** per day and prevents natural healing.

Missing water for a day causes **1d4 damage** per day and also stops **natural healing**. Healing resumes once nourishment is restored.

Light Sources

A **torch** or **lantern** provides bright light in a 30-foot radius with dim light extending 20 feet further. A **torch** burns for 1 hour. A **lantern** with one flask of oil for 4 hours, and a **candle** illuminates five feet for roughly thirty minutes.

Listening

Any character may attempt to hear noises by making a **Perception check** at **DC 15**. Elves and half-elves gain +1 to the check. Thieves may use their special Listen ability instead. The GM usually rolls in secret to avoid revealing results.

Opening Doors and Bending Bars

Forcing open a stuck door requires a check against **DC 13 (+Str)**. **Locked** doors require **DC 15 (+Str)**, and bending metal bars requires **DC 20 (+Str)**. Success opens or bends the object.

Removing Negative Levels:

Magic such as the restoration spell can remove **negative levels**. When removing a negative level, divide the total hit points lost by the number of negative levels currently affecting the character (round normally) to find out how many hit points are restored.

Example: A character with 3 **negative levels** lost a total of 13 **hit points** ($6 + 5 + 2$). Removing the first **negative level** restores $13 \div 3 = 4$ hit points (rounded).

Now 2 **negative levels** remain, and 9 hit points lost. Removing the second level restores $9 \div 2 = 5$ hit points. One **negative level** remains, with 4 hit points lost, which will be restored when the last **negative level** is removed.

Characters suffering **energy drain** often appear gaunt and haggard, noticeable to careful observers.

Secret Doors

Searching a ten-foot section of wall takes one minute per character. Success on a Perception check **DC 15** reveals the door. **Dwarves** gain +1 to the check. Repeated searches take longer, but eventually succeed. Finding a door doesn't reveal how to open it—an **Investigation** or **Engineering** check may be required.



Conditional States

Ability Damaged

The temporary loss of 1 or more **ability** score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage.

- **Strength 0** is **helpless**.
- **Dexterity 0** is **paralyzed**.
- **Constitution 0** is **dead**.
- **Intelligence, Wisdom, or Charisma 0** is **unconscious**.

Ability damage is different from penalties to ability scores, which go away when the conditions causing them to go away.

Ability Drained

The creature has **permanently** lost 1 or more ability score points. The creature can regain drained points only through magical means.

See **Ability Damaged**.

Blinded

The creature suffers a **-4** penalty to **attack** rolls, a **-4** penalty to **AC**, and a **-2** penalty to its **initiative**.

Blinded characters move at **half** speed.

Blown Away

Depending on its size, a creature can be **blown away** by winds of high velocity. A creature on the ground that is **blown away** is knocked down and rolls **1d4 × 10** feet, taking **1d4** points of damage per 10 feet. A flying creature that is **blown away** is pushed back **2d6 × 10** feet and takes **2d6** points of damage due to battering and buffering.

Charmed

A **charmed** creature regards the **charmer** as a friendly, will not willingly harm them, and will defend them if attacked. The **charmer** has no direct control—the creature interprets requests favorably but acts according to its nature.

The creature can attempt a **Save DC** to break the charm: **daily** (high intelligence), **weekly** (average), or **monthly** (low intelligence).

It gains **+5** to saves if threatened or attacked by the charmer's allies, and gets an immediate save against commands contradicting its nature.

Checked

Prevented from achieving forward motion by an applied force, such as wind. **Checked** creatures on the ground merely stop. **Checked** flying creatures move back a distance specified in the description of the effect.

Confused

A **confused** creature's actions are determined by rolling **D20** at the beginning of their **combat bout**.

d20	Behavior
1–2	Attack caster (or close if out of range).
3–4	Act normally.
5–10	Do nothing but babble incoherently.
11–14	Flee away from caster at top possible speed.
15–20	Attack nearest creature.

A **confused** creature babbles incoherently and cannot act. Attackers gain no special advantage. If **attacked**, the creature automatically retaliates on its next turn (if still **confused**) and only makes **opportunity attacks** against creatures it's already engaged with.

Concentrating

Casting a spell usually requires a clear voice, free hands, and concentration.

Concentration breaks if the caster takes damage (**Save DC 10 + Int to maintain**), casts another concentration spell, becomes incapacitated, or chooses to end it. Some spells also break if the caster attacks or moves more than their normal speed.

Cowering

The creature is frozen in fear and can take no actions. A **cowering** creature takes a **-2** penalty to **AC** and loses their **Dexterity** bonus.

Dazed

The creature is unable to act normally. A **dazed** creature can take no actions, but has no penalty to **AC**. A dazed condition typically lasts 1 **combat bout**.

Dazzled

The creature's **vision** is overstimulated and unfocused. It takes a **-1** penalty on **attack rolls, search checks, and spot checks**.

Dead

A creature **dies** when its **hit points** reach **-10**, its **Constitution** drops to **0**, or it is killed outright by a spell or effect. Its soul departs the body.

Dead creatures cannot benefit from normal or magical healing but may be restored to life through **magic**.

The body **decays** normally unless magically preserved. Spells or effects that return a creature to life also restore the body—either to full health or to the condition at the moment of death, depending on the effect.

Deafened

A **deafened** takes a **-1** penalty on **initiative**, automatically fails **listen** checks, and must beat a **DC 5** when casting spells.

Diseased

Disease sets in after **1d4 hours**. A **diseased** target suffers a **-2** penalty on **initiative, to hit** and on **Save DCs**. **Cure disease** will end the effect.

Drowning

When a creature cannot breathe (such as being underwater or trapped in debris), it enters the **drowning** condition.

Holding Breath:

- A creature can hold its breath for 1 minute + Constitution modifier.
- If it takes damage or struggles (such as trying to break free), reduce the remaining time by 1 minute.

When Time Runs Out:

The creature must make a **Save DC 10 (+Con)** at the start of each **combat bout**.

The **DC** increases by **+1** each Bout.

On a failure, the creature drops to 0 hit points and is **dying**.

Dying

A **dying** creature is **unconscious** and near **death**. At the end of each Combat Bout, the character **loses** 1 hit point. If a dying character reaches **-10** hit points, the character is **dead**.

A dying creature can be **stabilized** with aid from another character (such as a Heal check or magical healing).

Energy Drained

The creature gains one or more **negative levels**, which might permanently drain the character's levels. If the subject has as many negative levels as Hit Dice, they die.

Each **negative level** gives a creature the following penalties: **-1** penalty on **attack rolls, Save DCs, skill checks, ability checks**; loss of **5 hit points**; and **-1** to **effective level** (for determining the power, duration, Save DCs, and other details of spells or special abilities).

In addition, a spell caster **loses** one spell or spell slot from their highest spell level.

Entangled

The creature is ensnared and **can't move** or perform any other physical action. Speech remains possible, however.

Ethereal

Ethereal creatures exists in or travels through the **Ethereal Plane** — a parallel dimension overlapping OnceWas. They tread the mists of the Ethereal Plane, a shadow realm that overlaps our own. From there they may look upon us, drift through stone and steel, and return where the walls between worlds grow thin.

Exhausted

An exhausted creature moves at **half speed** and takes a **-3** penalty to **Strength** and **Dexterity**. After 30 minutes of complete rest, an exhausted character becomes **fatigued**.

Fascinated

A **Fascinated** creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the **fascinating** effect, for as long as the effect lasts. It takes a **-4** penalty on **skill checks** made as reactions, such as **Listen** and **Spot** checks.

Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new **Save DC**. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically **breaks** the effect. A **fascinated** creature's ally may shake it free of the spell as an **action**.

Fatigued

A fatigued creature can't **run** and takes a **-1** penalty to **Strength** and **Dexterity**. Doing anything that would normally cause **fatigue** causes the **fatigued** creature to become exhausted. After **30** minutes of complete rest, affected creatures are no longer **fatigued**.

Frightened

A **frightened** creature flees as best it can. If unable to flee, it may fight. A **frightened** creature takes a **-2** penalty on all attack rolls, **Save DCs**, and

skill checks. They can use special abilities, including **spells**, to flee; indeed, the creature must use such means if they are the only way to escape.

Grappled

A grappled character is held and can undertake only a limited number of actions.

- They cannot use **weapons** or **cast spells**.
- They cannot move and take a **-4 penalty** to **AC**.
- They may attempt to escape on their next action by making another **grapple** check.
- Losing three grapple checks in a row and they are **pinned**.

An opponent is pinned, if the attacker wins three consecutive Grapple Checks. A pinned opponent is held immobile.

Helpless

A **helpless** creature is paralyzed, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. It is treated as having Dexterity 0.

Melee attacks gain a **+4** bonus (as against a prone target).

Thieves can **Sneak Attack**.

Coup de Grace: As a full action, an adjacent attacker may deliver a coup de grace. The attack is automatically a **Critical Hit**. If the character survives the damage, they must make a **Save DC** 10 (- Con) + total damage dealt or **die**.

Incorporeal

Having no physical body. The **incorporeal** are spirits that linger within **OnceWas**, unseen hands brushing against the veil. They have no flesh, no substance, yet dwell among the living. **Incorporeal** creatures are **immune** to all nonmagical attack forms. Only other **incorporeal** creatures, **+1** or better **magic** weapons, spells, spell-like effects, or supernatural effects can harm an **incorporeal** creature.

Invisible

An invisible creature is visually undetectable. An invisible creature gains a **+2** bonus on **attack** rolls against sighted opponents and ignores its opponents' **Dexterity** bonuses to **AC**.

Nauseated

Nauseated creatures are unable to **attack**, **cast spells**, or do anything else requiring **focus**. The only action such a character can take is a single **move** action per **combat bout**.

Panicked

A **panicked** creature drops anything it holds and flees at top speed, taking a random path. It can take no other actions. The creature suffers a **-2** penalty on all **Save DCs**, **skill checks**, and **ability checks**. If cornered, it **Cowers**. It may use special abilities or spells to escape and must do so if that's its only means.

Panicked is a more extreme state of fear than **shaken** or **frightened**.

Paralyzed

A **paralyzed** creature is frozen in place, unable to move or act physically. It has effective **Strength** and **Dexterity** scores of 0 and is considered **helpless**, though it can still take purely **mental** actions. A flying creature that becomes paralyzed cannot flap its wings and falls. A swimming creature that becomes paralyzed cannot swim and may drown.

Petrified

A **petrified** creature has been turned to stone and is considered **unconscious**. If a **petrified** creature cracks or breaks but all pieces are present and rejoined when it returns to **flesh**, the creature is unharmed.

However, if any part of the **petrified** body is missing when restored, the creature's body is likewise incomplete, resulting in permanent hit point loss and/or lasting debilitation.

Pinned

A pinned opponent is held immobile and considered **helpless**.

Poisoned

A **poisoned** creature suffers a **-2** penalty on **initiative**, **attack rolls**, and **Save DCs**. While poisoned, all **healing** is only **50%** effective. This condition lasts until the creature receives **Neutralize Poison**, an **antidote** or **rests** for **1d4 days**.

Prone

A **prone** combatant is on the ground. When attacking, the prone combatant has a **-4** penalty on melee **attack** rolls and cannot use a ranged weapon (except for a crossbow). While defending, they gain a **+4** bonus to **AC** against **ranged** attacks but suffer a **-4** penalty to **AC** against **melee** attacks.

Standing up is a move-equivalent action that provokes an **attack of opportunity**.

Shaken

A **shaken** creature takes a **-2** penalty on **attack** rolls, **Save DCs**, **skill checks**, and **ability checks**. Shaken is a less severe state of fear than frightened or panicked.

Sickened

A **sickened** creature takes a **-2** penalty on all **attack rolls**, **weapon damage rolls**, **Save DCs**, **skill checks**, and **ability checks**. This condition lasts 10-40 (1d4) minutes or until the creature is healed or rests.

Stable

A creature that was **dying** but has stopped **losing** hit points and still has **negative hit points** is **stable**. A stable creature is no longer **dying** but is still **unconscious**. If the creature is **stable** because of aid from another character (such as a stabilize or magical healing), then the character no longer loses hit points.

There is a slim chance (DC 19 +con) that a character can become **stable** without aid.

Staggered

A creature whose **non-lethal** damage exactly equals their current **hit points** is **staggered**. A **staggered** creature may take a single **move action** or **standard action** each **combat bout** (but not both, nor can the character take full actions).

A creature whose current hit points exceed their non-lethal damage is no longer **staggered**; a character whose non-lethal damage exceeds their hit points becomes **unconscious**.

Stunned

A **stunned** creature drops everything that they are holding, can't take actions, takes a **-2 penalty to AC**, and loses their **Dexterity** bonus to **AC**.

Turned

Undead that are affected by a **turn undead** attempt must flee for **10 minutes** by the best and fastest means available to them. If they cannot flee, they **cower**.

Unconscious

An **Unconscious** creature is knocked out and helpless.

Unconsciousness can result from having current hit points drop to **0** or below, or from **non-lethal** damage more than current **hit points**.

A creature rendered **unconscious** from non-lethal damage regains **1 hit point after 3d12 minutes** or may be revived by another.



Senses

Aurasight

Range: 30 ft.

The creature can see the **auras** surrounding living beings, revealing emotional states, ethos or magical influence.

Blindsight

Range: 30 ft. (common), up to 60 ft. for exceptional creatures

The creature perceives its surroundings **without** relying on **sight**, using alternate senses such as **hearing, smell, or vibration**. It detects creatures and objects within range, ignoring invisibility and darkness, but requires a clear line of effect.

Blindsight does not grant color perception and is ineffective against gaze attacks.

Darkvision

Range: 60 ft. (typical), up to 120 ft. for powerful creatures

The creature **sees** in darkness as though it were dim light, usually in shades of gray. **Darkvision** functions in total darkness but not in magical darkness.

Detect Life

Range: 30–60 ft.

The creature senses the presence of **living** creatures within range, often perceiving them as glowing or vital auras. It ignores **invisibility** and concealment against living targets.

Detect Magic

Range: touch

A creature can sense **magical energy** through touch. **Magical objects or creatures** produce warmth, tingling, or other subtle sensations.

Divine Sense

Range: 60 ft.

The creature senses **celestial, fiendish, or consecrated/desecrated presences** within range, often revealing **moral alignment** (good or evil) or planar origin.

Detect Undead

Range: 60 ft.

The creature senses **undead** within range, revealing their presence and sometimes their strength or nature.

Echolocation

Range: 60 ft.

By emitting **sound waves** and interpreting the returning echoes, the creature **navigates** and detects unseen creatures or obstacles in complete darkness.

Magic Awareness

Range: 30 ft.

The creature senses the presence of **magic** within range, including active spells and magical items, though it does not identify their exact nature or effects.

Mindsense

Range: 60 ft.

The creature detects **psionic or mental activity**, perceiving sentient thoughts or psychic energy nearby.

Scent

Range: 30 ft. (typically; 60 ft. upwind, 15 ft. downwind)

The creature detects creatures and objects by **smell**, identifying familiar odors and **tracking** targets within range.

Soulsight

Range: 30 ft.

The creature **perceives** the **souls** or **spiritual essence** of beings, allowing it to detect **incorporeal** entities or sense moral alignment (good or evil).

Telepathy

Range: 100 ft. (typical), up to 120 ft. for advanced telepaths

The creature can communicate mentally with others within range. Some forms require a shared language; others allow mutual understanding without words.

Tremorsense

Range: 60 ft.

The creature detects vibrations through solid ground, pinpointing the location of creatures or objects in contact with it. Tremorsense does not function against flying or incorporeal creatures.

Truesight

Range: 120 ft.

The creature perceives things as they truly are. It sees invisible creatures, illusions, and into the Ethereal Plane, and can see through both magical and non-magical darkness.

Void Sense

Range: 60 ft.

The creature perceives the presence of extra planar entities, dimensional tears, or spaces “between” planes.



Tables and Charts

Reaction Roll table

D20 DC + Cha Bonus + Leadership or Diplomacy Skill Bonus	Reaction	Description
1	Murderous Hostility	Immediate attack or ambush. No negotiation possible unless overwhelming force is shown
2-5	Hostile	NPC acts aggressively or prepares to fight. Might threaten or demand surrender.
6-9	Wary or Suspicious	Skeptical, defensive, or fearful. May parley briefly but expects deceit.
10-11	Neutral or Indifferent	No strong feeling either way. Will talk, trade, or move on depending on circumstance.
12-15	Cautiously Curious	Open to negotiation, small talk, or simple trades. Can be influenced with gifts or charm.
16-19	Friendly	Welcoming and helpful. Will offer guidance, supplies, or safe passage without much hesitation
20	Enthusiastic Ally	Immediate acceptance or cooperation. May volunteer aid or information unprompted.
21+	Devoted or Inspired	Deep respect or admiration. Becomes a follower, loyal friend, or temporary companion.

When dealing with NPCs, creatures, or intelligent monsters, roll 1d20 + Charisma modifier + Leadership or Diplomacy bonus to determine their initial attitude.

This roll represents first impressions — the mix of body language, tone, and presence that sets the tone of the encounter.

The GM may apply modifiers based on:

- Circumstances: Is the meeting peaceful, tense, or during combat?
- Appearance: Are the characters clean and confident, or wounded and ragged?
- Known Reputation: Word of heroism, cruelty, or deceit spreads fast; a good or bad name can shift attitudes by ±2 to ±5.
- Race and Culture: In some regions, elves may earn trust; in others, dwarves may be viewed with suspicion.
- Deeds and History: A group that once helped the locals might gain advantage, while past offenses cause hostility.
- Environment or Timing: Meeting at night, in a dangerous place, or during famine may worsen reactions.

Mishap/Complication Table

D20 DC	Result	Description
1–4	Disaster	Complete failure with major consequences — plans collapse, equipment breaks, or allies are endangered.
5–8	Failure	Complete failure with minor consequences — wasted effort, lost time, or slight harm.
9–12	Mixed Outcome	Partial success but with major drawbacks — the goal is achieved, but something important goes wrong.
13–16	Flawed Success	Partial success with minor issues — it works, but not smoothly or cleanly.
17–20	Rough Success	Mostly successful outcome, though awkward or poorly executed. The result holds, but just barely.

The **Mishap/Complication** table is used when an action doesn't cleanly succeed or fail—such as a risky maneuver, experimental spell, or desperate skill attempt. Instead of a simple pass/fail result, it adds nuance and story flavor, showing **how well or poorly** something went and what consequences follow.

It helps the GM decide outcomes that feel dramatic and unpredictable, especially when dice rolls fall near the middle or when a situation calls for partial success with complications.



Spells

Spells represent focused bursts of magical power, shaped by training, will, or divine favor. Each spell produces a specific effect—summoning fire, healing wounds, charming minds, or bending the laws of nature.

Casting a spell usually requires a clear voice, free hands, and **concentration**. Concentration breaks if the caster takes damage (Save DC 10 + Intelligence modifier to maintain), casts another concentration spell, becomes incapacitated, or chooses to end it. Some spells also break if the caster attacks or moves more than their normal speed.

Spells are learned, memorized, or granted through devotion, depending on the caster's class or tradition. Once cast, the magical energy dissipates until reprepared or restored through rest, study, or prayer.

Touch Attack

When casting touch spells on unwilling targets, make a touch attack: roll 1d20 + attack bonus vs. target's AC ignoring armor/shield/magic bonus (10 + Dex + size). Success means the spell takes effect.

A spellcaster can hold a missed touch spell for multiple Combat Bouts and retry each turn until it hits or the spell is dismissed.

Casting

Spellcasters must have at least one free hand and be able to speak to cast spells. Binding or gagging prevents casting. During combat, casting a spell takes the same amount of time as making an attack.

Spell Disruption

If a spellcaster is attacked while casting—even if the attack misses—they must make a Save DC + INT on their Initiative count. On a failure, the spell is disrupted and lost. If two spellcasters cast on the same Initiative, both spells succeed. A spellcaster can only disrupt another's casting by acting earlier in Initiative and delaying their own spell until just before the opponent's turn.

All Spells (Clerical, Druidic and Magical) In Alphabetical Order

A

Alarm

Magic User 1

Range: 20 feet+10 feet/level

Duration: 2 hours/level

Alarm protects an area and warns the caster when any creature larger than a rat enters or touches it. The caster decides if the alarm is mental or audible and may set a password to let chosen creatures pass safely.

A **mental alarm** alerts the caster with a brief “ping” within 1 mile and cannot be silenced.

An **audible alarm** rings like a hand bell for 1 minute, heard up to 60 feet away (less through walls or doors) and blocked by silence.

Incorporeal creatures do not trigger the **alarm**.

Alter Appearance

Magic User 2

Range: self

Duration: 2 hours/level

The magic user **alters** their appearance—including clothing and gear—to resemble any human-shaped creature, up to **50%** taller, shorter, thinner, or heavier.

The spell doesn't affect **abilities or equipment** and lasts for the duration, until ended or the caster's death, when their true form is revealed.

Analyze Magic

Magic User I

Range: 5 feet

Duration: 1 hour/level

This spell allows the caster to learn all properties of a **magical item** or **enchanted area**. It reveals effects, bonuses, curses, activation words, school of magic, sentience, and the exact number of charges if any. The caster must **focus** and keep the item within 5 feet for **one full minute**. If **focus** is broken or the item is moved, the spell fails.

Animal Friendship

Druid I

Range: 30 feet

Duration: permanent

When a druid encounters a normal or giant (non-magical) **animal**, they may spend one **10 minutes** casting this spell. During casting, the animal remains calm and does not attack unless **provoked**. At completion, the animal makes a **Save DC**. On a success, it acts naturally; on a failure, it becomes a loyal friend for life, aiding the druid willingly.

The bond is emotional, not magical—if mistreated or ignored, the animal can attempt another **Save DC** to end the friendship. A druid may have a number of animal friends with a total Hit Dice equal to their level; attempts beyond this limit automatically fail.

Animate Dead

Cleric 4, Magic User 4 (Black)

Range: touch

Duration: special

This spell raises **skeletons** or **zombies** from bones or corpses to serve the caster.

Tiny and **Gargantuan** bodies can not be raised.

The total undead created can have total **Hit Dice** up to the caster's level (maximum 10 HD).

Skeletons and **zombies** act under the caster's control and follow verbal commands.

Size	Type	HD	AC	Attack
Small	Skeleton	.5	14	1d4 dmg
Medium	Skeleton	1	13	+1 to hit 1d6 dmg
Large	Skeleton	2	13	+2 to hit d8 +1 dmg
Huge	Skeleton	3	13	+3 to hit d10 +2 dmg
Small	Zombie	1	11	2d4 dmg
Medium	Zombie	2	10	+1 to hit 2d4 +2 dmg
Large	Zombie	3	10	+2 to hit 2d6 +3 dmg.
Huge	Zombie	4	10	+3 to hit 2d8 +4 dmg

Undead Fortitude. When reduced to 0 hit points, the **Zombie** can make a **Save DC 14** and instead be at **1 hp**.

The remains must be mostly **intact**, and the caster must touch them during casting. Intelligent **undead** (such as ghouls or wights) cannot be created with this spell.

This spell is widely considered **evil** and is outlawed in most lands; its use often attracts unwanted attention from holy orders and local authorities.

Animate Objects

Cleric 6
Range: 100 feet
Duration: 1 minute/level

This spell brings non-living **objects** to life, allowing them to move and attack as the caster commands. **Objects** being worn or carried can't be affected. The caster can animate one object per level, each weighing up to **25 lbs. per level** (for example, 150 lbs. at 6th level or 250 lbs. at 10th level).

Animated objects use the caster's attack bonus. Small ones deal **1d4 damage**, medium ones **1d6**, and large ones **1d8**. Weapons deal their normal damage, to a maximum of **1d8**. Animated objects move up to 10 feet per minute and must stay on the ground—walking, rolling, or sliding rather than flying.

Animal Form

Druid 3
Duration: self
Duration: 1 hour/level

The druid changes into any **natural animal** with **Hit Dice** up to their caster **level**. They retain their own mind but gain the animal's physical abilities. The transformation lasts **1 hour per level**, ending early if the caster chooses or is killed while in the animal form.

Animate Natural Objects

Druid 6
Range: 100 feet
Duration: 1 minute/level

This spell functions like **Animate Objects** but only affects **natural materials**. It can be cast on living trees, plants, fungi, wooden items, raw stone or earth, ordinary fires, or natural bodies of water or ice.

Animate Tool

Magic User 0
Range: 10 feet
Duration: 10 min/level

The caster imbues a small, non-weapon **tool**—such as a quill, spoon, needle, or hammer—with a brief spark of animation, allowing it to perform a simple, repetitive task for **ten minutes per level** that caster must be capable of performing themselves.

The animated tool **cannot** be used as a **weapon**, and its actions are limited to basic functions (writing, hammering, stirring, sewing, etc.).

Anti-Magic Shell

Druid, 7, Magic User 6
Range: 10 foot Radius
Duration: 10 minutes/level

This spell creates a **10-foot radius of null magic** centered on the caster. Within this area, all **magical effects** cease to function for the duration. **Spells**, **magical attacks**, and **enchanted items** are nullified and rendered **inactive** within the area. The caster is completely protected from **magical harm** but cannot **cast spells** or use any **magic items** until the effect ends.

Arcane Blast

Magic User 0
Range: 30 feet
Duration: instantaneous

This **inherent** spell shoots a **bolt** of arcane energy at a target within **30 feet**. The target makes a **Save DC** to avoid all damage. If they **fail**, the bolt deals **1d4 damage**. It can hit creatures vulnerable only to **magical weapons** but doesn't affect **objects**.

Arcane Blast , Greater

Magic User 0
Range: 40 feet
Duration: instantaneous

This is a Feat that upgrades Arcane Blast has a 40-foot range and deals 1d6 damage. The target makes a **Save DC**—if they succeed, they take half damage. It works against creatures vulnerable to magical weapons but doesn't affect objects.

Astral Projection

Magic User 7
Range: self
Duration: special

The caster's spirit leaves their body to travel in **astral form**. The caster can bring one creature per two caster levels, as long as everyone is linked in a circle when cast.

Astral Form: Participants become ethereal, semi-solid manifestations of their consciousness. They retain mental abilities and can **pass through objects** and **fly**. Clothing and powerful magic items manifest with them, but mundane items do not.

Duration: Indefinite, until the caster ends it or the **astral form** is destroyed.

Death & Return:

If an **astral form** is destroyed, the spirit returns to its original body (which **remains** in suspended animation)

If an **original body** is killed, the astral form vanishes and the spirit returns to the body.

Travel: The caster can choose to travel to **another plane** or remain on the **current plane** in **astral form**. To change planes while already in **astral form**, the caster must end the spell, return to their body, and cast it again.

B

Baladir's Intervening Hand

Magic User 4
Range: 20 feet/level
Duration: 1 min/level

Creates a **disembodied spectral hand** (man-sized to gargantuan) that positions itself between the **caster** and a chosen **opponent**, staying between them regardless of movement. The hand cannot be fooled by invisibility or polymorph and does not pursue opponents.



Hand Statistics:

- AC 15
- HP equal to caster's full health
- Vanishes if destroyed
- Provides 75% cover for the caster against the opponent giving a +3 AC bonus.

Effect: Creatures under 2,000 pounds are slowed to half movement when trying to push past the hand.

At any time, the caster can designate a new target. The caster can dismiss the hand at will.

Baladir's Pushing Hand

Magic User 6
Range: 20 feet/level
Duration: 1 min/level

A more powerful version of **Baladir's Intervening Hand**. Creates a disembodied hand (man sized to gargantuan) that positions itself between the caster and a chosen opponent, staying between them regardless of movement.

Push Effects by Weight:

- 500 lbs or less: Pushed to the hand's range limit or against a surface
- 500-2,000 lbs: Movement slowed to 10 feet per minute
- Over 2,000 lbs: Movement slowed by 50%

Hand Statistics:

- AC 18
- HP equal to caster's full health
- Deals no damage
- Vanishes if destroyed
- Provides 75% cover for the caster against the opponent giving a +3 AC bonus.

The caster can command the hand to retreat or dismiss it at will.

Baladir's Righteous Fist

Magic User 7
Range: 20 feet/level
Duration: 1 min/level

A superior version of **Baladir's Pushing Hand**. Creates a disembodied hand (5 to 21 feet) that grasps a creature designated by the caster, holding them regardless of attempts to escape.

Grasping Effects by Weight:

- 1,000 lbs or less: Held motionless
- 1,000-4,000 lbs: Movement slowed to 10 feet per minute
- Up to 16,000 lbs: Movement slowed by 50%

Hand Statistics:

- AC 18
- HP equal to caster's full health
- Deals no damage
- Vanishes if destroyed
- Provides 75% cover for the caster against the opponent giving a +3 AC bonus.

The caster can command the hand to retreat or dismiss it at will.

Barkskin

Druid 2, Magic User 3
Range: touch
Duration: 4 minutes + 1 min/level

The target's skin becomes tough as **bark**, setting their base **AC** to **17**.

For a **Druid**, at 6th level the **AC** becomes 18, at 8th level it's 19, and at 10th level it's 20.

For a **Magic User**, at 8th level the **AC** becomes 18, at 10th level it's 19, and at 12th level it's 20.

This does not stack with armor or magical **AC** bonuses. The spell also grants a +1 bonus to **Save DCs** against all attack forms except magic.

Beacon

Cleric 6, Druid 6

Range: touch

Duration: 30 min/level

This spell calls upon **divine** guidance to reveal the surest **route** toward a specific, known destination. The caster must have some knowledge of the location—through prior visit, clear description, or revelation.

While the spell lasts, the recipient feels a steady **pull** toward the **correct path**, instinctively knowing the most direct and safe route to reach the destination. **Obstacles, traps, and false paths** are subtly **revealed** through divine intuition—a sense of **unease** warns against danger, while warmth and clarity mark the right direction.

Beacon cannot cross **planes** or penetrate areas **warded** against **divine** magic.

The spell **ends** when the destination is reached or when the duration expires. **Beacon** reveals routes to places, not **creatures** or **objects**.

Blade Barrier

Cleric 6

Range: 90 feet

Duration: up to 10 minutes

Creates a wall of whirling blades, either:

- **Straight wall:** Up to 200 feet long.
- **Ring:** Radius up to 30 feet.

Both forms are up to 20 feet high.

The wall is stationary and does not require concentration.

Damage: A creature takes **8d6** slashing damage when it enters the barrier's space for the first time on a turn or starts its turn there. **Save DC** for half damage.

Casting on Creatures: If the barrier forms in a space occupied by creatures, they take damage immediately.

A successful **Save DC** allows them to move to either side without taking damage

Cover: The barrier provides **+4 AC** against attacks made through it.

Bless*

Cleric 2

Range: 50 feet

Duration: 1 min/level

Grants the caster and allies within a 50 foot radius a **+1** bonus on attack rolls, morale checks, and **Save DC** checks.

Hex (Reverse) afflicts enemies within a 50 foot radius with a **-1 penalty on attack rolls, morale checks, and Save DC checks**.

Blight

Magic User 5 (Black)

Range: touch

Duration: instantaneous

Withers a single touched plant of any size. Against plant creatures, the spell deals **1d6 damage** per **caster level (Save DC for half damage)**.

Non-creature plants immediately wither and die with no **Save DC**.

Only the touched plant is affected.

Blink

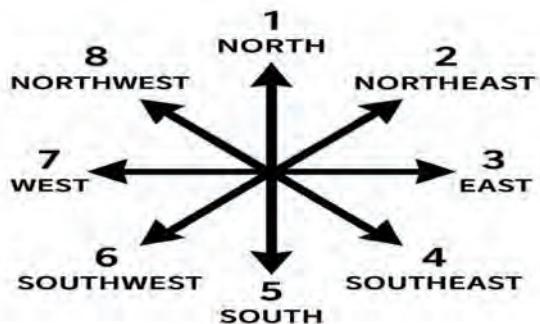
Magic User 5

Range: self

Duration: 1 min/level

The caster rapidly **teleports** 10 feet in a **random** direction each Combat Bout. They can choose whether to blink **before** or **after** another **action** (move, attack, or cast a spell).

While **blinking**, the caster gains **+4 AC** due to the unpredictable movement.



Roll a d8 to determine random direction.

Reroll if a **Blink** places the caster inside a solid object. If no open space exists, the caster becomes trapped on the **Ethereal Plane** until the spell ends.

Boneskin

Magic User 2

Range: self

Duration: 2 min/level

Bone armor encases the caster, granting a **+4** bonus to **AC** and a **+1** to all **Save DCs**. This **armor** does not interfere with spellcasting.

This spell does not stack with normal armor or magical protection.

The armor's fearsome appearance grants a **+1** bonus to **intimidation** checks but imposes a **-3** penalty to **reaction rolls**.

Burning Hands

Magic User 1

Range: 5 feet

Duration: 1 minute

The Magic User's hands ignite with flames, creating a 5-foot cone in a 120° arc. Any creature caught in the flames takes **$1d4 + 2$ per caster level** fire damage (maximum **+10**), or half damage on a successful **Save DC**.

Flammable materials in the area catch fire but can be extinguished the following Combat Bout if no other action is taken.

C

Call Lightning

Druid 3

Range: 50 feet

Duration: 100 feet + 10 feet/level

The Druid summons a 5-foot wide, 30-foot long **bolt of lightning** to strike a target within range, dealing **$3d6$ electricity damage**.

Making a **Save DC** halves the damage. In a storm, a **bolt** deals **$3d8$** damage. This spell can only be cast **outdoors** or under open sky.

Call Poltergeist

Magic User 2 (Black)

Range: 50 feet

Duration: 1 hour/level

This spell summons a **minor spirit**. It can perform one simple task at a time—fetching, cleaning, opening doors, or carrying objects up to 10 pounds.

The spirit is helpful but unpredictable. Each round, **roll d20 + Charisma**

d20	Result
1	Refuses to leave when spell ends
2-4	Gets distracted/plays harmless prank.
5-8	Refuses to help this round.
9-14	Dramatic flair—slamming, tossing, or humming.
15-20	Performs the task normally.

The spirit can **distract** a creature within 30 feet.

Roll DC: 15+, the target has **-1** on its next attack; on 1–4, an ally is **distracted** instead.

Call Woodland Beings

Druid 4

Range: 120 feet

Duration: 1 min/level

This spell summons woodland creatures to the **Druid's** aid. The creatures appear at a chosen location and act immediately on their turn. They will attack the **Druid's** enemies unless directed to refrain from attacking, and focus on specific targets, or perform other tasks.

The summoned creatures are determined by rolling **1d4**:

1. 6 Darklings (Small Fey)
2. 4 Nettle Boars (Medium Plant)
3. 2 Perytons (Medium Monstrosity)
4. 1 Lesser Treant (Huge Plant)

This spell functions only **outdoors** in a natural environment and cannot be cast within villages, towns, or cities.

Reference the *Compendium of Creatures* for stats and descriptions.

Charm Animal

Druid 2

Range: 60 feet

Duration: level+1d4 minutes

This spell **charms** one or more animals, up to a total number of **HD** equal to the **caster's level**. The caster chooses which animals are affected first; any remaining Hit Dice beyond this limit are unaffected.

Normal and giant-sized animals are automatically charmed, while magical or unusual creatures may make a **Save DC** to resist. **Charmed** animals remain friendly for the spell's duration, then revert to their normal behavior.

The spell does not grant **direct communication**, but can be combined with *Speak with Animals* for greater utility.

Charm Monster

Magic User 4

Range: 30 feet

Duration: special

This spell functions like **Charm Person**, except that the effect is not restricted by creature type or size. Undead monsters are unaffected. This spell can affect **3d6 HD** of creatures of **3 or fewer HD**, or **1 creature of more than 3 HD**. **Save DCs** are made just as for charm person.

Charm Person

Magic User 1

Range: 30 feet

Duration: special

This spell charms **1 humanoid creature** with **4 Hit Dice or less**, causing it to regard the caster as a friendly acquaintance. **Humans** and **demi-humans** are always affected. The target can **resist** with a **Save DC**, gaining a +5 bonus if threatened or attacked.

The spell does not control the target's actions—it simply makes the creature more **friendly**. The caster may give commands, but the target will not act against its nature and may attempt to break the **charm**. The caster must speak the target's language or use pantomime to convey commands.

While **charmed**, the creature will attempt to **protect the caster** if attacked. The target can attempt to break the charm periodically:

- **Every day** if highly intelligent
- **Every week** if average intelligence
- **Every month** if of low intelligence

Chill

Magic User 1

Range: 10 feet

Duration: instantaneous

The magic user sends a wave of frigid energy toward one creature within range, dealing **1d4** points of **cold damage**. The target must also **Save DC** or suffer **-1** to **melee attack rolls** and **damage** for **1d6 Combat Bouts**.

If a **large heat** source is nearby, the target gains a **+2** bonus on its Save DC.

Clairaudience

Magic User 3

Range: 90 feet

Duration: 12 minutes

The caster can hear **sounds** originating from a chosen location within **90 feet**. They select the direction and approximate distance, and the spell transmits sound to them.

The caster may shift the focus to a different location, allowing multiple areas to be monitored over time.

- The spell only lets the caster hear; it doesn't grant seeing or let them interact with the area.
- Silent creatures or objects cannot be heard.
- Magical silence or similar effects block the hearing granted by this spell.

Moving beyond the spell's range ends the effect. The spell can be recast to listen from a new location.

Clairvoyance

Magic User 3

Range: 90 feet

Duration: 12 minutes

The caster can **see** a specific spot within **90 feet**, as if looking from that location. They must choose the direction and approximate distance. If the area is blocked or too far away, the spell fails. Magical barriers or effects that block sight cannot be seen through.

While **concentrating**, the caster can change their view to a new location allowing them to watch different places.

If the caster moves out of range, the spell ends but can be cast again to see elsewhere.

- The spell only lets the caster see; it doesn't grant hearing or let them interact with the area.
- Hidden creatures or objects behind total cover cannot be seen.
- Magical darkness or similar effects block the vision granted by this spell.

Clean*

Magic User 0

Range: 30 feet

Duration: instantaneous

A magic user can clean, shine, dust, or polish a small **object** or surface up to 1 square foot in size. When cast in **reverse** as **Dirty**, the spell makes the same area tarnished, scuffed, dusty, or generally unclean.

Cloudkill

Magic User 5

Range: 100 feet+10 feet/level

Duration: 1 min/level

A poisonous green **cloud** appears within range. The **cloud** has a **20 foot** radius and is **20 feet high**.

Creatures with **3 Hit Dice** or fewer **die** instantly upon contact. Those with **4 to 6 Hit Dice** must make a **Save DC** each Combat Bout they remain in the cloud or **die**; success results in **1d10** poison damage.

Creatures with **more than 6 Hit Dice** take **1d10 poison** damage per Combat Bout; **Save DC** for half.

The **cloud** dissipates after duration ends or when dispelled by magic such as **Gust of Wind** or **Dispel Magic**.

Command

Cleric 1
Range: 30 feet
Duration: 1 minute

The cleric speaks a single-word command that a creature within range must obey, provided the word is clear and imperative (such as **halt**, **flee**, or **sleep**). The target must understand the caster's language and will attempt to carry out the command to the best of its ability. Commands like **die** cause the target to fall and feign death, not truly perish.

Undead are unaffected. Creatures with Intelligence 13 or higher, or 6 or more Hit Dice, may make a Save DC to resist the effect.

Command Undead

Magic User 1 (Black)
Range: 130 feet
Duration: special

This spell allows the caster to influence an undead creature. If the undead is intelligent, the spell works like charm person, affecting **2 HD** per caster level (instead of the usual 4 HD), with the same duration.

If the undead is unintelligent, the caster gains complete control with no **Save DC**, and the control is permanent.

However, any unintelligent undead controlled count against the caster's re-animation control limit.

Commune

Cleric 5
Range: self
Duration: 1 min/level

The cleric contacts their **deity** to receive divine guidance. The cleric may ask **three questions**. The deity responds with answers that may be clear, cryptic, or partially obscured, depending on its knowledge, disposition, and the nature of the question.

The deity may choose not to answer questions about free will, secret plots, or events that could undermine the story, preserving narrative balance.

Commune Table

(1d20)	Description
1-3	The deity refuses to answer—no information is provided.
4-9	Partial or misleading answer; interpretation is required.
10-15	Clear and direct answer.
16-20	Success; Clear but Succinct answer
18-20	Clear answer with additional divine insight or subtle guidance (e.g., hints about danger, timing, or hidden threats).

The deity may choose not to answer questions about free will, secret plots, or events that could undermine the story, preserving narrative balance.

Usage Limit: The cleric may cast **Commune** only once per week or risk irritating the deity.

Commune With Nature

Druid 5
Range: see text
Duration: 10 minutes

This spell allows the caster to become one with nature, gaining knowledge of the surrounding area.

After 10 minutes of concentration, the caster learns one fact per caster level about the terrain, plants, minerals, bodies of water, wildlife, nearby settlements or structures, or the presence of powerful or unnatural creatures.

In **outdoor settings**, the spell covers a radius of 1 mile per caster level. In natural underground environments, the radius is **100 feet per caster level**. The spell doesn't work in constructed areas like dungeons or towns.

Confusion

Magic User 4

Range: 200 feet

Duration: 2 minutes +1 min/level

This spell causes up to **3d6** living creatures within a **30' radius circle** around the target point to become confused, making them unable to independently determine what they will do. A **Save DC** is allowed to resist the effect. Roll on the following table on each subject's **Initiative** each Combat Bout to see what the subject does.

d20	Behavior
1-2	Attack caster (or close if out of range).
3-4	Act normally.
5-10	Do nothing but babble incoherently.
11-14	Flee away from caster at top possible speed.
15-20	Attack nearest creature.

A **confused** character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character.

Any **confused** character who is attacked automatically retaliates on its next turn, as long as it is still confused when its turn comes.

Conjure Elemental

Druid 5, Magic User 5

Range: 220 feet

Duration: special

This spell opens a portal to one of the Elemental Planes—**Air, Earth, Fire, or Water**—allowing the caster to summon an elemental from that plane. The caster may summon only one elemental of each type per day.

Once summoned, the **elemental** serves the caster indefinitely as long as the caster concentrates solely on controlling it. The caster cannot cast spells, engage in combat, or move at more than half their normal speed without losing concentration.

While controlling the **elemental**, the caster can dismiss it back to its native plane at any time. If concentration is lost, the caster loses control, and the elemental becomes hostile, attacking the caster and anyone else in its path. Only **Dispel Magic** can banish the elemental if control is lost.

Elementals may choose to return to their plane voluntarily, as they do not prefer to stay in **OnceWas** for long.

Continual Light*

Magic User 2

Range: 220 feet

Duration: 1 year/level

This spell creates a **30-foot radius sphere** of bright light (full daylight), with dimmer light extending to 60 feet. The light lasts for one year per caster level and can be cast on an object, in the air, or on a creature up to 220 feet away.

If cast on a creature's **eyes**, they must make a **Save DC** to avoid blindness. A failed save causes a **-4 penalty** on attack rolls while blinded.

The **reversed** version, **Continual Darkness**, creates total **darkness** in the area, overpowering normal light. It can also **blind** creatures like **Continual Light**.

Control Temperature, 10' Radius

Druid 4

Range: special

Duration: 1 hour/level

The caster can alter the temperature within a **10-foot radius** sphere around them, changing it up to **10°F per caster level**, either **hotter** or **colder**.

The effect is immediate and can be adjusted freely during the duration.

Control Undead

Cleric 6/Magic User 6 (Black)

Range: 60 feet

Duration: 6 min/level

This spell allows the caster to control up to **3 HD of undead per caster level** for a short time.

The caster must speak commands, but the undead understand regardless of language.

Intelligent undead can do a **Save DC** to resist and will remember the control.

Unintelligent undead cannot resist, and their control is permanent. Controlled unintelligent undead count against the caster's re-animation control limit.

Control Weather

Cleric 7, Druid 5

Range: 2 miles

Duration: 1 hour/level

The caster calls forth a specific weather condition—such as fog, rain, snow, wind, or lightning.

The weather manifests within $1d4$ minutes, lasting 1 hour per level unless dispersed naturally or by magic.

If a storm, the caster can call a single lightning strike (as **Call Lightning**) or a sudden gust strong enough to knock creatures prone (Save DC negates).

Corpse Feast

Magic User 4 (Black)

Range: 5 feet/level

Duration: instantaneous

This spell **heals** the caster and nearby active undead by draining the life energy from fresh corpses (no older than one hour) within range.

The corpse must be that of a sentient being, not an animal, undead, construct, or elemental.

Each corpse drained heals **1d4** hit points for the caster and any undead allies within range, up to their **maximum** hit points.

Slain or destroyed undead do not heal or rise from this spell, and any drained corpses cannot be raised or resurrected.

Corpse Garden

Magic User 4 (Black)

Range: touch

Duration: instantaneous

The magic user causes **edible fungus, fruit, and vegetables** to rapidly sprout from a touched corpse.

The amount of food produced depends on the corpse's size:

- **Tiny:** 3 pounds
- **Small:** 6 pounds
- **Medium:** 12 pounds
- **Large:** 24 pounds
- **Huge:** 48 pounds
- **Gargantuan:** 96 pounds

Three pounds of food are sufficient to sustain a **Small** or **Medium** humanoid for 1 day.

Counter Spell

Magic User 3

Range: 90 feet

Duration: instantaneous

Counter Spell allows a magic user to **disrupt** another **Arcane spell** in the instant the other spell is cast. When the opposing spellcaster begins casting the spell, the reacting caster may immediately declare **Counter Spell**.

The **Counter Spell** caster takes an immediate reaction, acting outside their normal initiative order.

Resolution:

- Make an **Opposed DC**: d20 + caster level vs. d20 + target's caster level.
- **Success**: The Counter Spell disrupts the opponents spell and it fails completely.
- **Failure**: The target's spell succeeds, and the reacting caster suffers **1d6** feedback damage per spell level countered as magical energy lashes back.

Initiative Return: After resolving the reaction, the caster resumes their normal initiative position for the remainder of combat.

Multiple Reactions: If more than one caster attempts a **Counter Spell** simultaneously, resolve them in descending initiative order (highest first).

Create Food

Cleric 5

Range: 10 feet

Duration: permanent

This spell creates simple, nourishing **food** of the caster's choice. It provides enough sustenance for three people or one horse per caster level for a full day. The food spoils **24** hours after creation unless treated with **Purify Food** and **Water**, which extends its freshness for an additional **24** hours.

Create Water

Cleric 4

Range: 10 feet

Duration: permanent

This spell creates **1 gallon** of **clean water** per caster level. Containers must be present to hold it. The water is like fresh rainwater and weighs **8 pounds per gallon** (about 8 gallons per cubic foot).

Cure Blindness

Cleric 3

Range: touch

Duration: instantaneous

This spell restores sight to a creature blinded by injury or magic, including effects such as light or continual light. It does not cure blindness caused by a **curse**.

Cure Deafness

Cleric 3

Range: touch

Duration: instantaneous

This spell restores hearing to a creature deafened by injury or magic, including effects such as light or continual light. It does not cure deafness caused by a **curse**.

Cure Disease*

Cleric 3, Druid 3

Range: touch

Duration: instantaneous

Cure Disease removes all diseases and parasites affecting the target. If cast before the first full moon following infection, it can also halt **lycanthropy**. Some rare or magical diseases may resist the spell or require a higher-level caster. The spell does not protect the target from future infections.

Cure Light Wounds*

Cleric 1, Druid 1

Range: touch

Duration: instantaneous

By laying a hand upon the injured, the caster restores 1d6+1 hit points.

The reverse, **Cause Light Wounds**, inflicts 1d6+1 damage with a successful touch attack.

Undead are affected oppositely—**Cure Light Wounds** harms them, while **Cause Light Wounds** heals them.

Cure Minor Wounds

Cleric 0, Druid 0

Range: touch

Duration: instantaneous

Heals 1 hit point.

Cure Serious Wounds*

Cleric 4

Range: touch

Duration: instantaneous

This spell functions as **Cure Light Wounds**, except it heals 2d6 points of damage plus 1 point per caster level.

The reverse, **Cause Serious Wounds**, functions as Cause Light Wounds, but inflicts 2d6 + caster level points of damage instead.

Cyclone

Druid 7

Range: 100 feet

Duration: 3 minutes

The druid calls forth a swirling vortex of wind and debris that spins in a furious spiral. This cyclone answers the druid's will, forming a weapon of balance and retribution.

Effects:

- **Damage:** All creatures within the cyclone take 4d8 damage each bout from wind pressure and flying debris.

- **Pull:** Medium or smaller creatures must make a Save DC or be drawn 1d6×5 feet toward the center. Flying creatures automatically fail this save.

- **Knockdown:** Creatures within 10 feet of the cyclone's edge must save or be knocked prone.

- **Ranged Attacks and Vision:** Impossible through the cyclone.

- **Movement:** The druid may move the cyclone up to 20 feet per bout by concentration.

Interaction with Elements:

- **Fire:** Non-magical fires are extinguished.

- **Water:** The cyclone creates a violent waterspout instead.

- **Earth:** Loose soil and sand are lifted, creating a choking dust storm (−4 to attack rolls, no visibility).

- **Elementals:** Air elementals are unaffected. Fire elementals take double damage; water elementals take half.

When **concentration** ends, the cyclone slowly weakens over **1 minute** before vanishing. It cannot be created indoors or underground.

D

Dadwen's Instant Summons

Magic User 7

Range: special

Duration: instantaneous

The caster instantly **teleports** a specific nonliving **object** into their hand.

- The item must be **no larger** than a **sword** and weigh no more than about 8 pounds.

- It must have been previously **touched** and specifically **named**.
- Only that **exact** item is summoned.

Dark Flame

Magic User 2 (Black)

Range: touch

Duration: 10 min/level

This spell creates magical **dark flames** on an object that produce no heat or light but grant **darkvision** to all creatures within a **30 foot radius**.

Darkvision

Magic User 3

Range: touch

Duration: 1 hour/level

This spell grants the subject **Darkvision**, allowing them to see normally in total darkness (in shades of black and white) out to **60 feet**.

Bright light overwhelms the effect, rendering it useless in illumination greater than moonlight, and it provides no sight through **magical** darkness.

Death Spell

Magic User 6 (Black)

Range: 240 feet

Duration: instantaneous

This spell **kills** up to **3d12** hit dice of **living** creatures in a **30 foot radius** chosen by the caster.

Targets can make a **Save DC** to avoid death. Creatures with **8+ HD, undead, golems, and non-living entities** are **immune**. Excess HD is lost.

Decay Flesh

Magic User 1 (Black)

Range: touch

Duration: 1 min/level

This spell channels rot and **necrotic energy** into the target's body. On a successful attack, it deals **1d6 + 1** necrotic damage, causing flesh to blacken, wither, and exude a sickly stench.

The **lingering** decay is visible on skin, hair, or clothing, unsettling others: the target suffers a **-1 penalty** to **Charisma** for **1d4 weeks** in addition to damage.

The effect lasts until discharged or for a number of Combat Bouts equal to the **caster's level**. Against **undead**, the spell **heals**, restoring **1d6 + 1** hit points as the necrotic energy invigorates their unholy form.

Deluge

Druid 3

Range: 90 feet

Duration: instantaneous

This spell conjures up to **100 gallons** of clean water anywhere within range, either dispersed as a downpour or concentrated as a single mass. The water can appear in the air, on the ground, or within a container, as long as the space is unoccupied.

When used creatively, **Deluge** has several effects:

- **Extinguish Flames:** Instantly douses normal fires in a 20-ft radius, or magical fires with a successful Save DC.
- **Disrupt Spellcasting:** If dropped on a caster who is concentrating or casting, they must make a Save DC or lose the spell.
- **Force and Impact:** A sudden mass of falling water deals **3d6** bludgeoning damage (**Save DC** for half) and can knock the target prone if failed by 5 or more..
- **Terrain Effects:** The area becomes slick or muddy, turning into difficult terrain for **3d12 minutes**.

The water remains afterward, obeying normal gravity and flow—useful for filling wells, troughs, or traps, or for emergency flooding.

Designer's Wind Mastery

Druid 5, Magic User 5

Range: special

Duration: 10 min/level

The caster commands the wind within a cylinder (40 ft radius/level, 40 ft high), shaping its direction, pattern, and strength. The effect lasts while concentration is maintained. The caster may create a calm “**eye**” up to 40 ft across or limit the area within the cylinder.

Patterns: downdraft, updraft, rotating winds, or straight-line blast.

Offensive Effects:

- **Strong winds:** creatures Save DC or knocked prone and pushed 10–40 ft. (1d4)
- **Severe winds:** Same as above plus –4 to missile attacks; flames extinguished.
- **Hurricane winds:** Same as above plus 2d4 damage per Combat Bout (**Save DC** for half); flying creatures are blown away.

Destroy Undead

Cleric 6

Range: 240 feet

Duration: instantaneous

The caster calls down a sphere of destructive energy, obliterating undead within a **30 foot radius** anywhere within range.

The spell can destroy up to **3d12 Hit Dice** (or levels) of undead, with any excess **Hit Dice** wasted. Each affected creature must succeed on a **Save DC** or be instantly **destroyed**.

The surge of energy tears undead apart, leaving nothing but dust.

Detect Evil

Cleric 1

Range: 60 feet

Duration: 1 min/level

This spell attunes the caster to the presence of **Evil**, malicious intent and **Black Magic**. Beings driven by genuine malice or hatred, cursed items, and certain extraplanar entities radiate a faint aura visible only to the caster.

Ordinary selfishness or cruelty does not register—only overwhelming malice shines clearly. **Traps, poisons, and hazards** are not revealed.

Detect Invisible

Magic User 2

Range: 60 feet

Duration: 10 min/level

The caster sees **invisible** creatures or objects within **60 foot** range as translucent shapes.

Detect Magic 60' Radius

Druid 1, Magic User 1

Range: 60 foot radius

Duration: 10 minutes

The caster detects enchanted objects or creatures, seeing them surrounded by a pale glow visible only to the caster. **Invisible creatures or objects** appear as a glowing fog, allowing the caster to target the invisible with a **-2 attack** penalty.

Detect Poison

Cleric 1, Druid 1

Range: 30 foot radius

Duration: 10 min + 1 min/level

The caster detects **poison** within a **30' radius** and **identifies** the exact type of poison with **100% accuracy**.

Detect Scrying

Magic User 4

Range: special

Duration: 10 minutes + 10 min/level

This spell alerts the caster to any magical **scrying** (clairvoyance, clairaudience, magic mirror, crystal ball, etc.) targeting them within the area. The effect **moves** with the caster. If scrying is detected, the scryer must make a **Save DC** or be revealed—name and general location (e.g., direction and nearby landmark).

Detect Snares and Pits

Druid 1

Range: 60 feet

Duration: 1 hour

Reveals all nearby simple **traps** and natural **hazards**—pits, snares, deadfalls, quicksand, sinkholes, or unstable rock—within range and line of sight. Complex or magical traps aren't detected unless they mimic these forms. The caster instantly knows each hazard's number, type, location, and trigger, or its direction if out of sight. Detection is blocked by 1 ft of stone, 1 in of metal, a thin sheet of lead, or 3 ft of wood or earth.

Dig

Druid 5, Magic User 4

Range: 90 feet

Duration: 1 min/level

This spell **excavates** 125 cubic feet of earth, sand, or mud per minute (a 5-foot cube). The displaced material is spread evenly around the hole's edge. The caster may **shape** the excavation into a pit or tunnel within range, but the deeper or longer it extends, the greater the chance of collapse.

Excavation Types:

- **Earth:** Stable up to 20 ft deep. Make a DC 10 collapse check each additional 5 ft. or the tunnel or pit partially collapses, filling half its length.

- **Sand:** Stable to 10 ft deep. Beyond this, make a DC 12 collapse check per 5 ft. Failure causes an immediate collapse.

- **Mud:** Stable to 5 ft deep. Beyond this, make a DC 14 collapse check per 5 ft. Failure results in a complete collapse, trapping any creatures inside.

- **Quicksand:** Always collapses and refills immediately.

- **Tunneling:** Tunnels are typically 5 ft high and 5 ft wide per casting, though smaller tunnels may be shaped at the caster's discretion. Collapse DCs for tunnels are rolled once every 10 ft excavated.

Hazards:

- Creatures standing on the edge must make a **Dexterity Save (DC 12)** or fall in.

- Creatures caught in a collapse must make a **Strength Save (DC 14)** or become trapped until freed.

Against Earth Creatures:

When targeted at or beneath earth-based beings (such as clay golems or earth elementals), the spell deals **4d6 bludgeoning damage** (half on a successful **Save DC 13**).

Dig, Greater

Druid 7

Range: 180 feet

Duration: permanent

This spell allows the caster to excavate or shape earth, sand, mud, or loose stone. Each Combat Bout, the caster can effect a **10 x 10 x 10 area**. The removed material is flung outward unless otherwise directed.

The spell can create **pits, trenches, or tunnels**, though deeper excavations become increasingly unstable:

- **Earth:** Unstable past 40 ft; deeper requires a **DC 10** or collapse.
- **Sand:** Unstable past 20 ft; deeper requires a **DC 14** or collapse.
- **Mud:** Unstable past 10 ft.
- **Quicksand:** Always collapses and refills immediately.

Tunneling:

Tunnels are typically 5 ft high and 5 ft wide per casting, though smaller tunnels may be shaped at the caster's discretion. **Collapse DCs** for tunnels are rolled once every 50 ft excavated.

Hazards:

- Creatures standing on the edge must make a **Dexterity Save (DC 13)** or fall in.
- Creatures caught in a collapse must make a **Strength Save (DC 15)** or become trapped until freed.

Against Earth Creatures:

When targeted at earth-based beings (such as clay golems or earth elementals), it deals **8d6 bludgeoning damage** (half on a successful **Save DC 15**)

Dimension Door

Magic User 6
Range: 10 feet
Duration: instantaneous

Instantly **transports** the caster or one target creature within range ($200' + 20'/\text{level}$) to a chosen location.

Arrival is exact, whether based on visualization or direction/distance.

- **Unwilling targets** may make a **Save DC** to resist.
- **Transport** includes all worn or carried items (including carried creatures).
- **Spell fails** if the destination is inside a solid object.

Disintegrate

Magic User 6
Range: 60 feet
Duration: instantaneous

A thin green ray shoots from the caster's finger, disintegrating one creature or object (up to a $10' \times 10' \times 10'$ cube) into dust. Equipment is left behind.

- A successful **Save DC** negates the effect.
- Only **one target** per casting; if the target saves, the spell is wasted.

Dispel Magic

Cleric 4, Druid 4, Magic User 3
Range: 120 feet
Duration: instantaneous

This spell ends ongoing magical effects on a creature, object, or within a 20-foot cube.

The caster must choose one target type: creature, object, or area. Effects from casters of **equal or lower level** are **automatically ended**.

For effects from higher-level casters, the caster makes a **DC** check by rolling a d20 and adding their caster level. The total is compared to the effect's **DC**, equal to $2 + \text{the caster level of the effect's source}$. If the check meets or exceeds the **DC**, the effect ends.

Potion effects are also removed.

This spell does not affect **curses**, including those from bestow curse or cursed items.

Disruption*

Cleric 1
Range: touch
Duration: 10 min/level

Blesses one blunt melee weapon (mace, hammer, staff) with divine power. Against undead or extraplanar evil:

- Gains **+1 to hit** and **damage**, stacking with existing enchantments.
- On a hit, the target must make a **Save DC** or be **turned**.
- The wielder can choose to suppress the turning effect before attacking.
- Only one weapon may be blessed at a time.
- **Reversed** version affects good-aligned extraplanar beings; usable only by evil casters.

Divine Retribution

Cleric 5
Range: self
Duration: 1 minute/level

The cleric calls upon divine power to empower themselves in battle, enhancing combat prowess and shielding against fear.

Effects:

- **Defensive Boon:** The cleric gains +3 to Armor Class and +3 on DC checks.
- **Offensive Enhancement:** The cleric gains +2 to attack rolls and +2 to damage with all melee attacks.
- **Fear Immunity:** The cleric is immune to fear effects for the duration.

Divination

Cleric 4
Range: self
Duration: instantaneous

The caster attunes to the universal pattern to divine hidden truths. This may interpret dreams, predict the future, identify a magic item, or reveal hidden things.

- The caster may ask one question.
- The GM rolls secretly on a chart and gives a brief, cryptic answer—a phrase, omen, or riddle—based on the result.

(1d20)	Description
1-3	Total Failure; no answer
4-6	Partial Failure; Misleading answer
7-13	Partial Success; Cryptic answer
14-17	Success; Clear but Succinct answer
18-20	Complete Success; Clear and Detailed answer

Dowse

Druid 0
Range: self
Duration: concentration

By holding a forked stick or similar dowsing rod, the caster can sense the direction of fresh, drinkable water. The rod turns or pulls toward the nearest source of potable water **within 500 feet + 100 feet per caster level**.

The caster must maintain **concentration** to keep the effect active; if concentration is broken, the rod goes still until focus is regained.

Drainblade

Magic User 3 (Black)
Range: touch
Duration: 1 minute/level

This spell enchants an edged weapon with a thirst for blood. On each successful hit against a living creature, the weapon deals **+1 damage**.

If the wielder is wounded, that extra point of damage instead restores **1 hit point** to them (never beyond their normal maximum).

The enchantment has no effect on nonliving targets such as undead, golems, or animated constructs.

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Earthquake

Druid 7, Cleric 7

Range: 90 feet

Duration: 1 minute

The caster summons a violent **earthquake**.

The area of effect is **5-foot radius** per **caster level**. All creatures in contact with the ground are affected and cannot move or act while the quake lasts.

The specific effects depend on the surrounding terrain:

- **Cave, Cavern, or Tunnel:** The ceiling collapses, dealing **8d6** damage (**Save DC** for half) and pinning creatures beneath rubble. Narrow passages are often blocked completely.
- **Cliff or Mountainside:** A landslide tears loose, inflicting **8d6** damage (**Save DC** for half) and burying victims under debris.
- **Open Ground:** All creatures must make a **Save DC** or fall prone. Fissures open beneath their feet (**Save DC** to avoid).

Fissures close after the spell ends, crushing anything trapped within.

• **Structures:** Any structure touching the ground takes **100** damage. Collapsing buildings deal **8d6** damage (**Save DC** for half) to those inside and may trap them under rubble.

• **River, Lake, or Marsh:** The ground splits and drains water, leaving a mire of quicksand-like mud. Creatures must succeed on a **Save DC** or become stuck. When the waters rush back, trapped creatures risk **drowning**.

Elemental Touch

Druid 2

Range: 0 or 50 feet

Duration: 6 minutes/level

The druid conjures **flames** or a **cold aura** in their hand, shedding light like a torch without harming them.

They may make a **melee touch attack** dealing **1d6 +1** point per **caster level** (maximum +5) **fire** or **cold** damage, or throw the effect up to **50 ft** with an ranged attack roll.

The spell **cannot be used underwater**.

Enervation

Magic User 4 (Black)

Range: 50 feet

Duration: instantaneous

The caster fires a narrow ray of crackling black energy at a target, making a ranged attack roll that ignores armor (Dexterity bonus applies).

- On a hit, the target gains **1d4 negative levels** with all associated **Energy Drain** effects (**no Save DC**).

• **Negative levels** fade after hours equal to the caster's level if the target survives.

• Undead struck instead gain **5d4** temporary hit points lasting 1 hour.

Each **negative level** gives a creature the following penalties: -1 penalty on attack rolls, Save DC, skill checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from their highest spell level.

Enlarge

Magic User I
Range: 60 feet
Duration: 5 min/level

This spell causes a single creature or object to increase or decrease in size. The target must be within sight.

The target grows one size category per 4 caster levels, up to a maximum of Gargantuan.

Equipment worn or carried grows proportionally.

Combat Effects:

- +2 to-hit and damage per size category gained.
- Damage dice increase by one step per size category (e.g., 1d6 > 2d6 > 3d6).
- Reach and space increase according to the new size.
- Hit points, AC, and magical bonuses remain unchanged.
- If insufficient space is available, the target grows as much as possible without harming itself or others.
- Unwilling targets may attempt a **Save DC** to resist.

Shrink (Reverse): The target decreases 1 size category per **2 caster levels**, down to a minimum of **Tiny**.

• Equipment shrinks proportionally.

Combat Effects:

- -1 to-hit and damage per size category lost.
- Reach and space decrease according to the new size.
- Fragile items attached to the target may be damaged, but the target itself is unharmed.
- Unwilling targets may attempt a **Save DC** to resist.

Size Categories & Examples

Size	To-Hit Bonus	Damage Bonus	Space/Reach
Tiny	-4	-4	1 ft
Small	-2	-2	2.5 ft
Medium	+0	+0	5 ft
Large	+2	+2	10 ft
Huge	+4	+4	15 ft
Gargantuan	+6	+6	20 ft.

Entangle*

Druid I
Range: 200 feet
Duration: 3 min/level

This spell causes existing grasses, roots, shrubs, and trees within a 40-foot by 40-foot area to twist and **ensnare** creatures. Underground, roots or fungal growths may serve the same purpose if present. Most creatures in the area have their **move** reduced to **1/4 normal speed**, while **large** or strong beings move at **1/2 speed**.

Creatures **running** when the spell is cast must succeed on a **Save DC** (adding their Dex bonus) or fall prone and become trapped until the spell ends.

Entangled creatures cannot attack or perform complex actions, limited instead to slow, hindered movement.

The **reverse, Untangle**, causes plants within a 40-foot square—grasses, vines, roots, or shrubs—to loosen and retract, instantly freeing any creatures restrained or slowed by natural growth, including effects from the **Entangle** spell. Freed creatures regain full movement and can act normally.

In dense terrain, **Untangle** also clears a temporary path through vegetation for the spell's duration, allowing unhindered movement.

These spells functions only where plants or roots naturally exist, such as forests, grasslands, farmland, or earthen tunnels.

Entangling Thorns

Druid 3

Range: 200 feet

Duration: 3 min/level

The druid causes **thorny tendrils** to erupt beneath a target creature or object. Targets failing a **Save DC** become immobile, taking **-2 to hit** and **-4 AC**. The vines deal **1d4** damage, and entangled creatures may cast spells only by making a **DC 15** check, modified by their primary spellcasting ability.

Breaking free requires a full minute, during which damage continues. The vines can be attacked (AC 11, 22 HP) with small bladed weapons; destroying them ends the spell. Larger weapons or spells split damage between the vines and the entangled target.

ESP

Magic User 2

Range: 60 feet

Duration: 5 min/level

This spell allows the caster to detect the surface **thoughts** of one or more creatures within range by concentrating for a turn in a chosen direction. The caster may switch directions each turn and can resume listening later within the spell's duration. The target is unaware unless protected by specific magic.

The spell is blocked by materials thicker than 2 inches of rock or a thin coating of lead or gold. Undead and mindless creatures like golems are immune.

Ether Bolt

Magic User 2

Range: 30 feet + 5 feet/level

Duration: instantaneous

This spell creates a beam that targets only **insubstantial** creatures, such as undead, ethereal beings, phase-shifted entities, or other non-material creatures like shadows.

The effect is similar to a **magic missile**, striking unerringly if the target is in sight. The spell deals **1d4 points** of force-like damage **per caster level**, as though the target were fully solid.

Ethereal Sanctuary

Magic User 3 (Black)

Range: touch

Duration: 10 min/level

The caster opens a shadowed **gateway** through a grave, tomb, or sarcophagus linked to the dead. The **portal** is **invisible** to all except undead, granting no special access beyond perception. Stepping through, the caster vanishes from **OnceWas**, entering the a safe space in the **Ethereal Plane**.

- The caster has **360° sight** and **hearing** and can sense subtle temperature shifts, magical disturbances, or movement directly outside the portal.

- Resting counts as **one hour of sleep** for every **10 minutes**, allowing meditation, spell preparation, or recovery.

- If the portal rests on **unhallowed** or **magically charged** ground, the caster regains **1d4 hit points** per **every 10 minutes** spent within.

- The sanctuary is a small **4-by-6-foot cell** suspended in the **Ethereal Plane**. The walls faintly glow with soft light. A single window opens onto the swirling portal beyond.

Risks:

- If the portal is **disturbed**, whether dug, shattered, or magically violated, the caster suffers **2d10 damage** and is violently expelled from the **Ethereal Plane** into the nearest open space.

- Only **one grave** can be linked at a time.

Extension

Magic User 4
Range: special
Duration: special

This **extension spell doubles** the duration of a previously cast 1st-, 2nd-, or 3rd-level spell with a duration.

It must be cast immediately after the original spell, either by the original caster or another wizard.

Eyebite

Magic User 6 (Black)
Range: 60 feet
Duration: 5 minutes/levels

This spell targets a single **living** creature each Combat Bout, causing different effects based on its total hit dice (HD).

- **Creatures with 10 HD or more** are **Sickened**.
- **5 to 9 HD** are both **Panicked** and **Sickened**.
- **4 HD or fewer** are **Helpless**, **Panicked**, and **Sickened**.

These effects last for 10 minutes.

Each **bout**, the caster can target another 1 targets as an action. A **Save DC** negates.

• **Sickened:** The target takes a **-2** penalty on all **attack rolls**, **weapon damage rolls**, **Save DCs**, **skill checks**, and **ability checks**.

• **Panicked:** A panicked target drops anything it holds and flees at top speed. It can take no other actions. The creature **-2** penalty on all **attack rolls**, **weapon damage rolls**, **Save DCs**, **skill checks**, and **ability checks**. If cornered, it **Cowers**. It may use special abilities or spells to escape and must do so if that's its only means.

• **Helpless:** A helpless creature is completely at an opponent's mercy. It is treated as having Dexterity 0.

F

Faerie Fire

Druid 1
Range: 200 feet
Duration: 5 min/level

This spell causes a pale **glow to outline** a chosen creature within range. An affected target sheds light like a candle, negating **concealment** from darkness, blur, displacement, invisibility, and similar illusions, making them fully visible.

The light does **no harm** to creatures or objects, but clearly reveals them. The illumination is insufficient to affect **undead** or creatures **sensitive** to bright **light**.

Faerie Ring

Druid 7
Range: 10 feet
Duration: 1 hour/level

Faerie Ring creates a 5-foot circle of mushrooms or toadstools that, when entered, transports the caster and others to the **Otherworld**. This region allows for quick healing and spell restoration at double the normal rate.

The **Otherworld** is an echo of the real world, enhanced by potent magic and wild emotions, with a landscape more dramatic and beautiful than the material world.

Time flows differently there—what feels like hours can be weeks or months in the real world.

Leaving the **Otherworld** can cause time to “catch up” with travelers, resulting in exhaustion or even death. Memories of the time spent there may also fade.

Familiar

Magic User I
Range: touch
Duration: special

This spell binds a single animal of **I Hit Die** into the caster's service. The animal must be present and touched by the caster. Only 1 familiar may serve a caster at a time. If it dies, the caster cannot summon another for **2d6** months.

The familiar is permanently charmed, gains **+1d4 Intelligence** (minimum 3). It ages at half the normal rate. Its **hit points** are added to the **caster's total**; if slain, the caster permanently loses **twice** that number.

In combat, the familiar acts on the **caster's initiative**, at the end of their turn. The caster may **see and hear** through the familiar's senses within **200 feet** but is blind and deaf to their own surroundings while doing so. Within **100 feet**, the caster and familiar can communicate **telepathically** in simple concepts.

Fear, Greater

Magic User 4 (Black)
Range: 30 feet
Duration: 1 minute/level

Fear sends an invisible wave of terror emanating from the caster, with a range of 30 feet. Creatures within this area must make a **Save DC**. On a **failed save**, they are panicked, dropping whatever they are holding and fleeing the area by any means possible. If the creature is cornered, it will cower in fear.

In addition, the creature takes a -2 penalty on all **Save DCs, attack rolls, skill checks, and ability checks** for the duration.

If the creature **succeeds** on the **Save DC**, it becomes **shaken**, suffering a **-2 penalty to attack rolls** and **Save DCs** for 1 minute.

Feather Fall

Magic User I
Range: 30 feet/level
Duration: 2 min/level

This spell causes **creatures** or **objects** within a 10-foot cube to become as light as down, reducing their **falling** speed and preventing any damage upon landing. It can affect a combined weight of up to **200 lbs** plus **200 lbs** per **caster level**.

Example: a **2nd-level caster** can affect 600 lbs. Only free **falling**, flying, or propelled targets are affected; attacks or charging creatures are not. When the spell ends, targets resume normal falling speed. **Feather Fall** can be combined with spells like **Gust of Wind** for additional control.

Feeblemind

Magic User 5
Range: 180 feet
Duration: permanent

This spell causes a drastic reduction in the target creature's mental faculties. If the creature fails a **Save DC**, its **Intelligence** and **Charisma** scores are reduced to **3**. The affected creature loses the ability to cast spells and communicate coherently. It retains a basic understanding of its allies and will still attempt to protect them from harm.

The creature remains in this state until a **Heal** spell is cast to reverse the effects.

Find Traps

Cleric 2
Range: 30 feet
Duration: 30 minutes

This spell allows the caster to **detect** both **mechanical and magical traps**. When the caster moves within 30 feet of a trap, it glows with an aura, alerting the caster.

The spell does not reveal **natural hazards** such as quicksand, sinkholes, or unstable rock walls. Additionally, the spell does not provide any information on how to disarm the trap, nor does it reveal the trap's specific type or nature.

Finger of Death

Magic User 7 (Black)

Range: 90 feet

Duration: permanent

The **Finger of Death** spell instantly snuffs out the victim's life force. If the spell is successful, the victim is permanently slain, with no possibility of **resurrection**.

To cast the spell, the caster points their index **finger** at the target and utters the incantation.

If the victim fails their **Save DC**, they die instantly. Success results in **4d8** points of damage instead. If the victim **dies** from this damage, no changes to the body occur, and normal **resurrection** methods can be used.

Fireball

Magic User 3

Range: 100 feet + 10 feet/level

Duration: Instantaneous

The caster molds a **sphere of fire** between their hands and hurls it at a point within range. On impact, it explodes, dealing **1d6 fire damage per caster level** (maximum 10d6) to all creatures in a 20-foot radius. A successful **Save DC** halves the damage.

The blast produces intense heat, igniting flammables and melting soft metals (lead, gold, copper, silver, bronze). **Passing through narrow openings** requires a missile attack roll. If blocked, it detonates at the obstruction; if it passes through, the explosion continues, reaching its full radius.

Fireball, Delayed

Magic User 7

Range: 100 feet + 10 feet/level

Duration: special

This spell functions as **Fireball**, but the caster may choose to delay the explosion for up to 10 minutes after casting. The fiery sphere can be hurled at a point within range, where it hangs, glowing like a molten sun until it detonates. The caster may specify the number of minutes before detonation when casting, or trigger it earlier with a command word.

Upon detonation, the fireball explodes in a 20-foot-radius sphere, dealing **1d6 fire damage per caster level** (maximum 10d6). Creatures within the area may make a **Save DC** to halve the damage.

If the caster **dies** or is **silenced** before triggering the explosion, the fireball detonates automatically at the end of the delay. The sphere sheds bright light in a 30-foot radius and dim light for another 30 feet, and can be clearly seen by anyone with line of sight.

Fireskull Familiar

Magic User 2 (Black)

Range: touch

Duration: 1 hour/level

This spell **animates** a skull to serve the **Magic User** as a **familiar**. Wreathed in **Darkflame**, the skull levitates and obeys commands, capable of performing small tasks such as fetching items or delivering messages. When idle, it hovers, shedding **Darkflame** light. Only 1 **Fireskull** may exist at a time.

The **Fireskull** has **HP** equal to 1/4 of the caster's, **AC 13**, and can make one attack for **1d2** damage, using the caster's **AB**.

It can deliver **touch** spells cast by the **Magic User**. It reduces the caster's chance of surprise by 1.

Each skull retains traces of its former personality, making every fireskull unique.

Fire Gate

Magic User 3
Range: self; 150 feet +10 feet/level
Duration: immediate

This spell requires at least **two** large fires, each with a minimum diameter of 2 feet, to be within range of one another.

The maximum range for the spell is 150 feet +10 feet/level per caster level.

If multiple fires are within range, the caster may choose the destination fire; however, if no suitable destination is available, the spell fails.

Fire Gate transports only the caster and what they are carrying. Upon activation, the spell provides temporary protection from the flames for 1 minute, allowing safe passage.

Fire Storm

Cleric 7, Druid 7
Range: 100 feet + 10 feet/level
Duration: 1 minute

This spell creates a **fire storm** of cleansing fire that fills **30 foot radius area**. Any creature within the area takes **5d6 points of fire damage** that bypasses any fire immunity or resistance. If a creature is killed by the damage—or if the creature is already dead when the spell is cast—it is completely consumed by the fire.

Fire Storm specifically harms creatures and does not affect the surrounding environment, leaving structures and objects untouched by the flames.

Fist of Stone

Magic User 2
Range: self
Duration: 2 min/level

The caster's hand turns to **stone** for punching, smashing, or crushing objects and opponents with the equivalent **strength** of **18** dealing **2d4 + 3 damage**. **Strength** bonuses do not apply any weapon other than their **stone hand** is used.

While the spell is active, the caster is unable to cast other spells.

Flame Strike

Druid 5
Range: 60 feet
Duration: instantaneous

Flame Strike conjures a vertical column of divine fire, creating a cylinder **10 foot in radius and 30 feet in height**. Any creatures within this area take **6d8** points of damage. A successful **Save DC** reduces the damage by half.

Flaming Skull

Magic User 3
Range: 100 feet + 10 feet/level
Duration: instantaneous

The Magic User throws a skull that ignites upon release, and **explodes** on impact dealing **6d6** points of fire damage within a **20 foot radius**. A **Save DC** is allowed for half damage. The explosion sets fire to combustibles and damages objects in the area.

Flare

Magic User 0
Range: 10 feet + 5 feet/level
Duration: instantaneous

This spell creates a brief magical effect, such as a **flash of light, a spark of fire, or a puff of colored smoke**.

The effect lasts only an instant—no longer than a few seconds—and causes no real harm or damage.

Flavor *

Magic User 0
Range: 20 feet + 5 feet/level
Duration: instantaneous

This spell may either make one dish **taste** any way the caster wants it to (which is an illusion), or add salt, spice, sweetener, or another flavoring agent (which is real).

Reversed, it becomes **Putrefy**, which makes the food or drink go bad.

Flesh to Stone*

Magic User 6
Range: 60 feet
Duration: permanent

This spell causes the target, along with carried gear, to turn into a **statue**. A **Save DC** is allowed to resist the effect. If the statue is damaged or broken, the restored creature suffers matching wounds or deformities. Only flesh-based creatures are affected by this spell.

Reversed, **Stone to Flesh**, counters **Flesh to Stone**, restoring the petrified creature to its original state. It has no effect on stone that wasn't created through petrification or similar means, such as a medusa's gaze.

Floating Disc

Magic User 1
Range: special
Duration: 1 hour + 10 min/level

This spell creates an **invisible**, concave disc of force **3 feet wide** and **1 inch deep** at the center, capable of carrying up to **500 pounds** if the load is stable and supported.

The disc hovers at waist height and follows the **caster** within **10 feet**, moving with them or being pushed as desired.

Loose or uncontained items, like coins or liquids, may slide off.

If the disc **moves** farther than **10 feet** from the **caster**, or when the duration ends, it vanishes, dropping its contents.

Fly

Magic User 3
Range: touch
Duration: 10 min/level

The subject gains the ability to **fly** at their normal movement rate. They may **ascend** at **half move** and **descend** at **double move**. Flying requires no extra concentration, allowing normal attacks or spellcasting.

If the spell ends while the subject is flying—whether naturally or via **dispel magic**—they **float** downward 120 feet per minute for **1d10 minutes**. If they reach the ground during this descent, they land safely; otherwise, they fall the remaining distance and take normal falling damage.

Forget

Magic User 2
Range: 30 feet
Duration: permanent

The **Forget** spell causes creatures within a 20-foot cube to forget the events of the last **6 minutes** of time. For every **3 levels** of the caster, an additional **6 minutes** of memory is erased.

This effect does not negate other forms of magical control, such as charm, suggestion, geas, or quest, but may cause the caster of those spells to be forgotten by the affected creature.

The number of creatures affected is determined by the caster's choice, ranging from 1 to 4.

1 creature- the **Save DC** is made at **-2**

2 creatures- the **Save DC** is made at **-1**

3-4 creatures- no penalty to Save DC

All **Save DCs** are modified by the creature's **Wisdom**. **Heal or restoration** can restore the lost memories.

Forked Lightning

Magic User 2
Range: 25 feet + 5 feet/level
Duration: instantaneous

This spell creates arcs of **electricity** that strike **2** separate, adjacent **targets** within **10 feet** of each other. The caster rolls **to hit** each target, ignoring any worn armor. **Metal-armored** targets receive a **+4 bonus to the attack** roll (magical armor bonuses still apply).

Each bolt deals **1d6** points of electricity damage, plus **1 point per 2 caster levels**. At **5th, 7th, and 9th level**, the caster gains an **additional** bolt of lightning.

If fewer than the maximum allowed targets are available, the **extra bolts** are wasted. Each bolt can only strike **1 creature**. There is no **Save DC** to resist the damage once struck, but creatures with resistance to electrical damage suffer no damage from the bolts.

Fossilize

Magic User 3
Range: touch
Duration: permanent

This spell **permanently** hardens the bones of a skeletal undead creature, making them denser and stronger.

The creature gains **+2 damage, +4 AC, and enhanced damage resistance**.

It takes only **1/4 damage** from edged weapons and **1/2 damage** from all other weapons.

Additionally, the fossilized skeleton becomes **immune** to **normal arrows, bolts, and bullets**, though magical missile weapons deal only their "plus" in damage.

Fossilized skeletal creatures cannot be healed or repaired.

G

Gaseous Form

Magic User 3
Range: touch
Duration: 10 min/level

This spell transforms the subject and all their gear into an **insubstantial**, misty, translucent form.

While in **gaseous form**, the subject is immune to non-magical weapons and gains an **AC of 22** against magical weapons. However, the subject cannot **attack, cast spells, or use any abilities**.

The **gaseous** form allows **flight** at a **Move** of 10 feet and pass through small holes or narrow openings, even mere cracks. The subject is affected by wind and cannot enter water or other liquids.

Objects cannot be manipulated while in **gaseous** form, even if they were brought along when the spell was cast.

The **spell ends** when the subject returns to their material form, which can be done at will.

Gate

Cleric 7, Magic User 7

Range: 120 feet

Duration: special

This spell opens a shimmering, two-way **portal** between the caster's location and another plane of existence. The **Gate** manifests as a circular opening **5 to 20 feet** in diameter, its back an opaque haze and its front revealing the destination beyond.

The **portal** remains open for 1 minute per caster level, and may be sustained one additional minute per minute of concentration.

Creatures and objects can pass freely in either direction while it endures, with no limit on the number that may cross. When the caster ceases concentration, the **Gate** collapses instantly.

If the caster names or vividly envisions a specific planar location, the gate opens there. Otherwise, it connects to a random point on the chosen plane. Particularly powerful entities may sense the opening and choose to block or alter it.

Gate provides a stable conduit between worlds—safer but slower than **Teleportation**, and potent enough to bridge the planes themselves.

Gentle Repose

Cleric 1

Range: touch

Duration: 3 months/level

This spell preserves the remains of a dead creature, halting decay for the duration.

It extends the window during which resurrection spells, such as **Raise Dead**, can be cast before the body deteriorates.

The effect can also be applied to a zombie, maintaining its form and preventing further decomposition.

Ghoulish Hands

Magic User 2 (Black)

Range: touch

Duration: 1 min/level

This spell transforms the hands of a living creature into ghoul-like claws, enabling the bearer to make two claw attacks dealing $1d4$ damage each.

If the recipient already has claw attacks, they gain a +2 bonus to damage rolls. On a successful strike, the target must make a **Save DC** or be paralyzed for 2d8 turns (Elves are immune).

The spell only affects living creatures; undead, constructs, elementals, and similar creatures are immune.

Gishigan's Geas

Magic User 6

Range: 5 feet/level

Duration: special

This spell compels a creature to perform or avoid a specific task, as dictated by the caster. The target must understand the caster's instructions for the spell to take hold.

A **geas** cannot command direct self-destruction or certain death, but nearly any other act may be enforced. The target may resist with a **Save DC** when the spell is cast but may also willingly accept the command, often as part of a pact or bargain.

Once bound, the creature must strive to fulfill the task, however long it takes. If the task is open-ended or impossible to complete, the **geas** lasts one day per caster level.

For every 24 hours the subject refuses or is unable to obey, it suffers **-2** to all ability scores (maximum **-8**). These penalties fade 24 hours after obedience resumes.

A **remove curse spell** can end it, but Dispel Magic does not affect it.

Grease

Magic User I
Range: 30 feet
Duration: 1 min/level

This spell creates a slippery **10×10 ft.** area of greasy substance on a surface. Any creature within or entering the area must make a **Save DC** or slip, skid, and fall. Creatures that succeed can move to the nearest non-greased surface by the end of the Combat Bout. Remaining in the area allows another **Save DC** each Combat Bout. **Grease** can also be cast on an object, like a rope or weapon handle; a creature using it must make a **Save DC** each Combat Bout or drop it immediately. The spell can be **dismissed** at the caster's will.

Growth of Animals

Druid 3
Range: 60 feet + 5 feet/level
Duration: 10 min/level

The druid causes an animal to **double in size** and increase its weight eightfold. The animal deals **double damage** with physical attacks, its natural **AC** increases by **+2**, and its carrying capacity doubles.

Unfriendly animals may **Save DC** to resist.

Any non-magical equipment worn or carried by the animal also **enlarges**; if removed, it immediately returns to normal size. Magical properties of items are unaffected. The spell does not grant control over the animal.

Growth of Plants*

Druid 4, Magic User 4
Range: 120 feet
Duration: permanent

Normal vegetation—grasses, vines, thistles, and trees—grows rapidly into a dense, tangled thicket, hindering **movement**.

The affected area can be up to 1,000 sq. ft. per 5 caster levels (e.g., 10×100 ft.).

Creatures sized **Large** or smaller have a **move** of 5 feet. **Huge** creatures move at 1/2 speed. The spell only works where natural brush or trees exist.

Reversed, Shrink Plants clears overgrowth, making an area passable. Both effects are permanent unless countered by the opposite spell or dispel magic. Animated plant creatures are unaffected.

Guidance*

Cleric 0, Druid 0
Range: 10 feet
Duration: instantaneous

The caster grants **+1** to any one subject's next **attack**. **Reversed**, is **Misguide**, which gives the subject **-1** to their next attack.

Gust of Wind

Magic User 3
Range: 10 feet x 30 feet/level
Duration: 1 minute/level

A powerful gust of **wind** blasts from the caster in a straight line, 30 mph in speed. It affects the area as follows:

- **Flames:** Extinguishes unprotected flames (candles, torches). Protected flames (lanterns, brazier) have a 5% chance per caster level to be extinguished. Large fires flare 1d6 feet in the wind's direction.
- **Objects:** Blows light, unsecured items away.
- **Vapors & gases:** Disperses fog, smoke, and similar substances.

Creatures:

- **Small flying creatures:** pushed back $1d6 \times 30$ ft.
- **Man-sized flying creatures:** held motionless if flying against the wind.
- **Large flying creatures:** speed reduced by 50% for 1 minute.

H

Hailstorm

Druid 7

Range: 90 feet, 40 foot radius

Duration: 1 minute

The druid summons a furious column of supernatural hail and freezing wind that lashes all within the chosen area—outdoors, underground, or even inside great halls. The air itself crystallizes, releasing pounding sheets of ice and jagged hailstones that shred through the area.

Effects:

- **Damage:** Each Combat Bout, all creatures in the area take 6d6 bludgeoning damage from hail and 2d6 cold damage from the freezing wind (**Save DC** for half total).
- **Movement:** The ground is coated in slick ice; movement speed is halved, and all creatures must make a **Save DC + Dex** check each Combat Bout or fall prone.
- **Vision & Sound:** Visibility beyond 10 feet is impossible; all sound is muffled to near silence, making communication or spellcasting difficult (casters must succeed a DC 15 concentration check to cast).
- **Structures:** The hail batters roofs, windows, and walls—nonmagical wood or stone may crack, and glass shatters instantly. Indoor furnishings and equipment are smashed or frozen over.
- **Lingering Frost:** After the spell ends, the area remains coated in frost and ice for 1 turn per caster level, extinguishing flames and rendering the ground treacherous.

Special:

- If cast outdoors during stormy or wintry weather, damage increases to **8d6 bludgeoning + 3d6 cold** per Combat Bout.

- Fire-using or fire-aligned creatures take double damage.

- Water elementals and similar beings must make a **Save DC** or be partially frozen, acting only every other Combat Bout while in the area.

Halfhag's Jarred Mirth

Magic User 0

Range: 30 feet

Duration: 1 minute

The caster uncorks a jar filled with bottled **mirth**. For a brief time, any tense moment around them feels lighter—hostility eases, and allies gain +1 on **Save DC** against fear.

Hallow*

Cleric 0

Range: self

Duration: instantaneous

The cleric sanctifies the area around them, creating a 5 foot radius that grants a +1 bonus to **Cure** and **Healing** spells and **Turning** attempts. The effect persists as long as the caster continues chanting, though any action beyond movement or self-defense ends it. The bonus lasts for one Combat Bout after the chant stops, allowing a single action—such as casting or turning—with the benefit.

The reverse, **unhallow**, grants +1 damage to **Cause Wounds** and **Harm** (reversed cure and healing) spells and makes undead harder to **Turn by -1**.

Hallucinatory Terrain

Druid 4, Magic User 4

Range: 400 feet + 40 feet/level

Duration: 20 min/level

The caster changes up to 1 **30 foot cube** per **caster level** of **outdoor terrain** into a convincing **illusion** of a different natural environment—turning

a field into a forest, a grassland into a desert, and so on. Casting requires **10 minutes**. The illusion affects sight, sound, and smell.

Existing structures, equipment, and creatures are not altered or concealed. Creatures may attempt a **Save DC** to disbelieve, but only if they actively question or investigate the terrain.

Halt Undead

Magic User 3 (Black)
Range: 200 feet
Duration: 1 minute/level

This spell **paralyzes** undead creatures, rendering them immobile for the duration—functioning similarly to **hold person**, but specifically targeting undead. The caster may target a **single** undead creature, which suffers a -2 penalty on its Save DC, or a **group**, in which case 1d4 creatures may be affected.

Unintelligent undead are automatically affected with no **Save DC**, while intelligent undead may attempt a **Save DC** to resist. Affected undead remain frozen in place, unable to move or act, though they remain aware.

Hannelore's Rope Trick

Magic User 4
Range: touch
Duration: 40 min/level

When cast on a **rope** at least 30 feet long, this spell causes one end to rise and hang vertically, attached to an invisible **extra dimensional space**. The caster and up to 7 others can climb the rope and vanish into this hidden **refuge**, unseen and unreachable from the outside. If fewer than 8 creatures enter, the rope can be pulled in; otherwise, it remains hanging and may be vulnerable to tampering.

Those inside can see out through a 3-foot by 5-foot window centered on the rope, but no spells or effects can pass in or out.

Only one person may climb the rope at a time. Occupants must exit before the spell ends or fall from the rope's original height. Attempting to create or bring another extra dimensional space inside this one is extremely dangerous.

Haste*

Magic User 3
Range: 30 feet +10 feet/level
Duration: 1 minute/level

This spell speeds up **1 creature** per **caster level**, **doubling** their **movement** and number of **attacks** per **Combat Bout** for the spell's duration. Spellcasting and magic item are unaffected, remaining limited to one use per Combat Bout. **Multiple haste or speed effects do not stack**; only the strongest or longest-lasting applies.

The **reverse, slow**, reduces affected creatures to half movement and half attack rate (typically one attack every other Combat Bout). Targets may make a **Save DC** to resist **slow**. **Haste** and **slow** directly counter and dispel each other.

Heal*

Cleric 6
Range: touch
Duration: permanent

Heal channels divine energy to mend life, instantly curing the target of nearly all afflictions. These include **ability damage, blindness, confusion, deafness, disease, exhaustion, feblemind, insanity, nausea, and poison**. It also restores all but **1d4** of the target's lost hit points. Heal does not remove **negative levels** or restore **permanently** drained ability scores.

The **reverse, Harm**, fills the caster's touch with divine malice, reducing a living creature to **1d4** hit points on a successful **touch** attack. Against **undead, Heal** functions as **Harm**, and **Harm** as **Heal**. Constructs are unaffected by either form of the spell.

Heat Metal*

Cleric 2, Druid 2
Range: 25 feet
Duration: 7 minutes/level

This spell causes a single **metal** item to heat progressively over several Combat Bouts. Creatures holding or wearing the item take damage each Combat Bout the item is hot or searing, but a brief touch causes no harm.

Combat Bout	Temperature	Damage
1st	Warm	None
2nd-3rd	Hot	1d4 points
4th-5th	Searing	2d4 points
6th	Hot	1d4 points
7th	Warm	None

The intense **heat** generated by this spell can damage heat-sensitive items, such as potions, and may boil liquids like water, wine, or oil stored in closed containers. Metal vessels exposed to the effect may burst under pressure. These effects typically occur during the fourth or fifth Combat Bout, when the spell's heat reaches its peak intensity.

The reverse, **Freeze metal**, inflicts similar damage but from **cold** instead of heat..

Hold Animal

Druid 2
Range: 180 feet
Duration: 20 min + 5/level

This spell functions like hold person but affects only animals—non-magical, living creatures of animal intelligence, including giant-sized beasts. Targets may attempt a **Save DC** to resist becoming paralyzed and unable to move or act for the spell's duration.

Hold Monster

Magic User 5
Range: 180 feet
Duration: 20 min + 5/level

This spell functions like **hold person** but affects any living creature that fails its Save DC, paralyzing them and rendering them unable to move or act for the spell's duration.

Hold Person

Cleric 2, Magic User 3
Range: 180 feet
Duration: 20 min + 5/level

This spell **paralyzes** a living humanoid creature up to ogre size, leaving them fully aware and breathing normally but unable to move or speak.

Larger creatures are unaffected. The caster may target a **single** individual, who **suffers a -2 penalty** on their **Save DC**, or a **group**, in which case **1d4 creatures** may be affected.

Paralyzed flying creatures fall, and paralyzed swimmers risk drowning. A successful **Save DC** negates the effect.

Hold Portal

Magic User 1
Range: 100 feet + 10 feet/level
Duration: 20 min + 5/level

This spell magically holds shut a door, gate, window, or shutter made of wood, metal, or stone, making it as securely closed and locked as if physically barred.

It can be undone by a **knock spell** or a successful **dispel magic**.

Holy Word

Cleric 7

Range: 30 feet

Duration: instantaneous

This spell channels the highest utterance of divine power, causing the caster to blaze with holy light. All enemies within 30 feet who can hear the caster take 3d8 radiant damage + 2 points per cleric level.

Any creature within range that can see the radiant caster must succeed on a **Save DC** or be blinded.

Creatures slain by this spell are consumed in divine fire, their bodies erupting into brilliant flames and reduced to ash within one minute.

Ice Darts

Magic User 4

Range: 300 feet + 30 feet/level

Duration: 1 minute

This spell conjures a storm of razor-sharp **ice darts** that streak through the air toward one or more targets. The caster creates **2d4** darts, each dealing **1d6** points of **cold** damage on impact. Multiple darts may be directed at a single target or divided among several within range, but all must be assigned before rolling damage.

Each dart requires a **ranged spell attack** to hit. Targets struck must make a **Save DC (+Con)** or suffer frostbite, reducing their movement by 10 feet for **1d4** minutes. The darts can shatter glass, freeze small quantities of liquid, and extinguish nonmagical flames they pass through.

If cast in an area of extreme cold, the darts deal and extra **+1** damage each. If conjured in heat or near open flame, the number of darts is halved as the darts melt more rapidly.

Illusionary Wall

Magic User 4

Range: 90 feet

Duration: permanent

This spell creates a **permanent illusion** of a wall, floor, ceiling, or similar surface covering a $1 \times 10 \times 10$ ft. area. The illusion appears completely real—even to **magical detection** like **True Seeing**—but physical objects can pass through it unhindered.

When used to conceal pits, traps, or ordinary doors, normal magical detection still function, and probing or touch reveals the illusion's nature without dispelling it.

Immunity to Normal Weapons

Magic User 3

Range: touch

Duration: 5 min/level

This spell grants the target **temporary immunity** to **damage from non-magical weapons**.

While affected, the creature is treated as enchanted for the purposes of magic, meaning weapons with bonuses against enchanted creatures (such as a **+1** or **+3** sword) apply their special effects normally to the target despite the immunity.

Insect Plague

Cleric 5, Druid 5

Range: 300 feet + 30 feet level

Duration: 1 min/level

This spell summons 1 **swarm** of locusts for every **3 caster levels**, up to a maximum of **6 swarms** at 18th level. Each **swarm** appears adjacent to another, forming a single, buzzing mass.

Once summoned, the **swarms** remain stationary and attack any creature in their area. Each swarm fills a 15 foot radius and can squeeze through narrow gaps.

Swarm of Insects (Medium Swarm of Tiny Beasts)

AC 15|HP 10 (2 HD)|MV fly 20 ft.

Init +1|Save DC 15

Attack:

- **Bites**(swarm > half HP): +3 to hit, 1d6 piercing
- **Bites**(swarm ≤ half HP): +3 to hit, 1d3 piercing

Immunities: Normal weapons, charm, fear, grapple, paralyze, petrify, prone, restrain, stun

Lingering Bites: A creature leaving a swarm takes 1 HP damage for 3 Combat.

Repelling the Swarm:

Vulnerabilities: Sleep, smoke, fire, water immersion

- Weapon or shield: Reduce damage by 1
- Torch: Swarm takes 1d4 damage
- Smoke: Repels swarm completely
- Water immersion: Stops damage

Inscribe

Magic User 0

Range: 10 feet +5 feet/level

Duration: permanent

This spell **etches** up to 1 square foot of writing, symbols, or artwork onto a nonliving surface. The mark is **permanent** unless removed by physical means or **magic**. The design may include letters, sigils, or intricate flourishes, limited only by the caster's skill and imagination.

Invisibility

Magic User 2

Range: touch

Duration: special

A touched creature or object becomes **invisible**, including all gear. Dropped items become **visible**; picked-up items **vanish** if stowed.

Light sources can be **invisible**, but their light remains **visible**. Any part of an item extending more than 10 feet from the subject becomes visible.

The **spell ends** if the **subject attacks or casts** an **offensive spell**. Interacting with unattended objects does not break invisibility. The subject is not **silenced** and may still be detected by other means (e.g., sound, footprints, water).

Invisibility 10' Radius

Magic User 3

Range: 10 feet

Duration: 10 min/level

Like **invisibility**, but affects all creatures within **10 feet** of the **caster**. The effect moves with the recipient. Affected creatures can see each other.

If a **creature** (other than the caster) **attacks**, only they become visible. If the **caster attacks**, all affected creatures become visible.

Leaving the **10 foot area** ends invisibility for that creature; re-entering does not restore it, nor does it affect new arrivals.

Invisibility, Improved

Magic User 4

Range: touch

Duration: 1 min/level

This spell functions exactly like **invisibility**, except it does not end when the subject attacks or casts a spell, allowing them to remain unseen despite offensive actions.

Invisible Servant

Magic User 6

Range: special

Duration: special

Summons an invisible servant to perform a task. It serves until the task is done, it dies, or a dispel magic ends the effect.

Invisible Servant (Medium Elemental)

Init +3 | AC 14 | HP 56 (8 HD) | MV 50 ft., Fly 50 ft.

Str (+2) Dex (+3) Con (+2) Int (+0) Wis (+0) Cha (+0)

Save DC 11 | Damage Resistance Nonmagical weapons

Senses Darkvision 60 ft. | Languages Common

Invisible: Always invisible; only magic or special senses can detect it.

Tracker: Unerringly follows its target across any distance or terrain unless magically blocked.

Summoned Nature: Vanishes when slain, completing its task, or affected by dispel evil.

Multiattack: Two slams.

Slam: +6 to hit, reach 5 ft., one target. Hit: 2d6+3 bludgeoning.

Description: A tireless elemental assassin, the Invisible Servant is a whisper of wind given purpose. Though obedient, it resents servitude. Those who bind one too often find their wording tested to its limits.

Irritate

Magic User 0

Range: 10 feet + 5 feet/level

Duration: 1 minute

This spell causes a target to feel a minor, harmless **annoyance**—such as an itchy nose, an ear that itches, a tingling sensation, or a persistent twitch.

The effect lasts only a **1 minute** and causes no real harm, though it may be distracting or amusing.

Isoma Ixal's Mirror Image

Magic User 2

Range: self

Duration: 5 minutes/level

This spell creates several illusory **duplicates** of the caster—**1d4 plus 1 per 3 caster levels**, up to 8 total—that move through each other and mimic the caster's actions perfectly.

Enemies always hit a duplicate instead of the real caster. Attacks or spells targeting a duplicate destroy it instantly, with no save. Area-effect spells appear to affect all duplicates and the caster equally.

Item

Magic User 4

Range: touch

Duration: permanent

This spell **reduces** a single nonmagical item to **1/12** of its normal size, and optionally alters its composition to a **cloth-like** form. The spell can affect items up to 1 cubic foot in volume or 50 pounds in weight; larger objects are typically unaffected. If the item is held or carried by another creature, it is entitled to a **Save DC** to resist the effect.

The **item** returns to its normal size and composition when thrown onto a solid surface or when the caster **commands**.

Jump

Magic User 1

Range: touch

Duration: 2 min/level

This spell allows the touched individual to make 1 prodigious **leap** as an action, soaring up to **30 feet forward or upward, or 10 feet backward**.

The **jump** may cross chasms, scale walls, or reach ledges beyond normal means, but it grants no control in midair and no protection from falling or impact.

The spell enhances strength and agility only for the leap itself; landing safely—or finding purchase—remains up to the jumper.

K

Knock

Magic User 2
Range: touch
Duration: special

This spell **opens** stuck, barred, locked, or magic user locked doors (temporarily suspending magic locks for one turn), secret doors, and locked or trick-opening containers.

It can **loosen** welds, shackles, or chains that hold something shut. It does not raise portcullises or affect ropes or vines. Each casting removes one lock or barrier.

Knot*

Magic User 0
Range: 10 feet
Duration: instantaneous

This spell magically **ties** a rope, cord, or similar object into any knot. The knot is secure and holds as well as a normally tied knot.

Untie magically undoes any knot, instantly freeing the rope, cord, or similar object without physical effort.

pulling against solid surfaces at half normal speed. **Attacking** with a weapon while **levitating** is done at a **-2 penalty**.

Light*

Druid I, Magic User I
Range: 120 feet
Duration: 1 hour/level

Light creates torchlight-level illumination in a 30-foot radius (plus 20 feet dim light) around a point or object. The light is immobile if cast on a location, or moves with the object if cast on it. Magical darkness blocks this light.

Darkness, the reverse, creates a zone of magical darkness of equal dimensions, blocking normal and darkvision.

Spells of equal or lower level **cancel** each other when cast against one another. Either version may target a creature's eyes to blind them; affected creatures may make a **Save DC** to resist. This targeted effect does not create an area of light or darkness.

Lightning Bolt

Magic User 3
Range: 50 feet + 10 feet/level
Duration: 1 hour/level

Releases a 5-foot wide **bolt** of **electricity** up to the spell's range (minimum 60 feet), dealing **1d6 damage** per **caster level** (**Save DC** for half).

The **bolt** can ignite flammables and damage objects, melting low-melting-point metals. If it breaks through a barrier, it continues; otherwise, it may reflect (never harming the same target twice).

The caster can shorten the range as desired.

L

Levitate

Magic User 2
Range: touch
Duration: 5 minutes/level

The caster mentally lift **themselves**, a **willing creature**, or an **unattended object**, moving it **up** or **down** at a rate of up to **20 feet per minute**. **Horizontal** movement is not possible while stationary but can be achieved by pushing or

Locate Object

Cleric 3
Range: 360 feet
Duration: 1 minute/level

The cleric senses the direction of a well-known or clearly visualized non-living object within range. If multiple exist, the nearest is detected. Unique items require firsthand observation. Thin sheets of lead or gold block the spell. **Creatures** cannot be located.

Lower Water

Druid 4, Magic User 6
Range: 360 feet
Duration: 10 min/level

The caster reduces the **depth of water** or similar liquids by up to **2 feet per caster level** within a square depression up to 10 ft. per caster level per side.

In large bodies of water, the spell forms a **whirlpool**, trapping ships and hindering normal movement. Against **water elementals** and water-based creatures, it functions as **slow, the reverse of Haste**. (Save DC negates).

Lyrathe's Terrible Transmutation

Magic User 7 (Black)
Range: 20 feet
Duration: special

This spell **fuses** 2 different creatures into a **single** unique form, **combining** traits of both into the new form. This spell often does not function, and kills, creatures that possessed any magical abilities.

Both creatures needed to be within 5 feet of each other when the spell is cast, and the new creature would appear where the larger creature was.

Both creatures are allowed a **Save DC**. Any save negates the spell. A failed save rolls on the **Terrible Transmutation result table**.

Result Table	Description
I-5	Total Failure resulting in death.
6-11	Total Failure with minor consequences.
12-14	Partial Success with major consequences.
15-17	Partial Success with minor consequences
18-20	Successful fusion as planned.

Creatures possessing **intelligence** higher than that of an animal are likely to have their mind shattered during the casting (**Save DC 15**), resulting in an uncontrollable wild creation.

The resulting creature is likely not able to breed successfully unless Lusian's Join Animal was sealed with a permanency spell.

Lore: This spell was devised by **Lyrathe the Transmuter**, an elven sorceress of **Silvandor** steeped in the black arts.

She summoned dark powers through binding rituals and twisted nature itself—melding blood and sinew, forcing hoof and beak to one form, grafting wing to claw and fang to feather.

For such abominations, the goddess **Yavanna** cursed her with a monstrous fate, transforming her into a **Medusa**.

M

Mage Armor

Magic User 1

Range: touch

Duration: 10 minutes/level

This spell conjures an invisible, tangible magical barrier around the target, granting **+4 AC**. Unlike physical armor, it imposes no armor check penalties, no chance of arcane spell failure, and does not reduce movement speed. The bonus applies only if the recipient is not wearing physical armor.

Mage Hand

Magic User 1

Range: 40 feet

Duration: 10 min/level

Conjures a **spectral hand** that can either move up to 5 pounds of material at 50 feet per minute for 10 minutes within 40 feet, or deliver a powerful shove—equal to the caster's strength—at a target up to 10 feet away.

Maggot Spray

Magic User 2 (Black)

Range: 10 feet

Duration: instantaneous

The caster unleashes a 10-foot stream of writhing flesh-eating maggots from their mouth. Creatures in the affected area must make a **Save DC** or become **sickened** for **2d6 Combat Bouts**, suffering a **-2** penalty to attack rolls.

Targets take **1d4** damage immediately, and another **1d4** damage each Combat Bout thereafter for a number of Combat Bouts equal to the caster's level.

Affected creatures may spend a full minute brushing off the maggots as their only **action**—taking that Combat Bout's damage but ending the infestation.

This does not remove the sickened condition.

Magic Jar

Magic User 5

Range: 60 feet

Duration: special

The caster transfers their soul into a chosen container within range, leaving their body lifeless but intact.

From within the jar, the caster can attempt to **possess** a nearby living creature. The target must succeed on a Save DC or have its soul forced into the jar, while the caster takes control of the body.

The caster retains their own mind, **Intelligence**, and **Wisdom**, but uses the host's physical abilities. The host's special powers or class abilities cannot be used. The caster may return to the jar at will, releasing the host's soul and attempting possession again.

If the jar is destroyed, the caster's soul returns to their body if it is within range—otherwise, they die.

If **dispelled** or driven out, the caster's soul also returns to the jar (if possible) or perishes. If the host's soul is still trapped when the jar is broken, the caster may become trapped in that body.

The spell ends when the caster safely returns to their own body—or when either body or soul is destroyed.

Magic Mirror

Magic User 3

Range: 10 feet

Duration: 1 minute/level

This spell transforms a reflective surface into a **magical mirror** that allows the caster to view a named creature. Everyone present can see the image, but only the caster hears sound.

Detection and divination spells may be cast through the mirror, with a base **DC 18** and a **+1** bonus to the caster's check per **caster level** to succeed.

Magic Missile

Magic User I

Range: 100 feet + 10 feet/level

Duration: instantaneous

Darts of magical energy shoots from the caster's fingertips, striking a visible target unerringly for **1d6 + 1** damage. The missile cannot target specific body parts or harm inanimate objects.

At **1st level**, the caster fires **one missile**, gaining an **additional missile** every **three levels** thereafter (up to five at 13th level).

Multiple missiles can be directed at one or several targets, but each must be assigned before rolling damage.

Magic Mouth

Magic User I

Range: 30 feet

Duration: special

This spell enchants a non-living object with a **magical mouth** that speaks a message—up to **6 words per caster level**—when a chosen visible or audible trigger occurs within 10 feet per caster level.

The message is in the caster's voice and in **any language** the caster knows, at any desired volume, making statues, walls, or objects appear to talk. It cannot activate magic items or command words.

Triggers respond only to genuine visual or audible cues and can be fooled by **illusions**, magical darkness, silence, or invisibility. The mouth perceives only what is within normal sight or hearing and cannot distinguish targets by class, race, or power.

Mask of Life

Magic User 5 (Black)

Range: touch

Duration: 1 hour/level

This spell cloaks a single **undead** creature in an **illusion** of life. The caster determines its apparent race, appearance, and clothing, and the illusion mimics natural movement, voice, and scent.

If the undead is made to resemble its living self, observers suffer a **-5 penalty** to **DC** checks made to **disbelieve** the illusion.

The deception is broken if the creature behaves in a manner clearly unnatural for the living.

Mass Invisibility

Magic User 7

Range: 240 feet

Duration: special

This spell renders all creatures within a 15-foot radius **invisible**, as though each were under an individual **Invisibility** spell.

Each affected creature remains **invisible** until they attack or cast a spell, and the effect persists even after they leave the area.

The spell lasts for up to **24 hours**, unless ended earlier by the usual conditions.

Meal Blessing

Cleric 0

Range: 10 feet

Duration: instantaneous

Before a meal, the cleric offers a short **prayer** of thanks, sanctifying the food. Anyone who eats the meal within 20 minutes regains **1 hit point**.

After 20 minutes, the meal then provides only normal nourishment.

Mend

Cleric 0, Druid 0

Range: 10 feet

Duration: instantaneous

This spell **repairs** breaks, dents, and holes in small objects, restoring them to their original condition.

Message

Magic User 2

Range: touch

Duration: 10 min/level

When cast, the caster can whisper **messages** and receive replies with minimal risk of eavesdropping.

The caster selects up to **1 creature per caster level** to include in the spell.

Messages travel in a straight line and can be heard by all chosen creatures within **30 feet + 10 feet per caster level**, as long as there is an unobstructed path. Recipients may whisper replies back to the caster.

The **message** must be spoken in a language the caster knows; the spell does not grant comprehension to recipients. **Message** is perfect for quick, private communication without fear of interception.

Meteor Shower

Magic User 3

Range: 200 feet + 10 feet/level

Duration: special

The caster conjures one small **globe of fire per caster level**, each hurled as a flaming missile.

On impact, a globe explodes in a 1-foot sphere, dealing **1d4** fire damage and igniting flammable materials. Missed shots deal **1** point of splash damage to creatures within 3 feet of the impact point.

Each meteor is treated as a **missile attack** with a **+2** bonus and no range penalty. The caster may launch all meteors in a **single** Combat Bout or release them over **several** Combat Bouts, firing any number each turn. While holding back **meteors**, the caster may take other actions, including melee attacks.

If the caster casts another spell, the barrage immediately ends. The spell concludes when all meteors are released, the caster ceases firing, or the effect is dispelled.

Meteor Storm

Magic User 7

Range: 1 mile

Duration: instantaneous

Four **fiery orbs** descend at chosen points within range, each creating a 40-foot-radius sphere that spreads around corners.

Every creature in each sphere takes **15d6 fire and bludgeoning** damage on a failed **Save DC** or half on a success. Creatures caught in multiple spheres are affected only once. The spell also damages objects and ignites flammable items not worn or carried.

Minor Warding

Magic User 2 (Black)

Range: touch

Duration: special

This spell cloaks an object smaller than 10 cubic feet with an **invisible** aura of harmful energy.

The first living creature to touch it triggers the ward, taking **3d6 damage** with no **Save DC**. The object itself remains unharmed.

Undead, golems, and non-living creatures do not trigger the ward. The caster can handle the object safely. The ward lasts up to **1 hour per caster level**.

Misty Step

Magic User 3

Range: self

Duration: instantaneous

The Magic User becomes surrounded by shimmering, silvery mist through which they can **teleport** up to 40 feet to an unoccupied space that they can see. An attack of opportunity is not provoked.

Mount

Magic User 1

Range: 30 feet

Duration: 2 hours/level

With a whispered command and a flourish of magic, the caster summons a noble **steed**—a riding horse or pony complete with bit, bridle, and saddle.

The mount appears as if stepping from a sunlit glade, obedient and ready for travel. It remains until the spell ends, vanishing in a shimmer of light when its service is complete.

Move Earth

Druid 6

Range: 120 feet

Duration: concentration (up to 2 hours)

The druid reshapes an area of **dirt, sand, or clay** up to 40 feet on a side within range.

Over **10 minutes**, the terrain slowly shifts into the desired form—rising, sinking, sloping, or forming mounds, trenches, or ramps.

Changes cannot exceed half the area's greatest dimension (e.g., 20 feet high or deep in a 40-foot square).

At the end of each 10-minute period, the druid may choose a new area to affect, continuing as long as concentration is maintained. The gradual motion prevents creatures from being trapped or injured.

The spell does not affect solid stone, though structures resting on the altered ground may crack or collapse.

Plants are not directly changed but move naturally with the shifting earth.

Mummify

Magic User 6 (Black)

Range: touch

Duration: permanent

This spell requires five days of ritual preparation and **500 gp** worth of rare unguents, embalming spices, resins, bindings, enchanted salts, and ritual inks.

Upon completion, the caster reanimates a corpse as a standard **mummy**.

- **Mummies** do not count against normal undead control limits.
- The caster can control a total number of **mummy Hit Dice** equal to their own level.
- **Mummies** are slow and degrade on long journeys, making them ideal lair guardians.
- Creating mummies from **large** humanoids (e.g., giants) is possible but more difficult (GM's discretion).
- More powerful **mummies** with class abilities require the Undeath spell.
- Typically accessed by Black Magic Users or certain death cult clerics.

Mummy (Medium Undead)

Init -1 | AC 17 | HP 36 (6 HD) | MV 20'

Abilities Str 17 (+2) Dex 8 (-1) Con 15 (+1) Int 6 (-1) Wis (10) Cha 6 (-2)

Save DC 12 | Damage Resistance immune to sleep, charm and hold magic. They can only be injured by spells, fire, or magical weapons; furthermore, magic weapons do only half damage.

Regenerate. At the start of each combat Combat Bout, the mummy regenerates 1d6 HP.

To truly destroy a mummy lord, the mummy's shriveled heart that is stored in a canopic jar must be destroyed with fire

Vulnerability fire-based attack does double damage.

Senses Blindsight 60ft | Languages Understands Desert Tongue and Common

Attack.

Rotting Fist. +6 to hit, reach 5 ft., 1d12 +2 plus Save DC or contract Mummy Rot.

Mummy Rot. This disease that prevents normal or magical healing; a cure disease spell must be applied to the victim before he or she may again regain any hit points.

This caster creates a stationary bank of thick **mist** in a **30-foot radius**. All sight, including **darkvision**, is obscured beyond **2d4 feet**.

A strong **wind** will disperse the mist in 1 minute.



N

Neutralize Poison*

Druid 3, Cleric 4

Range: touch

Duration: instantaneous

This spell **removes poison** from a creature or object. A **poisoned** creature suffers no further effects. If slain by poison within **10 minutes**, the creature is **revived** with **1 hit point**. Poison on weapons, traps, or similar objects is rendered permanently harmless.

Poison Touch (Reversed): The caster's touch becomes **poisonous** for **1 Combat Bout** per **caster level** or until used.

A successful **touch attack** forces the target to make a **Save DC** or take **5d6 poison damage** and become **poisoned**. While **poisoned** this way, the target suffers a **-2 penalty to initiative, attack rolls, and Save DCs**, and cannot regain **hit points**.

Only 1 creature can be affected at a time.

O

Obscuring Mist

Druid 2, Magic User 2

Range: 30 feet

Duration: 10 min/level

Open/Close

Magic User 0

Range: 30 feet

Duration: instantaneous

This spell causes a normal, unlocked door, window, or similar portal to **open**.

Orimund's Telepathic Bond

Magic User 4

Range: 1200 feet + 100 feet/level

Duration: 1 hour/level

The caster forms a **telepathic link** between them and up to 3 other willing people with an **Intelligence** score of 3 or higher.

Each person is **linked** to all the others. The creatures can communicate **telepathically** through the bond regardless of language.

No special power or influence is established as a result of the bond.

P

Part Water

Druid 6
Range: 60 feet
Duration: 10 minutes/level

When cast on water up to **5 feet** deep per **caster level**, this spell **parts** the **water** creating a dry, walkable path. The walls of water are held back for the duration, while the terrain beneath is unchanged and may still hinder movement. The caster may dismiss the effect at will.

Pass Tree

Druid 6
Range: touch
Duration: instantaneous

The **druid** and up to **2** willing creatures instantly **teleport** between any two living **trees** on the same plane. The caster must be familiar with the destination tree or its immediate surroundings.

If multiple suitable trees are nearby, the spell selects 1 at random within the described area.

Pass Without Trace

Druid 1
Range: touch
Duration: 1 hour/level

This spell allows up to **1 creature** per **caster level** to move through any terrain without leaving a **trail, footprints or scent**. Non-magical tracking becomes impossible for the duration.

Passwall

Magic User 5
Range: 30 feet
Duration: 30 minutes

This spell creates a **passage** through wooden, plaster, or stone walls—excluding metal or harder materials.

The passage depth is **10 feet + 10 feet** for every **3 caster levels** above 9th (e.g., 20 feet at 12th level, 30 feet at 15th, 40 feet at 18th).

If the wall is thicker, a niche or short tunnel forms. Multiple castings can connect to breach very thick walls. When the spell ends, creatures inside are ejected through the nearest exit.

Permanency

Magic User 6
Range: 10 feet
Duration: permanent

This spell makes an **arcane** spell of **6th level or lower** permanent. It cannot affect divine spells or those already permanent or instantaneous in duration.

The effect lasts until dispelled, which ends the spell immediately.

Casting **Permanency** costs 1 point of Constitution, recoverable as described in the Adventuring Rules (page 84).

No more than **2 Permanency** spells may affect the same creature, item, or location; attempting a **third** causes the spell to fail and carries a DC 10 chance of canceling the existing effects.

Permanency is not used for crafting magic items and functions separately from that process.

Common Permanent Effects

- **Creatures:** Detect Magic, Protection, Read Languages, Tongues, Detect Invisible, Fly
- **Items/Locations:** Alarm, Animate Objects, Confusion, Invisibility, Phantasmal Force, Private Sanctum, Magic Mouth, Wall of Fire, Web.

Phantasmal Force

Magic User 2

Range: 180 feet

Duration: concentration

This spell creates a visual **illusion** of an object, creature(s), or effect up to 20 x 20 x 20 feet. It produces no sound, smell, texture, or temperature. The caster can animate the image within the area while concentrating.

Illusory creatures have **AC 11** and vanish if hit. Illusory damage is not real; “killed” illusions reappear uninjured after **2d8 minutes**. Damage simulated matches the normal damage type.

Animating more creatures than the caster’s level allows causes intelligent observers to make a **Save DC** to see through the illusion, becoming immune to its effects. The GM may allow saves if the illusion seems improbable or poorly done.

Phase Door

Magic User 7

Range: touch

Duration: 1 use/2 levels

Magic User 7

Range: touch

Duration: 1 usage/2 levels

Creates an **invisible**, one-way magical passage through walls, floors, ceilings, or ground, 10 feet deep plus 5 feet per every 3 caster levels. Only the caster (and optionally one additional creature, counting as 2 uses) can pass through. The caster **phases** out upon entry and reappears on exit.

The passage blocks light, sound, and spells, and cannot be seen through unless used.

It can be dispelled only by a higher-level caster; any occupants inside when dispelled are harmlessly ejected in a random direction.

The caster may set a trigger condition allowing others to use the door, based on observable actions or traits (not level, class, or HD).

Plane Shift

Cleric 5

Range: touch

Duration: instantaneous

The cleric reaches out with **divine** energy, and a shimmering circle of light forms beneath their feet.

The caster and up to 7 willing creatures linked in the circle are transported to another **plane**, stepping through a veil of radiant or shadowy energy depending on the cleric’s intent. All participants must be **willing**; if even one refuses, the spell collapses, and the portal fades.

The journey feels like moving through a tunnel of light, wind, or swirling colors, and participants may hear faint whispers or see fleeting visions from the destination plane as they pass through.

Polymorph Other

Magic User 4

Range: 30 feet

Duration: permanent

This spell transforms **1 creature** into another living form with **HD** no greater than the **caster’s level**, excluding **incorporeal** or **gaseous** beings.

The target assumes the new form’s physical traits, behavioral tendencies, and special abilities. If the new form has lower Intelligence, the target may lose memory of its former life. The target retains its original hit points.

Unwilling targets may attempt a **Save DC** to resist. The transformation is permanent until dispelled or until the target dies, at which point it reverts to its original form.

Polymorph Self

Magic User 4

Range: self

Duration: 1 hour/level

The caster transforms into a living creature with hit dice up to their level, excluding incorporeal or **gaseous** forms. The caster gains the new form's physical stats and attacks but retains their own mind and **does not gain** special or **supernatural abilities**. The transformation lasts up to **1 hour per caster level** and ends if the caster dies or chooses to revert.

Portal

Magic User 5

Range: 10 feet

Duration: 1 Minute

This spell opens a **one-way portal** between two fixed, familiar locations in **OnceWas**. The **portal** is **15 feet wide, 15 feet tall**, and lasts **1 minute**. Creatures and objects can pass through freely. Once it ends, the portal closes. The portal stays open **1 additional minute** for each **level** above **9th**.

Power Word Stun

Magic User 7

Range: 120 feet

Duration: special

The caster speaks a **word of power** that instantly **stuns** one creature, regardless of hearing it. Targets with **70+ HP** are **unaffected**. Targets with **36-69 HP** are **stunned** for **1d6 Combat Bouts**; those with **35 or fewer HP** are **stunned** for **20 to 60 minutes** (**2d6**).

Predict Weather

Druid 0

Range: general surroundings

Duration: instantaneous

This spell allows the druid to accurately **forecast** the weather conditions for the next **48 hours** in the immediate area. The prediction includes temperature, precipitation, wind, and other notable weather phenomena.

Private Sanctum

Magic User 5

Range: 30 feet

Duration: 24 hours

Creates a field that blocks **sight and sound** from the outside. **Darkvision and divination effects** (such as magic mirror, clairvoyance, or clairaudience) cannot penetrate it.

Creatures inside the field can see and hear outward normally and are immune to **ESP**.

Speech and sound cannot pass through the barrier, though **telepathic** communication functions normally. **Movement** in and out of the field is unhindered.

Projected Image

Magic User 6

Range: 240 feet

Duration: 1 hour/level

Creates a quasi-real **illusory** version of the caster that looks, sounds, and smells like them, mimicking gestures and speech. Spells cast appear to originate from the illusion.

The caster must maintain line of sight to the double or the spell ends. **Teleportation or dimension door** breaks the effect, as does the **double being struck**.

The caster gains no sensory benefit from the illusion's position, and spell ranges are measured from the caster's actual location.

Protection

Cleric I, Magic User I
Range: touch
Duration: 10 min/level

A faint, 1-foot barrier of shimmering light surrounds the target, moving with them and granting the following effects:

- **Defense:** +2 AC and +2 Save DC
- **Mind Ward:** Prevents possession and mental domination. Such effects can still target the creature but are suppressed for the spell's duration. Existing possessions are unaffected.
- **Summoned Resistance:** Summoned or conjured creatures cannot touch the protected creature; their attacks fail and they recoil as if striking a solid wall.

The protection ends if the subject makes an attack or deliberately touches a barred creature.

Protection 10' Radius*

Cleric 4
Range: touch
Duration: 10 min/level

This spell functions exactly as **protection spell**, but with a **10' radius** rather than a 1' radius. All within the radius receive the **protection**; those who leave and then re-enter, or enter after the spell is cast, also receive protection.

Protection from Fire

Druid 3
Range: touch
Duration: 10 min/caster level

When cast on the caster, the spell grants **temporary immunity** to normal and magical fire, absorbing up to **12 points** per caster level of magical fire damage or lasting 1 turn per level if no damage is taken.

When cast on another, it provides immunity to normal fire and **+4** on **Save DCs** against magical fire. Success negates all damage; a fail reduces damage to 1/4.

Protection from Lightning

Druid 4
Range: touch
Duration: special

This spell functions exactly like protection from fire, except that it protects against any sort of **electrical** or **lightning damage**.

Protection from Living

Magic User I (Black)
Range: touch
Duration: 10 min/level

This spell surrounds a creature with a dark, flickering **barrier** 1 foot thick, shielding it from attacks and control by **living beings**.

The ward moves with the subject and grants two main effects:

- **Defense:** The protected creature gains a +1 bonus to AC and Save DCs against attacks or effects from living creatures.
- **Mind Ward:** Attempts to possess or control the subject are blocked. Such effects can still target the creature but remain suppressed while the spell lasts. If the spell ends first, control resumes. Existing possessions are unaffected.
- **Life Drain:** Any living creature within 10 feet takes 1 point of damage per minute as the ward siphons a fragment of their life force.

Protection from Normal Missiles

Magic User 3

Range: self

Duration: 10 min/level

The caster is **completely protected** from **normal**, small sized, non-magical missile attacks. Therefore, magic arrows, hurled boulders, or other such are not blocked, but normal arrows, sling bullets, crossbow bolts, thrown daggers, etc. will be fended off. Note that normal missiles projected by **magic bows** count as magical missiles for the purposes of this spell.

Purify Food and Water

Cleric I, Druid I

Range: 10 feet

Duration: instantaneous

This spell renders spoiled, rotten, poisonous, or otherwise contaminated food and water clean and **safe to consume**. It does not stop future spoilage. Unholy water or similarly significant items are purified, but the spell does not affect creatures or magical potions.

Quest

Cleric 5

Range: 5 feet/level

Duration: special

This spell **compels** a creature to perform a **specific task or avoid a particular action**, as directed by the caster. The target must understand the caster's language.

Limitations: The spell cannot force suicide or actions leading to certain death but may demand nearly any other task.

Resistance: Unwilling creatures may attempt a **Save DC**. Willing creatures may accept voluntarily, often as part of a bargain.

Duration: The creature must obey until the task is complete. **Open-ended or impossible tasks** last a maximum of **1 day per caster level**. Clever targets may interpret instructions to reduce effort.

Failure: If the target cannot follow the quest for 24 hours, it takes **3d6 damage per day** until it resumes or the spell ends.

Ending the Quest: Only **remove curse** (from a caster ≥ 2 levels higher) can end the effect. **Dispel magic** has no effect.

R

Raise Dead*

Cleric 5

Range: touch

Duration: instantaneous

This spell **restores** a deceased human, demihuman, or humanoid who has been dead no longer than **2 days per caster level**. The soul must be free and willing to return.

Cost: The subject permanently loses **1 level** or **1 hit die** (1st-level characters lose 1 point of **Constitution**). If this would reduce Constitution to 0 or less, the creature cannot be raised. This loss cannot be reversed.

Hit Points & Abilities: The creature returns with **hit points** equal to its current hit dice and no prepared spells. Normal diseases and poisons are cured; magical diseases and curses are unaffected. Lethal damage is repaired, but missing body parts remain missing. Equipment and possessions are not restored.

Restrictions: Cannot raise undead, constructs, elementals, or creatures that died of old age.

The reverse of this spell, **Slay Living**, instantly **kills** a creature of any type with a successful touch and a failed **Save DC**.

If the target succeeds on the Save DC, it instead suffers 2d6 points of damage. An attack roll is required to deliver the spell in combat.

Ray of Exhaustion

Magic User (Black)
Range: 50 feet
Duration: 6 min/level

The caster points at a target and makes a **ranged attack roll** that ignores armor (Dex bonus still applies).

Hit: Target must make a **Save DC**. On a failed check, Strength and Dexterity are reduced by **-6** for the spell's duration. On a successful save, the reduction is **-2**.

Read Languages

Magic User I
Range: self
Duration: special

This spell allows the caster to read any written language in three modes:

Multiple Texts: Read several texts in various languages for 1 turn per caster level.

Single Book or Tome: Read one book for 3 hours per caster level.

Single Non-Magical Document: Read one scroll or single-sheet document permanently.

Limitations: The spell does not speed reading or grant comprehension of unfamiliar ideas. At least one living creature on the same plane must be able to read the language; the spell draws on the existence of the knowledge, not the creature's mind.

Read Magic

Magic User Inherent
Range: self
Duration: permanent

Read Magic is a fundamental ability known to all **Magic Users**. It allows the caster to read magical writings, such as spellbooks and wizard spell scrolls.

All Magic Users begin play knowing having this ability and they can use it repeatably without preparation.

Regenerate

Cleric 6, Druid 7
Range: touch
Duration: permanent

This spell restores severed body parts—fingers, limbs, tails, or heads of multi-headed creatures—and repairs broken bones and damaged organs.

Regrowth time: If the severed parts are present and in contact, restoration completes in 1 minute; otherwise, it takes 10 minutes.

Healing: Also restores 3d8 hit points.

Limitations: Has no effect on nonliving creatures, constructs, or undead.

Reincarnate

Druid 6, Magic User 6
Range: touch
Duration: instantaneous

This spell returns a **dead** character or humanoid to life in a **new body**, provided death occurred no more than 1 week prior and the soul is free and willing.

If the soul resists, the spell fails.

The new form is determined randomly by rolling on the **reincarnation table**:

D20	Incarnation
1	Bugbear
2-3	Dwarf
4	Elf
5-6	Gnoll
7-8	Gnome
9-10	Goblin
11-12	Halfling
13-14	Human
15	Kobold
16-17	Lizard Man
18-19	Orc
20	Troglodyte

This spell returns a **dead** character or humanoid to life in a new young adult body, provided death occurred within 1 week and the soul is free and willing. The condition of the original remains does not matter, as long as some part is used in casting. Restoration takes 1 hour and cures all previous physical injuries, diseases, and afflictions.

- **Ability Scores:** Retains class and Intelligence, Wisdom, and Charisma. Strength, Dexterity, and Constitution are rerolled for the new form.

- **Level & Hit Points:** The character loses 1 level. Roll 1 HD to determine HP lost from the previous total. 1st-level characters instead reduce Constitution by 2.

- **New Form:** Gains natural abilities of the new body—movement types, natural armor, attacks, and extraordinary traits—but does not automatically know the new race's language.

- **Restrictions:** Cannot return creatures who died of old age, were killed by a death effect, or were transformed into undead. Constructs, elementals, and undead cannot be reincarnated.

Remove Curse*

Cleric 3, Druid 3, Magic User 4
Range: 30 feet
Duration: instantaneous

Instantly lifts all **curse**s affecting a creature or object. It does not remove the inherent magical curse from items such as weapons, armor, or shields, but usually allows the wearer to safely remove and discard them. Some powerful or unique curses may require a caster of higher level to remove.

Bestow (Reverse): Places a magical curse on a target. The target may attempt a **Save DC**. The caster chooses one standard effect:

- -4 to an ability score (minimum 1)
- -4 on attack rolls and Save DCs
- -4 to Armor Class (AC)

Custom curses are allowed but cannot exceed the power of these effects. **Curses** from this spell cannot be dispelled by **Dispel Magic**, but **Remove Curse** will end them.

Remove Fear*

Cleric 1
Range: 60 feet
Duration: instantaneous

This spell **dispels** fear from one or more creatures within range in a 15 foot radius.

Affected creatures are freed from **fear** effects.

Effect: Removes frightened or panicked conditions caused by spells, magical abilities, or supernatural effects.

Duration: Instantaneous; the effect lasts as long as the underlying cause of fear would normally persist.

Targeting: Can affect multiple creatures if they are within the spell's area.

Limitation: Does not grant immunity to future fear effects.

Cause Fear (Reverse): The caster instills magical fear in a target within range. The target must succeed on a **Save DC** or become frightened, acting at a penalty or fleeing from the caster for the duration.

The fear effect ends if the target cannot see the caster or if the caster is incapacitated.

Remove Paralysis

Cleric 2

Range: touch

Duration: instantaneous

This spell allows the caster to free a touched creature from **paralysis**, whether caused by magic, poison, or by a monster's attack, such as venom or a ghoul's touch.

Resist Cold

Cleric 2, Druid 2

Range: touch

Duration: 1 hour + 10 min/level

This spell grants one subject temporary immunity to **normal cold**. The target ignores minor cold, such as exposure to winter weather without proper clothing.

Against more **magical cold**, the creature gains a **+3** bonus on **Save DCs** and takes **half damage** from such **attacks**.

Resist Fire

Cleric 2, Druid 2

Range: touch

Duration: 1 hour + 10 min/level

This spell grants one subject temporary immunity to **normal fire** and extreme heat. The affected creature ignores minor heat or flames, such as exposure to ordinary fire.

Against more **magical Fire**, the creature gains a **+3** bonus on **Save DCs** and takes **half damage** from such **attacks**.

Restore Health

Cleric 2

Range: touch

Duration: instantaneous

This spell removes unnatural weakness, mental or physical exhaustion, and temporary ability score drains from a touched individual. The **cleric** chooses which **ability score** to restore when casting. It does not affect permanent **ability score loss** or **energy drain**.

Restoration*

Cleric 6

Range: touch

Duration: permanent

Each casting of this spell removes one negative level from a creature suffering from energy drain.

At **10th level**, the cleric may remove two negative levels instead. (See Energy Drain in the Encounter section for details.)

Alternatively, the spell can restore **drained ability scores**. It immediately restores **1d4 points** to a temporarily reduced ability, or **1** permanently lost point if the drain was lasting. Restoration cannot restore levels lost through **death** (see Raise Dead).

The reverse, **Energy Drain**, saps away one level of life energy from a living creature on a successful touch, as a wight's attack.

Resurrection

Cleric 7

Range: touch

Duration: instantaneous

This powerful spell brings a **dead** creature back to **life**, provided they have been deceased for no longer than **10 years per caster level** and their soul is willing to return.

Unlike similar spells, only a small portion of the original body is needed - even dust from a disintegration spell will suffice.

The spell creates an entirely new body with **full hit points**. However, resurrection exacts a toll: the subject loses **one level** permanently (or one **Constitution** point if they were 1st level), which cannot be **restored** by any means.

The spell can revive creatures that became undead if the undead form has been destroyed, but it cannot affect constructs, elementals, or those who died of old age.

Reveal Magic

Magic User 6

Range: 5 feet

Duration: 1 min/level

This spell **reveals** the magical properties of any object, creature, or area by examining it for one full minute. For magic items, the caster learns all functions, activation methods, and remaining charges. For enchanted objects, creatures, or areas, the spell reveals what spells are present, their effects, and the caster level of each enchantment. **Unwilling** targets can resist the magic with a successful **Save DC** if they don't want their magical properties revealed.

Reverse Gravity

Druid 7, Magic User 7

Range: 15 feet/level

Duration: 1 min/level

This spell flips **gravity** upside down in a 20-foot radius column of space, causing all unattached objects and creatures to fall **upward** instead of **down**. The effect lasts as long as the caster concentrates or until the spell expires. Anything that hits a solid surface during its upward fall takes damage just like a normal downward fall would cause.

When the spell ends, everything affected plummets back **down** to the ground.

Ring of Greater Healing*

Cleric 7

Range: 15 foot radius

Duration: instantaneous

The cleric creates a radiant aura of **healing** in a 15-foot radius around themselves. The aura restores **3d6+3** hit points to the anyone within the radius.

Special: Undead creatures in the area are **harmed** instead of healed, taking damage equal to the healing amount. They may attempt a **Save DC** for half damage.

Reversed: Ring of Greater Harm: Forms an aura that deals **3d6+3** damage to living creatures (**Save DC** for half damage) while healing undead instead.

Ring of Lesser Healing*

Cleric 5

Range: 15 foot radius

Duration: instantaneous

The cleric creates a radiant aura of healing energy in a 15-foot radius around themselves. The aura restores **1d6+1** hit points to the anyone within the radius.

Special: Undead creatures in the area are **harmed** instead of healed, taking damage equal to the healing amount. They may attempt a **Save DC** to negate the damage completely.

Reversed: Ring of Greater Harm: Forms an aura that deals **1d6+1** damage to living creatures (**Save DC** for half damage) while healing undead instead.

Rock to Mud*

Druid 5, Magic User 5
Range: 150 feet
Duration: permanent

This spell **transforms** up to two 10-foot cubes of natural rock per caster level into mud within 150 feet, creating pools up to 10 feet deep.

Creatures caught in the **mud** sink hip-deep, reducing their movement to **5 feet** and imposing **-2 penalties to attacks, saves, and AC**.

When cast on cave ceilings, the falling mud deals **8d6** damage (half with successful **Save DC**) and may cause cave-ins. The mud remains **permanent** until dispelled or reversed, though it naturally dries to dirt over time.

The **reverse** spell, **mud to rock**, converts mud into soft stone permanently, potentially trapping creatures who fail their **Save DC**.

Rot Flesh

Magic User 4 (Black)
Range: touch
Duration: 1 min/level

The caster's **touch** carries a wasting rot that deals **2d6 damage +1 per caster level** on a successful attack roll. The touch also causes temporary loss of **1d4 Charisma**.

The spell remains charged until it strikes or until a number of Combat Bouts equal to the **caster's level** have passed—missed attacks do not expend the magic.

As with other necromantic spells, **undead** are **healed** by this effect instead of harmed. The magic cannot be reversed.

S

Sacrifice*

Cleric 3
Range: touch
Duration: instantaneous

A cleric may take any amount of damage to themselves and give that number of their own **hit points** to someone else.

The reverse, **Drain Life**, lets the caster **temporarily** steal **1d6+1** hit points from a creature with a successful hit, **healing** that amount.

Sanctuary

Cleric 1
Range: self
Duration: 2 min/level

This spell causes enemies to **overlook** the cleric.

Any creature that would normally attack or target the cleric must succeed on a **Save DC**; on a failure, the creature ignores the cleric entirely, acting as if the cleric were not present.

The spell does not protect against **area effects** such as fireball or ice storm.

While the spell is active, the cleric may perform non-offensive actions, but attacking or casting harmful magic **immediately** ends the effect.

Shadow Staff

Magic User 2

Range: touch

Duration: 10 min/level

A normal **staff** becomes a weapon forged of shadow. It is treated as a **magical +1 weapon** (hit and damage) and drains 1 point of **Strength** with each hit (**Save DC** to resist). For each point **drained**, the staff's bonus increases by **+1** (to a maximum of **+5**) for the duration of the spell.

Only the **magic-user** may wield the **shadow staff**.

Shadow Walk

Magic User 6

Range: touch (see text)

Duration: 1 hour/level

The **magic-user** and up to 1 willing creature **per caster level** slip into the **Ethereal Plane**, becoming dim silhouettes adrift in shadow. While in this realm, they travel at an effective speed of **50 miles** per **hour**.

The hazy, shifting nature of the plane prevents clear perception of the terrain below, making navigation imprecise.

When the spell ends, the travelers emerge **1d10 × 100 feet** from the **intended** destination in a random horizontal direction.

Arrival is at ground level, unless the target point lies over water (where they appear at the surface) or underground, where they manifest at the nearest matching depth.

Each trip has a chance (DC 5) to attract a **hostile** ethereal entity is drawn to the caster's presence. See the Spell **Ethereal**.

Shield

Magic User 3

Range: self

Duration: 5 min/level

A shimmering, invisible barrier springs to life before the caster, negating all **Magic Missile** attacks and bolstering defenses. The caster gains **+3 AC vs. melee attacks** and **+6 AC vs. missile weapons**, though the protection only covers the front and sides. The spell lasts for its duration or until dispelled, creating a visible aura of magical energy that ripples as attacks strike.

Shield of Thorns

Druid 2

Range: self

Duration: 10 min/level

Thick vines and thorny growths coil around the druid, forming a layer of natural armor that grants **+4 AC**.

Any creature making a melee attack with a close-range weapon must make a **Save DC** or take **1d4** damage from the thorns. Attacks with reach weapons (such as spears or polearms) are unaffected by the thorn damage.

Silence

Cleric 2, Druid 2

Range: 200 feet

Duration: 2 min/level

This spell creates complete **silence** within a **15-foot radius** around a target.

All sound is blocked—conversation is impossible, spells with verbal components cannot be cast, and no noise can enter, leave, or pass through the area.

The silence can be centered on a **stationary point, a creature, or a mobile object**, moving with the target. Unwilling creatures must make a **Save DC** to resist; if a carried item is targeted, its carrier also gets a **Save**. This spell is especially effective against sonic or language-based attacks and spells.

Sleep

Magic User I
Range: 90 feet
Duration: 5 min/level

This spell magically lulls creatures with **3 or fewer hit dice** into slumber. Creatures with 4 or more hit dice are unaffected. The caster chooses a point within range, and all creatures within 30 feet must **Save DC** or fall asleep. Sleeping creatures are helpless and awaken if slapped or wounded, but not from normal noise. The spell has no effect on unconscious creatures, constructs, or undead.

Smite

Cleric 4
Range: self
Duration: instantaneous

The cleric imbues their **weapon** in hand with **divine wrath** for a **single** strike. Make a **melee attack**; on a hit, the target takes **4d8** radiant damage plus the weapon's normal damage.

Speak with Animals

Druid 2
Range: special
Duration: 10 min/level

This spell allows the druid to understand and **communicate** with one normal or giant-sized **animal** (excluding magical or monstrous creatures) within sight and hearing range. The caster may switch to a different animal once per Combat Bout.

The spell does not alter the animal's attitude; a **reaction roll** determines its friendliness. More intelligent animals may respond tersely or evasively, while less intelligent ones may babble nonsense. Friendly animals might offer favors or assistance, but nothing compels them to act against their nature.

Speak with Dead

Cleric 3
Range: 10 feet
Duration: 3 min/level

This spell briefly **animates** a corpse to give it the semblance of life and intelligence, allowing it to **answer** questions posed by the caster. The caster may ask **1 question per two caster levels**; any unused questions are lost when the spell ends.

The corpse only knows what it knew in life, including any spoken languages, and its answers are often short, cryptic, or repetitive. The body must be mostly intact and have a mouth to respond.

This spell does not contact the soul—it animates only the lingering imprint of knowledge in the corpse. The dead cannot learn or remember new information and will not recall being questioned.

Speak with Dead Animals

Druid 3
Range: self
Duration: 10 min

This spell allows a druid to **speak** with the spirit of a **dead** animal, which appears as a faint, ghostly version of itself. The druid may ask up to five questions.

The creature's spirit answers based on what it knew in life.

Simple animals give simple or unclear answers, while smarter ones may be more helpful. Spirits can share what they saw, dangers they faced, or creatures they encountered while alive.

Answers may be limited, vague, or biased, depending on the animal and how it died. Once five questions are asked or the spell ends, the spirit fades away.

Speak with Monsters

Cleric 6, Druid 6

Range: special

Duration: 10 min/level

The caster can **understand and speak** with any one monster in sight that can hear them. The caster may switch targets once per Combat Bout. Others who understand the monster's language can also understand the caster.

This spell does not affect the monster's attitude; a **reaction roll** determines its disposition. Intelligent monsters may be brief or evasive, while less intelligent ones might speak nonsense. Friendly monsters might choose to offer help. Mindless creatures, plant creatures, and undead are not affected.

Speak with Plants

Druid 4

Range: 20 feet

Duration: 1 min/level

The druid can understand and communicate with both normal plants and plant creatures.

Normal plants have limited awareness and can only speak about their immediate surroundings. They usually respond freely, as they have little else to occupy them.

Intelligent plant creatures may be brief or evasive, much like other monsters. If a plant creature is friendly, it may choose to offer a favor or service. Normal plants, being non-animate, typically cannot perform actions beyond answering questions.

Spell Turning

Magic User 7

Range: self

Duration: 1 hour

This abjuration creates a magic shield which **reflects** spells of **3rd level or lower** back at their caster.

For spells of **4th level** or higher, the magic-user may attempt to reflect the spell. Each rolls an opposed **DC + Int + Level**. Success reflects the spell. Spell Turning only affects **targeted** spells—it does not reflect **area effects**.

If a **reflected** spell targets a caster who is also protected by Spell Turning, their own effect will automatically reflect it again, sending the spell back at them.

Spider Climb

Magic User 1

Range: 10 feet

Duration: 10 min/level

This spell allows the recipient to **move** along walls and ceilings like a giant spider, using their normal walking speed. Hands and feet must be bare. If cast on an unwilling creature, the target may **Save DC** to resist. While under the spell, small objects (under 1 lb.) stick to their hands and feet, making fine manipulation or spellcasting extremely difficult. A subject can be pulled from a surface with sufficient force, requiring a strength-based **DC**. The caster ends the spell at will.

Spirit Bane

Magic User 3

Range: special

Duration: instantaneous

This spell harms **incorporeal** undead such as wraiths, specters, ghosts, and similar entities.

- **Focused Attack:** Deal 1d8 damage per caster level to one visible incorporeal undead within sight.

- **Burst Effect:** Alternatively, deal 1d4 damage per caster level to all incorporeal undead within 20 feet, even if they are invisible. All affected creatures may make a **Save DC** for half damage.

Minor spirits are usually destroyed outright. Some powerful undead may reform days later unless specific rituals are performed to destroy them permanently.

This spell only affects true **incorporeal** undead. It has no effect on other creatures, even if they are in an insubstantial form (e.g., vampires in gaseous form).

Spiritual Hammer

Cleric 2
Range: 30 feet
Duration: 1 min/level

This spell conjures a **warhammer** of pure force that attacks a chosen foe within range once per Combat Bout. The target must succeed on a **Save DC** or take **1d6 points of damage + 1 additional point per three caster levels** (maximum +5).

A successful **Save DC** reduces the damage by half.

The **hammer** deals **magical** damage, allowing it to affect creatures resistant to non-magical attacks.

If the **hammer** moves beyond the spell's range, the cleric loses sight of it, or the caster stops directing it, the hammer disappears.

The **hammer** is **immune** to physical attacks but can be dispelled by magic such as **dispel magic**, **disintegrate**, or the **rod of cancellation**.

Staff

Magic User I
Range: touch
Duration: 3 min/level

The caster manifests a magical **staff +1** to attack rolls and dealing **2d4 +1 damage**.

Stench

Magic User I (Black)
Range: self
Duration: 10 min/level

The caster exudes a sickly, rotting stench, mimicking a **ghast's** foul odor. Living creatures within 10 feet must make a **Save DC** or become sickened for 2d6 minutes, suffering **-2** to attack rolls. For every **3** caster levels, the **Save DC** is reduced by **-1** (e.g., **-1** at 3rd, **-2** at 6th, **-3** at 9th level).

Creatures that succeed cannot be affected again by this spell or a ghast's stench for 24 hours. The sickened condition can be cured with Neutralize Poison.

Sticks to Snakes

Cleric 4, Druid 4
Range: 120 feet
Duration: 1 hour

This spell transforms normal wooden sticks into snakes, creating **1d4 hit dice** worth of normal **snakes** for every **4** **caster levels**. The **snakes** follow the caster's **commands**.

When slain, dispelled, or when the spell ends, the snakes **revert** back to their original stick form. **Magical sticks**, such as **enchanted staves**, are not affected by this spell.

Snake (Tiny Beast)

Init +2 | AC 13 (natural) | HP 2 (.5 HD) | MV 40 ft. | swim 30 ft.

Save DC 16 | Damage Resistances none

Bite. +2 to hit, reach 10 ft., one creature. 1 hp piercing damage. Save DC vs. Poison.

Poisoned. 2d4 poison damage on a failed save, or half as much damage on a successful one. A poisoned target suffers a -2 penalty on initiative, to hit and on Save DCs. While poisoned in this way, the target can't regain hit points.

Stone Shape

Cleric 4, Druid 4

Range: touch

Duration: instantaneous

This spell allows the caster to **shape stone** within a volume of **one cubic foot per caster level** into any desired form.

While fine details are not possible, **simple structures** like doors, walls, or bridges can be created. If the **stone** is crafted into moving or mechanical parts, the caster must make a **DC 15** check and adding their **caster level**.

On a **failed check**, the parts may shift, jam, or crumble, functioning imperfectly in unpredictable ways.

Stone Skin

Magic User 5

Range: touch

Duration: 10 min/level

The caster's skin becomes **stone-like**, protecting from harm. The spell absorbs the first **10 points of damage** from each individual attack.

It continues to function until the total damage absorbed equals **10 × caster level**, at which point the spell ends.

Striking

Cleric 3

Range: touch

Duration: 1 min/level

This spell imbues a weapon with Divine **magic**, causing it to deal an extra **2d4** damage on each successful hit.

It grants no bonus to attack rolls but allows the weapon to strike creatures normally immune to nonmagical attacks

Summon Animals I

Druid 4

Range: 40 feet/level

Duration: 1 hour

The druid summons **1d6 animals** from the surrounding area. **Summoned** animals are friendly and assist the druid with tasks, including combat, to the best of their ability.

The druid can dismiss any or all **animals** at will.

Summon Animals I

d6	Animal	Size	HD	AC	Attack
1	Fox	S	1	12	Bite +1, 1d4
2	Hawk	S	1	13	Talons 1d2
3	Deer	M	1	13	Hoof +2, 1d4
4	Otter or Ferret	S	1	12	Bite +1, 1d4
5	Boar	M	2	14	Tusk +3, 1d6+1
6	Wolf	M	2	14	Bite +3, 1d6+1



Summon Animals II

Druid 5
Range: 60 feet/level
Duration: 1 day

This enhanced version of **Summon Animals I** allows the druid to summon:

- **2d6** animals from **Summon Animals I**, or
- **1d6** animals from **Summon Animals II**

Animals behave as in **Summon Animals I**.

Summon Animals II

d6	Animal	Size	HD	AC	Attack
1	Snake	S	1	14	Bite +1 1d4 + Poison
1	Eagle	S	2	14	Talons 1d4
2	Elk	L	3	14	Hoof +3, 1d6
6	Giant Cave Beetle	M	3	16	Bite +3 2d4 +1
4	Mountain Cat	M	3	14	Claw/Bite +3, 1d8+2
6	Huge Spider	M	3	14	Bite +4 1d8 +2 + Poison

Summon Animals III

Druid 6
Range: 80 feet/level
Duration: 1 day

This enhanced version of **Summon Animals II** allows the druid to summon

- **3d6** animals from **Summon Animals I**, or
- **2d6** animals from **Summon Animals II**
- **1d6** animals from **Summon Animals III**

Animals behave as in **Summon Animals I**.

Summon Animals III

d6	Animal	Size	HD	AC	Attack

I	Giant Weasel	L	3	15	Bite +3, 2d4+1 + Blood Drain
2	Dire Wolf	M	4	15	Bite +5, 2d6+2
3	Giant Frog	L	4	14	Bite +5, 1d6+2 + Swallow
4	Giant Spider	L	5	15	Bite +6, 1d8 +2 + Poison
5	Giant Boar	L	5	15	Tusk +5, 2d6 +2
6	Bear	L	5	15	Claw/Bite +7, 2d6+3

Summon Guardian Demon

Magic User 4 (Black)
Range: special
Duration: special

This spell summons a fearsome **Guardian Demon** from the **Abyss** to guard a specific treasure or location. The **demon** is bound to the item or place and will remain within a 90-foot radius, protecting it with relentless vigilance. The **demon** obeys the commands of the summoner, but its loyalty lies only with the object or area it has been bound to, and it cannot leave unless the object is taken, destroyed, or the daemon is slain.

Guardian Demons can be summoned through use of dark magic. Summoning a guardian daemon is dangerous, presenting a chance (**DC 2**) that the summoner may fail to control it.

An uncontrolled guardian **demon** could slay the offender, as they respond only to sufficient power. If successfully summoned and bound, **Guardian Demons** only guard and have to remain at all times within 90 feet of the object they have been summoned to protect.

Guardian Demon (Large Lesser Demon)

Init +1 | AC 20 (+1 Dex, +9 natural) | HP 68 (8 HD) | MV 40 ft.

Str (+3) Dex (+1) Con (+2) Int (+0) Wis (+1) Cha (+1)

Save DC 11 | Damage Resistances can only be hit by magical weapons. Immune to charm, hold, sleep, polymorph, and fear

Senses Darkvision 120 ft. | Languages Abyssal, Common, Telepathy 60ft

Attack

Multiattack. The Guardian Demon makes two attacks one with its claws and either a bite or Breath Weapon.

Bite. +9 to hit, Reach 10 ft., 2d6+3 piercing damage

2 claws. +9 to hit, Reach 10 ft., 1d6+3 slashing damage

Breath Weapon. 3/day. 30 ft. cone of fire 5d6 dmg. Save DC for half

Description. A guardian demon is a large demon that speaks with a booming voice. They have a variety of different appearances, but most often appears as a horned and winged ape. **Guardian Demons** radiate an aura of pure menace and evil.

Summon Monster

Magic User 4

Range: special

Duration: 1 min/level



Within one minute of casting, the caster **summons monsters** from the following list.

The creatures appear anywhere within the spell's area, acting as directed by the caster. They attack the caster's enemies until commanded to stop, the spell ends, or they are slain. **Summoned monsters** do not **check morale** and **vanish** when killed.

Summoned Creatures:

d6	# Creatures	Summoned Creatures
1	1	Fellhound
2	1d2	Giant Scorpions
3	2d4	Giant Centipedes
4	2d6	Hobgoblins
5	2d8	Skeletons
6	2d10	Goblins

Summon Spirit

Magic User 3 (Black)

Range: 10 feet/level

Duration: 10 min/level

The caster summons a **malevolent incorporeal spirit** to serve them.

The type and number of spirits depend on caster level:

- **10th level:** 1d4 wraiths or 1 specter
- **15th level:** 2d4 wraiths, 1d3 specters, or 1 ghost

The summoned spirits fight the caster's enemies and vanish when the spell ends.

Risks:

Occasionally, a summoned spirit resists dismissal:

- **Wraith:** DC 1 to break control
- **Specter:** DC 2
- **Ghost:** DC 4

If control fails, the spirit remains in the area for a **number of minutes equal to the caster's level**, unless it has less than half its hit points, in which case it departs immediately.

Such rogue spirits often attack indiscriminately, including the caster, so precautions are advised.

Summon Swarm

Druid 1, Magic User 2

Range: 180 feet

Duration: special

This spell summons a **swarm** of small creatures to attack a 10-foot by 10-foot area chosen by the caster. The type of **swarm** is determined randomly using the following table:

Roll	Swarm Type
01–40	Rats
41–70	Bats
71–80	Spiders
81–90	Centipedes/Beetles
91–100	Flying Insects

The swarm viciously attacks anything the summoner commands it to. Creatures that do nothing but defend themselves take **1 point** of damage per combat bout.

Creatures that try to move, attack, or perform other actions take **1d4 damage + 1 point per 3 caster levels** each Combat Bout. Spellcasting is not possible inside the swarm.

The **swarm** cannot be harmed by regular weapons, but fire and area-effect spells can damage and drive the **swarm** off. Once it has taken **2 hit points per caster level**, the swarm disperses.

A **protection spell** keeps it at bay, and certain spells like gust of wind or stinking cloud may disperse it instantly, depending on the swarm type (e.g., gust of wind only works on flying swarms).

Summon Vermin*

Druid 0, Magic User 0

Range: 30 feet

Duration: 10 min/level

This minor spell causes **one** small, harmless creature—such as a beetle, fly, spider, field mouse, or even a buzzing cloud of gnats—to appear in a chosen spot within range.

The creature is **mundane**, causes no harm, and has no special abilities, but it may serve as a distraction or nuisance, potentially interrupting delicate tasks.

The reverse, **Exterminate**, instantly slays one such tiny creature within range.

Summon Watcher

Magic User 4

Range: special

Duration: 101 years

By casting this spell, a Magic-User summons a **Watcher**, an otherworldly creature from the **Void Beyond**, to guard a specific treasure or location for **101 years**.

Bound to its charge, the **Watcher** hovers within 90 feet of it, maintaining absolute vigilance. However, this guardian is known for its endless chatter, sharing its thoughts on everything from the meaning of life to the peculiarities of guarding an inanimate object for a century.

A **Watcher** can't resist offering unsolicited advice and musings. It often discusses the "ethics of treasure hoarding," debates the sentience of the object it guards, and even suggests peculiar places to hide the treasure.

It also ponders the "mystery of adventurers" who always seek to take what it watches over.

While its primary role is to guard, the **Watcher** has a surprising tendency to show kindness to those it deems worthy.

If a party member is wounded or hungry, it may offer food, drink, or even a healing ray before a confrontation—though it never misses an opportunity to talk about the importance of such acts.

The **Watcher** believes that if slain in duty, it will be rewarded a glorious afterlife free from its task. Sadly, this isn't the case. Upon death, it simply fades away, unaware that its afterlife is but a comforting illusion of its own making.

Watcher (Medium Aberration)

Init +1 | AC 14 (natural armor) | HP 45 (7 HD) | MV fly 40 ft. (hover)

Str (-1) Dex (+1) Con (+1) Int (+1) Wis (+1) Cha (+0)

Save DC 12|Damage Resistances Spell Reflection. If the Watcher makes a successful **Save DC** against a spell, or a spell attack misses it, the Watcher can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the Watcher. If the spell forced a **Save DC**, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Senses darkvision 120 ft., passive Perception 16|Languages Common, telepathy 120 ft.

Attack

Bite. Melee Weapon Attack +4 to hit, reach 5 ft., one target. 1d6 – 1 piercing damage.

Eye Rays. The Watcher shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. Confusion Ray. The target must succeed on a DC 13 Wisdom Save DC, or it can't take reactions until the end of its next turn. On its turn, the target can't MV, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. Paralyzing Ray. The target must succeed on a DC 13 Constitution Save DC or be paralyzed for 1 minute. The target can repeat the Save DC at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The target must succeed on a DC 13 Wisdom Save DC or be frightened for 1 minute. The target can repeat the Save DC at the end of each of its turns, with disadvantage if the Watcher is visible to the target, ending the effect on itself on a success.

4. Wounding Ray. The target must make a DC 13 Constitution Save DC, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

5. Create Food and Water. The Watcher magically creates enough food and water to sustain itself for 24 hours.

Description. A Watcher resembles a floating sphere with a gaping maw and a single great eye, set within four eye stalks that shoot forth deadly rays. Watchers are sometimes summoned from the Far Realm by powerful Magic Users to guard an area for 101 years.

Sunray

Cleric 7

Range: 90 feet

Duration: Instantaneous

This powerful spell allows the cleric to call down a **beam** of pure, searing sunlight from the heavens.

While the spell is active, the cleric must **concentrate**, taking no action other than movement.

With each bout, the sunray may be directed to a new location within range, gliding up to 30 feet per minute as the cleric wills it, sweeping across the battlefield like the gaze of a wrathful sun.

The beam illuminates a 10-foot diameter area, flooding it with divine radiance that blinds and scorches those within.

Creatures exposed to the ray must succeed on a **Save DC** or be **blinded for 1d3 minutes**—or for **2d4 minutes** if they were using darkvision at the



time. **Undead** caught directly in the beam suffer **8d6 points of radiant damage** (halved on a successful **Save DC**).

Fungoid creatures and subterranean fungi, creatures born of deep shadow and decay, take the same damage as undead but are granted no **Save DC**.

Symbol of Fear

Magic User 6 (Black)
Range: special
Duration: special

This spell works like **Symbol of Pain**, but causes overwhelming fear. All creatures within 60 feet of the **symbol** must make a **Save DC** or become **panicked** for 1 bout per caster level.

Panicked creatures drop what they're holding and flee in terror by any means available. If escape isn't possible, they cower in fear instead. While panicked, they also suffer a **-2 penalty** to all **Save DCs**.

Creatures that make a **Save DC** aren't panicked, but are still shaken for 1 bout, suffering a **-2 penalty** to both attack rolls and **Save DCs**.

Symbol of Pain

Magic User 5 (Black)
Range: 60 feet
Duration: 1 min/level

This spell lets the caster draw a magical **symbol** that causes severe pain to anyone nearby when triggered. All creatures within 60 feet take a **-4 penalty to attacks, damage, and Save DCs**.

These effects last while they stay near the symbol and for 1 hour after they leave.

The symbol stays active for **1 minute per caster level** once triggered, then becomes inactive. Until then, it remains in place and can only be removed by a targeted dispel magic.

The caster chooses how the symbol is triggered—by being seen, read, touched, or approached within **60 feet**. They can also add conditions, like triggering only for certain creatures or after a specific number of triggers.

A password can be set to stop the symbol from activating when someone enters the area.

The password must be said each time someone enters, or the symbol will go off. All of this is decided when the spell is cast and cannot be changed later.

T

Tasseomancy

Magic User 2
Range: self
Duration: 1 hour

The caster imparts latent **insight** based on potentiality and probability to them or one willing recipient they can see within range. The recipient receives a **+2 on initiative roles**.

When the recipient makes an **attack roll, an ability check, or a Save DC** before the spell ends, it can dismiss this spell on itself to roll an additional **d20** and choose which of the **d20s** to use.



Alternatively, when an **attack roll** is made against the caster, it can dismiss this spell on itself to roll a **d20** and choose which of the **d20s** to use, the one they rolled or the one the attacker rolled.

Telekinesis

Magic User 5
Range: self
Duration: 1 min/level

This spell permits the caster to **move** objects or creatures by **concentration** alone. An object weighing no more than 20 pounds per caster level can be moved up to 20 feet per minute.

A creature can negate the effect on itself or an object it holds or has on its body with a successful **Save DC**.

To use this power, the caster must maintain **concentration**, moving no more than normal movement (no running), making no attacks and casting no spells.

If **concentration** is lost, the power may be used again on the next bout, but the subject of the effect is allowed a new **Save DC**.

Teleport

Magic User 5
Range: self
Duration: instantaneous

Teleport transports the caster and touched targets to a known location within **100 miles per caster level**. Interplanar travel is not allowed.

The caster may bring up to **300 lbs** of additional weight, plus **100 lbs per caster level above 8th**. All creatures and items must be in direct physical contact—either with the caster or with someone in contact with the caster.

Unwilling creatures may attempt a **Save DC** to resist the effect. A successful save leaves them behind.

The caster must make a Teleport Check: roll **1d20 + Intelligence modifier** and compare to the **Accuracy Table**.

The result determines how close the travelers arrive to their intended destination:

Accuracy Table

Familiarity	DC	Success	Failure
Very familiar	1	Arrive on target	Off target
Studied carefully	3	Arrive on target	Off target
Seen casually	5	Arrive on target	Similar Area
Viewed once	10	Arrive on target	Similar Area or Mishap
False destination†	18	Similar area (if any)	Mishap

On Target: Arrive exactly where intended.

Off Target: Arrival is $1d10 \times 10\%$ of the total distance to the destination away, in a random direction. For example, a 500-mile Teleport that's “off target” could place the party 50–500 miles from the intended location.

Similar Area: The group appears in a visually similar area—same terrain, general layout, or atmosphere—but not the intended location. (A castle courtyard might become a different castle’s courtyard.)

Mishap: Violent dislocation occurs. Each creature takes $1d10$ damage and must make a Save DC or be stunned for 1 round. Roll on **Mishap/Complication Table** or reroll on the **Accuracy Table** above to determine next steps.

Teleport, Greater

Magic User 7
Range: self
Duration: instantaneous

This spell functions like **teleport**, except that there is no limit to the range or a chance of arriving off target.

In addition, the caster need not have seen the **destination**, if the caster has at least a reliable description of it.

If the caster attempts to **teleport** with insufficient information (or with misleading information), the caster disappears and then reappears in the original location.

This spell cannot transport the caster to another **plane of existence**.

Threads of Fate

Cleric 2

Range: 30 feet

Duration: 1 minute

The cleric glimpses the threads of destiny connecting creatures around them. They may choose **one ally** and **one enemy** within range.

The **enemy** is allowed a **Save DC**. Failure means that their next attack roll and next **Save DC** will be at -2.

The **ally** receives +2 on their next attack roll and **Save DC**.

The effect does not force actions, only influences outcomes, as fate subtly nudges their choices.

Tongues

Cleric 3

Range: touch

Duration: 10 min/level

A creature touched **understands** all spoken and written **languages**, no matter how obscure or ancient.

However, they can speak only one language at a time, chosen when they begin to speak.

This spell does not affect **attitudes** or **reactions**, and it does not allow communication with creatures that lack a language entirely (such as animals or mindless undead).

Tovenaar's Faithful Hound

Magic User 4

Range: 30 feet/level

Duration: 10 min/level

A magical, transparent **watchdog** appears and takes position at a designated spot such as a doorway, hallway, or other entry. Only the spellcaster can see the **hound**. It remains silent until triggered.

The **hound** begins barking loudly if any creature larger than a cat approaches the area it guards. It can detect invisible or ethereal creatures but ignores illusions unless they are partially real.

If an intruder enters the guarded area, the hound delivers a single magical attack, dealing **3d6 damage**, as if it were a 10 HD creature. This attack bypasses resistance or immunity to nonmagical weapons, up to **+3** protection.

The **hound** cannot be harmed or interacted with physically but can be removed by dispel magic. Once triggered, the spell continues for 10 minutes per caster level, then ends.

Tovenaar's Sword

Magic User 7

Range: 30 feet

Duration: 1 min/level

This spell creates a transparent **sword** made of pure force. The sword strikes any target within its range, as chosen by the caster, starting the bout the spell is cast. It attacks once per bout on the **caster's normal initiative**.

The sword attacks like a fighter with the same **level as the caster**, adding the caster's **Intelligence modifier to its attack rolls**. It deals **3d4 damage** on a successful hit and can damage creatures normally immune to nonmagical weapons.

A natural roll of **19 or 20** on the attack roll is always a hit, regardless of the target's **AC**. The sword can be destroyed by a successful **dispel magic** spell.

Trap the Soul

Magic User 7
Range: 30 feet
Duration: special

This spell **traps** a creature's life force and physical body within the enchanted pages of a mystical **tome**. The caster must see the creature at the precise moment the final word of the spell is spoken to complete the binding.

Upon casting, the creature may resist with magic resistance (if any) and must succeed on a **Save DC** to avoid being imprisoned. If the **Save DC** succeeds, the tome flares with light and the enchantment shatters, sparing the victim.

Once **trapped**, the creature's soul manifests as a flickering, restless figure animated within the shimmering pages of the tome—a silent prisoner pacing or struggling in endless torment, visible only to those who study the book closely.

The creature remains imprisoned until the tome is physically **destroyed** or the **magic dispelled**. Destroying the book immediately releases all creatures imprisoned within its pages, freeing their life forces and allowing their bodies to reform. Creatures from other planes may be compelled to perform a service upon release.

Tree Sanctuary

Druid 4
Range: touch
Duration: 10 min/level

This spell allows the druid to merge with a living **tree**, creating an invisible **doorway** within its trunk—visible only to dryads and other druids. The

tree must be at least 10 feet tall and firmly rooted in the ground,. Only one **tree** may be sanctified in this way at a time.

Upon completion, the druid steps into the **tree** and vanishes, entering a hidden refuge within its living wood.

While inside, the druid remains aware of their surroundings, gaining 360-degree vision and enhanced hearing, and can sense subtle temperature shifts around the tree.

This **sanctuary** is ideal for meditation or spell preparation. Every **10 minutes** of rest within counts as a **full hour** of sleep, and if the tree is an oak, it **heals** the druid for **1d4 hit points** every 10 minutes.

While merged, the druid cannot move, speak, cast spells, or use touch, taste, or smell. Any damage dealt to the tree is halved and transferred to the druid. If the **tree** is destroyed, the druid is expelled into the nearest open space.

True Seeing

Cleric 5
Range: touch (or Self)
Duration: 1 min/level

This spell grants the target the ability to **perceive** things as they **truly** are within 120 feet. The target's eyes glow with divine clarity, revealing hidden truths and exposing deceptions, as if the world itself is stripped of all disguises and illusions.

The subject can:

- See through normal and magical darkness
- Detect secret doors
- Perceive displaced creatures or objects
- See invisible beings or items
- Discern illusions and the true forms of polymorphed or transformed creatures

Limitations: **True Seeing** does not penetrate solid objects, does not grant **X-ray vision**, and cannot bypass concealment such as fog. The effect cannot be enhanced by other magic and cannot be projected through scrying devices such as **crystal balls** or combined with **clairvoyance**.

U

Unseen Servant

Magic User 1

Range: 50 feet

Duration: 1 hour/level

This spell conjures an **invisible**, shapeless, mindless force that obeys simple commands.

It can fetch or return items, open or close containers, hold chairs, clean, and mend minor objects.

The **servant** has Strength 6, limiting it to light tasks. It cannot fight or operate complex mechanisms. While immune to harm, it can be dismissed at will before the spell ends.

V

Vampiric Touch

Magic User 3 (Black)

Range: touch

Duration: 1 min/level

The caster must succeed on a melee attack roll to channel the spell. On a hit:

The **strike** deals **1d6 damage per two caster levels**.

The caster gains **temporary hit points** equal to the damage dealt, up to the target's remaining HP.

If the **attack** kills the target, temporary hit points gained equal only the damage needed to slay it, not the full roll.

These temporary hit points last **1 hour** before fading.

Vanish

Magic User 7

Range: touch

Duration: special

This spell causes a non-living object to **disappear** instantly, as if teleported.

The object must weigh no more than 50 pounds per caster level and occupy no more than 3 cubic feet per level. Both weight and volume limits must be met, or the spell fails.

At the caster's choosing, the object may reappear at a known location or be sent deep into the **Ethereal Plane**. If sent ethereally, the point of vanishing radiates faint magic.

A successful **dispel magic** cast on this point will recall the item from the **Ethereal Plane**.

Living creatures and magical effects cannot be targeted. There is a DC 1 chance a creature from the **Ethereal Plane** slips through the rift.

Ventriloquism

Magic User 1

Range: 60 feet

Duration: 10 min/level

This spell allows the caster to **project their voice** to a location within range, making it appear as though it originates from another source—such as a shadowed alcove, a hollow statue, or behind a closed door.

The **illusion** is convincing, mimicking the caster's tone and cadence precisely, and can be used to deceive, distract, or unsettle.

Virtue

Cleric 0
Range: 10 feet
Duration: 20 minutes

The cleric grants one **temporary hit point** that lasts for 20 minutes.

Void Tentacles

Magic User 4 (Black)
Range: 100 feet + 10 feet/ level
Duration: 1 min/level

A field of 10-foot rubbery tentacles springs from the ground in a 30 x 30 foot area. They emerge from any surface, including water.

Tentacle Attacks:

- Attack bonus: Caster's attack bonus
- Strength: 18
- Enough tentacles to attack all creatures in the area individually

Effects:

- **If grappled:** Target held immobile and takes 1d6 damage per Combat Bout
- **If not grappled:** Movement reduced to half speed while in the area.

Wall of Bones

Magic User 4 (Black)
Range: 10 feet/level
Duration: 1 min/level

The magic-user raises a wall of writhing, interlocking **bones** from the ground, forming a hazardous barrier under their control.

Wall Size and Construction:

- Creates one 10-foot x 10-foot x 1-foot section per caster level.

- Sections can be stacked to increase thickness (e.g., a 10th-level caster can make a 10x10x10-foot wall).
- Cannot appear where creatures or objects already occupy the space.
- Can be shaped into simple structures like ramps or bridges, but maximum size is halved when doing so.
- The wall lasts for the duration of the spell and crumbles when it ends; no concentration is required.

Effects:

- Damage Aura: Creatures within 10 feet of the wall take 2d4 piercing and slashing damage from the writhing bones.
- Breaking Through: Strong creatures can attempt a Strength check per foot of thickness to force passage. Each foot crossed inflicts 2d6 +1 per caster level damage.

The wall does not harm the caster or undead creatures.

Wall of Fire

Druid 5, Magic User 4
Range: 180 feet
Duration: 1 min/level (or special)

The caster conjures an immobile curtain of fire, forming either a straight sheet or a ring.

Effects:

- One side of the wall radiates intense heat:
- 2d4 fire damage to creatures within 10 feet
- 1d4 fire damage to creatures 10–20 feet away
- Damage occurs when the wall appears and on each of the caster's turns.
- Any creature passing through the wall suffers 2d6 + 1 per caster level fire damage (doubled against undead).

Wall Size:

- Straight wall: Up to 20 feet long per level
- Ring wall: Radius up to 5 feet per level
- Height: Up to 20 feet, limited by available space

The caster may adjust size when casting.

Special: If the wall appears where creatures are standing, they take damage as if passing through it, but may attempt a **Save DC** to reduce it to the “within 10 feet” amount.

The caster may maintain the wall indefinitely with concentration or allow it to persist for the standard 1 minute per caster level.

Wall of Force

Magic User 7
Range: 180 feet
Duration: 1 min/level (or special)

This spell creates an invisible, immobile wall of force up to 100 feet square.

The wall must be continuous and unbroken when formed; if anything breaks its surface during casting, the spell fails. It is immune to all damage and most spells, including **Dispel Magic**, but can be bypassed by **Dimension Door**, **Misty Step**, and **Teleport**.

The wall blocks both material and ethereal creatures, though ethereal beings can often circumvent it by moving through floors or ceilings. Gaze attacks pass through the wall unaffected.

The caster may maintain the wall indefinitely with concentration or allow it to last 1 minute per caster level.

Wall of Iron

Magic User 6
Range: 90 feet
Duration: permanent

The caster conjures a flat, vertical wall of solid iron in 10-foot × 10-foot sections. It can serve as a defensive barrier, a deadly trap, or a siege tool, depending on the caster’s intent.

Wall Construction:

- Thickness: 1 inch per caster level (minimum 1 inch).
- The wall must contact the ground and form a flat plane; edges can be adjusted to fit the available space.
- The wall cannot occupy a space already filled by creatures or objects.
- Area and thickness are adjustable: making the wall thicker proportionally reduces total area.
- If large enough, the wall may bond to surrounding nonliving material for added stability.

Crushing Variant:

- The wall can be created to tip over, crushing anything beneath.
- A combined strength of 20 can push the wall intentionally; combined efforts are allowed.
- Creatures in the path may make a Save DC (add Dexterity bonus) to avoid damage.
- Damage: 10d6 crushing damage.

Wall of Stone

Magic User 5
Range: 90 feet
Duration: permanent

The caster creates a wall of solid rock in 10-foot × 10-foot sections, each 1 foot thick per caster level. Its shape can be customized for defensive positions, battlefield control, or creative engineering.

Wall Size and Construction:

- The caster may double the wall’s area by halving its thickness.
- The wall cannot occupy the same space as creatures or objects.

- The wall can take almost any shape and does not need to be vertical or rest on solid ground, but it must merge with and be supported by existing stone.
- The wall can be used as a bridge or ramp.
- Spans over 20 feet must be arched and buttressed, which halves the spell's area.
- The wall can be shaped with battlements or crenelations, which also halves its area.
- The wall can be destroyed by disintegrate or other normal means.

Special: Trapping creatures under or within the wall is possible but difficult. Affected creatures may attempt a Save DC to avoid being trapped.

Wall of Thorns

Druid 7
Range: 180 feet
Duration: permanent

This spell creates a **wall** of tough, tangled **brambles** bristling with needle-sharp thorns. The wall is up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a **Save DC + Dex**. On a failed **Save DC**, a creature takes **8d8** piercing damage, or half as much damage on a successful save.

If the subject fails its **Save DC** it is **Entangled** and held immobile, suffering a **-2** penalty **to hit** and a **-4** penalty to its **AC**.

In addition, the thorny growths cause **1d8** points of damage to the target each bout. An individual so entangled may only cast spells if a **DC 15** is achieved, modified by their primary spell casting ability score bonus.

A creature can move through the wall at 5' per bout suffering **1d8** points of damage.

Ward*

Druid 0
Range: 10 feet
Duration: instantaneous

Grants **+1** to the subject's next **Save DC**. **Reversed**, this becomes **Jinx**, which gives the opposite effect.

Warp Wood

Druid 2, Magic User 2
Range: 60 feet
Duration: instantaneous

The caster causes **non-magical** wood within a 20-foot radius to bend and warp, permanently **ruining** its shape and structural integrity.

Doors may jam or swing open, boats may leak, and wooden weapons such as bows and arrows become unusable.

The spell can affect wood objects up to **1 foot** in all dimensions per caster level.

Water Breathing

Cleric 3, Druid 3, Magic User 3
Range: touch
Duration: 1 hour/level (special)

The caster touches up to **3 creatures**, allowing them to **breathe underwater** freely.

The spell's total **duration** is **divided evenly** among all touched creatures. Affected creatures retain the ability to breathe air normally.

Water to Wine

Cleric 0
Range: 10 feet
Duration: instantaneous

The cleric transforms ordinary **water** into fine **wine**—enough to fill three mugs or a single wine bottle.

Waves of Fatigue

Magic User 5 (Black)
Range: 30 feet
Duration: 10 min/level

The caster releases an invisible wave of harmful **energy** in a 30-foot cone or line.

All living creatures in the affected area suffer a -2 penalty to Strength and Dexterity for the duration of the spell.

Web

Magic User 2
Range: 10 feet/level
Duration: 20 min/level

This spell creates a large mass of tough, sticky **webs** filling up to eight 10'x10'x10' cubes (8,000 cubic feet), arranged as the caster chooses within range.

The **webs** must be anchored between two or more solid opposite points, or they collapse. Creatures inside when the spell is cast must make a save or become trapped.

On a **successful Save DC**, they are slowed to half speed and cannot attack or cast spells, but can still move.

On a **failed Save DC**, they are completely immobilized and can't take physical actions, though they can speak. Stronger creatures (Strength 13+ or 4+ Hit Dice) can try to escape each bout by making another save.

The **webs** are flammable: fire burns through a 10-foot cube in 1 minute and spreads each bout, dealing **2d4 fire damage** to creatures inside and freeing survivors.

Wind Walk

Druid 7
Range: touch
Duration: 10 min/level

The druid transforms their body into a misty, **vapor-like form**, allowing **flight at 10 feet per minute** in any direction.

The druid may touch and include one additional creature per 3 caster levels, each able to act independently.

Participants appear translucent and misty; those dressed in white may be mistaken for clouds or fog.

If a strong magical wind is present, each participant may be carried up to 600 feet per minute, though maneuverability is limited.

Each participant can switch between normal and vapor form freely, but the transformation takes five minutes to complete. The druid may end the spell at any time for themselves or all participants.

Restrictions:

- Participants in vapor form cannot attack or cast physical spells requiring material components.
- Spells or effects that affect gaseous forms (wind attacks, fog-based effects) may impact participants normally.
- The spell does not allow passage through solid objects.

Wizard eye

Magic User 4
Range: 240 feet
Duration: 1 hour

This spell creates an invisible magical eye through which the caster can see. The eye has **Darkvision** and otherwise sees like the caster.

It moves at up to **40 feet** per minute as directed, but it cannot move more than 240 feet away from the caster. The eye cannot pass through solid objects but can fit through openings as small as one half of an inch.

The magic user must concentrate to use the eye.

Wizard Lock

Magic User 2

Range: 20 feet

Duration: permanent

This spell magically **locks** a door, chest, or portal. The caster and any Magic User at least **3 levels higher** can open it freely without breaking the lock.

Others can only open it by breaking in or using dispel magic or a knock spell.

Word of Recall

Cleric 6, Druid 6

Range: self

Duration: instantaneous

When the caster speaks a sacred **word of power**, they and any companions in physical contact are instantly transported to a designated **sanctuary**.

This sanctuary must be a very familiar and consecrated location, no larger than a 10-foot square. The spell functions only on the same plane of existence.

The caster may bring willing creatures and objects they are touching, up to a total weight of **500 pounds plus 50 pounds per caster level**.

Unwilling creatures cannot be **teleported**, and creatures may make a Save DC to prevent their possessions from being carried along.

Wraithform

Magic User 3 (Black)

Range: touch

Duration: 3 min/level

The recipient shifts partially into the **ethereal plane**, becoming semi-transparent and ghostlike. While ethereal:

- Only **magical or enchanted weapons** can harm them.
- Gain **+4** to **Move Silently** and **Hide** checks.

- May **pass** through **solid** matter up to 1 inch thick per caster level (blocked by lead or gold).
- Cannot make **physical attacks** or **affect** the **material world**.
- May cast spells that don't require **touch**.
- Can walk on liquids but cannot **fly** or **levitate**.
- May shift between **ethereal and corporeal** form once per minute as a **full action**.
Each bout spent ethereal, **roll 1d20**.

On a result of **3 or lower**, a **hostile** ethereal entity is drawn to the caster's presence. Roll **1d6** on the **Ethereal Encounter** table below to determine what appears:

d6	Entity	Description
1	Wraith	A predatory spirit that drains life force with every touch. It manifests from the surrounding shadows.
2	Ghost	The tormented remnant of a mortal soul, bound by obsession or vengeance, attacking the living on sight.
3	Specter	A hate-filled phantom exuding an aura of dread and despair; its gaze chills the heart.
4	Shadow	A half-real silhouette that slips from the walls of the Ethereal Plane, feeding on strength and light.
5	Ethereal Stalker	A native of the border realm—formless, unseen, and drawn to motion. It hunts in utter silence.
6	Blathering Spirit	A tortured souls consumed by arcane madness and transformed into nightmarish spirits.



Y

Yield

Magic User I

Range: 30 feet

Duration: special

This spell **compels** a creature of 3HD or less within range to **surrender** its resistance and submit peacefully, lowering its aggression and will to fight. The target must succeed a **Save DC** or be compelled to yield for the spell's duration.

While affected by **Yield**, the target:

- Takes a **-2** penalty on attack rolls and Save DCs related to combat maneuvers.
- Will not make **opportunity attacks**.
- Is unable to **Attack**, but may **Defend**, **Disengage**, or **Stabilize**.
- Has **-3** on any attempt to resist or escape grapple or restraint.

If the target takes damage, it can repeat the **Save DC** at the end of its turn to end the effect early.

The spell ends immediately if the caster attacks or casts a harmful spell.

Z

Zephyr Cage

Druid 5

Range: 60 feet

Duration: 1 minute/level

With a swift gesture and a whispered word of binding, the caster summons a swirling prison of razor-thin air currents to entrap a single creature.

Zephyr Cage forms a cyclone around the target, suspending them a few inches off the ground and severely restricting movement.

The target must make a **Save DC** or become trapped in the cage. While trapped, the creature cannot move, attack, or cast spells, though it may still speak or make mental actions.

Ranged attacks against the creature have a **-2** penalty to hit due to the swirling winds, but melee attackers gain **+1** to hit as the target is partially immobilized.

The cage can be dispelled, and it is instantly broken by **Dispel Magic**, **Control Winds**, or a **Gust of Wind** spell cast directly on it. Creatures of Large size or greater gain a **+4** bonus to their **Save DC**.

Magical Items



A magic item must be **activated** to **function**. Some **activate** automatically when **worn**, while others require a deliberate action such as **drinking a potion**, **raising a shield**, or **swinging a weapon**.

Identification:

Activation does not always reveal an item's **purpose** or **power**. Unless the effect is obvious, a character must suspect, research, or experiment to discover its **function**. Magic Users and others attuned to **arcane** power may sense an item's nature through resonance or intuition.

User Requirements:

Only the holder or wearer of a magic item can activate it. A **silenced** or gagged character cannot use an item requiring a spoken command. Items that must be held or worn rarely activate accidentally.

Compatibility:

Magical clothing, armor, and jewelry automatically adjust to fit most wearers (from Halfling to Human size). However, only one item of each type functions at a time:

- 1 suit of armor • 1 shield • 1 necklace • 1 ring per hand • 1 helmet

Wearing more causes interference, nullifying all magical effects.

Cursed Items:

Cursed items are exceptions to these rules. For example, a **cursed** ring prevents the use of another **magical ring** on that hand, and its effects cannot be **suppressed** or **removed** without **special magic**.

Named Magic Weapons

Albruin

This ancient **two-handed great sword +2** glows a dim ghostly blue when drawn. It grants **+1 to initiative, +1 to Save DC vs. Poison** and allows the wielder **Darkvision** when the blade is drawn.

Forged in the **Age of Dragons**, the blade has passed through the hands of kings and exiles alike, each claiming to hear a whisper in the dark urging them toward destiny. Once forged for good, as its eerie radiance flickers and fades, the blade itself seems to want to follow a darker path.

Alayas

This is an **elven long sword +1** is overlaid on the hilt with silver and copper. If the wielder scores a **critical hit** on a natural roll of 20, the subsequent **d20** roll to determine a special is at an additional **+2**.

Alayas was crafted long ago by **Olorian**, the legendary Forge Master of **Silvandor** to honor **Lady Lorien**. Its silver and copper hilt symbolizes the union of moonlight and dawn, the eternal balance of vigilance and grace. Lost when **Ixalor** betrayed the elves, the blade is said to return only when the elves stand on the brink of ruin once more.

The Aetherblade

The **Aetherblade** is a **+3 longsword** whose edge cleaves **spirit** instead of **flesh**. It ignores resistance to **slashing** damage and passes effortlessly through **armor, shields, and clothing**, though it can parry as a normal sword.

Magic Users may wield this weapon without penalty and apply their Attack Bonus. When it strikes true, it rends the **soul** itself—damage dealt by the **Aetherblade** cannot be healed through **natural recovery, regeneration, or most curative magic**. Only the 6th-level Cleric spell **Restoration** can restore **HP** lost to its wounds.

A creature **slain** by the blade has its **soul** devoured, leaving behind a hollow, lifeless shell. Each consumed soul grants the wielder a **surge** of dark vitality, raising their **Strength** to **19 (+4)** for **10–60 minutes** (1d6).

Most scholars regard it as an **artifact** of **malevolent** origin, forged to harvest the spirits of the living. Against **undead**, the Aetherblade functions as an ordinary **longsword**.

Nearly three centuries ago, **Egnaro Ember, Archmagister of Arcanum**, ventured into the **Abyssal Mire of Xul'var**, demon lady of decay,. He returned bearing the **Aetherblade**.

With it, he crushed his rivals and seized the **Magocratic Throne**, ushering in an age of ruthless prosperity.

But betrayal within his own bloodline unleashed the blade's **curse**. Doom fell upon **House Ember**, and their once-great citadel now lies silent and haunted—its halls echoing with the whispers of the consumed.

Axes of Azaghah

These are a matching pair of **dwarven hand axes +3**. The wielder can take a penalty of up to **-3 to hit** in exchange for a bonus of **+3 to damage**.

Belladonna Scimitar

This mirrored silver bladed **scimitar +2** temporarily forces a **Lycanthrope** from its transformed state for **1d8 minutes** on a natural or modified roll of **19 or 20**.

Black Sword

Only a large sized (or greater) creature can wield this **abyssal great black sword +3**. If the wielder scores a hit against a medium or smaller humanoid, the opponent must make a **Save DC** or be knocked **prone**. A **prone** opponent has a **-4 penalty on melee attack rolls** and cannot use a ranged weapon (except for a crossbow). Standing back up is a move-equivalent action that provokes an attack of opportunity.

Blazefury, Last Hope of Nyr's Gate

This is a **bastard sword +1, +3 against magic users, arcane spell-casting monsters, and arcane summoned creatures**.

Caladwen

This elegant **elven dagger +2** can **heals 3d6 hit points 1 time per day**

Cúrandír's Halberd

This **elven two-handed Pole Arm** has a **+3 to hit and damage**. If the wielder scores a **critical hit** on a natural roll of **20**, the subsequent **d20** roll to determine a special is at an additional **+2**. This weapon may only be wielded by humans and elves (or larger) due to its size.

Daggers of Bele and Lokai

These matched **dwarven daggers** are identical except for the stones set into their pommels. One pommel is chalcedony (opaque white), the other is obsidian (opaque black). Both daggers when used together **defensively** to give the user the **Parry and Dodge Defensive** action with a **+4 to AC** rather than **+2**.

Alternatively, if both daggers are used **offensively**, the wielder attacks with **no penalty** to attack with the **primary weapon** or with the **secondary weapon**.

If **both daggers** hit the same opponent in a single turn, that creature takes an additional **1d6** piercing damage.

If the **daggers** are used **individually**, they are just **+1 daggers**.

Dancing Edge

This elegant **Short Sword +2** is etched with runes of balance, allowing its wielder to trade precision for defense. By focusing its magic inward, the wielder may take a **-2 penalty to melee attack rolls** to gain a **+2 bonus to AC**. The effect lasts only while willed and ends when the blade is sheathed or focus is broken.

Enchanted for the Captain of Arcanum's Silver Guard, **Dancing Edge** embodies mastery through restraint.

Darts of Aiwë “elven for small bird”

These are set of 3 magical elven **darts +3** that do **1d4** piercing damage at a range up to 100 feet. They have the following additional abilities:

Flight of the Hummingbird: As the darts are thrown, they seem to become alive and fly on their own, ignoring bonuses for **full or partial cover**.

Returning: Instead of an attack, the wielder can make the birds fly back to their empty hand. The darts can be called back from up to 100 feet.

Nectar Harvester: If the attacker rolls a natural **20** (in addition to the subsequent roll to see if it is critical), the attacker is **healed** the same amount as the opponent is wounded.

Draug Sváfnir

This northern steel **long sword +1** has an enchantment that is **+3 against demons** and allows an **extra attack** when in combat with **demons**. It vibrates when within 120 feet of **fiends**.

Dagger of Dadwen

The **Dagger of Dadwen** is an enchanted blade connected to a **sapphire** ring. It is a **Dagger +2**, balanced for throwing, and it can be instantly **summoned** into the **ring** wearer's hand as long as the dagger is within **120'** (twice per day) regardless of barriers.

Emberfang

This finely wrought **long sword**, its fuller etched with faint runes of flame, **ignites** at its wielder's **will**.

The fire does not harm the bearer and can be kindled or quenched through concentration. While burning,

Emberfang functions as a **+1 weapon**, dealing an extra **1d6 fire damage** with each strike, or **+2 to hit** and damage against creatures especially **vulnerable to fire**, such as trolls.

The blade burns with the brightness of a **torch**, its glow fading only when sheathed or released.

Forged in the forges of **Korthal Deep**, **Emberfang** was once carried by heroes who hunted the ash-born beasts of the eastern wastes.

Giant's Fist:

This is an elven **mace +1**. If the wielder scores a **critical hit** on a natural roll of **20** against a medium or smaller humanoid, the opponent must make a **Save DC** or be knocked **prone**.

A **prone** opponent has a **-4 penalty** on melee attack rolls and cannot use a ranged weapon (except for a crossbow). Standing back up is a move-equivalent action that provokes an attack of opportunity.

Gilgalad's Repeating Crossbow

This elven **crossbow+1** fires **2 bolts (+1 to hit, 1d6 damage)** per Combat Bout. It holds a magazine with **6 crossbow bolts**.

As long as it holds bolts, the user can reload it by pulling the reloading lever (a free action). Loading a new case of **6 bolts** is a **full action**.

Ginnarr

This is a **dwarven battle Axe +2** endows the wielder with **+2** on the **Reaction Roll table** when dealing with **dwarves**.

God's Wrath

This is an **elven morning star +1**.

If the wielder scores a natural roll of 20, the character gets an **immediate additional** attack.

In addition to any **additional** damage from the **Critical Hit chart**.

Icefang,

the battle axe of Draven Rageheart

This **two-handed axe** does **1d10 Damage** and has the following magical properties:

Rage: Echoes of Draven's primal fury drive the wielder into a berserker frenzy for **10 minutes**. The wielder may end the rage early with a successful save.

- **Bonuses:** +2 to attack rolls, damage, and Save DCs vs. mind-affecting spells

- **Penalty:** -2 AC

- **Restrictions:** While raging, the wielder cannot use abilities requiring patience or concentration, nor activate magic items (continuous effects like a **Ring of Protection** still function).

- **Behavior:** The wielder charges directly into combat. If no enemy is nearby, the rage must end or the wielder attacks the nearest character.

- **Aftermath:** At rage's end, the wielder becomes **fatigued** for 1 hour, suffering -2 to attack rolls, damage, AC, and Save DCs; cannot charge or run.

Memories of Draven: The wielder glimpses Draven's past battles, granting +1 to Initiative and immunity to fear and intimidation.

Spear of Gaoth

This ornate **spear** is a single use item that becomes a **bolt of lightning** when hurled.

The target suffers 4d6 points of electrical damage. Succeed on a **Save DC** for half.

King Maker

This **elven great axe +1** allows the character once during an encounter to **inspire** all member within a 20 foot radius once per day. Inspired allies receive a **+ 1** to their next **attack** and **damage**.

Mace of Disruption

This appears to be a **mace +1**, but it has an allegiance to **good**, and any **evil** creature touching it will receive **2d4** points of damage due to the powerful enchantments laid upon the weapon.

If a mace of disruption strikes an **undead** creature it may utterly destroy the creature.

Undead HD	DC + Wis
1	10
2	11
3	12
4	16
5	18
6	20
7	21
8	22
9	23
10	24
11	25
12	26

Mace of Hecate

Any one **lycanthrope** within 30 feet has a chance of being charmed by the wielder of this **mace +2**. (Save DC 12)

Oathbow

This beautiful **long bow +2** is constructed of a flexible, white wood and with ornate, twisting designs carved into its surface.

When an arrow is fired there is a whistling in flight that sounds like a voice whispering in **Elven**, wishing for the swift defeat of their enemies.

The Oathbow has the following additional abilities:

- Once per day, the Oathbow can fire one normal arrow and it becomes **6 arrows** in flight.
- Once per day, the Oathbow can fire an arrow that acts like a **Light** spell.

Rapier of the Rat King

This ancient **scimitar +3** is imbued with the sinister power of **Demon Sqirthul**, the Rat Lord.

Whenever the wielder rolls a natural **20**, in addition to a critical hit, a **swarm of rats** is summoned to attack the target, biting and tearing relentlessly.

Rat Swarm (Medium Swarm of Tiny Beasts)

Init: +3 | AC: 15 | HP: 20 (4 HD) | MV: 40 ft.

Save DC: 13 | Darkvision 30 ft., Scent

Attacks:

- Bites (swarm > half HP): +3 to hit, reach 0 ft., any target in the swarm's space, 4d6 piercing + disease (Save DC)
- Bites (swarm ≤ half HP): +3 to hit, reach 0 ft., any target in the swarm's space, 2d6 piercing + disease (Save DC)

Disease: Sets in after 1d4 hours. A diseased target suffers -2 to initiative, attack rolls, and saving throws. Cure disease ends the effect.

Description: The swarm is a mass of hundreds of rats which overwhelm with sheer numbers. Individual rats cannot be targeted—**normal weapons** are **useless**. **Movement** within the swarm is **halved**, and **spellcasting** is impossible amid the biting chaos.

The swarm can be dispersed only by fire, area attacks, or specific spells, taking 20 damage to break.

Gust of Wind or **Cloudkill** scatter the rats

instantly, and a **Protection Spell** repels them. Once **summoned**, the swarm **attacks** until destroyed or driven off.

Reydundoom “Fake Man’s Bane”

This **dwarven war hammer +1** weighs half as much as a **normal** war hammer. In addition, whenever it scores a hit against any **golem**, it must make a **Save DC** or be **stunned** for **1d4 bouts**.

Rodwen “Ghost Touch”

This **long sword +1, +3 vs. incorporeal or ethereal** creatures allows the wielder to **sense** any of these creatures when they are nearby in the **OnceWas**.

Serethiel

This **knife +2** throws like a **dagger (1d4)** and swings like a **short sword (1d6)**.

Shield Breaker

This is an **elven war hammer +1**. When wielder scores a **hit** against a **medium or smaller** humanoid wearing **non magical armor** or bearing a **non magical shield**, the opponent must make a **Save DC** or their **shield or armor is damaged - reduced by 1d4 effectiveness**.

Syan Lin (Blue Sky)

This **elven long bow is enchanted +1, +2 vs orcs, -4 vs. elves.**

Vihor, the Dagger of Speed

This **dagger +2** has an affect identical to **Weapon Finesse Feat**. A character may use the **Dex** bonus, rather than **Str** bonus, when fighting with this dagger in melee combat.



Whispering Wind

This elven **short bow +1** endows the wielder with +2 on the **Reaction Roll table** when dealing with **elves**. In addition, the character can fire into **melee combat** without risk of **friendly fire**.

Magic Armor

The Black Shield of Mairon

The **Black Shield** is a magical **shield + 3** to **AC**, that grants immunity to **death spells, Energy Drain, and negative energy effects**. The wielder can't be attacked from **behind** and cannot be **charmed, frightened or possessed**.

Dragon Scale mail

This **armor** gives **+1** bonus to **AC, +1** on **Save DCs** against the **Frightful Presence** of dragons. In addition, the armor can **Resist Fire** for 1 hour, once per day as the cleric or druid spell.

This grants the wearer temporary immunity to **normal fire** and extreme heat. The affected creature ignores minor heat or flames, such as exposure to ordinary fire.

Against more **magical Fire**, the creature gains a **+3** bonus on **Save DCs** and takes **half damage** from such **attacks**.

The armor consists of a coat, leggings and a separate skirt of leather covered with overlapping dragon scales. The suit includes gauntlets.

Black Plate Demon Armor

This armor gives **+1** bonus to **AC**, and **+3** to **intimidate roles**.



Potions

A potion is a **single dose** elixir with a **spell-like effect** that applies only to the drinker. Unless otherwise stated, a potion's effects last **10 to 60 minutes** (1d6), regardless of the normal duration of the corresponding spell.

Most potions are created by **Varynn Faldorath** master alchemist of **Arcanum City**. Each bottle bears his mark: a large circle enclosing a triangle, containing a square, within which is a smaller circle. A secondary Arcane symbol identifies the potion's specific type.

When two potions are **mixed**—either by drinking one while another is still **active**, or by **combining** them physically—**roll d20** on the table below to determine the result.

Potion Miscibility d20

1 **Explosion!** The mixture creates an explosion, dealing **6d10** force damage to the mixer and **1d10** force damage to each creature within **5 feet** of the mixer.

2-3 The mixture becomes **poison**.

4-6 The mixture becomes a potion of **delusion** that appears to have one of the mixed potions' effects.

7-9 Both potions **lose** their effects.

10-12 1 potion **loses** its effect.

13-15 Both potions work, but with **half** their normal **effects**. If an effect cannot be halved, at least in duration, it is instead lost.

16-18 Both potions **work normally**.

19 Both potions **work**. One potion has **150%** the normal effect. If no effect can be increased, than the duration of one is increased 150%.

20 Only 1 potion **works**, but its effect is **permanent**.

Alchemist's Fire

Ignites on contact with **air**. Can be thrown as a ranged attack. Direct hit deals **1d6** fire damage; creatures within **10 ft** take **1 point** of splash damage.

The following bout, direct hit target takes **1d6** additional fire damage unless flames are extinguished.

Animal Affinity

Grants the imbiber a natural bond with **animals**.

Animals within 30 ft treat the imbiber as **friendly**.

Improves communication and understanding of animal behavior.

Allows **control** over **normal, non-magical animals**, which obey commands while under effect.

Large animals may attempt a Save DC to resist.

Aurasight

Allows the imbiber to see **auras** surrounding living beings. Reveals emotional **states, ethos, or magical influence**.

Cannot read thoughts or see through walls; illusions may obscure auras.

Charisma

Raises **Charisma** to **19**. **+4** to **reaction rolls, morale checks, leadership, and persuasion attempts**.

Clairaudience

Grants the **ability** to **hear** sounds from a chosen location within **90 feet**.

Can shift focus to monitor multiple areas. Silent creatures or objects cannot be heard.

Clairvoyance

Grants the **ability** to **see** a specific location within **90 feet** as if standing there.

Can shift focus to monitor multiple areas. Hidden creatures behind total cover cannot be seen.

Constitution

Raises **Constitution** to **19 (+4)**. **+4** temporary hit points per Hit Die. **Resistance** to poison and disease and fatigue.

Control Plant

Grants control over **plants or plant creatures** in a 10 ft square area. Animated plants move 10 ft and **obey** commands. **Large plants** attack with **+0, 1d4 damage**.

Control Undead

Grants **command** over **3d6 hit dice of undead**. Mindless undead **obey** exactly; free-willed undead act as under **charm person**.

Cure Disease

Removes all **diseases and parasites**. Early administration can halt **lycanthropy**.

Delusion

Cursed elixir that appears identical to **another potion**. Imbiber briefly believes they received the other potion's benefits.

Dexterity

Raises **Dexterity** to **19 (+4)**. Improves **ranged attacks, AC, and Dex-based checks**.

Enlarge

Doubles the imbiber's height and increases **weight ×8**. **Strength** treated as **19 (+4 attack/damage)**. Reach and space increase proportionally.

ESP

Grants **telepathic** perception. Allows sensing **thoughts** and **emotions** within range.

Feather Fall

Reduces **fall speed** to zero. Maximum weight affected: **600 lbs**. Prevents all fall damage.

Flying

Grants **flight** at normal movement rate. Ascend at half speed, descend at double speed.

Forget

Causes creatures to **forget** events that took place during the last **hour**.

Gaseous Form

Transforms imbiber and possessions into insubstantial **mist**. **Immune** to **non-magical weapons**; AC 22 vs magical weapons. Cannot **attack**, **cast spells**, or **manipulate objects**.

Healing

Restores **1d6+1** hit points.

Healing, Extra

Restores **2d8+2** hit points.

Healing, Total

Fully restores **all** lost hit points.

Heroism

Temporarily enhances combat ability: **+3 attack**, **+3 temporary HD**

Invisibility

Grants **invisibility**. Can be quaffed in portions; each lasts a short period.

Invulnerability

Grants extraordinary **resilience**. +4 AC; resistance to **non-magical physical damage** (halved).

Levitation

Grants **levitation**. Can ascend or descend vertically; lateral movement requires assistance.

Longevity

Reverses age by **2d10** years.

Luck

Temporarily enhances the imbiber's **fortune**. +3 to all rolls for the duration.

Darkvision

Allows seeing in complete **darkness** (60 feet) as if in dim light.

Oil of Sharpness

This clear oil sparkles with tiny, ultra thin silver shards. It can coat 1 **slashing** or **piercing** weapon, or up to 5 pieces of **piercing** ammunition, and

application takes **1 minute**. For the next **hour**, the coated item becomes magical and gains a **+3 bonus** to **attack** and **damage** rolls.

Polymorph

Grants **polymorph** effects. Transform into other forms within level and size limits.

Resist Cold

Grants temporary resistance to **cold**. Ignores **normal cold**; **+3 Save DC vs magical cold**.

Resist Fire

Grants temporary resistance to **fire** and **extreme heat**. Ignores **normal flames**; **+3 Save DC vs magical fire**.

Shrink

Reduces imbiber and carried items to **5%** of their original height. **Weight** reduced proportionally. Cannot attack creatures larger than a house cat effectively.

Spider Climb

Allows movement on **walls** and **ceilings** at **normal speed**.

Speed

Triples **movement**. **+2 AC**. Grants 1 additional **melee** or **ranged attack** per round.

Varynn's Magic Salve

Glass jar contains **1d4+1 doses**. 1 dose: Restores **2d8+2 HP**; Cures **poison/disease**; Removes scars; reattaches knocked-out teeth.

Water Breathing

Allows breathing **underwater** as though in air.

Wraithform

Shifts the imbiber partially into the **Ethereal Plane**, becoming ghostlike. Only magical weapons can harm them. +4 to Move Silently and Hide checks. Can pass through solid matter (blocked by lead or gold).

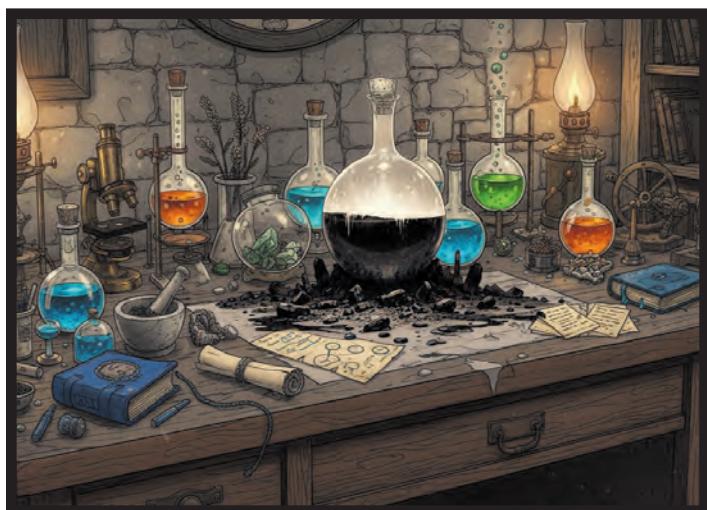
X-Ray Vision

Grants ability to see through **non-magical** solid objects up to **5 ft** thick. Cannot see through magical barriers, force fields, lead, or illusions.

Random Potion Tables (1d4)

D10	Table 1	Table 2
1	Alchemist's Fire	Delusion
2	Animal Affinity	Dexterity
3	Aurasight	Enlarge
4	Charisma	ESP
5	Clairaudience	Feather Fall
6	Clairvoyance	Flying
7	Constitution	Forget
8	Control Plant	Gaseous Form
9	Control Undead	Enlarge
10	Cure Disease	Healing

D10	Table 3	Table 4
1	Healing, Extra	Polymorph
2	Healing, Total	Resist Cold
3	Heroism	Resist Fire
4	Invisibility	Shrink
5	Invulnerability	Spider Climb
6	Levitation	Speed
7	Longevity	Varynn's Magic Salve
8	Luck	Water Breathing
9	Night Vision	Wraithform
10	Oil of Sharpness	X-Ray Vision



Scrolls

A **scroll** is a rolled piece of **parchment** or **vellum** inscribed with **magical** writings. Most scrolls bear single-use spells that activate when read aloud—the words glowing with arcane light, pulsing with energy, and finally fading to ash as the **magic** is released.

Scrolls are enchanted with either **Cleric (divine)** or **Magic User (arcane)** spells.

Each scroll holds one spell and disintegrates immediately upon use.

- Only a **Cleric** can cast from a **Divine** scroll.
- Only a **Magic User** can cast from an **Arcane** scroll.

Exception: A Thief of 4th level or higher has a chance to activate an Arcane scroll (per the **Use Arcane Scroll** ability).

Arcane Scrolls

Arcane scrolls are written in the language of magic—Arcane—and can only be read by **Magic Users** (and **Thieves**, who possess the uncanny ability to decipher it).

Casting from a Scroll: If a Magic User casts a spell above their level, they must make a Casting Check:

DC = 10 + Int modifier – 2 × (spell level above caster's maximum)

Failure causes the spell to fizzle harmlessly or roll on the **Potential Spell Failure Table** (page 33).

Transcribing Spells: A Magic User may copy a spell from a scroll or another wizard's spellbook.

Time: 1d4 hours per spell level

Success Check: **DC = 14 + Int modifier + caster level – 2 × spell level**

On **failure**, the spell cannot be learned without tutoring from another **Magic User** who knows it.

Divine Scrolls

Clerical scrolls are written in **common** languages. Their power derives not from arcane manipulation but from being heard by a **deity** when read aloud by a devout caster.

If a Cleric attempts to cast a spell above their level, they must make a **Faith Check**:

DC = 10 + Wis modifier – 2 × (spell level above caster's maximum)

Failure means the prayer was **unable** to invoke divine power.

Cursed Scrolls

These deceptive **scrolls** appear outwardly identical to ordinary **Arcane** or **Divine** scrolls, often bearing the same symbols, seals, or script style. **Curse scrolls** activate the moment they are first read, as the reader attempts to determine what **spell** is contained within—often accompanied by dark smoke, flickering runes, or a surge of corrupt energy.

Duration: 3d6 hours or **Remove Curse**.

Random Curse Table

1	Cause Blindness	-4 to attack rolls, -4 AC, -2 init., 1/2 move speed
2	Cause Deafness	-1 init, fail listen checks, DC 5 to cast spells
3	Cause Disease	-2 penalty on init, to hit and on Save DCs
4	Cause Serious Wounds	Explodes in a burst of energy dealing 2d8+2 damage
5	Struck Mute	-1 attack rolls and Save DC checks.
6	Bestow Curse	-1 to an ability score

Rings

A **magical ring** is worn on the finger (one per hand) and grants a spell-like power, often a constant effect benefiting the wearer. Most **rings** can be used by **any class** and magically **resize** to fit any creature, from **Tiny** to **Gargantuan**.

Ring of Cold Resistance

This brass ring with a white sapphire grants the wearer immunity to normal cold. Against magical cold, the wearer gains a +3 bonus on Save DCs and takes half damage from such attacks.

Ring of Control Animal

This **ring** has **3** charges, and it regains **1d3** expended charges daily at dawn. The wearer can use an action to expend **1 charge** to cast one of the following spells targeting only beasts that have an **Int** of **3** or lower.

- **Animal Friendship** per the **Druid Spell**
- **Cause Fear** per the **Cleric Spell** (Reverse of Remove Fear)
- **Speak with Animals** per the **Druid Spell**



Ring of Control Plant

This ring is carved from living wood, its grain pulsing with a green glow. The **ring** has **2 charges**, and it regains expended charges daily at dawn. The wearer can use an action to expend **1 charge** to use one of the following abilities.

- **Plant Control.** Vines may coil, roots may entangle, and trees may bend to the wearer's intent. Within a **10-foot square**, the wearer can animate plants to move 10 feet and obey simple commands—large plants attack with +0 to hit, dealing **1d4 damage**. Intelligent or magical plants may resist with a **Save DC**.

- **Speak with Plants**, understanding and communicating with both ordinary flora and sentient plant creatures. Normal plants can only discuss their immediate surroundings, while intelligent ones may offer brief or evasive replies. Friendly plant beings might even grant small favors, though non-animate flora cannot act beyond answering questions.

Ring of Delusion

This classic gold ring appears to be a magical ring of another type—roll again on the rings table to determine its apparent nature.

Its **true** nature, however, is hidden; the wearer is convinced it functions as the type of ring they believe it to be. A character who believes they are wearing a Ring of Invisibility will behave as though invisible, moving cautiously and expecting to remain unseen.

Unlike the potion of the same name, the effect of this cursed ring **cannot be dispelled by taking damage or normal magical interference**. The wearer remains under the illusion until the ring is removed using the **Remove Curse** spell.

The ring's subtle magic compels the wearer to trust it, often shaping their decisions and actions in accordance with the supposed powers of the ring.

Ring of Eibon

The ring is made of an amber gold and set with a large purple gem. It allows the wearer to **Misty Step** 4 times per day like the Magic User Spell.

Ring of Feather Falling

This delicate ring is fashioned from twisted silver strands that seem impossibly light. It allows the wearer to **Feather Fall** once per day like the Magic User Spell.

Ring of Fire Resistance

This brass ring with a red sapphire grants the wearer immunity to **normal fire** and extreme heat. Against more **magical Fire**, the wearer gains a **+3** bonus on **Save DCs** and takes **half damage** from such **attacks**.

Ring of Free Action

This **ring** of polished silver allows the wearer to **move** and **act** unhindered, ignoring magical restraints such as **Web**, **Hold**, **Entangle**, or **Slow** spells. The wearer moves and attacks normally even while underwater, dealing full damage with melee weapons as if on land. However, the ring does not grant the ability to breathe underwater.

Ring of Influence

This ornate platinum band shimmers with subtle light, its surface engraved with shifting runes of persuasion. The wearer radiates authority and allure, their voice carrying unnatural weight.

The ring raises the wearer's **Charisma to 19**, granting a **+4** to reaction rolls, morale checks, leadership, and persuasion attempts. Once per day, the wearer may cast **Charm Person** upon any visible humanoid within 60 feet, maintaining control over up to **6 HD** of creatures at a time. The wearer may end the effect on any number of charmed targets to influence new ones.

Additionally, the wearer may speak a single-word **command**—such as **halt**, **flee**, **kneel**, or **sleep**—which one creature within range must obey, provided it understands the wearer's language.

Targets commanded to **die** collapse and feign death but are not slain. Those charmed by the ring regard the wearer as a trusted ally, though suspicion may arise if forced to act against their nature.

Ring of Invisibility

This simple gold band shimmers when viewed from the corner of the eye. Once activated, the wearer vanishes from sight—undetectable even by **Darkvision**.

Objects dropped become **visible** again, while items picked up and stowed disappear. The **ring** hides the source of light but not the light itself, creating a glow with no origin. Any part of an object extending more than 10 feet from the wearer becomes visible.

The **ring** does not **silence** the wearer, and disturbances such as footprints, ripples, or sound can still reveal their presence. The effect ends if the wearer **attacks** or casts an offensive **spell**, though indirect harm (such as triggering a trap) does not break it. Once **dispelled**, the ring cannot be reactivated for **30 minutes**.

Ring of Protection

This finely wrought electrum **ring** radiates a faint, steady aura of warding. It grants the wearer a continual magical bonus to **AC**, ranging from **+1** to **+3** depending on the ring's enchantment. The same bonus also applies to all **Save DC** rolls, shielding the wearer from both physical and magical harm.

Ring of Regeneration

This smooth green band pulses faintly with life energy. While worn, it restores **1 HP** per **minute** and can even **regrow** lost limbs or organs over time.

The effect ceases immediately if the ring is removed. Damage caused by **fire** or **acid** cannot be **regenerated**.

Ring of Second Chances

This diamond **ring** with a platinum band allows (once per day) the user to **reroll** any dice roll and keep the **higher** roll.

Ring of Shooting Stars

This gold band is set with a small, fiery gemstone that flickers like a living flame. The **ring** generally contains **3d10 charges**, glowing faintly when active.

The wearer can expend **1 to 3 charges** as an action. For each charge used, a glowing mote of light arcs from the **ring** toward a **visible** target within 60 feet.

Upon reaching the target point, all creatures within a 15-foot radius are showered in sparks, taking **5d4 fire** damage on a failed **Save DC**, or half as much on a successful one. The gemstone pulses brighter with each charge expended, warning the wearer of the ring's remaining energy.

Ring of Spell Storing

This finely crafted band, made of polished silver or gold, is inlaid with tiny, luminous gemstones that pulse faintly when **spells** are stored. Delicate arcane runes are engraved along the outer surface, shimmering slightly as magic flows through the ring.

The wearer can cast any spells contained within, whether **arcane** or **divine**, using the **caster level** equal to the minimum required for each spell. **Any class** may use the ring, but only a **spellcaster** can recharge it by **casting** the appropriate spell into it.

A **ring of spell storing** can only be recharged with the **same spells** originally placed into it at creation; for example, a ring holding **Fireball** and **Fly** can only be replenished with those 2 spells. While worn, the ring magically grants the wearer access to the spells stored inside.

DC	# of Spells	Max Spell Level
1-5	1	1st
6-10	2	2nd
11-13	3	3rd
14-16	4	4th
17-18	5	5th
19	6	6th
20	7	7th

Ring of Spell Turning

This ring of polished obsidian ripples with faint, inverted reflections, as though light bends away from it.

Any spell **cast** directly at the **wearer**—such as **Hold Person, Charm, or Disintegrate**—is reflected back upon the original caster. **Area-effect** spells, like **Fireball** or **Cloudkill**, are unaffected. The ring can reflect a total of **2d10 spell levels** before its stored power is spent, after which it becomes dormant until recharged through powerful ritual magic or divine intervention.

Spells reflected by the ring function as though the original caster had targeted themselves, suffering the full effects of their own magic.

Ring of Telekinesis

The wearer of this ornate copper band set with an emerald can mentally lift **themselves**, a **willing creature**, or an **unattended object**, moving it **up or down** at a rate of up to **20 feet per minute**.

Horizontal movement is not possible while stationary but can be achieved by pushing or pulling against solid surfaces at half normal speed. **Attacking** with a weapon while **levitating** is done at a **-2 penalty**.

Ring of Water Walking

This ivory ring allows the wearer to **walk** on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be

traversed easily, since the wearer's feet hover an inch or two above the surface. Molten lava will still cause the wearer damage from the heat since he or she is still near it.

The wearer can walk, run, or otherwise move across the surface as if it were normal ground.

Ring of Weakness

Whoever puts this ring on is **cursed**; their **Strength** score is reduced immediately to **3**. The ring can only be removed with **remove curse**.

Ring of X-Ray Vision

This crystal band is set with a small, translucent crystal. When activated, the crystal glows softly, and the wearer's eyes take on a faint luminous quality.

On command, the wearer can **see** through solid matter up to **20 feet** away, perceiving objects as if in normal light even in darkness. **X-ray** vision penetrates up to 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt; thin sheets of lead or gold block the effect.

The ring can be used **3 times per day**, each use lasting 10 minutes or until concentration ends.

Random Ring Table

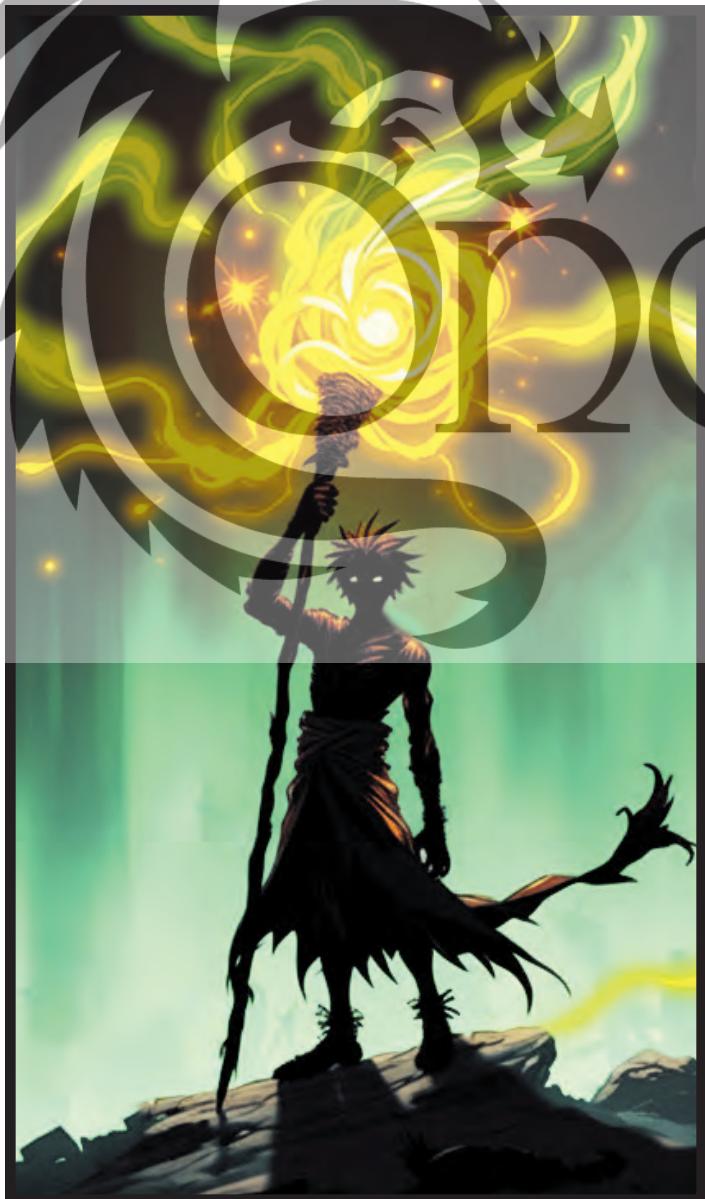
D20			
1	Weakness	11	Influence
2	Delusion	12	Free Action
3	Feather Falling	13	X-Ray Vision
4	Water Walking	14	Eibon
5	Cold Resistance	15	Shooting Stars
6	Fire Resistance	16	Regeneration
7	Telekinesis	17	Second Chances
8	Protection	18	Invisibility
9	Control Animal	19	Spell Storing
10	Control Plant	20	Spell Turning

Rods, Staves and Wands

Rod: A **scepter-like** item with unique powers not based on any known spell.

Staff: A longer **focus** containing several related spells. A **new staff** has **30 charges**; each use costs one or more. **Found staves** have **3d10 charges** left. Effects work as if cast by an **8th-level caster** or the spell's minimum level, whichever is higher.

Wand: A short stick (12–18 inches) holding a **single spell** effect. A **new wand** has **20 charges**; each use spends 1. **Found wands** have **2d10 charges** left. Effects work as if cast by a **6th-level caster** or the spell's minimum level, whichever is higher.



Rod of Cancellation

This dreaded **rod** **drains** an item of all **magical** properties on **touch**. If the item is held, an **attack** roll is required. Once it drains an **item**, the rod becomes brittle and **useless**. Usable by **any class**.

Staff of Commanding

This **staff** can cast **charm person**, **charm monster**, or produce the effect of a potion of **plant control**, each for 1 charge. Usable by **any class**.

Staff of Healing

Heals **1d6+1 HP** per 1 charge, as **cure light wounds**. For 2 charges, it casts **cure disease**. Usable only by **Clerics**.

Staff of Life

A white oak staff carved like intertwined holly and oak boughs around a unicorn's horn. Only **Clerics** or **Druids** may wield it.

Heal (1 charge): Cures injury and afflictions, ending conditions such as **blindness**, **confusion**, **disease**, **fatigue**, **insanity**, or **poison**. Restores all but **1d4 HP**. Does not remove **negative levels** or restore permanently lost **ability** points.

Resurrection (5 charges): Restores **life** to a creature **dead** no more than **6 months**. A small portion of the body is required. The **revived** creature returns to full health but loses **1 level** (or 1 HD). If **1st level**, they instead loses **1 point of Constitution**. Cannot restore those dead of old age or repair **level/ Constitution** loss. **Undead** may be resurrected if destroyed. **Constructs** and **elementals** cannot. Usable only by **Clerics**.

Staff of the Abbot

Appears as an unadorned **+1 quarterstaff**. Grants one of the following on attack:

Sunder: DC 14 + Dex save or nonmagical weapon destroyed.

Trip: DC 14 + Dex save or opponent falls prone.

Disarm: DC 14 + Dex save or weapon dropped.

Parry and Dodge: Forego attack to gain +3 AC.

Usable only by **Clerics** and **Druids**.

Staff of the Druid

A gnarled wooden **quarterstaff** imbued with nature's might. Uses **Wisdom** instead of **Strength** for attack and damage; base damage **2d4**.

Natural 20: Thorny vines burst from the ground beneath the target. Failed **Save DC:** Target becomes immobile, -2 to hit, -4 AC, takes **1d4** damage per round.

Casting while entangled requires a **DC 15** check (modified by casting stat). Breaking **free** takes **1 minute**, during which damage continues. **Vines:** AC II, 22 HP. Small blades damage only vines; large weapons or spells split damage between target and vines.

Usable only by **Druids**.

Staff of Power

A potent **+2 staff** topped with a gleaming gem. Each of the following costs 1 charge: **lightning bolt** (6d6), **fireball** (6d6), **cone of cold** (6d6), **light**, **telekinesis** (up to 1d6 turns).

Can also be used as a **staff of striking**.

Retributive Strike: Breaking the staff releases all remaining charges in a 30' radius, dealing **1d10** damage per charge (**Save DC** for half) to all—including the wielder.

Once depleted, it remains a **+2 staff** but cannot be used for a **retributive strike**.

Usable only by Magic Users or Druids.

Staff of Storm Clouds

Carved with thunderclouds and smelling faintly of ozone. While held, distant thunder can be heard.

Fog (1 charge): A stationary bank of thick Fog in a 30-foot radius. All sight, including darkvision, is obscured beyond 2d4 feet.

Gust of Wind (1 charge): 30 mph wind; extinguishes flames, pushes small creatures, disperses vapors, and halves flying speed.

Forked Lightning (2 charges): Three bolts strike up to 20' apart. Roll to hit (armor ignored; metal armor grants +4 to hit). Each deals 1d6+2 damage. No save; electrical immunity negates.

Thunderstrike (3 charges): 5' × 30' lightning bolt deals 3d6 damage (save half). All within 60' must save or be deafened for 1d6 turns.

Hail Storm (4 charges): 30' radius, 40' tall storm deals 5d6 cold damage (save half). Movement halved; Listen checks -20%. Creatures resistant to cold take half (or 1/4 on save).

Usable only by **Magic Users** and **Druids**.

Staff of Striking

Functions as a **+1 weapon** for attack type purposes. Expend 1–3 charges to add **+1d6** per **charge** to the next hit.

If not used within 10 minutes, the stored power fades. Usable only by **Clerics**.

Staff of Traveling and Leaping

Increases base land speed by 10 ft per minute. Allows 1 **jump** per Combat Bout (30' forward/up or 10' backward). Safe landing not guaranteed. Usable by **any class**.

Staff of Withering

A **+2 quarterstaff**. On a hit, expend a 1 charge to deal **2d10+2 necrotic** damage; target also ages **10 years** (**Save DC** for half). Usable only by **Magic Users**.

Staff of Wizardry

Functions as a **staff of power** plus **invisibility**, **passwall**, **web**, and **conjure elemental**, each costing 1 **charge**. Usable only by **Magic Users**.

Staff of the Snake

A +1 walking staff that can transform into a Large Snake (HP 45, AC 12, Move 40', Swim 30', Bite **2d6+3**, Constrict **2d6+3**; grapple +4). The snake can be recalled at will; if slain, the staff is destroyed. Usable only by Cleric.

Wand of Cold

Fires a 40' cone of cold 30' wide, dealing **6d8** damage (Save DC half). Usable only by Magic Users and Thieves.

Wand of Fireballs

Casts fireball as the spell, dealing **6d6** damage. Usable only by Magic Users and Thieves

Wand of Goo

This dark elf wand (destroyed if exposed to sunlight for 1 hour) shoots green goo with the command word **Híw** ("sticky"). The goo covers a 5 foot' area (Save DC to avoid).

It hardens on air contact, immobilizing creatures or grounding flyers. Does not suffocate targets, and dissolves in alcohol (wine, spirits, etc.). Becomes brittle and crumbles after **20 to 60 minutes** (2d6). Usable by any class.

Wand of Illusion

Creates illusions as phantasmal force. Usable only by Magic Users.

Wand of Lightning Bolts

Casts lightning bolt as the spell, dealing **6d6** damage. Usable only by Magic Users and Thieves

Wand of Magic Missiles

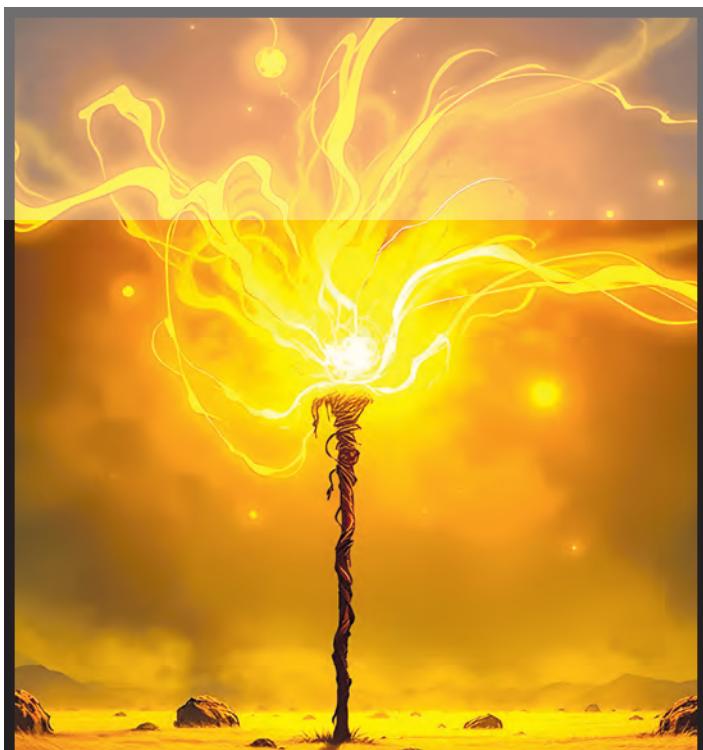
Fires up to 3 magic missiles, striking a visible target unerringly. Expend 1–4 charges to fire as many magic missiles each dealing **1d6 + 1** damage. Usable only by Magic Users and Thieves

Wand of Polymorph

Casts polymorph self (1 charge) or polymorph other (3 charges). Usable only by Magic Users and Thieves.

Random Rod, Staff, Wand Table

I	Rod of Cancellation	II	Staff of Traveling and Leaping
2	Staff of Commanding	I2	Staff of Withering
3	Staff of Healing	I3	Staff of Wizardry
4	Staff of Life	I4	Wand of Cold
5	Staff of Power	I5	Wand of Fireballs
6	Staff of Storm Clouds	I6	Wand of Goo
7	Staff of Striking	I7	Wand of Illusion
8	Staff of the Abbot	I8	Wand of Lightning Bolts
9	Staff of the Druid	I9	Wand of Magic Missiles
10	Staff of the Snake	I0	Wand of Polymorph



Miscellaneous Magic Items

Arcanum Clockwork Mule

The **Arcanum Clockwork Mule** is a mechanical **construct** built from brass, steel, and polished wood, designed to carry heavy loads across rugged terrain.

The **Mule** requires **no air, food, drink, or sleep**, and can detect **invisible** creatures or objects within 60 feet. It understands Common but cannot speak.

The **mule's** hooves do $1d4+2$ bludgeoning damage. It follows its operator automatically when whistled to.

It carries up to **1,000** pounds and has a hidden $2 \times 2 \times 2$ foot storage compartment that is airtight and watertight. When in **water**, it deploys flotation devices to stay afloat.

Assembly requires **8 hours** of work and a **DC 15** Intelligence check (Arcane literacy grants **+1**). The **mule** eats 5 gold coin daily to operate; if unfed for more than **24 hours**, it becomes dormant until maintained again.

Amulet of the Watchful Eye

A finely crafted silver amulet engraved with an **open eye**. While worn, it heightens perception, granting **+1** to **Spot** and **Investigation** checks.

Archery Glove of Ivarion

This supple leather **glove**, said to have belonged to the elven marksman **Ivarion**, enhances any archer's **aim**. **Once per day**, the wearer may imbue an arrow with one of **3 powers** (lasting 24 hours or until used):

Sylvan Shot: Deals **+2d4 radiant** damage vs. **fiends or undead**.

Nature's Fury: Deals **+2d4 elemental** damage (choose **fire, cold, lightning, or acid**).

Ethereal Arrow: Ignores **1/2 and 3/4 cover**.

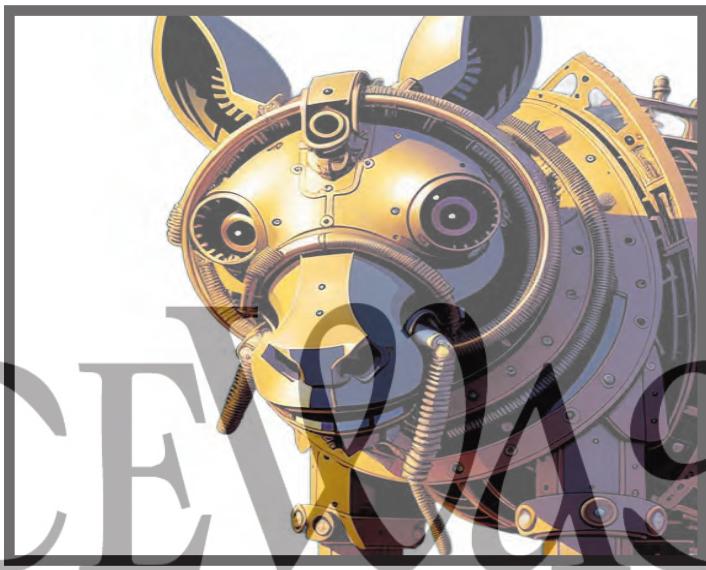
Bag of Devouring

This **cursed** item appears identical to a **Bag of Holding**, but its **extra dimensional** space is actually the gullet of a ravenous **entity**.

The **bag** is warm to the touch, and faint movements can sometimes be felt within.

Anything placed inside is ravenously **consumed**. The bag keeps its normal weight until opened again and found empty.

If a creature reaches into the bag, there is a **DC 10** chance the bag lashes out, closing like a great mouth.



The victim must succeed on a **DC 15 (Dexterity)** or have their arm bitten off leaving behind only the echo of a distant, satisfied sigh.

Regeneration can restore the loss, but the arm itself is gone—digested in another dimension.

Bag of Holding

This 2×4 foot sack opens into an **extra dimensional** space holding up to **500 pounds** (70 cubic feet). If **overloaded, punctured, or torn**, the bag ruptures, destroying itself and all contents.

Turning it **inside out** spills items harmlessly. Living creatures inside survive **10 minutes** before suffocating. Retrieving an item takes **1 minute** of uninterrupted searching.

Belt of Silver Pine Cones

A black leather **belt** adorned with twelve silver pine cone charms. Grants **+3 to attack rolls, Save DCs, and AC** in combat with **plants**.

Boots of Levitation

On command, these boots let the wearer **levitate** as if under the **Levitate spell, once per day**.

Boots of Frostheim

These fur lined **boots** allow movement across **snow** and **ice** without **slipping** or leaving **tracks**. The wearer remains warm as if under **Resist Cold**.

Boots of Speed

Clicking the heels of these leather **boots** activates **Haste** for up to **10 minutes per day**, which can be divided into shorter uses.

Boots of Traveling and Leaping

Increase **Move** +10 feet/minute and allows one **jump** per combat bout—up to 30 ft. forward/upward or 10 ft. backward. **Jumping** does not ensure a safe landing or grip.

Bowl Commanding Water Elementals

Carved from blue or green stone, this **10 lb. bowl** summons a **water elemental** when filled with fresh water and activated by speaking the **command word**.

The **elemental** serves for **10 minutes** and can be summoned **once per week**.

Bowl of Purification

This wooden bowl functions as **Purify Food and Water**. Cleanses any food or drink, removing spoilage, poison, or taint. It spoils **unholy** water but has no effect on living beings or potions. Usable **twice per day**.

Brazier Commanding Fire Elementals

When lit and the command word spoken for one action, this **iron brazier** summons a **fire elemental**.

The **elemental** serves for **10 minutes** and can be summoned **once per week**.

Brooch of Shielding

A golden **pin** that absorbs **101 hit points of Magic Missile** damage before burning out.

Censer Commanding Air Elementals

This perforated gold **vessel** can summon one **air elemental** when incense is lit and the proper words are spoken.

The **elemental** serves for **10 minutes** and can be summoned **once per week**.

Charm of Renewal

A glowing flower-shaped charm that heals **10 HP** when activated with a command word, then dissolves into motes of light.

Cloak of Displacement

This **cloak** distorts light, shifting the wearer's apparent position within **3 feet**. The first attack against them automatically misses; subsequent attacks from that same creature suffer **-2 to hit**.

Cubic Gate

A 3 inch **cube**, each face is attuned to a different **plane**. Pressing one side opens a **Gate** to that plane; pressing twice casts **Plane Shift (DC 17)**.

The cube has **3 charges**, regaining 1d3 charges weekly.

The **Astral Plane** connects **OnceWas** to the **Elemental Planes**.

1. OnceWas
2. Astral Plane
3. The elemental Plane of Fire
4. The elemental Plane of Water
5. The elemental Plane of Air
6. The elemental Plane of Earth

Circlet of the Abyss

A **platinum headpiece** with inward **barbs** that hold it in place on the head. The head piece radiates evil and its negative energy will corrode and transform the wearer. The circlet is **tied** to the witch **Isoma Ixal**.

Circlet of the Abyss Powers:

Demon Shielding: +3 AC; immune to **Magic Missile**.

Ears of Evil: Immune to Command.

Eyes of Evil: Darkvision 60 ft., sees invisibility.

Tongue of Evil: Immune to Silence; speaks Abyssal.

Veil of Evil: Immune to **Scrying, Hold, Charm, Fear, and Sleep**.

Quasit Familiar: May summon a quasit servant.

Abysmal Curses:

Corruption: The wearer gradually becomes more and more **chaotic** and **evil** in nature. First easily spoiled foods go bad (curdled milk, etc) around them, then animals and plants become sick, and Reaction Rolls are at -5. **Holy water** deals **1d8** points of damage. Demons will begin whispering to them in dreams.

Animals Reaction: First avoidance, then fear then attack. Eventually they will not be able to ride horses or hunt for food as animals begin to flee areas they are in.

Leeching Joy. The cursed loses their sense of taste, fresh water makes them ill, music sounds like noise, colors look less bright. Eventually they only can take pleasure from giving or receiving pain and misery.

Lust for Power. Destroying the world requires immense power. They want that power for themselves. Either to rule the world or so they can be the ones to destroy it.

Crystal Ball

This is the most common form of **scrying** device—a polished crystal sphere about 6 inches in diameter. It may only be used by **Magic Users**, who can peer through it to see over virtually any distance.

A **crystal ball** can be used three times per day, for up to one turn per use.

The **DC** for successful **scrying** is determined by the difficulty of locating the subject, as shown below.

The user alone perceives the images within the **crystal ball**; no **sound** is heard.

Knowledge and Connection	DC
Secondhand Knowledge (heard of)	15
Firsthand Knowledge (seen briefly)	11
Familiar (known well)	2
Possession or garment	+3
Body part, lock of hair, bit of nail, etc.	+5

If the viewer attempts to use **detect magic**, **detect evil**, or **ESP** through the crystal ball, each has a **DC 1** chance **per caster level** of functioning properly in conjunction with the device.

Crystal Ball with Clairaudience

This item works exactly like the **crystal ball**, but also allows the user to **hear** in the location viewed as well.

Decanter of Endless Water

This stoppered **flask** pours forth fresh water when one of its command words is spoken. The flow continues until the start of the next Combat Bout, unless noted otherwise.

Command Words:

“Stream” — Produces 1 gallon of water.

“Fountain” — Produces 5 gallons of water.

“Geyser” — Produces 30 gallons of water in a 30-foot-long, 1-foot-wide jet.

As an action, the wielder can aim the **geyser** at a visible creature within 30 feet. The target must make a Save **DC 13** Strength or take **1d4** bludgeoning damage and fall **prone**.

Instead of a creature, the geyser can target an unattended object weighing up to 200 pounds, knocking it over or pushing it 15 feet away.

“Flood” — Creates a continuous torrent that flows until the command word is spoken again to stop it.

Drums of Panic

These paired kettle **drums**, each about 18 inches across, appear ordinary but radiate dread.

When both are struck together, all creatures with fewer than **6 Hit Dice** within 120 feet (except those within a 20-foot safe zone around the drums) must **Save DC** or become Panicked.

A **panicked** creature drops anything it holds and flees at top speed, taking a random path. It can take no other actions.

The creature suffers a **-2** penalty on all **Save DCs**, **skill checks**, and **ability checks**. If cornered, it **Cowers**. It may use special abilities or spells to escape and must do so if that's its only means.

The **drums** may be used **once per day**.

Dust of Appearance

Found in a small packet, this fine, sand-like powder glitters faintly in the light. When thrown into the air, it coats all creatures and objects within 10 feet, making **invisible** targets **visible**.

The dust also reveals ethereal or concealed creatures, outlining them with a faint golden shimmer.

Dust of Disappearance

Found in a small packet, this fine, sand-like powder shimmers faintly in the light.

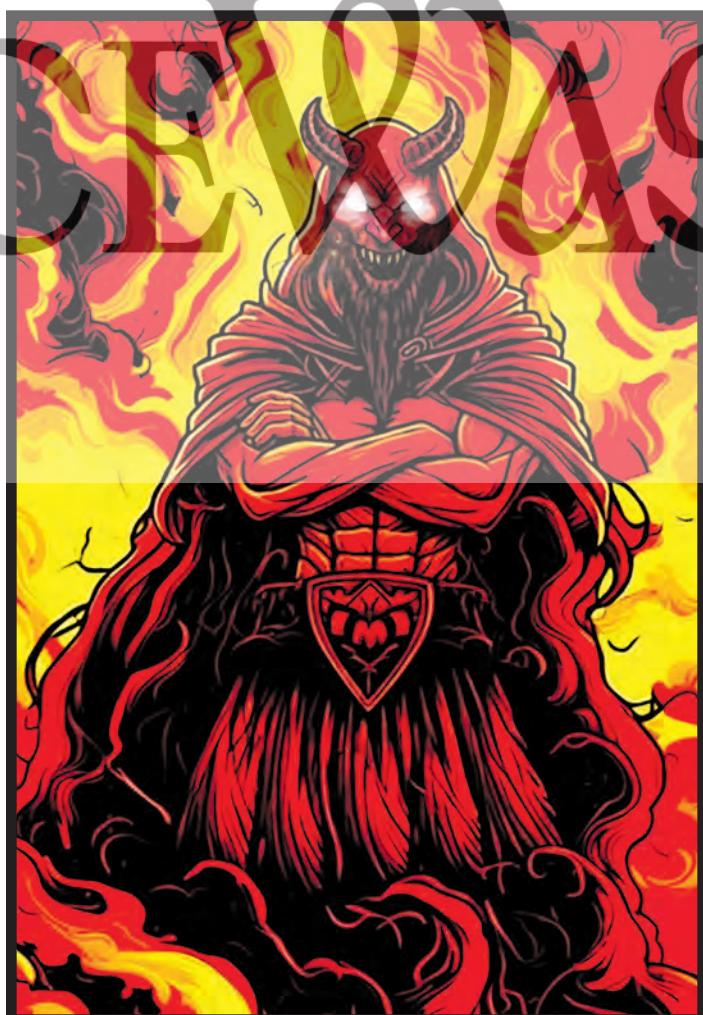
When thrown into the air, it renders all creatures and objects within 10 feet **invisible** for **4d6 minutes**. The effect ends early if the dusted target attacks or casts a spell.

Ifrit Bottle

A brass vessel sealed with enchanted lead, often emitting a thin curl of smoke. The **bottle** can be opened to release the ifrit inside.

Roll a d20 to determine its behavior:

1–4	Immediate Attack. Afterward, it disappears forever.
5–8	Reluctantly Obeys. Plays tricks, or interprets commands literally, often causing complications. Serves for 1 hour/day for 101 days.
9–12	The Ifrit tests the opener or adds creative flair to commands. Obeys reasonably but may complicate plans unintentionally. Serves 1 hour/day for 101 days.
13–16	Faithfully Obeys. Offers minor boons, suggestions, or assist with tasks efficiently. Serves 1 hour/day for 101 days.
17–20	The Ifrit grants minor or major wishes (1–3) in addition to normal service for 101 days, then returns to its home plane.



Elven Boots

These soft **boots** allow the wearer to **move silently** in almost any terrain. They grant a **DC 9** (+Dex modifier) chance of success on stealth checks, comparable to an **8th-level thief**.

Elven Cloak

A plain gray cloak that appears ordinary. When worn with the hood up, it lets the wearer attempt to **Hide** as an **8th-level Thief** in shadows or as an **8th-level Ranger** outdoors (DC 11).

Feather Fall Token

As an action, the user activates the **token**. It dissolves into sparkling motes of light, surrounding the user and slowing their fall as the **Feather Fall** spell.

Folding Boat

This **wooden box** measures 12×6 inches, weighs 4 lbs, floats, and opens to store items. It responds to four command words (each an action):

1. Row Boat: Unfolds into a 15×6 foot boat with oars, holding up to 4 Medium creatures, traveling 2 mph (20 miles/day) with up to 800 lbs of cargo. Best for short trips; unsafe on rough waters.

2. Keelboat: Unfolds into a 40×12 foot single-masted vessel with shallow keel, deck, cabin, 5 oars, steering oar, anchor, and square sail. Holds 15 Medium creatures, crew of 4, 3 mph (30 miles/day), up to 10 tons of cargo.

3. Caravel: Unfolds into a 55×15 foot ocean-going ship with 3 masts, lateen sails, 3 small cabins, crew sleeping area, and navigation table. Holds 40 Medium creatures, crew of 15, 8 mph (70 miles/day), up to 75 tons of cargo.

4. Fold: Returns the vessel to a box if no creatures are aboard; stored items remain inside.

Gauntlets of Ogre Power

These heavy leather **gauntlets** are reinforced with iron studs along the knuckles and fingers. When worn as a pair, they grant the wearer a **19 Strength** with an ability bonus of **+4**. In addition, the wearer receives both the **Heroic Effort** and the **Pack Mule** Feats;

Gloves of Arrow Snaring

The wearer of these **gloves** has a chance to **catch** arrows, bolts or stones fired from a ranged weapon that would normally hit. The challenge is **DC 9 +Dex**. There is no damage from successful catch. Both gloves must be worn and at least one hand must be free for the magic to be effective.

Goggles of the Night

This item when worn allows **Darkvision** with a 60' range. The goggles impart +1 for **Investigation, Perception, and Spot** Skills.

Hannelore's Coat of Arms

This leather **coat** with 4 sleeves allows the wearer to summon and control a **2nd set of arms** identical to their own arms **once** per day for **30 minutes**. While the magic of the **coat** is engaged, the wearer receives the **Two-weapon style** and the **Two-weapon Defense** feats, +2 on **Grapple** checks and +2 to **Climb** Skill.

Helm of Languages

This plain-looking **helmet** grants its wearer the ability to **understand** and **speak** all **languages** and **read** any script, including **magical** writing. The wearer can also **use arcane scrolls** with a **DC 7** chance of success, as if they were a **7th-level thief**.

Helm of Telepathy

This **helm** allows the wearer to read the surface thoughts of any creature within 90 feet, as with the **ESP** spell. While doing so, the wearer can also send **telepathic messages** to that creature, enabling 2 way mental communication. The helm can be used up to **3 times per day**.

Helm of Teleportation

This ornate copper **helmet** allows the wearer to **teleport** up to **3 times per day**, functioning exactly as the **teleport** spell.

Horn of Blasting

This brass trumpet vibrates softly when held. It can be played like a normal horn, but when the command word is spoken and it is sounded, it releases a concussive **blast of sound** in a 40-foot cone, dealing **3d6** damage and **deafening** affected creatures for **3d6** minutes (**Save DC** for half damage and no deafness).

Nonliving creatures are immune to **deafness** but still take damage.

If sounded magically more than once per day, there is a cumulative +2 on the **DC 2** chance with each additional use that the **horn** will **explode**, dealing **6d6** damage to the blower. When used against structures or fortifications, the horn deals **triple damage**.

Horn of Mairon

This heavy, blackened **horn** is carved from the bone of some enormous beast, its surface etched with skull motifs and runes of necromantic power. When blown, it emits a low, mournful note that chills the soul.

Within a 60-foot radius, up to **3d6 Hit Dice** of **skeletons or zombies** rise from the ground.

If the horn is blown by a **magic-user or cleric**, the undead remain under the blower's control so long as they retain the **horn**.

If blown by another class, the undead are uncontrolled and attack **any** living creatures nearby.

The horn may be used **once per day**, and no more than **18 total Hit Dice** of **undead** created by it may exist at one time.

Horns of Whispering

A set of **horns** with magical enchantment that allows the holder of **one** to whisper a **message** heard by the **bearer** of the **other**.

The **message** can then be heard by anyone who holds the horn to their ear, no matter the distance between them and the sender.

Horn of the Abyss

Carved from translucent amber veined with gold, this horn emits a resonant, otherworldly tone. Any demon that hears it must succeed on a DC 14 + the blower's Charisma check or be banished to its native plane.

When sounded in the **Abyss**, all demons within 60 feet instead take **6d6 damage**. Once blown, the horn cannot be used again for **3d4 days**.

Incense of Curumo

Burning a cone of this powerful **incense** and **meditating** for **1 hour**, enables a spell caster to memorize 3 additional spell levels.

Example:

+3 first level spells, or

+1 first level and +1 second level, or

+1 third level spell

Lamp of Yavanna

This ancient hooded lantern burns with a steady **blue-white flame** that never flickers nor fades.

When lit, the **lamp** sheds **bright light in a 20-foot radius** and **dim light for an additional 20 feet**. The bearer can, as an action, focus the light into a **40-foot cone** or shutter it completely.

Any lycanthrope exposed to the **lamp's bright light** must make a **Save DC** at the start of its turn or suffer the effects below:

Newly Cursed (afflicted less than 1 year) — On a **failed Save DC**, the curse is **instantly purged**, and the creature is restored to its natural form.

Corrupted (afflicted more than 1 year and 20 HP or fewer) — On a **failed Save DC**, the creature is **destroyed**, its body reduced to ash by divine flame.

Deeply Bound (afflicted more than 1 year and over 20 HP) — On a **failed Save DC**, the creature takes **20 radiant damage** and must **flee from the light** on its next turn. On a **success**, it takes half damage and resists the compulsion to flee.

Lore: Forged five centuries ago by the elves of **Silvandor**, it was consecrated to **Yavanna**, goddess of life and renewal, and first kindled during their war against **Malthar the Beastlord**, the primordial spirit of savage hunger and lycanthropy. The lamp's holy light once wounded Malthar before the demon fled into the caverns of **Orckrag** to fester.

Centuries later, **Ixalor**, who had been living among the **elves** as an ambassador of **OverKing Feall**, betrayed **Silvandor**. He stole the **Lamp of Yavanna** and carried it back to **Orckrag**, where he bent **Malthar** to his will—first by threatening him with the lamp's light, and then by giving the relic to the **Beastlord** to destroy.

Monocle of Detect Magic

This small silver-rimmed **lens** reveals the presence of magic when held to the eye. When focused on a creature, object, or area within 30 feet, the monocle glows faintly if any magical aura is present. By concentrating for one round, the user can discern the **strength** of the aura (faint, moderate, or strong) and its **general school of magic** if known.

The monocle can be used **3 times per day**, each use lasting up to **10 minutes**.

Magical Deep Pouch

Capacity: Holds up to 20 lb., objects up to 4 ft. long, but must fit through a normal belt pouch opening. Always weighs 1 lb.

Use: Placing items follows normal rules. Retrieving an item takes 1 action. Any special item is magically on top.

Limitations:

Overload or damage (piercing/tearing) destroys the pouch; contents are lost (artifacts reappear elsewhere).

Turning inside out spills contents unharmed; must be righted before reuse.

Placing inside an extra dimensional space (**bag of holding**, **Rope Trick**) destroys both and opens a **one-way Astral Gate** at that location. Creatures within 10 ft. are sucked through and deposited randomly on the **Astral Plane**; the gate then closes permanently.

Medallion of ESP

This appears to be a normal **pendant** disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel, the medallion allows the wearer to read the thoughts of others, as with the spell **ESP**.

It can be used as many times per day as desired, but each such usage requires a minimum of 1 minute of full concentration to activate, and the wearer must continue to concentrate to maintain the effect.

Mirror of Imprisonment

This round crystal mirror is roughly 2 feet in diameter and framed in wood or metal. It **activates** with a command word, which also **deactivates** it. Only a **Magic User** can control it properly, and the activator is immune to its effects.

When active, the mirror draws in living creatures within 30 feet who see their own reflection. A **Save DC** is required or they are **trapped** inside.

The mirror contains twenty extra dimensional cells, each holding a single creature of any size. Constructs and undead are unaffected.

The extra dimensional prisoners are **self-contained** and **magically sustained**, so the creatures inside do not need to eat, drink, or breathe. They do feel hunger and thirst, creating mental stress.

Trapped creatures—and all their gear—are pulled fully into the mirror. The owner can **summon** a reflection to the surface for conversation, though captives cannot act, and may **release** any imprisoned being at will.

If the **mirror** is **full**, one captive (chosen at random) is **freed** to make room for a new victim. If the **mirror** is shattered, all prisoners are immediately released.

Rope of Climbing

This 50-foot silk **rope** moves at the command of its holder. When the user speaks its command word while holding one end, the **rope** can snake forward, upward, downward, or in any direction at a rate of **10 feet per minute**, fastening itself securely wherever desired.

It can also unfasten and return to its owner in the same manner. The **rope** must have something to tie itself to in order to support weight beyond its own.

Modrin's Glass Cats

These tiny glass **cat figurines** are legendary magical items. If the possessor is **killed**, their body vanishes in a brilliant flash of light, and when the light fades, they are restored to **life** at **full hit points**.

The **magic** fully **heals** all wounds, **neutralizes poison**, **cures disease**, **lifts curses**, and replaces any damaged or missing **organs** or **limbs**. Once a **charm** is used, it becomes cracked and tarnished, losing its magic permanently and cannot be **recharged**.

Pendant of Eredluin

This white gold pendant reflects spells of **3rd level or lower** back at their caster. For spells of **4th level** or higher, the wearer may attempt to reflect the spell. Each rolls an opposed **DC + Int + Level**.

Success reflects the spell (not area effect spells) back at the caster. A **hold person** spell would be reflected, but not a **fireball**.

The pendant only affects **targeted** spells—it does not reflect **area effects**.

If a **reflected** spell targets a caster who is also protected by Spell Turning, their own effect will automatically reflect it again, sending the spell back at them.

It will reflect 4d6 spells before its power is exhausted.

Pendant of Bruidhinn

This pendant of a dancing woman holds **2d10 charges** and can be activated to perform one of three magical effects.

Dream (1 charge): The wearer shapes the **dreams** of a creature they know on the same plane. Creatures that do not sleep, such as elves, are unaffected.

While in a trance, the wearer is aware of their surroundings but cannot move or take actions. If the target is asleep, the wearer can appear in the target's dreams, converse with them, and shape the **dream's** environment.

The target recalls the dream perfectly upon waking. If the target is awake, the wearer can wait until they fall asleep to enter the **dream** or end the trance.

Whispered Message (2 charges): The wearer points at a creature within range and whispers a **message** that only the **target** can hear; the target may reply in a whisper that only the wearer hears.

Messages can pass through solid objects. Magical silence blocks the effect.

Greater Sending (3 charges): The wearer sends a **mental call** to a creature they are familiar with. The target hears the call in their mind and may choose to **accept or decline**.

If accepted, the wearer and target communicate **telepathically** for up to 1 hour across any distance, but not across planes of existence.

Quickflame

This small wooden **stick** ignites with a snap and produces a **flame** that burns for **1 minute** or until extinguished.

The flame can light fires of any size, from a candle to a campfire, and provides light like a candle (5 foot dim light radius). It does not consume oxygen and can burn **underwater** if held upright. Once used, the **Quickflame** is consumed and cannot be used again.

Scarab of Protection

This silver **medallion** is shaped like a beetle and protects its wearer by absorbing **energy-draining** attacks, **death effects**, and **curses**.

After absorbing **2d6** such effects, the scarab crumbles to dust and is **destroyed**.

Smokestick

These alchemically treated wooden sticks produce thick, opaque smoke when burned. The smoke fills a **30-foot radius**. All sight, including **darkvision**, is obscured beyond **2d4 feet**.

Stone of Commanding Earth Elementals

This oddly shaped, roughly polished **stone** allows its possessor to summon an **earth elemental**.

The **elemental** serves for **10 minutes** and can be summoned **once per week**.

Storm in a Bottle

This elegant glass bottle contains a tiny, raging thunderstorm.

When thrown, it creates a **20-foot-radius sphere** of whirling air at the point of impact that lasts for **5 minutes**.

Creatures in the sphere when it appears or at the end of their turn must succeed on a **Save DC** or take **2d6 bludgeoning damage**.

The sphere's area counts as **difficult terrain**. Additionally, the bearer can command a bolt of lightning to leap from the center of the sphere toward a creature within **30 feet**, dealing **5d6 lightning damage**.

Thunderstone

This enchanted stone can be thrown as a ranged attack with a range increment of 30 feet. When it strikes a hard surface—or is struck with force—it produces a deafening bang treated as a **sonic attack**.

Each creature within a 10 foot radius must succeed on a **Save DC** or be deafened for **1 hour**. A **deafened** takes a **-1** penalty on **initiative**, automatically fails **listen** checks, and must beat a **DC 5** when casting spells.



The World of OnceWas

OnceWas is a land of magic, war, and intrigue. Its kingdoms stretch from frozen tundras to scorching deserts, each shaped by human ambition, ancient magics, and the influence of the **Arcane Siblings**—gods born of mortal belief and raw arcane forces.

The Twelve Kingdoms

Arcanum: A magocracy ruled by Archon Narolveld and the Council of Archmagisters. Home to the Great School of Magic, its enchanted forests and shimmering ley lines draw scholars and wizards from across the realm.

Banorak: Pirate haven ruled by King Horrut the Merciless. Its kraken banner strikes fear across the seas; the island thrives on piracy, slavery, and defiant multicultural coexistence.

Corsairia: Maritime power led by King Rodrigo the Usurper. Nine Sea Lords govern trade and sanctioned piracy, controlling the vital sea lanes between kingdoms.

Dominion of Sand: Desert realm ruled by Grand Caliph Zahir from Sahardin. Caravans transport spices, textiles, and precious gems across endless dunes.

Dunmar: Fertile kingdom of chivalry ruled by King Aradun of Lion's Roost. Once the seat of the Great Kingdom, the castle bears the scars of Ixalor's dark reign.

Empire of Ix: Realm of darkness where Emperor Ixalor may soon return. Thrives on salt mining and forced labor. Rumors of bone thrones and hidden necromancy haunt the land.

Frostheim: Frozen barbarian kingdom ruled by nine Jarls, who convene at the Maw of the Gods every three years. Warriors revere Orome and raid to prove valor.

Hearthland: Kingdom of King Draegen the Unyielding, struggling after devastating attacks from Ix. Starvation, rebellion, and displacement of tens of thousands plague the realm.

RingingHammer: Legendary dwarven stronghold carved into a mountain, ruled by Thorgrim Stonebeard. Known for master smithing and rich mineral veins.

Silvandor: Enchanted elven kingdom ruled by Lady Lorien, hidden within the Eldertree Forest. Protected by magic and legendary archers, dedicated to Yavanna.

Solandil: Prosperous trading kingdom under Queen Catriona. A haven of diversity and commerce, formerly oversaw Banishment Rock as a penal colony.

Orckrag: Harsh mountainous land where orcish tribes have unified. Known for violence, monsters, and worship of Grund-Wyrgen.

The Major Gods

Antru: God of Day, King of Elysium. Patron of Solandil | Symbol: Sun

Embodying light, life, courage, and abundant harvests. Paladins and rangers wield his radiant power.

Curumo: God of Knowledge, Magic, and Bards. Patron of Arcanum | Symbol: Scroll

Master of learning and arcane wisdom. Scholars, wizards, and clerics preserve forgotten lore.

Dobhainn : God of Earth, Blacksmiths, and Labor. Patron of Ringinghammer | Symbol: Anvil Strength, resilience, and craftsmanship. Revered by dwarves and artisans.

Gaoth: God of Wind, Thunder, and Storms. Patron of Dunmar | Symbol: Platinum Dragon Sky, storms, and monster slaying. Inspires warriors and protectors.

Grund-Wyrgen: Dark Mother of Monsters and Nightmares. Matron of Orckrag | Symbol: Demon Face Chaos, fear, and darkness. Clerics summon monsters and evoke nightmares.

Irmo : Goddess of Luck, Drinking, and Revelry. Matron of Banorak | Symbol: Three Keys Fortune, mischief, and celebration. Followers embrace hedonism and spontaneity.

Mairon: God of Death, the Silent Shepherd. Patron of Empire of Ix | Symbol: Grinning Skull Ruler of the underworld. Clerics enforce death's will and maintain secretive rites.

Nanna-Sin: Goddess of Moon and Spirits. Matron of the Dominion of Sand | Symbol: Moon Guides through night, ghosts, and ethereal magic. Revered by witches and mystics.

Orome: God of War and Wrath. The King of Vultures. Patron of Frostheim | Symbol: Axe Embodies valor, combat, and ferocity. Worship includes battle rites and martial tests.

Teine: Goddess of Fire, Poetry, and Hearth. Matron: Hearthland | Symbol: Flame Inspiration, creativity, and domestic warmth. Bards and clerics honor her flame.

Ulmo: God of Water, Oceans, and Rivers. Patron of Corsairia | Symbol: Trident Sea, rivers, and maritime life. Sailors and coastal folk pray for safe passage.

Xalara: The *slain* goddess of Greed. Queen of dragons.

Yavanna : Goddess of Life and Nature. Matron of Silvandor | Symbol: Mother Tree Fertility, growth, and nature's balance. Druids, rangers, and elves protect forests and wild creatures.

The Arcane Siblings

The **gods of OnceWas** were born from human belief and the raw pulse of magic.

They embody mortal desires, fears, and virtues, reflecting both the strength and flaws of the people who worship them.

Their influence touches every kingdom, from the glittering spires of **Arcanum** to the icy tundras of **Frostheim** and the pirate coves of **Banorak**.

Brief History of OnceWas

The Age of the Great Kingdom:

Long ago, **King Feall** ruled all of **OnceWas**, bringing peace and prosperity across the realm—until the rise of **Ixalor**, a necromancer whose dark magic fractured the kingdom and ushered in centuries of tyranny.

The Ragged Rooks and Revolution:

The legendary adventurers **Gishigan**, **Halfag**, **Desinor**, and **Tovenaar** trapped **Ixalor** in the **Void Beyond**, though his chaotic essence persisted, sowing corruption and manipulating mortals from beyond.



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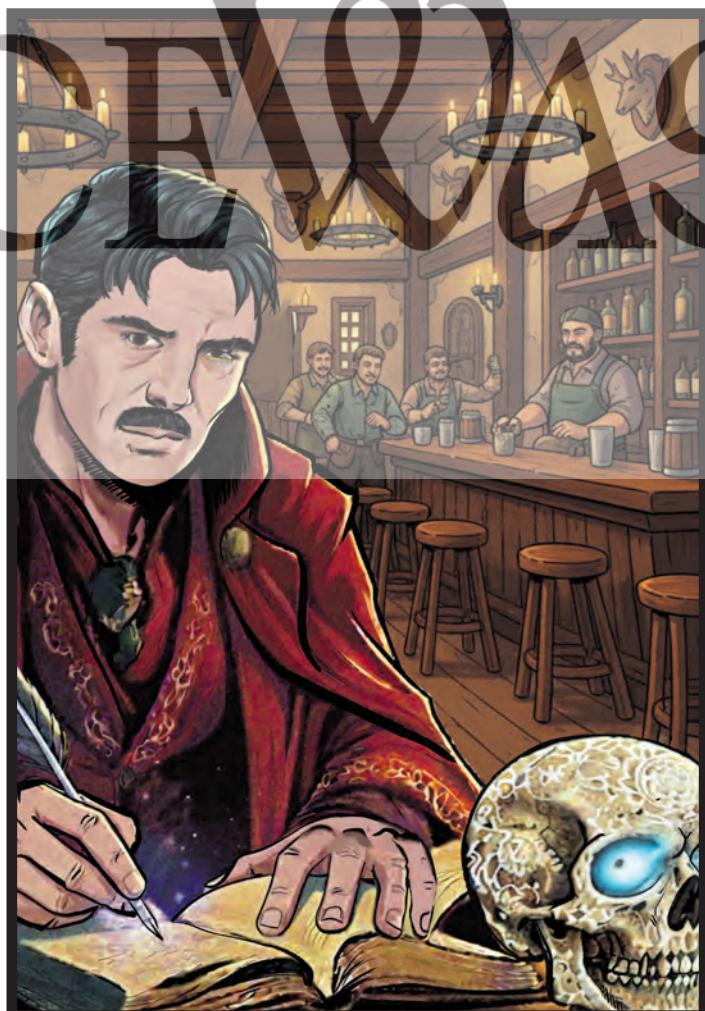
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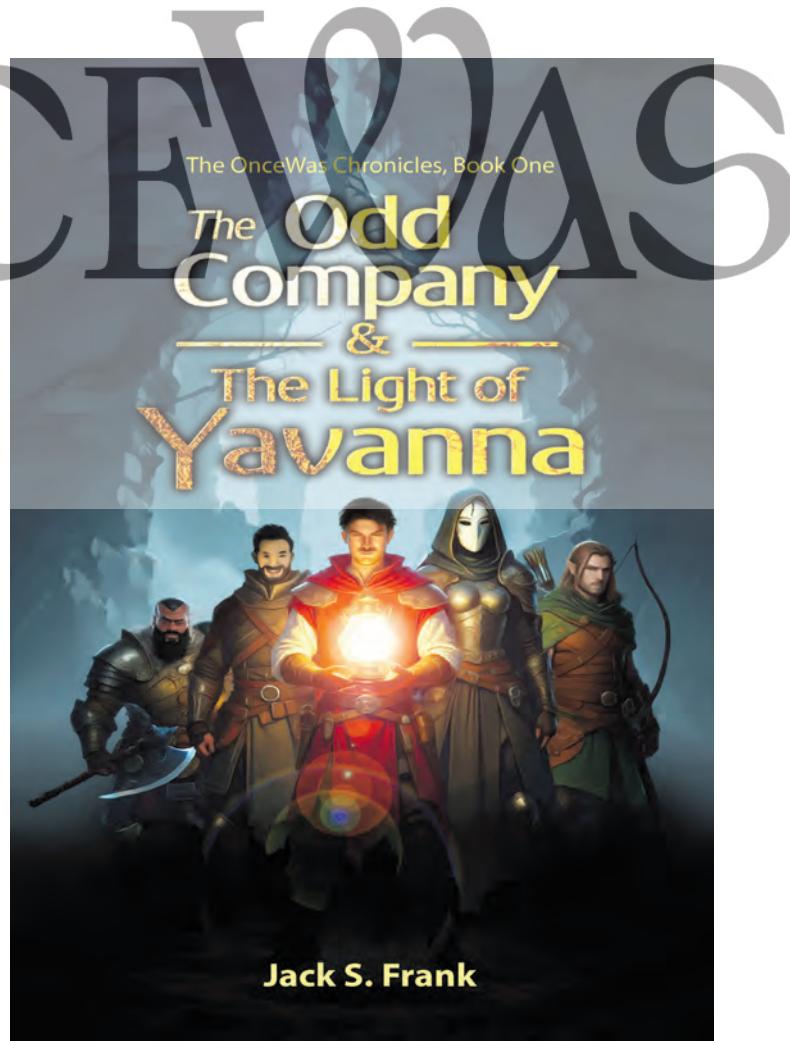


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