

Basic Fantasy

Role-Playing Game



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www.basicfantasy.org

**Dedicated to Gary Gygax, Dave Arneson, Tom Moldvay, David Cook, and Stephen Marsh
and to my daughter Taylor, my first and best inspiration**

Basic Fantasy Role-Playing Game

4th Edition, Release 139

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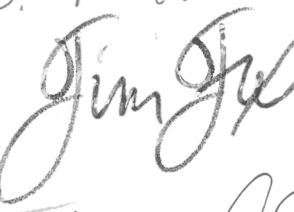
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PART 1: INTRODUCTION

It was our third foray into the dungeons beneath the ancient fortress in the middle of the river. We were on the second level down from the ruins, standing before the great bronze doors beyond which we believed lay the tomb of an ancient barbarian chieftain. I hadn't believed the tales of the old drunk at the tavern back at Morgansfort, but for some reason Apoqlis, the Cleric, believed him. Turned out his stories were true... mostly, anyway.

I held a torch for Barthal, the Thief, as he tried briefly to pick the lock. He turned around and said, "It must be held by magic. The lock won't even wiggle."

Morningstar, the Elf, smiled. "I have just the thing," she said, drawing from her backpack the scroll we took from the goblins. She unrolled it and began to read, and though I couldn't understand her words I could see the characters burning away as she read them, little wisps of smoke as from a candle rising up from each in turn. Seeing that she was nearly through, I turned my attention to the lock. I'm not sure what I was expecting, but the little puff of dust that came from it as she finished didn't seem like much. She turned to Barthal and said, "Try again."

I'm tempted to say that Barthal bent to his work, but he's a Halfling; at just over three feet tall he could look straight into the lock without stooping a bit. I must have looked impatient, as Apoqlis leaned over to me and said, "Be still, Darion, he'll be through in a moment or two."

Then I heard a loud click, and Barthal turned to me with a smile. "It's open, my friend. After you!" I handed him the torch, then stepped to the doors, sword drawn, and Morningstar joined me, likewise ready. I steeled myself and opened the doors...

Beyond lay a stone sarcophagus, resting atop a raised platform. Strewn about the floor were many human skeletons. Apoqlis made a sign with his hand that I didn't recognize; then we walked in carefully, trying not to trip over the bones. I noticed among the bones several bronze swords, covered in verdigris. I stepped to the sarcophagus. "The lid is likely very heavy," I said. "Come, Morningstar, rather than lift it, let's turn it about so we can see what treasures lie inside."

Morningstar called "Wait!" but it was too late... I had already laid hands upon the sarcophagus. The bones on the floor began to rattle, then rose up and assembled themselves in a mockery of life. Without delay they picked up their swords from the floor and began to attack us. I would have to wait until later to kick myself, I mused, as I put my back against the sarcophagus and began to fight the monsters...

What is This?

The **Basic Fantasy Role-Playing Game** is a rules-light game system written with inspiration from early role-playing game systems. It is intended for those who are fans of "old-school" game mechanics. Basic Fantasy RPG is simple enough for children in perhaps second or third grade to play, yet still has enough depth for adults as well.

What is a Role-Playing Game?

In the almost 50 years since the first role-playing game appeared, much has changed. Most people have at least heard the names of one or two such games, and many, many people have played. Still, there are those who have not tried RPGs; if you are one of those people, this part is for you.

Role-playing games are played by a number of players, commonly two to eight, and a Game Master, or GM (often called something else, but the job remains the



same regardless of the title). Each player generally plays one character, called a player character or PC, while the Game Master is responsible for running the world, creating and managing the towns, nations, ruins, non-player characters (or NPCs), monsters, treasure, and all other things that aid or challenge the players. Dice are often used to determine the success or failure of most actions that take place in the game; Basic Fantasy RPG uses polyhedral dice, described below, for this purpose.

In effect, role-playing games are just grown-up games of pretend. If you remember playing pretend as a child, you may recall having some difficulty deciding whose idea should have precedence... if one child plays a knight and the other a dragon, who will win? Surely the knight doesn't win every time. Role-playing games have rules to determine such things. These rules can range from the very free-form and simple to the very complex and detailed.

This game attempts to walk the line between simple and complex, free-form and detailed. Too much detail and complexity slows the game down as players and GM spend much time leafing through the rules and little time actually playing. Free-form games with simple resolution systems demand more mental agility from the participants, and are much more dependent on the good judgment of the Game Master to maintain balance. Basic Fantasy Role-Playing Game falls between these two extremes, having rules for the most common activities and guidelines to help the Game Master judge the unexpected.

What Do I Need to Play?

If you are to be a player, you should have a pencil, some notebook paper, and a set of dice. Someone in your player group probably needs to have some graph paper (4 or 5 squares per inch is best) for drawing maps. You can use preprinted character sheets (such as those available on the Basic Fantasy RPG website) if you wish, but notebook paper works fine.

If you are the Game Master, you need all of the above. If this is your first time as GM, or you have limited preparation time, you might wish to use a pre-written adventure (called a module) rather than create one yourself. Several modules are distributed for free on the basicfantasy.org website; many of the modules available on the website are specifically designed for use with a party of new players. Adventure modules written for other game systems may also be used, but the Game Master may need to spend some time "converting" such a module before beginning play.

Using the Dice

The 20 sided die, or **d20**, is one of the most important dice in the game: it is used to resolve attack rolls and saving throws (concepts that will be explained later). In general, the die is rolled, modifiers added or subtracted, and if the total result equals or exceeds a target number, the roll is a success; otherwise it has failed.

The 10 sided die, or **d10**, is used to generate numbers from 1 to 10; it is numbered 0 to 9, but a roll of 0 is normally counted as 10. A pair of d10's are also used together to generate numbers from 1 to 100, where a roll of 00 is counted as 100. The two dice should be different colors, and the player must declare which is the tens die and which is the ones die before rolling them! (Or, the player may have a die marked with double digits, as shown.) Rolling two d10's in this way is called a **percentile roll**, or **d%**. These rolls are generally against target numbers, but for the roll to be a success, the result must be equal to or less than the target number. So for example, a character using a Thief ability (described later) with a 30% chance of success rolls the dice: if the result is 01 to 30, the roll is a success.

The 4 sided die, or **d4**, is a special case. It is not so much rolled as "flipped," and the number which is upright is the result of the roll. Note that d4's are made in two different styles, as shown; regardless of which style you have, the number rolled is the one which is upright on all visible sides.

The other dice normally used have 6, 8, and 12 sides, and are called **d6**, **d8**, and **d12**. d6's may be made with either numbers or pips; it makes no difference which type you choose.

When multiple dice are to be rolled and added together, it's noted in the text like this: **2d6** (roll two d6 dice and add them together), or **3d4** (roll three d4 dice and add them together). A modifier may be noted as a "plus" value, such as **2d8+2** (roll two d8 dice and add them together, then add 2 to the total).



PART 2: PLAYER CHARACTERS

How to Create a Player Character

First, you will need a piece of paper to write down the character's statistics on. You may use a preprinted character sheet if one is available, or you may simply use a piece of notebook paper. An example character is shown below. You should use a pencil to write down all information, as any statistic may change during play.

Roll 3d6 for each ability score, as described in the **Character Abilities** section, and write the results after the names of the abilities. Write down the scores in the order you roll them; if you are unhappy with the scores you have rolled, ask your Game Master for advice, as they may allow some form of point or score exchanging.

Write down the ability score bonus (or penalty) for each score beside the score itself, as shown on the table on the next page.

Choose a race and class for your character. Your character must meet the Prime Requisite minimum for a class, as described in the **Character Classes** section on page 7, in order to be a member of that class. Also note that there are minimum (and maximum) ability requirements for the various races which must be met, as described under **Character Races** on page 5.

Write down the special abilities of your race and class choices, as described below. If you have chosen to play a Magic-User, ask your Game Master what spell or

spells your character knows; it's up to the Game Master to decide this, but they may allow you to choose one or more spells yourself.

Note on your character sheet that your character has zero (0) experience points (or XP); also you may want to note the number needed to advance to second level, as shown in the table for your class.

Roll the hit die appropriate for your class, adding your Constitution bonus or penalty, and note the result as your hit points on your character sheet. Note that, should your character have a Constitution penalty, the penalty will not lower any hit die roll below 1 (so if your Character has a -2 penalty for Constitution, and you roll a 2, the total is adjusted to 1).

Roll for your starting money. Generally your character will start with 3d6 times 10 gold pieces, but ask the Game Master before rolling.

Now, purchase equipment for your character, as shown in the **Cost of Weapons and Equipment** section on page 10. Write your purchases on your character sheet, and note how much money remains afterward. Make sure you understand the weapon and armor restrictions for your class and race before making your purchases.

Since you now know what sort of armor your character is wearing, you should note your Armor Class on your character sheet. Don't forget to add your Dexterity bonus or penalty to the figure.

Look up your character's attack bonus (from the table on page 53 of the **Encounter** section) and note it on your character sheet. Don't add your ability bonuses (or penalties) to this figure, as you will add a different bonus (Strength or Dexterity) depending on the sort of weapon you use in combat (i.e. melee or missile weapon).

Also look up your saving throws (as found on page 61) and note them on your character sheet. Adjust the saving throw figures based on your race, if your character is not a Human (again, see **Character Races** on page 5). Please note that the saving throw bonuses for other races are presented as "plus" values, to be added to the die roll; for convenience, you may simply subtract them from the saving throw numbers on the character sheet instead.

Finally, if you haven't done so already, name your character. This often takes longer than all the other steps combined.

Darion		
Human Fighter	Level 1	0 XP (2000)
STR: 16 +2	Armor Class: 17	
INT: 9		
WIS: 8 -1	Hit Points: 6	
DEX: 13 +1		
CON: 13 +1	Attack Bonus: +1	
CHA: 11		
Equipment:	Money:	
Chain Mail	12 gp	
Shield		
Sword	Saving Throws:	
Backpack	Death/Poison	12
Rations - 7 days	Wands	13
Waterskin	Para./Stone	14
Flint and Steel	Dragon Breath	15
50' Rope	Spells	17

Character Abilities

Each character will have a score ranging from 3 to 18 in each of the following abilities. A bonus or penalty is associated with each score, as shown on the table below. Each class has a **Prime Requisite** ability score, which must be at least 9 in order for the character to become a member of that class; also, there are required minimum and maximum scores for each character race other than Humans, as described under **Character Races** on page 5.

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

Strength: As the name implies, this ability measures the character's raw physical power. Strength is the Prime Requisite for Fighters. Apply the ability bonus or penalty for Strength to all attack and damage rolls in melee (hand to hand) combat. Note that a penalty here will not reduce damage from a successful attack below one point in any case (see **How to Attack** on page 53 and **Damage** on page 55, both in the **Combat** section, for details).

Intelligence: This is the ability to learn and apply knowledge. Intelligence is the Prime Requisite for Magic-Users. The ability bonus for Intelligence is added to the number of languages the character is able to learn to read and write; if the character has an Intelligence penalty, they cannot read more than a word or two, and will only know their native language.

Wisdom: A combination of intuition, willpower and common sense. Wisdom is the Prime Requisite for Clerics. The Wisdom bonus or penalty may apply to some saving throws vs. magical attacks, particularly those affecting the target's will.

Dexterity: This ability measures the 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 all attack rolls with missile (ranged) weapons, to the character's Armor Class value, and to the character's Initiative die roll.

Constitution: 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: This is the ability to influence or even lead people; those with high Charisma are well-liked, or at least highly respected. 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.

Hit Points and Hit Dice

When a character is injured, they lose hit points from their current total. Note that this does not change the figure rolled, but rather reduces the current total; healing will restore hit points, up to but not exceeding the rolled figure.

When their hit point total reaches 0, your character may be dead. This may not be the end for the character; don't tear up the character sheet.

First level characters begin play with a single hit die of the given type, plus the Constitution bonus or penalty, with a minimum of 1 hit point. Each time a character gains a level, the player should roll another hit die and add the character's Constitution bonus or penalty, with the result again being a minimum of 1 point. Add this amount to the character's maximum hit points figure. Note that, after 9th level, characters receive a fixed number of hit points each level, as shown in the advancement table for the class, and no longer add the Constitution bonus or penalty.

Languages

All characters begin the game knowing their native language. In most campaign worlds, Humans all (or nearly all) speak the same language, often called "Common." Each non-Human race has its own language, i.e. Elvish, Dwarvish, or Halfling, and members of these races begin play knowing both their own language and Common (or the local Human language if it isn't called Common).

Characters with Intelligence of 13 or higher may choose to 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). Characters may choose to learn other non-Human languages, including those of creatures such as Orcs, Goblins, etc. The GM will decide which languages may be learned. The player may choose to leave one or more bonus language "slots" open, to be filled during play. Some Game Masters may even allow player characters to learn exotic languages such as Dragon; also, "dead" or otherwise archaic languages might be allowed to more scholarly characters.

Character Races

Dwarves



Description: Dwarves are a short, stocky race; both male and female Dwarves stand around four feet tall and typically weigh around 120 pounds. Their long hair and thick beards are dark brown, gray or black. They take great pride in their beards, sometimes braiding or forking them. They have a fair to ruddy complexion. Dwarves have stout frames and a strong, muscular build. They are rugged and resilient, with the capacity to endure great hardships. Dwarves are typically practical, stubborn and courageous. They can also be introspective, suspicious and possessive. They have a lifespan of three to four centuries.

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 17. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows).

Special Abilities: All Dwarves have Darkvision (see page 43) with a 60' range, and are able to detect slanting passages, stonework traps, shifting walls and new construction on a roll of 1-2 on 1d6; a search must be performed before this roll may be made.

Saving Throws: Dwarves save at +4 vs. Death Ray or Poison, Magic Wands, Paralysis or Petrify, and Spells, and at +3 vs. Dragon Breath.

Elves



Description: Elves are a slender race, with both males and females standing around five feet tall and weighing around 130 pounds. Most have dark hair, with little or no body or facial hair. Their skin is pale, and they have pointed ears and delicate features. Elves are lithe and graceful. They have keen eyesight and hearing. Elves are typically inquisitive, passionate, self-assured, and sometimes haughty. Their typical lifespan is a dozen centuries or more.

Restrictions: Elves may become Clerics, Fighters, Magic-Users or Thieves; they are also allowed to combine the classes of Fighter and Magic-User, and of Magic-User and Thief (see Combination Classes, below). They are required to have a minimum Intelligence of 9. Due to their generally delicate nature, they may not have a Constitution higher than 17. Elves never roll larger than six-sided dice (d6) for hit points.

Special Abilities: All Elves have Darkvision (see page 43) with a 60' range. They are able to find secret doors more often than normal (1-2 on 1d6 rather than the usual 1 on 1d6). An Elf is so observant that one has a 1 on 1d6 chance to find a secret door with a cursory look. Elves are immune to the paralyzing attack of ghouls. Also, they are less likely to be surprised in combat, reducing the chance of surprise by 1 in 1d6.

Saving Throws: Elves save at +1 vs. Paralysis or Petrify, and +2 vs. Magic Wands and Spells.

Halflings

Description: Halflings are small, slightly stocky folk who stand around three feet tall and weigh about 60 pounds. They have curly brown hair on their heads and feet, but rarely have facial hair. They are usually fair skinned, often with ruddy cheeks. Halflings are remarkably rugged for their small size. They are dexterous and nimble, capable of moving quietly and remaining very still. They usually go barefoot. Halflings are typically outgoing, unassuming and good-natured. They live about a hundred years.

Restrictions: Halflings may become Clerics, Fighters or Thieves. They are required to have a minimum Dexterity of 9. Due to their small stature, they may not have a Strength higher than 17. Halflings never roll larger than six-sided dice (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 all sorts of ranged weapons, gaining a +1 attack bonus when employing them. When attacked in melee by creatures larger than man-sized, Halflings gain a +2 bonus to their Armor Class. Halflings are quick-witted, adding +1 to Initiative die rolls. In their preferred forest terrain, they are able to hide very effectively; so long as they remain still there is only a 10% chance they will be detected. Even indoors, in dungeons or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection. Note that a Halfling Thief will roll only once, using either the Thief ability or the Halfling ability, whichever is better.

Saving Throws: Halflings save at +4 vs. Death Ray or Poison, Magic Wands, Paralysis or Petrify, and Spells, and at +3 vs. Dragon Breath.

Humans

Description: Humans come in a broad variety of shapes and sizes; the Game Master must decide what sorts of Humans live in the game world. An average Human male in good health stands around six feet tall and weighs about 175 pounds, while females average five feet nine inches and weigh around 145 pounds. Most Humans live around 75 years.

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

Special Abilities: Humans learn unusually quickly, gaining a bonus of 10% to all experience points earned.

Saving Throws: Humans are the "standard," and thus have no saving throw bonuses.

Combination Classes

To become a member of a combination class, a character must meet the requirements of both classes. Combination class characters use the best attack bonus and the best saving throw values of their original two classes, but must gain experience equal to the combined requirements of both base classes to advance in levels. Elves are the only characters eligible to be a member of one of these combination classes:

Fighter/Magic-User: These characters may both fight and cast magic spells; further, they are allowed to cast magic spells while wearing armor. These characters roll six-sided dice (d6) for hit points.

Magic-User/Thief: Members of this combination class may cast spells while wearing leather armor. These characters roll four-sided dice (d4) for hit points.

Thief Abilities

Thief Level	Open Locks	Remove Traps	Pick Pockets	Move Silently	Climb Walls	Hide	Listen
1	25	20	30	25	80	10	30
2	30	25	35	30	81	15	34
3	35	30	40	35	82	20	38
4	40	35	45	40	83	25	42
5	45	40	50	45	84	30	46
6	50	45	55	50	85	35	50
7	55	50	60	55	86	40	54
8	60	55	65	60	87	45	58
9	65	60	70	65	88	50	62
10	68	63	74	68	89	53	65
11	71	66	78	71	90	56	68
12	74	69	82	74	91	59	71
13	77	72	86	77	92	62	74
14	80	75	90	80	93	65	77
15	83	78	94	83	94	68	80
16	84	79	95	85	95	69	83
17	85	80	96	87	96	70	86
18	86	81	97	89	97	71	89
19	87	82	98	91	98	72	92
20	88	83	99	93	99	73	95

The numbers above are percentages; instructions for making these rolls are in **Using the Dice** on page 2.

Open Locks allows the Thief to unlock a lock without a proper key. It may only be tried once per lock. If the attempt fails, the Thief must wait until they have gained another level of experience before trying again.

Remove Traps is generally rolled twice: first to detect the trap, and second to disarm it. The GM will make these rolls as the player won't know for sure if the character is successful or not until someone actually tests the trapped (or suspected) area.

Pick Pockets allows the Thief to lift the wallet, cut the purse, etc. of a victim without being noticed. If the roll fails, the Thief didn't get what they wanted; but further, the intended victim (or an onlooker, at the GM's option) will notice the attempt if the die roll is more than two times the target number (or if the die roll is 00).

Move Silently, like Remove Traps, is always rolled by the GM. The Thief will usually believe they are moving silently regardless of the die roll, but opponents they are trying to avoid will hear the Thief if the roll is failed.

Climb Walls permits the Thief to climb sheer surfaces with few or no visible handholds. This ability should normally be rolled by the player. If the roll fails, the Thief falls from about halfway up the wall or other vertical surface. The GM may require multiple rolls if the distance climbed is more than 100 feet. See **Falling Damage** on page 59 for the consequences of failing this roll.

Hide permits the Thief to hide in any shadowed area large enough to contain their body. Like Move Silently, the Thief always believes they are being successful, so the GM makes the roll. A Thief hiding in shadows must remain still for this ability to work.

Listen is generally used to listen at a door, or to try to listen for distant sounds in a dungeon. The GM must decide what noises the Thief might hear; a successful roll means only that a noise could have been heard. The GM should always make this roll for the player. Note that the Thief and their party must try to be quiet in order for the Thief to use this ability.

Finally, Thieves can perform a **Sneak Attack** any time they are behind an opponent in melee and it is likely the opponent doesn't know the Thief is there. The GM may require a Move Silently or Hide roll to determine this. The Sneak Attack is made with a +4 attack bonus and does double damage if it is successful. A Thief usually can't make a Sneak Attack on the same opponent twice in any given combat.

The Sneak Attack can be performed with any melee (but not missile) weapon, or may be performed bare-handed (in which case **subduing damage** is done, as explained on page 55). Also, the Sneak Attack can be performed with the "flat of the blade;" the bonuses and penalties cancel out, so the attack has a +0 attack bonus and does normal damage; the damage done in this case is subduing damage.

Cost of Weapons and Equipment

Money

Monetary values are usually 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. They are valued as follows:

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)

For game purposes, assume that one gold piece weighs 1/20th of a pound, and that ten coins will "fit" in a cubic inch of storage space (this isn't literally accurate, but works well enough when applied to a box or chest).

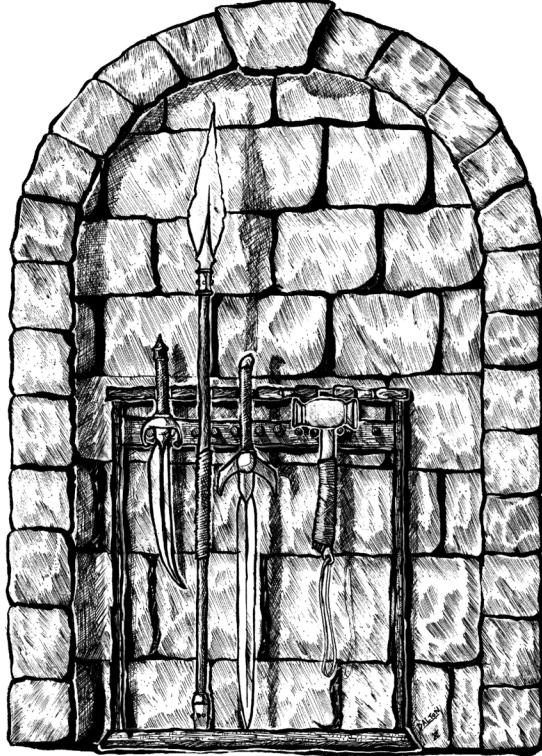
First level characters generally begin the game with $3d6 \times 10$ gp, though the GM may choose some other amount.

Equipment

This list represents common adventuring equipment at average prices. Prices and availability may vary. Weights are expressed in pounds. Items marked * weigh very little; ten such items weigh one pound. Items marked ** have almost no weight and should not usually be counted.

Item	Price	Weight
Backpack (Standard or Halfling)	4 gp	*
Belt Pouch	1 gp	*
Bit and bridle	15 sp	3
Candles, 12	1 gp	*
Chalk, small bag of pieces	2 gp	*
Cloak	2 gp	1
Clothing, common outfit	4 gp	1
Glass bottle or vial	1 gp	*
Grappling Hook	2 gp	4
Holy Symbol	25 gp	*
Holy Water, per vial	10 gp	*
Horseshoes & shoeing	1 gp	10
Ink, per jar	8 gp	½
Iron Spikes, 12	1 gp	1
Ladder, 10 ft.	1 gp	20
Lantern	5 gp	2
Lantern, Bullseye	14 gp	3
Lantern, Hooded	8 gp	2
Manacles (without padlock)	6 gp	4
Map or scroll case	1 gp	½
Mirror, small metal	7 gp	*
Oil (per flask)	1 gp	1
Padlock (with 2 keys)	12 gp	1

Item	Price	Weight
Paper (per sheet)	1 gp	**
Pole, 10' wooden	1 gp	10
Quill	1 sp	**
Quill Knife	1 gp	*
Quiver or Bolt case	1 gp	1
Rations, Dry, one week	10 gp	14
Rope, Hemp (per 50 ft.)	1 gp	5
Rope, Silk (per 50 ft.)	10 gp	2
Sack, Large	1 gp	*
Sack, Small	5 sp	*
Saddle, Pack	5 gp	15
Saddle, Riding	10 gp	35
Saddlebags, pair	4 gp	7
Spellbook (128 pages)	25 gp	1
Tent, Large (ten men)	25 gp	20
Tent, Small (one man)	5 gp	10
Thieves' picks and tools	25 gp	1
Tinderbox, flint and steel	3 gp	1
Torches, 6	1 gp	1
Whetstone	1 gp	1
Whistle	1 gp	**
Wineskin/Waterskin	1 gp	2
Winter blanket	1 gp	3



Weapons

Weapon	Price	Size	Weight	Dmg.
Axes				
Hand Axe	4 gp	S	5	1d6
Battle Axe	7 gp	M	7	1d8
Great Axe	14 gp	L	15	1d10
Bows				
Shortbow	25 gp	M	2	
Shortbow Arrow	1 sp		*	1d6
Silver† Shortbow Arrow	2 gp		*	1d6
Longbow	60 gp	L	3	
Longbow Arrow	2 sp		*	1d8
Silver† Longbow Arrow	4 gp		*	1d8
Light Crossbow	30 gp	M	7	
Light Quarrel	2 sp		*	1d6
Silver† Light Quarrel	5 gp		*	1d6
Heavy Crossbow	50 gp	L	14	
Heavy Quarrel	4 sp		*	1d8
Silver† Heavy Quarrel	10 gp		*	1d8
Daggers				
Dagger	2 gp	S	1	1d4
Silver† Dagger	25 gp	S	1	1d4
Swords				
Shortsword	6 gp	S	3	1d6
Longsword/Scimitar	10 gp	M	4	1d8
Two-Handed Sword	18 gp	L	10	1d10
Hammers and Maces				
Warhammer	4 gp	S	6	1d6
Mace	6 gp	M	10	1d8
Maul	10 gp	L	16	1d10
Other Weapons				
Club/Cudgel/Walking Staff	2 sp	M	1	1d4
Quarterstaff	2 gp	L	4	1d6
Pole Arm	9 gp	L	15	1d10
Sling	1 gp	S	*	
Bullet	1 sp		*	1d4
Stone	n/a		*	1d3
Spear	5 gp	M	5	
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

Humans and Elves must wield Large weapons with both hands, but may use Small or Medium weapons in one hand. Halflings may not use Large weapons at all, and must use Medium weapons with both hands.

Dwarves, due to their stocky, powerful builds, are able to use Medium weapons one-handed and some Large weapons in two hands, but Large weapons more than four feet in length are prohibited (specifically, two-handed swords, polearms, and longbows). Some weapons must be used with both hands by design (such as bows and crossbows) but the maximum size limits still apply.

The GM should apply similar limitations to weapon-armed monsters; for instance, goblins are about the same size as Halflings, and thus are similarly limited.

Missile Weapon Ranges

Weapon	Short (+1)	Medium (0)	Long (-2)
Longbow	70	140	210
Shortbow	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. In the wilderness, substitute yards for 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.

Armor and Shields

Armor Type	Price	Weight	AC
No Armor	0 gp	0	11
Leather Armor	20 gp	15	13
Chain Mail	60 gp	40	15
Plate Mail	300 gp	50	17
Shield	7 gp	5	+1

Beasts of Burden

Item	Price
Horse, Draft	120 gp
Horse, War	200 gp
Horse, Riding	75 gp
Pony*	40 gp
Pony, War*	80 gp

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

Explanation of Equipment

A **Backpack** will hold a maximum 40 pounds or 3 cubic feet of goods. Some items may be lashed to the outside, and thus count toward the weight limit but not the volume limit. A Halfling's backpack holds at most 30 pounds and/or 1½ cubic feet, but costs the same as a full-sized item.

A **Candle** will shed light over a 5' radius, with dim light extending 5' further. A normal candle will burn about 3 turns per inch of height.

Chalk is useful for "blazing a trail" through a dungeon or ruin.

Holy Water is explained in the **Encounter** section.

Iron Spikes are useful for spiking doors closed (or spiking them open) and may be used as crude pitons in appropriate situations.

A **Lantern** will provide light covering a 30' radius; dim light will extend about 20' further. A lantern will consume a flask of oil in 18+1d6 turns. A **Hooded Lantern** allows the light to be hidden or revealed as the user pleases; in all other ways it performs as an ordinary lantern. A **Bullseye Lantern** projects a cone of light 30' long and 30' wide at the widest point, with dim light extending an additional 20' beyond that point. This type of lantern is generally hooded.

A **Map or Scroll Case** is a tubular oiled leather case used to carry maps, scrolls, or other paper items. The case will have a water-resistant (but not waterproof) cap which slides over the end, and a loop to allow the case to be hung from a belt or bandolier. A standard scroll case can hold up to 10 sheets of paper, or a single scroll of up to seven spells.

A **Mirror** is useful in a dungeon environment for many reasons; for instance, it is the only way to look at a Medusa without being turned to stone. Mirrors are also useful for looking around corners, and can be used outdoors to send signals using reflected sunlight.

A **Quiver** is an open container used to hold arrows. A **Bolt Case** is a similar sort of container for crossbow bolts. In either case, the standard capacity is 20 missiles. The length of a quiver or bolt case must match the length of the ammunition for it to be useful; therefore, there are longbow and shortbow quivers and light and heavy crossbow bolt cases. The price is the same for all types.

Dry Rations may consist of dry bread, hard cheese, dried fruit, nuts, beans, jerky, or any other food which will not "go bad" in less than about a month (if not longer). Dry rations are generally sold in quantities sufficient for one character for a week, and are packaged in waxed or oiled cloth to protect them.

Hemp Rope is ½ inch in diameter and has a breaking strength of 1,600 pounds. Safe working load for a rope is normally one-quarter of the breaking strength. One or more knots in a rope cut the breaking strength in half. This does not affect the safe working load, because knots are figured into the listed one-quarter ratio.

Silk Rope is about 3/8 inch in diameter and has a breaking strength of 1,600 pounds, although it weighs considerably less than hemp rope. The notes regarding rope strength given for hemp rope, above, apply here also.

A **Large Sack** will hold at most 40 pounds or 4 cubic feet of goods.

A **Small Sack** will hold at most 20 pounds or 2 cubic feet of goods.

A pair of **Saddlebags** will hold at most 10 pounds or 1 cubic foot of goods (divided evenly between both bags).

Thieves' Picks and Tools are required for the use of Thief abilities such as opening locks and removing traps. These abilities may not be usable without appropriate tools, or may be used at a penalty at the option of the Game Master.

A **Tinderbox** is generally purchased with a **flint and steel**; the flint, a piece of hard rock, is struck vigorously against a C-shaped piece of high-carbon steel. When done correctly, hot sparks will fly from the flint and steel into the tinder, hopefully starting a fire. The best tinder is a dried piece of prepared tinder fungus, carried in the tinderbox to keep it dry; char cloth, hemp rope, or even very dry grass can substitute if prepared tinder fungus is not available. The time required to start a fire should be determined by the GM according to the prevailing conditions; under ideal conditions, starting a fire with a flint, steel and tinder takes about a turn.

A **Torch** sheds light over a 30' radius, with dim light extending about 20' further, and burns for 1d4+4 turns. Of course, a torch is also useful for setting flammable materials (such as cobwebs or oil) alight.

A **Whetstone** is used to sharpen and maintain edged weapons such as swords, daggers, and axes.

Wineskin/Waterskin is a container for drinking water or wine; though generally water is taken into a dungeon or wilderness environment. The standard waterskin holds one quart of liquid, which is the minimum amount required by a normal character in a single day. If adventuring in the desert or other hot, dry areas, a character may need as much as ten times this amount. Note that the given 2 pound weight is for a full skin; an empty skin has negligible weight.

Vehicles

The following tables give details of various land and sea vehicles. Game Masters should feel free to create their own vehicles, in which case the table can be used for guidance. Some of the statistics given below are explained in detail later.

Land Transportation

Vehicle	Length x width*	Weight	Cargo	Movement	Hardness / HP	Cost (gp)
Chariot	15' x 6'	300	750 lbs	60' (10')	10 / 10	400
Coach	30' x 8'	1,000	2,000 lbs	40' (15')	6 / 12	1,500
Wagon	35' x 8'	2,000	4,000 lbs	20' (15')	6 / 16	500

* Includes hitched horses or mules.

Water Transportation

Vehicle	Length x Width	Cargo	Crew	Movement	Miles/Day	Hardness / HP	Cost (gp)
Canoe	15' x 4'	½ ton	1	40' (5')	30	4 / 4	50
Caravel	55' x 15'	75 tons	10	20' (20')	42	8 / 75	10,000
Carrack	60' x 20'	135 tons	20	30' (30')	48	10 / 120	20,000
Galley, Small	100' x 15'	210 tons	90	20' (20')	36 / 24	8 / 75	15,000
Galley, Large	120' x 20'	375 tons	160	30' (25')	42 / 24	10 / 120	30,000
Longship	110' x 15'	10 tons	70	30' (25')	42 / 24	9 / 110	25,000
Raft/Barge	per 10' x 10'	1 ton	2	40' (10')	18	6 / 12	100
Riverboat	50' x 20'	50 tons	10	20' (20')	30	8 / 30	3,500
Rowboat	15' x 6'	1 ton	1	30' (10')	24	6 / 8	60
Sailboat	40' x 8'	5 tons	1	40' (15')	36	7 / 20	2,000

Notes Regarding Vehicles

The **Crew** figure given reflects the minimum number of sailors and/or rowers needed to operate the ship. Officers are not counted among these numbers, and of course it is always a good idea to hire extra sailors and/or rowers to ensure that any casualties will not slow down the ship.

Cargo for wagons is given in pounds, while for ships it is given in tons. If the ship sails night and day, each passenger requires living space equivalent to one ton of cargo; in addition, provisions for one man for one month occupy 1/10 of a ton of space.

Movement is given separately here in yards (see **Time and Scale** on page 42 for an explanation) as well as miles per day. The encounter movement of ships is not directly related to the long-distance travel rate, since the crew must work hard to make the ship move quickly in combat, and this level of effort cannot be maintained day and night.

The parenthesized figure represents **Maneuverability**; as explained in the **Encounter** section on page 51.

See **Attacking a Vehicle** on page 60 of the **Encounter** section, for details on the **Hardness** and **HP** statistics.

A **chariot** requires a single horse, generally a warhorse, to pull it. Both **coaches** and **wagons** require at least a pair of draft horses to pull them.

A **caravel** is a highly maneuverable sailing ship with two or three masts. Though superficially similar to the larger carrack, caravels are capable of sailing up rivers, a task for which the larger ship is ill suited.

A **carrack** is a large, ocean-going sailing ship with three or four masts.

Galleys are equipped with both sails and oars; the second listed movement rate for galleys is the rowing speed. A small galley will have around 20 rows of oars, with each oar pulled by two men (for a total of 80 rowers) while a large galley will have around 35 rows of oars (for a total of 140 rowers). Galleys are generally much more maneuverable than sailing ships such as the carrack or caravel, and may be outfitted with rams.

The **longship** commonly used by northern raiders is very similar to the large galley. However, where more civilized nations have specialist rowers, sailors, and marines, the crew of a longship is more generalized; most crewmen will be qualified for all of these tasks.

Siege Engines

These are weapons used to attack strongholds, or sometimes ships. Their cost may be up to twice as high in a remote location. A siege engine that throws missiles (a ballista, onager, or trebuchet) must have a trained artillerist to fire it; this is the character who makes the attack rolls for the weapon. Missile-throwing engines have attack penalties, detailed below. Note: siege engines are not generally usable against individuals or monsters; the GM may make exceptions for very large monsters like giants or dragons. Review the rules in the **Stronghold** section on page Error: Reference source not found for details regarding attacking fortified buildings such as castles, towers, fortresses, and so on.

Weapon	Cost	Rate of Fire	Attack Penalty	Damage	Short Range (+1)	Medium Range (+0)	Long Range (-2)
Ballista	100 gp	1/4	-3	2d8	50'	100'	150'
Battering Ram	200 gp	1/3	+0	2d8	N/A	N/A	N/A
Onager	300 gp	1/6	-6	2d12	100'	200'	300'
Screw	200 gp	N/A	N/A	1d8	N/A	N/A	N/A
Sow	100 gp	N/A	N/A	N/A	N/A	N/A	N/A
Trebuchet	400 gp	1/10	-8	3d10	N/A	300'	400'

Ballista: This is effectively a very large crossbow that may fire a spear-like bolt or a large stone. It is usually mounted on a tripod or wagon, but may also be mounted on a ship. When firing bolts, a ballista cannot damage brick or stone. A ballista requires a crew of three to operate.

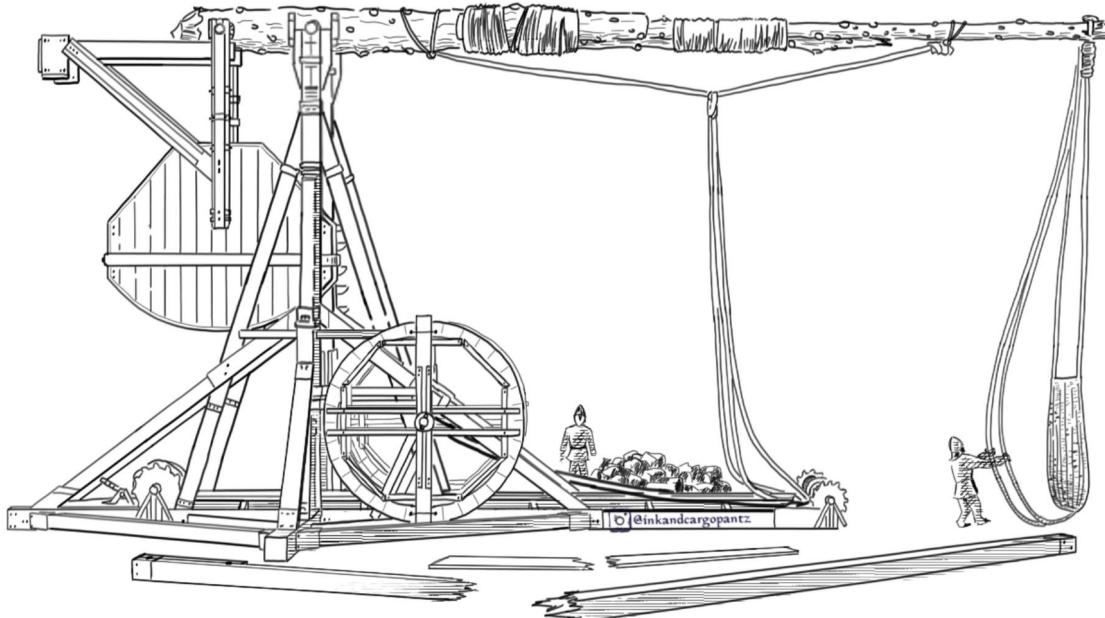
Battering Ram: These are usually operated under a sow. They require a crew of eight or more.

Screw: This device may be used to attack a stronghold, by means of boring through the walls. A crew of at least eight is required to operate it. It is only used at the base of a wall, and it is usually operated under a sow.

Sow: This is a kind of portable roof, used for protection while performing slower attacks on a fortified building. Those under a sow will be harder to hit, receiving at least a +6 bonus to Armor Class against ranged attacks while taking cover under it. The sow itself has a hardness of 9 and 50 hit points.

Onager: This weapon throws a stone with a fairly flat trajectory. Operating an onager requires a crew of four.

Trebuchet: This mighty weapon uses a counterweight to fling a stone on a high, arcing path. It cannot fire at targets within 200 yards. If it is aimed at a target that is more than 20 feet higher than the weapon, there is an additional -2 attack penalty. A trebuchet requires a crew of eight to operate.



PART 3:

The number of spells of each level which a Cleric or Magic-User may cast per day is shown on the appropriate table in the **Characters** section starting on page 3. Each morning spellcasters prepare spells to replace those they have used. Clerics pray, while Magic-Users must study their spellbooks. Spells prepared but not used persist from day to day; only those actually cast must be replaced. A spellcaster may choose to dismiss a prepared spell (without casting it) in order to prepare a different spell of that level.

Spellcasters must have at least one hand free, and be able to speak, in order to cast spells; thus, binding and gagging a spellcaster is an effective means of preventing them from casting spells. In combat, casting a spell usually takes the same time as making an attack. If a spellcaster is attacked (even if not hit) or must make a saving throw (whether successful or not) on the Initiative number on which they are casting a spell, the spell is spoiled and lost. As a specific exception, two spell casters releasing their spells at each other on the same Initiative number will both succeed in their casting; one caster may disrupt another with a spell only if they have a better Initiative, and choose to delay casting the spell until *right before* the other caster.

Some spells are reversible; such spells are shown with an asterisk after the name.

Cleric Spells

Clerics receive their spells through faith and prayer. Each day, generally in the morning, a Cleric must pray for at least three turns in order to prepare spells. Of course, the Cleric may be expected to pray more than this in order to remain in their deity's good graces.

Because they gain their spells through prayer, a Cleric may prepare any spell of any level they are able to cast. In some cases the Cleric's deity may limit the availability of certain spells; for instance, a deity devoted to healing may refuse to grant reversed healing spells.

First Level Clerical Spells

1	Cure Light Wounds*
2	Detect Evil*
3	Detect Magic
4	Light*
5	Protection from Evil*
6	Purify Food and Water
7	Remove Fear*
8	Resist Cold

SPELLS**Second Level Clerical Spells**

1	Bless*
2	Charm Animal
3	Find Traps
4	Hold Person
5	Resist Fire
6	Silence 15' radius
7	Speak with Animals
8	Spiritual Hammer

Third Level Clerical Spells

1	Continual Light*
2	Cure Blindness*
3	Cure Disease*
4	Growth of Animals
5	Locate Object
6	Remove Curse*
7	Speak with Dead
8	Striking

Fourth Level Clerical Spells

1	Animate Dead
2	Create Water
3	Cure Serious Wounds*
4	Dispel Magic
5	Neutralize Poison*
6	Protection from Evil 10' radius*
7	Speak with Plants
8	Sticks to Snakes

Fifth Level Clerical Spells

1	Commune
2	Create Food
3	Dispel Evil
4	Insect Plague
5	Quest*
6	Raise Dead*
7	True Seeing
8	Wall of Fire

Sixth Level Clerical Spells

1	Animate Objects
2	Blade Barrier
3	Find the Path
4	Heal*
5	Regenerate
6	Restoration
7	Speak with Monsters
8	Word of Recall

Magic-User Spells

Magic-Users cast spells through the exercise of knowledge and will. They prepare spells by study of their spellbooks; each Magic-User has their own spellbook containing the magical formulae for each spell the Magic-User has learned. Spellbooks are written in a magical script that can only be read by the one who wrote it, or through the use of the spell **read magic**. All Magic-Users begin play knowing **read magic**, and it is so ingrained that it can be prepared without a spellbook.

A Magic-User may only prepare spells after resting (i.e. a good night's sleep), and needs one turn per each three spell levels to do so (rounding fractions up). Spells prepared but not used on a previous day are not lost. For example, a 3rd level Magic-User preparing all three of their available spells (two 1st level and one 2nd level) is preparing a total of 4 levels of spells, and thus needs 2 turns (4 divided by 3 and rounded up).

Rules for the acquisition of new spells are found in the Game Master's section on page Error: Reference source not found.

First Level Magic-User Spells

1	Charm Person
2	Detect Magic
3	Floating Disc
4	Hold Portal
5	Light*
6	Magic Missile
7	Magic Mouth
8	Protection from Evil*
9	Read Languages
10	Shield
11	Sleep
12	Ventriloquism

Second Level Magic-User Spells

1	Continual Light*
2	Detect Evil*
3	Detect Invisible
4	Invisibility
5	Knock
6	Levitate
7	Locate Object
8	Mind Reading
9	Mirror Image
10	Phantasmal Force
11	Web
12	Wizard Lock

Third Level Magic-User Spells

1	Clairvoyance
2	Darkvision
3	Dispel Magic
4	Fireball
5	Fly
6	Haste*
7	Hold Person
8	Invisibility 10' radius
9	Lightning Bolt
10	Protection from Evil 10' radius*
11	Protection from Normal Missiles
12	Water Breathing

Fourth Level Magic-User Spells

1	Charm Monster
2	Confusion
3	Dimension Door
4	Growth of Plants*
5	Hallucinatory Terrain
6	Ice Storm
7	Massmorph
8	Polymorph Other
9	Polymorph Self
10	Remove Curse*
11	Wall of Fire
12	Wizard Eye

Fifth Level Magic-User Spells

1	Animate Dead
2	Cloudkill
3	Conjure Elemental
4	Feeblemind*
5	Hold Monster
6	Magic Jar
7	Passwall
8	Telekinesis
9	Teleport
10	Wall of Stone

Sixth Level Magic-User Spells

1	Anti-Magic Shell
2	Death Spell
3	Disintegrate
4	Flesh to Stone*
5	Geas*
6	Invisible Stalker
7	Lower Water
8	Projected Image
9	Reincarnate
10	Wall of Iron

All Spells, in Alphabetical Order

Animate Dead Range: 30'
Cleric 4, Magic-User 5 Duration: special

The casting of this spell causes the mortal remains of one or more deceased creatures to arise as animated skeletons or zombies. Such undead monsters persist until slain, and obey the verbal commands of the caster.

A single casting of this spell may animate a number of hit dice of undead equal to twice the caster's level of ability, and no more. Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of members of player character races, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life.

The sort of monsters created depend on the condition of the remains. A reasonably intact corpse may only arise as a zombie, while similarly intact skeletal remains may only be animated as a skeleton. The caster chooses which remains are animated when casting the spell, in any case where there are more bodies than the caster can animate.

No character may normally control more hit dice of undead than 4 times their level, regardless of how many times this spell is cast.

Animate Objects Range: 100'+10'/level
Cleric 6 Duration: 1 round/level

This spell allows the caster to animate objects that are normally inanimate, such that they may move and even appear to be alive. Objects to be animated may not be in the possession (worn or carried) of any creature, and must be non-magical in nature. The caster can animate one object per level, up to a maximum of 25 lbs. per caster level (i.e. 300 lbs. at 12th level, 325 lbs. at 13th level, and so on).

Such objects are normally used to attack the enemies of the caster, and the GM must rule on their effectiveness in combat. In general, animated objects attack using the same attack bonus as the caster. Small or lightweight objects do no more than 1d4 damage per hit, while larger and/or heavier objects do 1d6 or 1d8 (at the GM's discretion). As a special case, weapons which are animated do damage using the normal die roll for the type, but only up to a maximum 1d8. Animated objects have a movement rate of 10', and generally must move in contact with the ground (walking, hopping, slithering, or bouncing, however seems most appropriate to the GM).

Anti-Magic Shell Range: 10' radius
Magic-User 6 Duration: 1 turn/level

Within a 10' radius around the caster, all magic is negated for the full duration of the spell. Magical attacks will not affect the caster, magic items and spells within the radius are suppressed, and the caster cannot perform further magic until the spell has expired.

Blade Barrier Range: 90'
Cleric 6 Duration: 1 round/level

This spell creates a barrier of flying, spinning, flashing blades. The caster may choose a barrier up to 20' high which extends up to 20' long per level of caster, or a ring-shaped barrier up to 20' high with a radius of up to 5' per each two full caster levels (so 30' at level 12 or 13, 35' at level 14 or 15, and so on).

Should any creature pass through the wall, it suffers 1d6 points of damage per caster level, with a maximum damage of 15d6. A successful save vs. Death Ray reduces damage by half.

The caster may choose to conjure the wall in an area where creatures are already located; if this is done, all such creatures are harmed as if they passed through the wall, but a successful save vs. Death Ray in this case indicates that the creature has avoided all damage by jumping to one side or the other of the wall as chosen by the creature.

Any ranged attacks passing through a blade barrier suffer a penalty of -4 on the attack roll.

Bless* Range: 50' radius
Cleric 2 Duration: 1 minute/level

This spell gives the caster and their allies within a 50' radius a bonus of +1 on all attack rolls, morale checks (for monsters or NPCs allied with the caster), and saving throws vs. any kind of magical **fear**. Casters of the 7th or higher level grant a bonus of +2 to attacks and saves vs. **fear**, but the morale bonus remains +1.

The reverse of **bless** is called **bane**. The caster's enemies within a 50' radius become fearful and uncertain, causing them to suffer a penalty of -1 on attack rolls, morale checks, and saving throws vs. any kind of magical **fear**. Casters of the 7th or higher level apply a penalty of -2 to attacks and saves vs. **fear**, but the morale penalty remains -1.

Charm Animal

Cleric 2

Range: 60'

Duration: level+1d4 rounds

This spell allows the caster to charm one or more animals, in much the same fashion as **charm person**, at a rate of 1 hit die per caster level. The caster may decide which individual animals out of a mixed group are to be affected first; excess hit dice of effect are ignored. No saving throw is allowed, either for normal or giant-sized animals, but creatures of more fantastic nature (as determined by the GM) are allowed a save vs. Spells to resist. When the duration expires, the animals will resume normal activity immediately.

This spell does not grant the caster any special means of communication with the affected animals; if combined with **speak with animals**, this spell becomes significantly more useful.

Charm Monster

Magic-User 4

Range: 30'

Duration: special

This spell has an effect similar to **charm person**, but it is able to affect living creatures of any size or type. Undead monsters are unaffected, as are constructs such as golems and any creature which is functionally mindless (such as any kind of jelly). This spell can affect 3d6 hit dice of creatures of 3 or fewer hit dice, or one creature of more than 3 hit dice. Saving throws are made just as for **charm person**.

Charm Person

Magic-User 1

Range: 30'

Duration: special

This spell causes a humanoid (including all character races as well as creatures such as orcs, goblins, gnolls, and so on) of 4 hit dice or less to perceive the caster as a close friend, love interest, or at the very least as its trusted ally. Normal characters (PC or NPC) may be affected regardless of level of ability.

A save vs. Spells will negate the effect. If hostilities have already commenced or the target otherwise feels threatened by the caster, it receives a bonus of +5 on its saving throw.

The caster does not directly control the target; rather, orders must be given verbally, in writing, or by means of gestures. Obviously, verbal orders will only work if the target and caster share a spoken language, and the same limitation applies to written orders. Also note that the exact perception of the caster by the affected individual is not under the control of the caster; the GM should decide how the subject of this spell perceives its relationship to the caster.



Commands that go against the target's basic nature or ask it to attack its own allies or friends grant it a fresh saving throw with a bonus of +5 on the roll. Even if the target fails this save it may still choose to do something else when commanded to perform an unwanted action. Of course, if the caster is attacked, the charmed creature will act to protect its "friend" (though that could mean attacking its own allies, which might cause the target to instead attempt to carry off the caster to a "safe" place).

The target receives a new saving throw each day if it has an Intelligence of 13 or greater, every week if its Intelligence is 9-12, or every month if its Intelligence is 8 or less; the GM must rule on the equivalent intelligence of humanoid monsters.

Clairvoyance

Magic-User 3

Range: 60'

Duration: 12 turns

This spell enables the caster to see into another area through the eyes of a living creature in that area. The caster must specify the direction and approximate distance, up to a maximum of 60' away. If there is no appropriate creature in that area, the spell fails. No saving throw is allowed, and the target creature is unaware that it is being so used. The caster may choose another subject creature after at least a turn has passed, enabling multiple locations to be viewed. If the subject creature moves out of range, contact is lost, though the caster may be able to choose another target in this case.

Cloudkill Range: 100'+10'/level
Magic-User 5 Duration: 6 rounds/level

This spell creates a 20'x20'x20' cloud of poison gas which moves at a rate of 10' per round under the control of the caster (so long as they concentrate on it). The gas kills outright any creatures of 3 or fewer hit dice or levels it comes in contact with; creatures having 4 or more hit dice or levels must save vs. Poison or die. The cloud persists for the entire duration even if the caster ceases to concentrate upon it.

Commune Range: self
Cleric 5 Duration: 1 round/level

This spell puts the caster in contact with his patron deity or an extraplanar servant thereof, who answers one yes-or-no question per caster level. The ritual to cast this spell takes 1 turn to complete. The being contacted may or may not be omniscient, and further, though the being is technically allied with the caster, it may still not answer questions clearly or completely. These details are left to the GM's discretion.

Confusion Range: 280'+10' level
Magic-User 4 Duration: 2 rounds+1/level

This spell causes up to 3d6 living creatures within a 30' radius to become unable to think clearly, their actions thus becoming unpredictable. A saving throw vs. Spells is allowed to resist the effect. Roll on the following table on each subject's Initiative number each round to see what the subject does.

d10	Behavior
1	Act normally.
2	Move toward the caster, and attack if possible.
3-5	Take no action except possibly to babble.
6-7	Move swiftly away from the caster.
8-10	Attack the nearest creature, regardless of whether it is a friend or foe.

If the target cannot perform the action indicated, the GM should move down the table (going back to the top if the table runs out) until an action is found that the target can perform. If a confused creature is attacked, it returns the attack on its next initiative number (later in this round or in the next round if it has already acted) regardless of what is rolled on the table.

Conjure Elemental Range: 240'
Magic-User 5 Duration: special

A portal to one of the Elemental Planes is opened, allowing the Magic-User to summon an elemental from

that plane. Review the **Elemental** entry in the **Monsters** section on page Error: Reference source not found for further details regarding the types available and their statistics. At most one elemental of each type may be summoned by the caster in a given day. Once the elemental appears, it serves the conjurer indefinitely, provided the caster concentrates on nothing but controlling the creature; spell casting, combat, or movement over half the normal rate results in loss of concentration. The conjurer, while in control of an elemental, can dismiss it to its native plane at will (doing so on their Initiative if in combat). If the Magic-User loses concentration, control of the summoned Elemental is lost and cannot be regained. The creature then seeks to attack the conjurer and all others in its path. Only **dispel magic** or **dispel evil** will banish the elemental once control has been lost. An elemental may, of course, choose to return to its home plane on its own; such creatures will not choose to remain on the material plane for long.

Continual Light* Range: 360'
Cleric 3, Magic-User 2 Duration: 1 year/level

This spell creates a spherical region of light, as bright as full daylight up to a 30' radius, with light of lesser intensity to a radius of 60'. Continual light can be cast on an object, into the air, or at a creature, just as with the **light** spell, up to a maximum range of 360' from the caster. The spell remains in effect for one year per level of the caster.

As with **light**, this spell can be used to blind a creature if cast on its visual organs. Creatures targeted by this spell are allowed a save vs. Death Ray; if the save is made, the spell is cast into the air just behind the target creature. A penalty of -4 is applied to the blinded creature's attack rolls if the saving throw fails.

The reversed spell, **continual darkness**, causes complete absence of light in the area of effect, overpowering normal light sources. Continual darkness may be used to blind in the same way as continual light.

Create Food Range: 10'
Cleric 5 Duration: permanent

This spell creates food sufficient to feed up to 3 men or one horse per caster level for one day. This food remains edible for just a day, but this can be extended by a day by casting **purify food and water** on it (and this can be done repeatedly, keeping the food good indefinitely). Food created by this spell is nourishing and satisfying, but is rather bland.

Create Water	Range: 10'
Cleric 4	Duration: permanent

This spell creates one gallon of clean water per caster level. One or more vessels to contain the water must be available at the time of casting. Note: Water weighs about 8 pounds per gallon, and one cubic foot of water is roughly 8 gallons.

Cure Blindness*	Range: touch
Cleric 3	Duration: instantaneous

With this spell the caster can cure a creature suffering blindness (whether caused by injury or by magic, including **light** or **continual light**). Blindness caused by a curse cannot be cured by this spell.

Reversed, this spell becomes **cause blindness**, which causes a living creature touched to become blind. A successful melee attack roll is required to touch the victim, and no Saving Throw is allowed. Blinded creatures suffer the penalties described in **Deafness and Blindness** on page 59.

Cure Disease*	Range: touch
Cleric 3	Duration: instantaneous

Cure disease cures all diseases and kills all parasites afflicting the target creature. A magical or otherwise special disease (as defined by the GM) may be unaffected by this spell, or may require a caster of a certain minimum level to cure it. Also note, just because a disease or parasite is removed does not mean that the victim cannot be infected anew should that affliction be encountered again.

The reverse form of this spell, **cause disease**, causes a living creature touched by the caster to suffer from a debilitating and potentially deadly disease for the next 1d10 days. A successful melee attack roll is required to touch the victim, and no Saving Throw is allowed. The target suffers a -2 penalty to attack rolls, Armor Class and Saving Throws. While the victim is sick they cannot benefit from natural healing of damage or Constitution point losses, nor prepare spells or move at running speed. At the end of each day in which an infected character performed any form of exertion (for example by fighting, traveling, working, or doing magical research), the character must roll a saving throw vs. Spells or suffer 1d6 points of damage. Once the spell duration has elapsed the affected character, if still alive, is free of the illness and can start healing damage and recovering lost Constitution points, and can again prepare spells.



Cure Light Wounds*	Range: touch
Cleric 1	Duration: instantaneous

With this spell the caster heals 1d6+1 hit points of damage by laying their hand upon the injured creature.

The reverse form of this spell, **cause light wounds**, causes 1d6+1 damage to the creature affected by it. A successful attack roll is required in this case, and the spell is wasted if the attack roll fails.

Undead are affected by this spell and its reverse in opposite fashion; they are injured by **cure light wounds** and healed by **cause light wounds**.

Cure Serious Wounds*	Range: touch
Cleric 4	Duration: instantaneous

This spell works exactly like **cure light wounds**, save that it heals 2d6 points of damage, plus 1 point per caster level. The reverse, **cause serious wounds**, also works exactly like **cause light wounds**, except that it inflicts 2d6 points of damage, +1 point per caster level.

Darkvision	Range: touch
Magic-User 3	Duration: 1 hour/level

The subject receives Darkvision with a range of 60' for the duration of the spell. (See page 43 for details.)

Death Spell

Magic-User 6

Range: 240'

Duration: instantaneous

This spell will kill 3d12 hit dice or levels of creatures in a 30' radius sphere centered wherever the caster wishes (within the range limit). Excess levels of effectiveness are lost. Each creature affected is allowed to save vs. Death Ray; those that fail the save die immediately. Creatures of 8 or more hit dice or levels are immune to the spell, as are undead monsters, golems, and any other "creature" that is not truly alive.

Detect Evil*

Cleric 1, Magic-User 2

Range: 60'

Duration: 1 round/level

This spell allows the caster to detect evil; specifically, the caster can detect creatures with evil intentions, magic items with evil enchantments, and possibly extraplanar creatures of evil nature. Normal characters, even "bad" characters, cannot be detected by this spell, as only overwhelming evil is detectable. The caster sees the "evil" creatures or objects with a definite glow around them, but the glow cannot be seen by anyone else.

The exact definition of evil is left for the GM to decide. Note that items such as ordinary traps or poisons are not "evil," and thus not detectable by this spell.

Reversed, this spell becomes **detect good**, which works just as described above with respect to detecting "good" enchantments, angelic creatures, and so on.

Detect Invisible

Magic-User 2

Range: 60'

Duration: 1 turn/level

By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as bright transparent outlines or shapes.

Detect Magic

Cleric 1, Magic-User 1

Range: 60'

Duration: 2 turns

The caster of this spell is able to detect enchanted or ensorcelled objects or creatures within the given range by sight, seeing them surrounded by a pale glowing light. Only the caster sees the glow. Invisible creatures or objects are not detected by this spell, but the emanations of the invisibility magic will be seen as an amorphous glowing fog, possibly allowing the caster (only) to attack the invisible creature at an attack penalty of only -2.

Dimension Door

Magic-User 4

Range: 10'

Duration: instantaneous

The caster of this spell or any single target creature within range is transported instantly, to any location within 200 feet plus 20 feet per caster level. The caster may give distance and direction or may choose to visualize the target location, and the target will be transported unerringly to that place. An unwilling target may save vs. Spells to avoid being transported. Anything worn or carried by the caster or target creature will be transported also, including another character or creature if the transportee can lift it. If the target area is within a solid object, the spell fails automatically.

Disintegrate

Magic-User 6

Range: 60'

Duration: instantaneous

This spell projects a green laser-like beam of light from the caster's pointing fingertip. Any single creature or object (up to a 10x10x10 foot cube of material) will be completely disintegrated. The target is allowed a save vs. Spells to resist. This spell can target just one creature per casting, so if the target makes its save the spell is wasted.

Equipment worn or carried by a disintegrated creature is not affected, and will naturally fall to the floor as if dropped.

Dispel Evil

Cleric 5

Range: touch

Duration: 1 round/level

This powerful spell aids the caster in dealing with creatures from the nether planes, hereafter called "evil creatures."

First, the caster's Armor Class is improved by 4 points when attacked by evil creatures; this effect lasts until the spell ends, whether by expiration of the duration or through the employment of one of the following effects.

With a successful attack roll the caster can drive an evil creature back to the nether planes; the caster must of course be engaged with the creature (i.e. in melee range). The creature may make a save vs. Spells to resist. Any successful attack roll by the caster for this purpose ends the spell's effects, whether or not the creature saves.

Alternately, by touching the affected creature, item, or area, the caster can immediately dispel any one spell or similar magical effect cast by the evil creature. There is no roll for this effect, except if the target is an unwilling creature in which case an attack roll is needed to actually touch it. The only spells which cannot be

ended this way are those which are immune to **dispel magic**. Successfully performing the touch ends the spell, regardless of whether or not any evil magic is actually ended.

Dispel Magic Range: 120'
Cleric 4, Magic-User 3 Duration: instantaneous

This spell can be used to end ongoing spells or similar magical effects cast on a creature or object, or to end such effects within a cubic area 20' on a side. The caster must choose whether to dispel magic on a creature or object, or to affect an area.

If dispel magic is targeted at a creature, all spell effects (including ongoing potion effects) may be canceled. If cast upon an area, all such effects within the area may be canceled. Any spell or effect having a caster level equal to or less than the **dispel magic** caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance the dispel magic will fail for each level the spell effect exceeds the caster level. For example, a 10th level caster dispelling magic created by a 14th level caster has a 20% chance of failure.

Some spells cannot be ended by dispel magic; this specifically includes any curse, including those created by **bestow curse** (the reverse of **remove curse**) as well as by cursed items.

Feeblemind* Range: 180'
Magic-User 5 Duration: permanent

This spell allows the caster to inflict a terrible curse on a living creature, reducing both Intelligence and Charisma to just 1 point each. A saving throw vs. Spells is allowed to resist this effect, but if the target creature is a spellcaster a penalty of -4 is applied to the saving throw.

Once feebleminded, the victim of this spell can no longer cast spells, speak or understand any language, or indeed communicate at all as their mind can no longer understand even such simple things as pointing or beckoning. The victim still knows their friends and allies and will follow them and try to help or protect them.

This effect can be removed with a **heal** spell, or with the reversed form of this spell **restoremind**.

Find Traps Range: 30'
Cleric 2 Duration: 3 turns

This spell permits the caster to detect a variety of traps, both mechanical and magical. When the caster moves within 30' of a trap, they will see it glow with a faint greenish-blue aura. The caster is not, however, able to detect certain natural hazards such as quicksand, a sinkhole, or unsafe walls of natural rock. The spell also does not bestow the caster with the knowledge needed to disarm the trap, nor any details about its type or nature.

Find the Path Range: touch
Cleric 6 Duration: 1 turn/level

This spell grants the caster, or another subject the caster touches, the ability to find the best and shortest route to a destination selected by the caster. The caster must have some knowledge about the location; any location the caster has ever visited can be so located, as well as locations described to the caster. Even knowing the name of a location (if it has a name) is enough for this spell to function.

This spell works as well indoors or even underground as it does in the outdoors. However, **find the path** works with respect to locations, not objects or creatures. It can only lead someone to a destination that is on the same plane of existence as the caster when cast; this can be very limiting if the caster (and subject if any) is in a closed or pocket universe of some kind.

The subject can sense the approximate direction of the destination, but also knows the best path to get there, sensing each turning and knowing which paths or corridors to follow when choices appear (but not sooner, unfortunately). The spell even overcomes things such as secret doors, which the subject will sense and know how to open, and grants the knowledge of passwords or codes at the correct moments.

Note that the spell will always choose the best path. For example, if the shortest way requires the use of a key which the subject does not have, the spell will choose a different, probably longer way if possible. If this is not possible, the subject will be led to the locked door and will understand that they must find a way to pass through on their own.

The spell ends when the subject arrives at the destination or when the duration expires, whichever comes first. If the duration expires before arrival, the subject may still remember the approximate direction to the destination but will no longer know the way.

Fireball

Magic-User 3

Range: 100'+10'/level

Duration: instantaneous

Casting this spell causes a tiny glowing ember about the size of a pea to fly forth from the caster's pointing finger, by which the direction of flight is indicated. The ember flies as fast as an arrow and explodes into flames filling a 20' radius sphere when it reaches a distance chosen by the caster (up to its maximum range), or sooner if it impacts any solid or liquid surface. Those within the area of the flames suffer 1d6 points of damage per caster level, with a saving throw vs. Spells allowed for half damage.

No roll is normally required when casting this spell, but if the caster wishes to project the ember through a slit or other small opening they must roll a missile attack (without range adjustments) to hit it; failure indicates the fireball hits an adjacent surface and detonates there.

Combustible objects or substances within the area of effect will generally catch fire and possibly be destroyed (as determined by the GM). Metals with low melting points such as gold, silver, lead, copper, or bronze may be softened briefly and thus deformed, but the flames do not persist long enough to actually melt the metal items unless they are very small (such as a thin gold neck chain for example).

While the fireball exerts little if any force or pressure when exploding, it may still destroy weak or flammable barriers; if such a thing happens (in the determination of the GM, of course), the fireball completes its expansion in the space beyond the destroyed barrier.

Flesh to Stone*

Magic-User 6

Range: 30'/level

Duration: permanent

This spell causes a living creature, along with all gear it wears or carries, to be petrified. This is the same effect caused by the gaze of a medusa or the touch of a cockatrice. A saving throw vs. Petrification is allowed to resist the spell.

The petrified victim becomes dormant; its mind cannot be contacted in any way, and it is neither properly alive nor dead. Damage inflicted on its statue-like form will apply to its fleshy form if it is ever restored; simply breaking off an arm or leg is probably enough to result in death due to blood loss. The GM should determine the effects of any such injury.

The reverse spell, **stone to flesh**, acts as a counterspell for **flesh to stone**, restoring the creature just as it was when it was petrified. It does nothing if applied to ordinary stone which is not the result of **flesh to stone** or a similar petrification effect.

Floating Disc

Magic-User 1

Range: 0

Duration: 5 turns +1/level

The casting of this spell causes an invisible platform of magical force to appear. It is about the size of a shield, about 3 feet in diameter and an inch deep at its center. It can support a maximum of 500 pounds of weight. (Note that water weighs about 8 pounds per gallon.)

The disc floats level to the ground, at about the height of the caster's waist. It remains still when within 10' of the caster, and follows at the caster's movement rate if they move away from it. The floating disc can be pushed as needed to position it but will be dispelled if somehow moved more than 10 feet from the caster. When the spell duration expires, the disc disappears from existence and drops whatever was supported to the surface beneath.

The disc must be loaded so that the items placed upon it are properly supported, or they will (of course) fall off. For example, the disc can support just over 62 gallons of water, but the water must be in a barrel or other reasonable container that can be placed upon the disc. Similarly, a pile of loose coins will tend to slip and slide about, and some will fall off with every step the caster takes; but a large sack full of coins, properly tied, will remain stable.

Fly

Magic-User 3

Range: touch

Duration: 1 turn/level

The subject of this spell can fly at a speed equal to their normal ground movement rate (as adjusted by encumbrance). The subject can ascend at half their movement rate and descend at twice normal movement rate, with the same maneuverability as the subject has when moving on the ground. Flying under the effect of this spell requires no more concentration than walking, so the subject can attack or cast spells normally. The subject of a fly spell can neither charge nor run, nor carry more weight than their normal maximum load.

If the spell duration expires while the subject is still airborne, the magic fails slowly such that the subject descends at a rate of 120 feet per round for 1d10 rounds. If the subject reaches the ground in that time they land safely; if not, the subject falls the rest of the distance and suffers normal falling damage. However, if this spell is ended by **dispel magic** or similar outside forces, the subject falls immediately. For any such fall, see **Falling Damage** on page 59 for details of the consequences.

Geas* Range: 5' per level
Magic-User 6 Duration: special

By means of this spell the caster compels a living creature to perform some specific action or services, or alternately to avoid performing some action. The target creature must be able to hear and understand the caster, or it cannot be affected. This spell will automatically fail if used to compel a creature to engage in some obviously self-destructive action.

A saving throw vs. Spells will allow an unwilling target to resist a geas when it is first cast. However, the target may choose to accept the geas, typically as part of a bargain with the caster for some service. Once subjected to this spell the subject must obey the instructions given by the caster indefinitely, though if the geas is to perform some action the spell effectively ends when that action has been completed.

For every 24 hours that the subject chooses not to obey the geas (or is prevented from obeying it), it suffers a penalty of -2 to each of its ability scores, up to a maximum penalty of -8. No ability score can be reduced to less than 3 by this effect. If the subject resumes obeying the geas, all such penalties are removed after 24 hours.

If the task assigned to the subject of this spell is open-ended or otherwise unable to be completed, the subject is still compelled to try to perform the task, but the spell will end in no more than one day per caster level.

Very clever creatures may be able to subvert the instructions given; the GM must decide on the results of any such attempts.

This spell (and all effects thereof) can be ended by a **remove curse** spell from a caster of a higher level than the caster of the **geas**, or by a **wish**, or by the reverse of this spell. **Dispel magic** does not affect a **geas** spell.

Growth of Animals Range: 60'+10'/level
Cleric 3 Duration: 1 turn/level

This spell causes an animal to grow to double its normal size and eight times its normal weight. The affected creature will do double normal damage with all physical attacks, and its existing natural Armor Class increases by 2. The animal's carrying capacity is also doubled. Unfriendly animals may save vs. Spells to resist this spell; normally, domesticated animals will not attempt to resist it, though they may become confused or panicky afterward (at the GM's discretion).

This spell does not give the caster control of the animal. Gear worn or carried by the animal are also enlarged

but not altered in any other way. If removed from the creature such items resume normal size instantly. Any magical properties of enlarged items are not changed.

Growth of Plants* Range: 120'
Magic-User 4 Duration: permanent

This spell causes normal vegetation of any sort within range to become thick and overgrown. The area of effect is determined by the caster, but cannot exceed 1,000 square feet (a 10'x100' area or equivalent) per 5 caster levels. The plants become densely entangled, and characters or creatures wishing to move through must hack or force their way through it. All movement within the affected area is reduced to no more than 5' per round for less than giant sized creatures; giant sized creatures are reduced to half normal movement rate.

This spell cannot take effect in an area that does not already have some plants present. Any sort of animated plant creature affected by this spell is allowed a saving throw vs. Spells to resist, but if this save fails it is affected as with **growth of animals** above.

The reverse form, **shrink plants**, may be used to render overgrown areas passable. The area of effect is identical to the normal version. Animated plant creatures are normally unaffected by this spell, but if such creatures have already been enlarged by **growth of plants** this spell will reverse the effect. In the latter case, a saving throw vs. Spells is allowed to resist.

Both forms of this spell are permanent until countered, either by the reverse of the spell or by **dispel magic**.

Hallucinatory Terrain

Magic-User 4 Range: 400'+40'/level
Duration: 12 turns/level

This spell makes one 10 yard cube per level of outdoor terrain appear to be a different type (i.e. field into forest, grassland into desert, or the like). This spell requires a full turn to cast.

The affected terrain looks, sounds, and smells like another type of normal terrain. The magic does not affect creatures nor any sort of fabricated item; such things retain their appearance and visibility. A save vs. Spells is allowed to see through the illusion, but only if the creatures or characters viewing the area actively attempt to do so.

Haste*

Magic-User 3

Range: 30'+10'/level

Duration: 1 round/level

This spell accelerates the actions of 1 creature per caster level. The affected creatures move and act twice as fast as normal, having double their normal movement rates and making twice the normal attacks per round, for the duration of the spell. Spellcasting is not accelerated, nor is the use of magic items such as wands, which may still be used just once per round. Multiple haste or speed effects don't combine; only apply the most powerful or longest lasting effect.

In combat, the subject of this spell performs a full round of actions (movement followed by attacking) on their normal Initiative; after all combatants have acted, the subject may perform another round of actions as before. If two or more combatants are under the effect of this spell, use the same Initiative numbers to determine the order of their actions in each of their "extra" rounds.

Reversed, **haste** becomes **slow**; affected creatures move at half speed, attacking half as often (generally, every other round) and making half a normal move each round. Naturally, target creatures may save vs. Spells to avoid the effect. **Haste** and **slow** counter and dispel each other.

Heal*

Cleric 6

Range: touch

Duration: permanent

This spell enables the caster to almost totally cure wounds, diseases, and other afflictions of a single living creature. With a touch the caster cures blindness, deafness, **confusion**, disease, **feeblemind**, choking, nausea, and poison. All but 1d4 hit points are restored to the subject, if it has any injuries. Ability points losses are fully restored, if and only if those losses would be recoverable without this spell; permanent losses to ability scores are not recovered. Energy drain is also not affected by this spell.

The reversed spell, **harm**, injures the creature touched so horribly that it is left with only 1d4 hit points. The caster must succeed at a normal attack roll in this case; failure means the spell is wasted. Note that, if the victim has fewer hit points remaining than the number rolled, they will take at least one point of damage (and this is the only case in which **harm** may kill a creature).

Heal and **harm** normally only affect living creatures. If applied to an undead creature, the effects are reversed such that **heal** becomes **harm** and vice versa.

Hold Monster

Magic-User 5

Range: 180'

Duration: 2d8 turns

This spell functions like **hold person**, except that it affects any living creature that fails its save vs. Spells.

Hold Person

Cleric 2, Magic-User 3

Range: 180'

Duration: 2d8 turns

This spell will render any living (not undead) humanoid creature (as defined in **charm person**) paralyzed. Creatures larger than ogres will not be affected by this spell. Targets of the spell are conscious and able to breathe, but cannot move, act, or speak in any way. A successful save vs. Spells is allowed to resist the effect. The spell may be cast at a single person, who makes their save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

A paralyzed swimmer can't swim and may drown. A character who has somehow gained wings and is then paralyzed while airborne will not be able to move its wings to fly and will thus fall.

Hold Portal

Magic-User 1

Range: 100'+10'/level

Duration: 1 round/level

This spell secures a portal such as a door, gate, window, or shutter made of normal non-magical building materials; the portal behaves as if securely locked for the duration of the spell. The door may be opened early only by means of **knock** or a successful casting of **dispel magic**, or by literally destroying the door (which may well require more time than the duration of this spell allows).



Ice Storm	Range: 300'+30'/level
Magic-User 4	Duration: 1 round

This spell causes a powerful storm of sleet and hail to fall in a 20' radius around the target spot for a full round. This effect causes 5d6 points of damage to every creature within the area, with a save vs. Spells allowed to reduce damage by half. The ice storm fills a vertical volume of 40', so creatures higher than that distance above the target spot are unaffected. Any creature naturally resistant to cold takes half damage (or one-quarter damage if it makes its save).

Visibility within the storm is very poor, such that most creatures will attack with a penalty of -2 on the attack roll. Walking movement is reduced to half speed, and running is not possible within the storm; anyone who tries will fall down and be forced to remain on the ground until the spell ends. Flying is likewise impossible, and any flying creature within the area will be driven to the ground. A penalty of -20% is applied to any Listen rolls made by those in the storm's area.

When the spell ends, the hail and ice deposited by the storm disappears as if it had never existed.

Insect Plague	Range: 300'+30'/level
Cleric 5	Duration: 1 round/level

This spell summons one swarm of locusts per three caster levels, with a maximum of 6 swarms. See **Insect Swarm** for the effects of a swarm. As explained there, a normal swarm of insects occupies a contiguous area equal to three 10 foot cubes; all swarms summoned by this spell must be contiguous with each other such that they effectively form a single huge swarm, though the caster may stretch them out in a line, form them into a block, or indeed arrange them in some serpentine form if desired.

The summoned swarms persist for the duration above, or until they are slain, whichever comes first. The caster may summon them in areas where creatures are already located. Once summoned, the swarms are stationary until they disappear or are slain, and they attack any creatures who are within their area.

Invisibility	Range: touch
Magic-User 2	Duration: special

This spell causes the creature touched (who may be the caster) to become invisible, undetectable by normal vision or Darkvision. Invisible creatures may be detected by those with non-visual sensory abilities.

All items worn or carried by the target when the spell is cast become invisible as well. If the target lays down an

invisible item, it instantly becomes visible again; on the other hand, items picked up do not automatically become invisible. If the target places a visible item entirely inside its invisible clothing, backpack, pouch, or other container so that if the target were visible the item could not be seen, it will become invisible just as if it were held when the spell was cast.

Note that casting this spell upon another makes the target invisible to the caster as well as everyone else. A party of invisible characters will likely experience problems with running into or tripping over each other.

The spell lasts at most 24 hours if not ended sooner. It ends instantly if the target attacks an opponent or casts any spell. Other actions do not normally end the spell. The target may end the spell at will.

Objects that shed light may be made invisible but the light itself will remain visible, and the source of that light (and the character carrying it) can thus be discovered. Rain, dust, paint, and any other visible substance thrown or applied to an invisible creature will also render it detectable.

Invisibility 10' Radius

Magic-User 3	Range: touch
	Duration: 1 turn/level

The target of this spell becomes invisible just as with **invisibility**, but in addition all other creatures within 10 feet of the target at the time of casting (referred to as members of the group) also become invisible. Unlike with normal invisibility, all members can see each other and themselves normally.

If any member negates the effect by attacking or casting a spell, it becomes visible but all other members remain invisible. However, if the original subject takes an action that negates the invisibility, it ends for the entire group. If a member negates its own invisibility, that member will no longer be able to see the still-invisible group members. Moving further than 10 feet from the target also causes a group member to become visible; returning to the area does not reinstate the invisibility.

Invisible Stalker	Range: 0
Magic-User 6	Duration: special

The caster summons an invisible stalker to do their bidding. The spell persists until **dispel evil** is cast on the creature, it is slain, or the task is fulfilled. The GM is advised to review the monster entry for the invisible stalker when this spell is used, as they may not always perform reliably.

Knock

Magic-User 2

Range: 30'

Duration: special

This spell can undo a single means of securing a door, chest, or shackle. It negates **hold portal**, dispelling it; a **wizard lock** spell is deactivated for 1 turn but is not dispelled. A lock can be opened, a stuck door forced, a door barred or bolted can be unbarred or unbolted. These effects do not automatically restore themselves, except for the **wizard lock**. Knock cannot raise a portcullis or open any other portal which requires a mechanism to open (such as a winch for example).

Each casting undoes a single method of securing the door or item, so that for example a door which is both locked and stuck can be unlocked but will still be stuck; a second casting of **knock** will open such a door.

Levitate

Magic-User 2

Range: touch

Duration: 1 turn/level

When this spell is cast, the caster or any one creature or object they touch begins to levitate. Levitation allows the caster to cause the subject to rise or fall at a rate of as much as 20 feet per round.

If a target creature is unwilling, the caster must roll a successful attack roll in order to touch the target, and even if this roll succeeds the target is allowed a save vs. Spells to resist the magic. Likewise, if the target is an object being held by an unwilling creature, a similar attack roll and saving throw will be required. Unattended objects are automatically affected when touched.

The caster controls the levitating subject mentally. If the caster ceases to control the subject, it remains at its current altitude until the spell ends, at which point it falls.

Levitation does not provide any means of horizontal movement, but neither is the levitated subject fixed in place. It can be moved by pushing or by towing with a rope, for example. A creature being levitated can pull itself along a cliff face or across a ceiling, or pull itself with a rope fixed to a solid object. Movement of this sort is usually at half normal walking speed. The subject cannot, however, change its own altitude.

If a levitating creature attempts to attack with most weapons it will find that it is unstable. The first such attack is made at a penalty of -1 on the attack roll, and this penalty worsens by an additional -1 each round to a maximum penalty of -5. Should the creature refrain from making an attack for a full round, it is reduced to the -1 penalty level on the next round. This does not usually affect spellcasting while levitated, however.

Light*

Cleric 1, Magic-User 1

Range: 120'

Duration: 6 turns + 1/level

This spell creates a light equal to torchlight which illuminates a 30' radius area well (with dim light extending for an additional 20') around the target location or object. This effect is stationary when cast in an area, but it can be cast on a movable object or even onto a character or creature.

Reversed, **light** becomes **darkness**, creating an area of darkness just as described above. This darkness blocks out Darkvision and negates mundane light sources. Wherever both spells overlap they cancel out, leaving only normal illumination in the overlapping area.

A light spell may be cast to dispel the darkness spell of an equal or lower level caster (and vice versa), leaving neither spell active; likewise, a darkness spell can cancel the light spell of an equal or lower level caster.

Either version of this spell may be used to blind an opponent by means of casting it on the target's ocular organs. The target is allowed a saving throw vs. Death Ray to avoid the effect, and if the save is made the spell does not take effect at all. A **light** or **darkness** spell cast to blind does not have the given area of effect (that is, no light or darkness is shed around the victim).



SPELLS

BASIC FANTASY RPG

Lightning Bolt	Range: 100'+10'/level
Magic-User 3	Duration: instantaneous

Casting this spell causes a bright thin spark about the thickness of a string to fly forth from the caster's pointing finger, which indicates the direction. The spark stretches as fast as an arrow's flight until it reaches the caster's chosen distance (but not more than the range given above) or strikes a solid or liquid surface, at which point it explodes into a full-fledged bolt of lightning extending another 60 feet further. The lightning bolt passes through an area 5 feet wide, arcing and jumping, so that while it is not actually 5 feet wide, for game purposes it is treated as if it were.

Those within the area of the lightning bolt suffer 1d6 points of damage per caster level, with a saving throw vs. Spells allowed for half damage.

If a lightning bolt is targeted at a body of water it explodes at the point of impact, as described above, but within the water volume struck it expands like a **fireball** to a maximum radius of 20 feet instead of performing as it does in the air. If a lightning bolt is cast underwater it explodes in the same way, but at the tip of the caster's outstretched finger.

The lightning bolt sets fire to combustibles and damages objects in its path. It can damage metals with a low melting point; metals such as gold, silver, lead, copper, or bronze may be softened briefly and thus deformed, but the lightning does not persist long enough to actually melt the metal items unless they are very small (such as a thin gold neck chain for example).

If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it may reflect from the barrier back toward the caster, or in a random direction at the GM's option. Creatures already affected by the lightning bolt do not take additional damage if struck by the reflection of the same bolt.

Locate Object	Range: 360'
Cleric 3, Magic-User 2	Duration: 1 round/level

This spell grants the caster knowledge of the location of an object. The caster must know the object well or be able to clearly imagine it. (Viewing an accurate drawing or painting will suffice for the latter option.) A general item can be located; if more than one such item is in range, the spell will lead the caster to the nearest one.

Unique or unusual items can only be located if the caster has first-hand knowledge (not merely through divination such as **clairvoyance** or a **crystal ball**). The spell cannot be used to locate creatures of any sort. A

layer of lead or gold no thicker than foil surrounding the item will prevent it from being located.

Lower Water	Range: 20'/level
Magic-User 6	Duration: 1 turn/level

Using this spell the caster lowers the level of the water in a river, a lake, or even the sea by up to 2 feet per caster level for the given duration, but to no less than 1 inch deep. The spell affects an area with radius of at most 10 feet per level centered on the caster's chosen location (within the range given).

There will be a steep slope up to the surface of any area of un-lowered water that falls outside the spell's radius. Ships which were already in the area of effect as well as any that dare to enter it will be unable to climb the slope and thus unable to leave the area (if not outright beached by the spell in the first place).

This spell has the effect of **slow** (the reverse of **haste**) when cast upon water elementals and other creatures formed from water; a save vs. Spells is allowed, with success negating the effect. It cannot be cast upon any other kind of creatures.

Magic Jar	Range: 60'
Magic-User 5	Duration: special

This spell allows the caster to attempt to possess the body of another living creature. The caster begins by placing their spirit into a gem, jewel, or large crystal of some sort within the spell range, called the *magic jar*. The caster needs to know where the magic jar is located, but does not have to be able to see it. While the caster's spirit is outside their body, that body appears to all intents and purposes to be dead, but does not undergo decay as a normal dead body would.

Each round after entering the magic jar the caster's spirit can attempt to take control of the body of a living creature within the spell range; the target is allowed a save vs. Spells to resist. If the saving throw fails, the spirit of the target (now called the *host*) is trapped in the magic jar and the caster's spirit takes possession of the host's body. Possession of a creature by means of this spell is blocked by **protection from evil** or a similar ward.

If the attempt to possess a victim fails, the caster's spirit remains in the magic jar, and that target creature is immune to further attempts for the duration of the spell. The caster may make an attempt to possess another target on the following round, if desired.

If on the other hand the possession attempt is successful, the caster may remain in control of the host's

body for as long as desired. The caster's spirit may return to the magic jar at any time when it is within spell range, restoring the host's spirit to its own body. The caster may not return to the same host's body again for the remainder of the duration of this spell, but may attempt to possess it again on a subsequent casting.

Whenever the caster's spirit is in the magic jar, it may choose to return to its own body if it is within spell range. If the body is not in range, the caster's spirit may become trapped if no vulnerable creatures are in range.

Whenever the caster's spirit returns to their own body, the spell ends. There is a 50% chance that the magic jar will shatter when the spell ends (if the spell did not end because it was broken), becoming worthless and unusable.

When the caster's spirit possesses a host, the caster has access to the physical abilities of the host's body, including Strength, Dexterity, and Constitution, while still retaining their own Intelligence, Wisdom, and Charisma. The caster has access only to their own knowledge, class and level, attack bonus, saving throws, spell casting ability, and any other purely mental capabilities.

The caster does not gain access to supernatural or otherwise extraordinary powers of the host, and may not be able to perform physical actions that the caster has never done before (such as flying, if a winged body has been possessed). The caster does have access to the host's sensory capabilities, such as Darkvision, the enhanced sense of smell of a dog, and so on.

If the caster's spirit is in the magic jar, and the jar is broken (whether by **dispel magic** or physical damage), the caster's spirit will return to its own body if it is in spell range; if not, the caster's spirit departs (i.e. the caster dies). In either case, the spell ends.

If the caster's spirit is driven from the host body by **dispel evil**, and the magic jar is in range of the host body, the caster's spirit returns to the jar and the host's spirit returns to its body. The caster will not be able to possess the same host again for the remaining duration of the spell. If the magic jar is not in range of the host body, the caster's spirit departs, the host's spirit is freed from the jar and also departs, and the host's body dies.

If the host's spirit is in the magic jar, and the jar is broken while in spell range of the host body, the caster's spirit departs, the host's spirit returns to its body, and the spell ends. If the jar is broken while out of range of the host's body, the host's spirit departs, the caster's spirit is stranded in the host body. Note here that the spell has not ended. **Dispel evil** can still be

used to drive the caster's spirit from the body, which departs as noted, ending the spell. A stranded caster may use another casting of this spell (with another magic jar, of course) to return to their own body, which of course kills the host's body.

Magic Missile

Magic-User 1

Range: 100'+10'/level

Duration: instantaneous

This spell causes a magical arrow of energy to fly from the caster's finger and unerringly hit its target, inflicting 1d6+1 points of damage. The target must be at least partially visible to the caster, and no saving throw is normally allowed. It's not possible to target a specific part of the target. Inanimate objects are not affected by this spell.

For every three caster levels beyond 1st, an additional missile is fired: two at 4th level, three at 7th, four at 10th, and the maximum of five missiles at 13th level or higher. When multiple missiles are fired in this way, the caster can target one or several creatures as desired, as long as all are visible to the caster at the same time. All such targets must be designated before any damage is rolled.

Magic Mouth

Magic-User 1

Range: 30'

Duration: special

This spell places a simple form of programmed illusion on a non-living object within range. When triggered, the spell causes the illusion of a mouth to appear on the object and a message to be said aloud. The enchantment can remain in place indefinitely, but is expended when triggered (i.e. the message is normally delivered only once).

The message recounted may be up to three words per caster level in length. The caster may insert pauses in the message, but the entire message must be delivered in a time period of no more than a turn. The voice of the spell can be made to speak at any volume attainable by a normal human. It will sound enough like the caster's own voice to be recognized by a close associate of the caster, but not identical.

The illusionary mouth moves as if actually speaking the message being delivered, and remains visible during pauses. If placed on an artistic depiction of a creature with a mouth (such as a painting or statue), the spell can be made to appear to animate the mouth of the object.

This spell cannot be used to activate magic items which have command words, nor to activate any other magical effects.

The caster must choose the conditions under which this spell is triggered. The conditions may be as complicated or simple as desired, but must depend only on sight and hearing; the spell has no other sensory capabilities. The spell also has no particular intelligence, and can be fooled by disguises or illusions. The spell does have the capability to effectively see in normal darkness, but not in any sort of magical darkness, and it cannot detect invisible creatures nor see through doors, walls, or even opaque curtains. Likewise, stealth or magical silence are effective in preventing audible triggers. Finally, the spell cannot detect a character's class, level, ability scores, or any other feature not obvious to a normal NPC.

Triggers have an effective sensory range of 10 feet per caster level; sounds, sights, or actions outside that range will never trigger the spell.

Massmorph Range: 100'+10'/level
Magic-User 4 Duration: 1 hour/level

With this spell the caster causes 1d4+1 man-sized (or smaller) creatures per four caster levels to appear as if they are natural effects of the terrain (for example, trees in a forest, stalagmites in a cave, coral underwater, boulders in a cavern, etc.). All creatures to be affected must be within a 120' radius of the caster at the time the spell is cast. Only those creatures the caster wishes to hide are affected, and then only if they are willing to be concealed. The caster may choose to be included among the affected creatures.

Those affected are thus concealed from other creatures passing through the area for so long as they remain still. If an affected creature chooses to move or attack, the illusion is dispelled for that creature, but those who remain still continue to be hidden. The caster may end the spell early if they wish by speaking a single word. The illusion can also be ended by **dispel magic**.

Mind Reading Range: 60'
Magic-User 2 Duration: 1 turn/level

This spell, sometimes incorrectly called **ESP**, permits the caster to hear (and possibly see, if the target visualizes anything) the surface thoughts of one or more living creatures within range. The caster must designate a direction or select a visible target, and then concentrate for a turn in order to "hear" the thoughts. Each turn the caster may choose to "listen" in a different direction. The caster may stop listening, then resume again later, so long as the duration has not expired. The target creature is not normally aware of being spied upon in this way, though any creature already under

the effect of this spell or any similar form of telepathy will instantly know and be able to sense the direction of the caster.

Rock more than 2 inches thick or even a very thin covering of lead or gold will block the spell. All undead creatures are immune to this effect, as are mindless creatures and constructs such as golems.

Mirror Image Range: self
Magic-User 2 Duration: 1 turn/level

This spell allows the caster to create multiple illusory duplicates (called *figments*) which seem to swirl and move around and through each other as well as the caster more or less constantly, making it impossible for most creatures to determine which is the real one. A total of 1d4 images plus one image per three caster levels (maximum eight images total) are created.

The figments mimic the caster's actions, going through the motions of casting spells, drinking potions, levitating, and so on, just as the caster does. Figments always look exactly like the caster.

Any opponent who attacks or casts spells directly on the caster will always hit a figment instead. Attacking a figment destroys it, whether or not the attack roll is successful, as does any attack spell directed at one. Area-effect spells are not cast directly on the caster, and thus appear to affect all figments exactly as they affect the caster; for instance, if the caster is subjected to a **fireball**, all figments will appear to be injured just as the caster was.

Neutralize Poison* Range: touch
Cleric 4 Duration: instantaneous

This spell neutralizes any poison or venom in the creature or object touched. A creature suffering from poison or venom suffers no further effects from it.

If cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective.

Reversed, this spell becomes **poison**. The caster must make a successful attack roll; if the attack is a success, the target must save vs. Poison or die. The caster's touch remains poisonous for 1 round per caster level, or until discharged (i.e. only one creature can be affected by the reversed spell).

Passwall

Magic-User 5

Range: 30'

Duration: 3 turns

Passwall creates a temporary breach or passageway through walls of wood, plaster, or stone; metal walls cannot be affected by this spell. This breach is up to 10 feet deep plus an additional 10 feet per three caster levels above 9th (20 feet at 12th, 30 feet at 15th, 40 feet at 18th). If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends (due to duration, **dispel magic**, or caster's choice), creatures within the passage are ejected out the nearest exit.

Phantasmal Force

Magic-User 2

Range: 180'

Duration: concentration

With this spell the caster visualizes and projects the illusion of an object, creature (or small group of creatures), or other effect. The caster can project an illusion up to a maximum size of 20'x20'x20'. The illusion is purely visual, with no other sensory features. The image is not static, but can be animated as the caster desires so long as all images remain within the area of effect. The illusion persists so long as the caster concentrates upon it.

If used to create the illusion of one or more creatures, they will have an Armor Class of 11 and will disappear if hit in combat. Damage done by monsters, spells, etc. simulated by this spell is not real; those "killed" or otherwise apparently disabled will wake up uninjured (at least by this spell) after 2d8 rounds. The illusory damage done will be equal to the normal damage for any attack form simulated.

Attempting to animate more creatures than the caster's level grants viewing creatures with at least average Intelligence an immediate save vs. Spells to recognize the creatures as illusions; those making the save will be unaffected by any actions taken by the illusions from that point on. A similar save may be granted by the GM any time they feel the illusion is likely to be seen through, especially if the player describes an illusion which seems improbable or otherwise poorly conceived.

Polymorph Other

Magic-User 4

Range: 30'

Duration: permanent

This spell allows the caster to change one living creature which is not incorporeal or gaseous into another form of living creature. The assumed form can't have more hit dice than caster's level, or be incorporeal or gaseous. Unlike **polymorph self**, the transformed target also gains the behavioral and mental traits, any physical attacks, special, supernatural or spell-like abilities of the new form, in addition to the physical capabilities and statistics of such. If the new form is substantially less intelligent, the target may not remember its former life.

The target creature will have the same number of hit points it previously had, regardless of the hit dice of the form assumed. A creature with the ability to transform or change shape such as a doppleganger is changed, but can assume a different form after a single round.

Equipment worn or carried will be dropped if the new form is unable to wear or carry the items. If any such items would be constricting or physically harmful to the new form, the transformation slows and alters such that they are dropped without damage to the items nor harm to the target creature. If the GM determines that any items cannot be removed in this way, they must decide on the exact results.

Unwilling targets which successfully save vs. Paralysis are not affected. The spell is permanent until dispelled or the creature is slain, at which time the target resumes its original form.

Polymorph Self

Magic-User 4

Range: self

Duration: 1 hour/level

This spell allows the caster to change into a different form of living creature. The form assumed may not have more hit dice than the caster has levels, nor be incorporeal or gaseous.

The caster assumes the physical nature of the assumed form while retaining their mental and spiritual characteristics. They gain the Armor Class and all physical attacks possessed by the form but does not gain any special, supernatural or spell-like abilities. Dragon breath is a special ability, for instance, so were the caster to assume the form of a dragon they could use the dragon's normal claw, bite, and tail swipe attacks, but not the dragon's breath.

If the form assumed is capable of speaking and making appropriate gestures (as determined by the GM) the caster may use their own spells in the assumed form.

Equipment worn or carried will be dropped if the new form is unable to wear or carry the items. If any such item would be constricting or physically harmful to the new form, the transformation slows and alters such that the item is dropped without damage to the items nor harm to the target creature. If the GM decides that any such item cannot be removed in this way, the spell fails.

The caster can remain transformed up to one hour per level of ability, or may choose to end the spell before that point if they wish.

Projected Image Range: 240'
Magic-User 6 Duration: 6 turns

This spell creates a quasi-real, illusory version of the caster. This illusion looks, sounds, and smells like the caster, in addition to mimicking gestures and actions (including speech, which is projected from the caster to the illusory image as if by a form of ventriloquism). Any further spells cast seem to originate from the illusion, not the actual caster.

A line of sight between the caster and their illusory self must be maintained or the spell ends. Any effect or action that breaks the line of sight dispels the image, as does the illusionary caster being struck in combat. Note that this spell grants no special sensory powers to the caster; for example, if the illusory self is positioned so as to be able to see something the caster can't directly see, the caster does not see it. Also, all spell ranges are still figured from the caster's actual position, not the illusory self's position.

Protection from Evil*

Cleric 1, Magic-User 1 Range: touch
Duration: 1 turn/level

This spell protects the caster or a creature touched by the caster (the "subject") from evil; specifically, the spell wards against summoned creatures, creatures with significantly evil intentions, and extraplanar creatures of evil nature. A magical barrier with a radius of just 1 foot is created around the subject. The barrier moves with the subject, and provides three specific forms of magical protection against attacks or other effects attempted by the affected creatures against the subject.

First, the subject receives a bonus of +2 to their Armor Class, and a similar bonus of +2 on all saving throws.

Second, the barrier blocks all attempts to **charm** or otherwise control the subject, or to possess the subject (such as with **magic jar**). Such attempts simply fail during the duration of this spell. Note however that a

creature who receives this protection *after* being possessed is not cured of the possession.

Third, any and all summoned creatures and extraplanar creatures of evil nature are unable to physically touch the subject. Attacks by such creatures using their natural weapons simply fail. This effect is canceled if the subject performs any form of physical attack (even with a ranged weapon) on any affected creature, but the other features of the spell continue in force.

Reversed, this spell becomes **protection from good**. It functions in all ways as described above, save that "good" creatures are kept away, rather than "evil" ones.

Protection from Evil 10' Radius*

Cleric 4, Magic-User 3 Range: touch
Duration: 1 turn/level

This spell functions exactly as **protection from evil**, 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 who enter after the spell is cast, receive the protection as well.

Reversed, this spell becomes **protection from good 10' radius**, and functions exactly as the reversed form of **protection from evil**, except that it covers a 10' radius around the target rather than the normal 1' radius.

Protection from Normal Missiles

Magic-User 3 Range: self
Duration: 1 turn/level

The caster is completely protected from small sized, non-magical missile attacks. Therefore, magic arrows, hurled boulders, or other such are not blocked, but any number of 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 1 Range: 10'
Duration: instantaneous

With this spell the caster makes contaminated food or water pure and safe to eat or drink. Poison is neutralized and spoilage is reversed by this spell. The spell does not protect against future decay, however, nor does it affect magic potions (including, unfortunately, **Potions of Poison**). Unholy water, if it exists in your campaign, is ruined by the casting of this spell. The spell affects about 2 pounds of food and/or drink per caster level; note that a quart of water or similar drink weighs just over 2 pounds.

Quest*
Cleric 5Range: 5'/level
Duration: special

By means of this spell the caster compels a living creature to perform some specific action or services, or alternately to avoid performing some action. The target creature must be able to hear and understand the caster, or it cannot be affected. This spell will automatically fail if used to compel a creature to engage in some obviously self-destructive action.

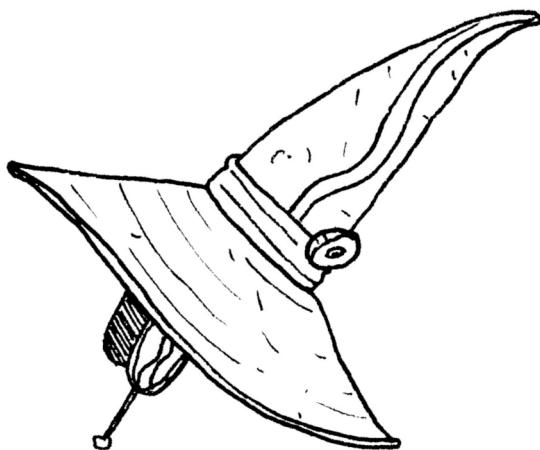
A saving throw vs. Spells will allow an unwilling target to resist a quest when it is first cast. However, the target may choose to accept the quest, typically as part of a bargain with the caster to perform some service. Once subjected to this spell, the subject must obey the instructions given by the caster indefinitely, though if the quest is to perform some action the spell effectively ends when that action has been completed.

For every 24 hours that an affected creature chooses not to obey the quest (or is prevented from obeying it), it suffers 3d6 points of damage. This damage is limited, in that it will not kill the target; if the damage is enough to do so, roll 1d4 for the number of hit points the affected creature retains (similar to the spell **harm**, the reverse of **heal**).

If the task assigned to the subject of this spell is open-ended or otherwise unable to be completed, the subject is still compelled to try to perform the task, but the spell will end in no more than one day per caster level.

Very clever creatures may be able to subvert the instructions given; the GM must decide on the results of any such attempts.

A quest (and all effects thereof) can be ended by a **remove curse** spell from a caster two or more levels higher than the caster of the quest, or by a wish, or by the reverse of this spell. **Dispel magic** does not affect a **quest** spell.

**Raise Dead***
Cleric 5Range: touch
Duration: instantaneous

This spell restores life to a deceased humanoid (as defined in **charm person**). The caster can only raise a being that has not been dead for more days than the caster has levels. The spirit of the target of this spell must be willing to return. If the target's spirit is trapped or contained in any way, the spell will fail. It will also fail if the target died of old age, as the body simply has no life left in it. Similarly, undead creatures are not affected by this spell as they can no longer be returned to life in any normal sense.

The body of the target must be adequately intact to support life, but all wounds no matter how major are healed. Body parts missing when the target is raised are still missing afterward. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone.

Creatures brought back from the dead always suffer some loss or penalty from the ordeal. Characters lose one level of ability permanently (i.e. it does not accrue a negative level, but rather loses an actual level, being reduced to the minimum number of experience points required for the previous level). First level characters are reduced to Normal Man status; if the character was already a Normal Man they lose a point of Constitution. These losses are permanent, though of course the character may gain levels in the normal fashion. (Characters reduced to Normal Man status must gain 1,000 XP to return to 1st level).

Monstrous humanoids (orcs, goblins, and the like) lose one hit die, or are reduced to $\frac{1}{2}$ hit dice if the monster has just one to start with. Such humanoids who already have $\frac{1}{2}$ hit dice are reduced to a single hit point. These losses are generally permanent, though the GM may allow such creatures in service to a player character to recover by gaining 1,000 XP per hit die the creature would be returning to (so a lizard man who has been reduced to 1 hit die must earn 2,000 XP to return to its original 2 hit dice); treat such a creature as being a retainer for this purpose.

Upon being raised, the target has 1 hit point per level or hit die (using its current reduced figure, of course), with a minimum of 1 hit point. A character who died with spells prepared has none prepared upon being raised.

The reverse of this spell, **slay living**, will kill instantly the creature touched (which may be of any sort, not just a humanoid) unless a save vs. Spells is made. If the saving throw is successful, 2d6 points of damage is dealt to the victim instead. An attack roll is required to apply this spell in combat.

Read Languages	Range: 0
Magic-User 1	Duration: special

This spell grants the caster the ability to read almost any written language. It may be cast in one of three modes:

In the first mode, the spell allows the caster to read any number of written works in a variety of languages. This mode lasts for 1 turn per caster level.

In the second mode, the spell allows the caster to read any one book or tome; this mode lasts 3 hours per caster level.

In the third mode, the spell allows the caster to read any one non-magical scroll or other single-sheet document; this mode is permanent.

This spell does not work on any sort of magical text, such as spell scrolls or spellbooks; see **read magic**, below, for the correct spell to use in such cases.

The spell grants the ability to read the texts, but does not in any way hasten the reading nor grant understanding of concepts the caster doesn't otherwise have the ability to understand. Also, for this spell to function, there must be at least one living creature that can read the given language somewhere on the same plane. The knowledge is not copied from that creature's mind; rather, it is the existence of the knowledge that enables the spell to function.

Read Magic	Range: 0
Magic-User 1	Duration: permanent

When cast upon any magical text, such as a spellbook or magic-user spell scroll, this spell enables the caster to read that text. Casting this spell on a cursed text will generally trigger the curse. All Magic-Users begin play knowing this spell, and it can be prepared even if the Magic-User loses access to their spellbook.

Regenerate	Range: touch
Cleric 6	Duration: permanent

This is the most powerful of healing spells, able to cause lost or destroyed body parts, even internal organs, of a living creature to grow back and heal. Severed body parts can be put back in place and will reattach fully in a round (or one round per body part if multiple parts are to be reattached), but regrowing any number of lost body parts requires a full turn. In addition, the spell heals 3d8 points of damage just as if it were a normal **cure wounds** spell.

Reincarnate	Range: touch
Magic-User 6	Duration: instantaneous

By touching the body of a deceased humanoid (as defined in **charm person**), the caster brings them back in an entirely new body. The whole body is not needed; in fact, even the smallest fragment of body is sufficient, so long as that fragment was part of the body at the time of the target's death.

The caster can only reincarnate a being that has not been dead for more than a week. The spirit of the target of this spell must be willing to return. If the target's spirit is trapped or contained in any way, the spell will fail.

Roll on the following table to determine the new form of the target creature:

d%	New Form
01	Bugbear
02-15	Dwarf
16-29	Elf
30	Gnoll
31-39	Gnome
40-46	Goblin
47-60	Halfling
61-88	Human
89-91	Kobold
92-93	Lizard Man
94-98	Orc
99-00	Choice*

If "choice" is rolled for a player character being reincarnated, the player is allowed to choose the new form from among those on the table above. If an NPC is being reincarnated, the GM may choose or roll again.

When the spell is cast, a new body forms in a nearby location selected by the caster. The body forms over a period of 6 turns (i.e. an hour), first as a misty outline, then becoming more solid moment by moment until it takes its first breath and awakens. The new form is a young adult, unless the target was younger than that when they died, in which case the new body is the same age as the deceased body.

The target creature's new body has obviously suffered none of the harm that may have befallen the old one, and is completely healthy (at least, to start with).

The target remembers their previous life, and retains the same class (if possible for the new form) as well as its Intelligence, Wisdom, and Charisma. Strength, Dexterity, and Constitution scores should be rerolled. (If the character's ability scores are outside the allowable range for the new form, they should be adjusted up or down by the GM as needed.) The target loses one

level (or hit die); this is a real reduction, not a negative level, and is not subject to magical **restoration**. The target's hit points should be rerolled completely, as this is an entirely new body. If the target was 1st level, instead of a hit point reduction its new Constitution score is reduced by 2.

Characters turned into non-character humanoids (such as an elf who returns as a kobold) will require adjudication by the GM; if the restored target is a player character, the GM is counseled to give as much leeway to the player as possible with the character's new form. Conversely, non-character humanoids who return as characters will need all ability scores rolled; such characters will usually be fighters with a level equal to the target's previous hit dice minus 1, or as Normal Men if the target's previous hit dice were 1 or less.

Undead creatures are not affected by this spell; such creatures can no longer be returned to life in any normal sense.

Remove Curse* Range: 30'
Cleric 3, Magic-User 4 Duration: instantaneous

This spell removes any and all ordinary curses afflicting a creature. It does not generally remove the curse from a magic item such as a sword or suit of armor, but a character afflicted by a cursed item of this type will be freed of it long enough to discard the item (a turn, at least).

Some special curses are more difficult to remove, and may require a caster of a certain minimum level. A very few curses created by godlike beings cannot be removed by this spell at all.

The reverse of this spell, **bestow curse**, allows the caster to place a curse on the subject. A save vs. Spells is allowed to resist. The caster must choose one of the following three effects:

- -4 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls and saves.
- Each round of combat, the target has a 50% chance to act normally; otherwise, it takes no action.

The caster may also invent their own curse, but it should be no more powerful than those described above. The curse thus bestowed cannot be dispelled, but it can be removed with a **remove curse** spell.

Remove Fear* Range: touch (120')
Cleric 1 Duration: instantaneous
(2 turns)

This spell will calm the creature touched. If the target creature is currently subject to any sort of magical fear, it is allowed a new save vs. Spells to resist that fear, at a bonus of +1 per level of the caster.

The reverse of this spell, **cause fear**, causes one target creature within 120' to become frightened; if the target fails to save vs. Spells, it flees for 2 turns. Creatures with 6 or more hit dice are immune to this effect.

Resist Cold Range: touch
Cleric 1 Duration: 1 round/level

This spell makes the caster, or any living creature the caster touches, completely immune to normal cold. The spell also gives protection against magical or otherwise superior cold such as the breath of an Ice Dragon or the **ice storm** spell. Specifically, the spell gives the protected creature a bonus of +3 on all saving throws against such effects, and reduces any damage suffered by half (so that for example a successful save vs. the Ice Dragon's breath would reduce damage to just one-fourth normal, and even if the saving throw fails the protected creature only takes half damage).

Resist Fire Range: touch
Cleric 2 Duration: 1 round/level

This spell makes the caster, or any living creature the caster touches, completely immune to normal heat or fire. The spell also gives protection against magical or otherwise superior heat or fire such as the breath of a Mountain Dragon or the **fireball** spell. Specifically, the spell gives the protected creature a bonus of +3 on all saving throws against such effects, and reduces any damage suffered by half (so that for example a successful save vs. the **fireball** spell would reduce damage to just one-fourth normal, and even if the saving throw fails the protected creature only takes half damage).

Restoration Range: touch
Cleric 6 Duration: permanent

Each casting of the spell removes a single negative level from a creature who has suffered energy drain. At 16th level, two negative levels may be removed. See the rules for Energy Drain (in the **Encounter** section on page 58) for more details.

Alternately, this spell can be used to restore drained ability score points. If applied to a character who has

temporarily lost ability points, it will restore up to 2d4 lost points to any one drained ability immediately. If applied to a character who has suffered permanent loss of ability points, 1 point can be restored.

This spell cannot restore any levels lost permanently, such as those lost due to death as described for the spells **raise dead** and **reincarnate**.

Shield Range: self
Magic-User 1 Duration: 5 rounds+1/level

This spell creates an invisible shield made of magical force which floats in front of the caster, protecting them from various attacks. The spell totally blocks **magic missile** attacks directed at the caster, and improves the caster's Armor Class by +3 vs. melee attacks and +6 vs. missile weapons. The Armor Class benefits do not apply to attacks originating from behind the caster, but **magic missiles** are warded off from all directions.

Silence 15' Radius Range: 360'
Cleric 2 Duration: 2 rounds/level

This spell creates a spherical area with a 15 foot radius where no sound will pass. No one within the affected area can make nor hear any sound. Neither does sound issue from the affected area; those outside cannot hear those inside. This effect blocks verbal communication, of course, as well as spell casting.

This effect can be cast in a fixed area, upon an item (making it portable), or upon a creature. An unwilling target receives a save vs. Spells to negate the spell. If an item in another creature's possession is targeted, that creature also receives a save vs. Spells to negate.

This spell can be used to protect against any kind of attack or magic where the victims must be able to hear the attacker, for such attacks cannot pass into or out of the affected area.

Sleep Range: 90'
Magic-User 1 Duration: 5 rounds/level

This spell puts several creatures of 3 or fewer hit dice, or a single 4 hit die creature, into a magical slumber. Creatures of 5 or more hit dice are not affected. The caster chooses a point of origin for the spell (within the given range, of course), and those creatures within 30' of the chosen point may be affected. Each creature in the area of effect is allowed a save vs. Spells to resist.

Victims of this spell can always be hit if attacked. Injuring such a creature will cause it to awaken, and it may begin fighting back or defending itself on the very

next round. Slapping or shaking such a creature will awaken it in 1d4 rounds, but normal noises will not.

Sleep does not affect unconscious creatures, constructs, or undead creatures.

When the duration elapses, the sleeping creatures normally wake up immediately; however, if they are made very comfortable and the surroundings are quiet, the affected creatures may continue sleeping normally at the GM's option.

Speak with Animals Range: special
Cleric 2 Duration: 1 turn/4 levels

This spell allows the caster to speak to and understand any single animal (normal or giant sized, but not magical or monstrous) that is in sight of the caster and able to hear them. The caster may change which animal they are speaking with at will, once per round. The spell doesn't alter the animal's reaction or attitude towards the caster; a standard reaction roll should be made to determine this. The GM should ensure that the animal's manner of speaking reflects its intelligence and nature.

Speak with Dead Range: 10'
Cleric 3 Duration: 3 rounds/level

With this spell the caster causes the corpse of an intelligent creature to become animated and to answer the caster's questions. It does not matter how long the corpse has been dead, but it must be essentially intact with at least a complete mouth in order to answer questions.

The corpse will answer at most one question per two caster levels, but if the duration expires any remaining questions are lost. The corpse only knows what it knew when it was alive; this includes the languages it knew in life. Thus, the caster must share a language with the deceased in order to get any questions answered at all.

The answers given are drawn from knowledge "imprinted" on the corpse during life; the caster does not in any case actually communicate with the spirit of the deceased creature. The corpse cannot retain any information given to it, and does not even remember any previous instances of communication via this spell.

The answers given may not be useful for various reasons. If the corpse knew the caster when it was alive, or if the caster is a member of a group the deceased disliked, it may choose to lie or mislead the caster. If the caster asks the corpse questions of a personal nature, or questions that indicate the caster may be working against whatever interests the corpse

had in life, it will almost certainly seek to mislead the caster.

If the corpse has been roused by this spell within the last seven days, the spell will fail. Undead creatures (including the remains of defeated undead creatures) cannot be affected by this spell.

Speak with Monsters

Cleric 6

Range: special

Duration: 1 turn/5 levels

This spell allows the caster to speak to and understand any single living monster that is in sight of the caster and able to hear them. The caster may change which monster they are speaking with at will, once per round. Others able to understand the language spoken by the target monster (if any) will be able to understand the caster. The spell doesn't alter the monster's reaction or attitude towards the caster. Mindless monsters, plant creatures and undead are unaffected by this spell.

Speak with Plants

Cleric 4

Range: 20'

Duration: 1 turn

This spell allows the caster to speak to and understand any single plant (either normal plant or animate plant creature). The GM should remember that normal plants have a limited sense of their surroundings, and most never move from the place where they sprouted. The spell doesn't alter the plant's reaction or attitude towards the caster; however, normal plants will generally communicate freely with the caster, as they have nothing else of importance to do. Plant creatures will tend to be slightly more intelligent, and a reaction roll should be used to determine how such creatures respond to the caster's words.

Spiritual Hammer

Cleric 2

Range: 30'

Duration: 1 round/level

This spell causes a warhammer made of magical force to appear, attacking any foe chosen by the Cleric within range once per round. The weapon moves about as if wielded by a person of about the caster's stature, but no such person is present. It deals 1d6 hit points of damage per strike, +1 point per three caster levels (maximum of +5). It uses the caster's normal attack bonus, striking as a magical weapon, and thus can inflict damage upon creatures that are only hit by magic weapons. If the Cleric loses sight of the weapon, causes it to move out of the spell range, or ceases to direct it, the hammer disappears. The weapon is immune to any normal attack, but can be destroyed by **disintegrate**, **dispel magic**, or a **rod of cancellation**.

Sticks to Snakes

Cleric 4

Range: 120'

Duration: 6 turns

This spell transforms normal wooden sticks into 1d4 hit dice worth of normal (not giant) snakes per every four caster levels. (Types of snakes are detailed in the **Monsters** section) The snakes follow the commands of the caster. When slain, dispelled, or the spell expires, the snakes return to their original stick form. Magical "sticks" such as enchanted staves cannot be affected.

Striking

Cleric 3

Range: touch

Duration: 1 round/level

This spell bestows upon one weapon the ability to deal 1d6 points of additional damage. This extra damage is applied on each successful attack for the duration of the spell. It provides no attack bonus, but if cast on a normal weapon, the spell allows monsters only hit by magical weapons to be affected; only the 1d6 points of magical damage applies to such a monster, however.

Telekinesis

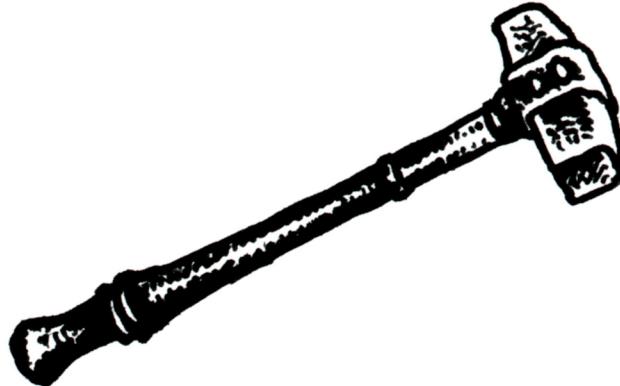
Magic-User 5

Range: self

Duration: 3 turns

This spell permits the caster to move objects or creatures by concentration alone; the caster can move such things weighing up to 50 pounds per caster level at a rate of up to 20 feet per round. Creatures targeted by this spell are allowed a saving throw vs. Death Ray to resist, whether it is the creature itself being affected or an object in its possession.

In order to use this power the caster must maintain concentration, moving no more than normal movement (no running), making no attacks and casting no further spells. If concentration is lost (whether intentionally or not), the power may be used again on the next round but the target of the effect is allowed a new saving throw.



Teleport	Range: self
Magic-User 5	Duration: instantaneous

The caster of this spell is instantly transported to another location up to 100 miles away per level of ability. The spell transports the caster only within their current plane of existence. Other creatures (passengers) and inanimate objects (cargo) may be transported along with the caster, up to a maximum of 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw vs. Spells to resist the spell, and the caster may need to make an attack roll to make contact with such a creature. Likewise, a successful save vs. Spells will prevent items in a creature's possession from being teleported.

The spell is directed by the mind of the caster, who must visualize the destination area; failure to visualize it properly can cause the spell to fail in a variety of ways, and destinations heavily saturated with magical energy (as defined by the Game Master) will cause the spell to fail automatically.

To determine the results of this spell, choose the appropriate column on the table below, then roll d%.

Knows Well	Knows Somewhat	Saw Once	Spell Result
01	01-02	01-03	Disaster
02	03-07	04-13	Wrong Place
03	08-13	14-25	Fell Short
04-00	14-00	26-00	Success!

Knows Well applies when the caster has visited the destination frequently and/or spent a substantial amount of time there; generally, the caster should have spent at least 7 days (not necessarily in a row) at the destination within the last year to qualify for this category. Any place where the caster lived for more than a month in the last ten years, or more than a year in their life, also qualifies.

Knows Somewhat applies when the caster has spent substantial time in the destination area, but not enough to qualify for Knows Well. Alternately, the caster may have made an in-depth study of the area, looking at accurate drawings, maps, and floorplans or spending hours listening to descriptions from one or more people who Know Well the destination.

Saw Once applies when the caster has visited a place for as much as a day, but no more, or when the caster has attempted the study required for the second

definition of Knows Somewhat but has failed to acquire enough information (in the GM's opinion).

If the caster attempts to travel to a location that does not exist, or perhaps once existed but has been destroyed or otherwise changed so much that the caster would not recognize it, roll 2d20 instead d% for the result of the casting. In this case, if Success! is rolled the spell simply fails and no one is transported anywhere.

Success! means exactly what it says. The caster, passengers, and cargo arrive safely exactly where the caster intended.

Fell Short indicates that the caster, passengers, and cargo arrive safely $1d8 \times 10\%$ of the way to the intended destination. Note that arriving "safely" does not mean that the destination is safe, but only the trip.

Wrong Place means that the caster, passengers, and cargo arrive at some place that resembles the intended destination. This means that the caster appears in the closest similar place within range, as decided by the GM. If no such area exists within the spell's range, the spell simply fails instead.

Disaster indicates that the caster, passengers, and cargo have encountered dimensional turbulence and have crashed, becoming separated (if passengers and/or cargo accompanied the caster) and being injured in the process. Each creature including the caster suffers 1d12 points of damage, and then rolls again on the same column using 2d20 instead of d%. If another Disaster is rolled for any creature, apply another 1d12 points of damage and roll once more. Cargo objects are not normally damaged but the result must be rolled for each such item to determine where it has appeared; in this case, if Disaster is rolled the cargo item disappears forever.

True Seeing	Range: touch
Cleric 5	Duration: 1 round/level

This spell confers on the target the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions, and sees the true form of transformed, changed, or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by

fog and the like. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a **crystal ball** or in conjunction with **clairvoyance**.

Ventriloquism Range: 60'
Magic-User 1 Duration: 1 turn/level

This spell causes the caster's voice to appear to come from another location within range, for example, from a dark alcove or statue. The caster may choose a new location each round if desired, and can cause the spell to temporarily abate without ending it and then resume it again at any time within the given duration.

Wall of Fire Range: 180'
Cleric 5, Magic-User 4 Duration: 1 round/level
(or special)

This spell creates a vertical sheet of flames in an area indicated by the caster, which is either a wall of flame up to 20' in length per caster level, or a ring with a radius up to 5' per caster level. The caster may choose to make the wall smaller if desired. The wall may be up to 20' tall (as desired by the caster and/or constrained by the ceiling). The entire wall must lie within the range given above. One or both sides of the wall may be hot, as determined by the caster at the time of casting. Once created, the wall cannot be moved or changed.

Any creature within 20 feet of a hot side of the wall will suffer 1d4 points of damage each round, or 2d4 points if within 10 feet. Damage is applied on the round the spell is cast and each round thereafter. Actually passing through the wall causes 2d6 points of damage, plus 1 per caster level, even if the side the character or creature entered from was not a hot side.

Undead creatures are particularly susceptible to this spell, and suffer twice the damage described above.

If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall; a save vs. Spells is allowed, with success indicating that damage is rolled as if the creature is within 10' of the wall.

The caster may choose to maintain the spell indefinitely (within reasonable limits of endurance) by concentration, or may cast it with the standard duration of 1 round per level, at their option.

Wall of Iron Range: 90'
Magic-User 6 Duration: permanent

Using this spell the caster creates an iron wall. The wall stands upright, and consists of up to one 10'x10' square section, one inch thick, per caster level. The caster can increase the thickness of the wall with a proportionate reduction in the area; for example, doubling the thickness halves the area. The caster may choose to make the wall smaller than the maximum size if desired. The wall may not be made less than one inch thick, and must always be created in contact with the ground or floor beneath it. It is always a flat plate with no bends, but the edges do not have to be straight; indeed, the caster can cause the wall edge to mold itself around any obstructing object very closely. The wall cannot otherwise be created such that it occupies the space of any object or creature.

If the caster wishes, the wall edges will bond to any inanimate materials they touch (stone walls, soil, furnishings, and so on). If this is not done, the wall may be unsupported (as determined by the GM based on the situation) and will thus likely fall. If left unattended, there is an equal chance it will fall in either direction in 1d6 rounds, but it can be pushed in a specific direction by any character having a minimum of Strength score of 13, or any monster with 4 or more hit dice. Several creatures can work together to do so if desired. (If the optional Ability Roll rule is being used, a Strength roll at -3 is sufficient to topple the wall.)

When the wall falls, any creatures it falls upon are likely to be injured or killed. If it is possible for a character or creature to escape the area (i.e. it has sufficient movement rate and is not otherwise prevented from doing so), it is allowed to roll a save vs. Death Ray (with Dexterity bonus added). If this save is successful, the creature or character moves by the most direct route to the nearest safe space; if the save fails or it is for some reason impossible to flee, 10d6 points of damage are inflicted on that victim. Creatures larger than ogre-sized are immune to being crushed and will simply be knocked down if the save fails.

The wall is permanent, as indicated, but being made of iron is susceptible to rust and corrosion.

Wall of Stone

Magic-User 5

Range: 15' per level

Duration: permanent

Using this spell the caster creates a stone wall. The wall is composed of up to one 10'x10' square section, one foot thick, per caster level. The caster can form this wall into almost any shape, with some restrictions. The caster can increase the thickness of the wall with a proportionate reduction in the area; for example, doubling the thickness halves the area. The wall cannot be created such that it occupies the space of any object or creature. It must be adequately supported by existing stone, which it will bond with automatically, but need not be supported over its entire area. For example, a wall of stone may be formed into a bridge over a stream or chasm, so long as both ends of the bridge rest solidly upon (and bond with) existing stone.

Bridges longer than 20 feet must be arched, buttressed, or both in order to stand; this extra construction reduces the wall's usable volume by half, as does creating a wall with battlements, crenelations, and similar basic structural elements. No complex structural elements may be created by this spell.

Though made by magic, the wall is made of stone and can be broken or damaged just as if it were ordinary stone.

The wall can be formed into a container to trap creatures, and if this is attempted the targets of the spell are allowed to save vs. Death Ray to avoid being trapped. If the save is successful the targets are able to make up to one full move to a space outside the container.

Water Breathing

Magic-User 3

Range: touch

Duration: 2 hours/level

This spell grants living creatures touched by the caster (including the caster, if desired) the ability to breath in water as a fish does. The duration may be divided evenly if the caster touches multiple targets one after another. Affected targets do not lose the ability to breathe air.

**Web**

Magic-User 2

Range: 10' per level

Duration: 2 turns/level

This spell creates a volume of sticky strands resembling a spider's web but much larger and thicker. The spell fills a volume of up to 8,000 cubic feet (equivalent to eight 10'x10'x10' cubes). The webs must be attached to adjacent solid objects such as walls, pillars, and the like; any unsupported section of webbing collapses to the ground and disappears. Within this limitation, the caster may choose any arrangement of webs they wish, up to the limit of range and the given 8,000 cubic foot volume. The caster may choose to create a smaller volume if they wish.

Creatures within the web at the time the spell is cast, as well as anyone entering the area afterward, will become entangled. Each should roll a save vs. Death Ray, and any creatures who succeed at this save may move through the webbing but are reduced to one-half normal movement rate. Such creatures may not cast spells or perform normal attacks; whether other actions are possible is left to the GM to decide. Once an entangled creature leaves the area of effect of the web, it will be able to act normally again.

Those who fail the save are fully entangled and trapped. They cannot move, cast spells, or perform normal attacks or any other physical action. Speech remains possible, however. Creatures with Strength of 13 or higher (or 4 or more hit dice) may be able to break loose, however; each round, such creatures are allowed another save vs. Death Ray with results as given above. Creatures failing the initial save and having Strength of 12 or less (or fewer than 4 hit dice) are trapped until the duration expires or the webs are otherwise removed.

Attacks against an entangled creature by one outside the webbing will not normally entrap the attacker, so long as they do not need to venture into the web to reach the entangled target.

The web can be ignited; any application of fire to the webbing will cause a 10 foot cube to burn away in one round, with all 10 foot cubes adjacent to the destroyed one burning in the next round, and so on. If any part of the web becomes unsupported it will collapse and disappear as noted above.

Creatures trapped within the burning web suffer 2d4 points of damage when the cube they are trapped in burns, but they are thereafter completely free of the web.

Wizard Eye
Magic-User 4Range: 240'
Duration: 6 turns

With this spell the caster creates an invisible magical "eye" through which they can see. The eye has Darkvision with a range of 30 feet, but otherwise sees exactly as the caster would. It can be created in any place the caster can see, up to a range of 240 feet away, and thereafter can move at a rate of 40 feet per round as directed by the caster. The eye will not move more than 240 feet away from the caster under any circumstances. The eye cannot pass through solid objects, but as it is exactly the size of a normal human's eye, it can pass through holes as small as 1 inch in diameter. The caster must concentrate to use the eye.

Wizard Lock
Magic-User 2Range: 20'
Duration: permanent

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. The effect lasts indefinitely. **Knock** can be used to open the doorway without ending the spell, and **dispel magic** can be used to end it permanently. The caster of this spell can easily open the door or other portal without ending the spell, as can a Magic-User three or more levels higher than the caster.

Word of Recall
Cleric 6Range: self (special)
Duration: instantaneous

With the utterance of a single word this spell transports the caster to a place of refuge which they designate when preparing the spell. The place must be Known Well (as explained for **teleport**) to the caster to be so designated. This spell cannot transport the caster beyond their current plane of existence.

The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster).

Unwilling creatures cannot be transported by this spell, nor can items in their possession. If the caster or one of their passengers is holding an object that is also being held by an unwilling creature, the latter can retain possession of the object with a successful save vs. Spells.



PART 4: THE ADVENTURE

Time and Scale

Time in the dungeon is measured in **game turns** (or just *turns*), which are approximately 10 minutes long. When combat begins, the time scale changes to **combat rounds**, which are approximately 10 seconds long. Thus, there are 60 combat rounds per game turn. *Approximately*, because time is not meant to be kept exactly as it is subjective to the characters.

Distances in the dungeon are measured in feet. Outdoors, change all distance measurements (movement, range, etc.) to yards (so 100 feet becomes 100 yards) but area of effect measurements (for spells, for instance) normally remain in feet. Note that the single quote character is used as an abbreviation for feet in some places.

Dungeon Adventures

Carrying Capacity

Normal Human, Elven, and Dwarvish player characters are able to carry up to 60 pounds and still be considered lightly loaded, or up to 150 pounds and be considered heavily loaded. Halflings may carry up to 50 pounds and be considered lightly loaded, or up to 100 pounds and be heavily loaded. Note that armor for Halfling characters is about one-quarter as heavy as armor for the other races.

These figures are affected by Strength; each +1 of Strength bonus adds 10% to the capacity of the character, while each -1 deducts 20%. Thus, carrying capacities for normal characters are as shown below (rounded to the nearest 5 pounds for convenience):

STR	Dwarf, Elf, Human		Halfling	
	Light Load	Heavy Load	Light Load	Heavy Load
3	25	60	20	40
4-5	35	90	30	60
6-8	50	120	40	80
9-12	60	150	50	100
13-15	65	165	55	110
16-17	70	180	60	120
18	80	195	65	130

The carrying capacities of various domesticated animals are given in the **Monsters** section, in the entry for each type of animal.

Movement and Encumbrance

The movement rate of a character or creature is expressed as the number of feet it can move per combat round. The normal player character races can all move 40' per round. When exploring a dungeon, time is expressed in turns, as explained above; normal movement per turn is 3 times the movement rate per round.

This may seem slow, but this rate of movement includes such things as drawing maps, watching out for traps and monsters (though they may still surprise the party), etc. In a combat situation, on the other hand, everyone is moving around swiftly, and such things as drawing maps are not important.

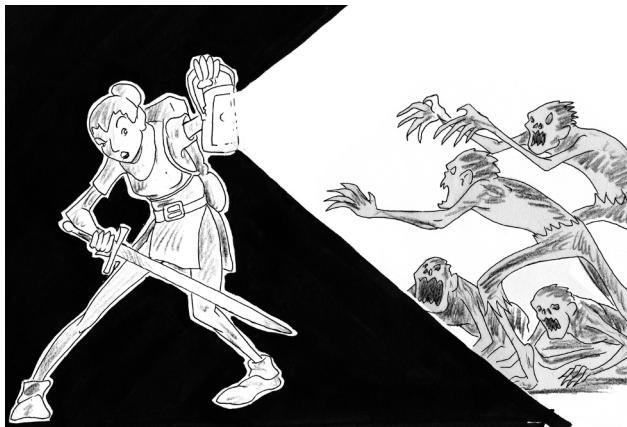
A character's movement rate is adjusted by their **Encumbrance** (the load they are carrying) as follows:

Armor Type	Lightly Loaded	Heavily Loaded
No Armor or Magic Leather	40'	30'
Leather Armor or Magic Metal	30'	20'
Metal Armor	20'	10'

Count the weight of armor worn when calculating encumbrance, because armor counts both for bulk and restrictiveness as well as for weight. Magic armor counts for its full weight but is not as bulky and restrictive as normal armor, thus granting an improved movement rate.

For animals such as horses, being heavily loaded reduces movement rate as shown below:

Normal Mv	Heavy Load	Normal Mv	Heavy Load
10'	5'	130'	100'
20'	10'	140'	110'
30'	20'	150'	120'
40'	30'	160'	130'
50'-60'	40'	170'-180'	140'
70'	50'	190'	150'
80'	60'	200'	160'
90'	70'	210'	170'
100'	80'	220'	180'
110'-120'	90'	230'-240'	190'



Mapping

In any dungeon expedition, making maps is important. Generally one player will do this, drawing a map on graph paper as the Game Master describes each room or corridor. Absolute accuracy is usually not possible; the main thing is to ensure that the party can find its way back out of the dungeon.

Light

A torch or lantern will provide light covering a 30' radius; dim light will extend about 20' further. Normal torches burn for $1d4+4$ turns, while a flask of oil in a lantern will burn for $1d6+18$ turns. A candle will shed light over a 5' radius, with dim light extending 5' further. In general, taper candles such as are used for illumination will burn about 3 turns per inch of height.

Darkvision

Some character races as well as almost all monsters have Darkvision, an ability which allows them to see even in total darkness. Such vision is in black and white, but otherwise like normal sight. Magical darkness obstructs Darkvision just as it does normal vision. The range of Darkvision is typically either 30' or 60'; if not given for a particular creature, assume the 60' range.

Darkvision is totally ineffective in any light greater than moonlight.



Doors

A stuck door can be opened on a roll of 1 on 1d6; add the character's Strength bonus to the range, so that a character with a bonus of +2 can open a stuck door on a roll of 1-3 on 1d6.

Locked doors can be forced by rolling the same range, but on 1d10. Metal bars can sometimes be bent on a roll of this range on 1d20.

A careful character might choose to listen at a door before opening it. Thieves have a special ability, Listen, which should be applied if the listener is a Thief. For other characters, the GM rolls 1d6, with 1 indicating success. Sounds heard might include voices, footsteps, or any other sound the GM considers appropriate. Of course, the room beyond the door might really be silent; thus, the Game Master must make the roll, so that a roll of 1 in such a case will not give anything away to the players.

Traps

Dungeons and ruins frequently contain traps, including spear-throwers, covered pits, etc. The GM will decide what is required to trigger a trap, and what happens when the trap is triggered. (Some guidance on this is provided in the Game Master section later in this book.) In general, there will be some way to avoid or reduce the effect of the trap being sprung. For instance, a save vs. Death Ray is often used to avoid falling into a covered pit (with Dexterity bonus added), while spear-throwers, automated crossbows, and the like are sometimes treated as if they were monsters (attacking vs. the victim's Armor Class at some given attack bonus).

Normal characters have a chance equal to a roll of 1 on 1d6 to detect a trap if a search for one is made. Note that this is about a 16.7% chance; Thieves have a special ability to find and remove traps, which supersedes this roll, as does the stonework trap-finding ability of Dwarves. A Dwarven Thief is a special case; apply whichever trap-detection ability is higher. In all cases, a search for traps takes at least a turn per 10' square area. A single character may only effectively search a given area for traps once, even if the character has more than one trap-detection roll "type" allowed (such as the Dwarven Thief above).

Trap detection may not be allowed if the trap is purely magical in nature; on the other hand, in such cases Magic-Users and/or Clerics may be able to detect magical traps at the given 1 in 1d6 chance, at the Game Master's option. Note also the 2nd level Clerical spell **find traps**, available to 4th level and higher Clerics.

Secret Doors

Under normal conditions, searching for secret doors takes one turn per character per 10' of wall searched. A secret door is found on a roll of 1 on 1d6; characters with 15 or higher Intelligence succeed on a roll of 1-2. Also, as noted previously, Elves add 1 to the range automatically, such that an Elf discovers secret doors on a 1-2 on 1d6, or 1-3 if the Elf has an Intelligence of 15 or higher. The GM may create secret doors that are more difficult (or easier) to detect at their option.

Multiple characters searching for secret doors ensures that any such will eventually be found; however, if the first and second searchers fail, the next searcher must take two turns to search, and all subsequent searches of the area require an hour.

Note that finding a secret door does not grant understanding of how it works. The GM may require additional rolls or other actions to be taken before the door can be opened.

Dungeon Survival

As described previously in the **Equipment** section, normal characters must consume one day's worth of rations (or equivalent food) and at least one quart of water per day.

Failure to consume enough food does not significantly affect a character for the first two days, after which they suffer 1 point of damage per day. Furthermore, at that point the character loses the ability to heal wounds normally, though magic will still work. Eating enough food for a day (over the course of about a day, not all at once) restores the ability to heal, and the character will resume recovering lost hit points at the normal rate.

Inadequate water affects characters more swiftly; after a single day without adequate water, the character loses 1d4 hit points, and will lose an additional 1d4 hit points per day thereafter. Healing ability is lost when the first die of damage is rolled.



Wilderness Adventures

Wilderness Movement Rates

The table below shows wilderness travel rates for characters or creatures based on encounter movement. Naturally, any group traveling together moves at the rate of the slowest member.

Normal Mv	Miles/Day	Normal Mv	Miles/Day
10'	6	70'	42
20'	12	80'	48
30'	18	90'	54
40'	24	100'	60
50'	30	110'	66
60'	36	120'	72

Overland Travel

The movement rates shown on the table above are figured based on an 8 hour day of travel through open, clear terrain. The terrain type will alter the rate somewhat, as shown on this table:

Terrain	Adjustment
Jungle, Mountains, Swamp	x1/3
Desert, Forest, Hills	x2/3
Clear, Plains, Trail	x1
Road (Paved)	x1 1/3

Characters may choose to perform a *forced march*, traveling 12 hours per day and adding 50% to the distance traveled. Each day of forced march after the first inflicts 1d6 points of damage on the characters (and their animals, if any). A daily save vs. Death Ray with Constitution bonus applied is allowed to avoid this damage, but after this save is failed once, it is not rolled again for that character or creature. A day spent resting "restarts" this progression.

Becoming Lost

Though adventurers following roads, rivers, or other obvious landmarks are unlikely to become lost, striking out into trackless forest, windblown desert, and so on is another matter. Secretly roll a save vs. Death Ray, adjusted by the Wisdom of the party leader (i.e., whichever character seems to be leading). An Ability Roll against Wisdom may be rolled, if that optional rule is in use. The GM must determine the effects of failure.

Waterborne Travel

Travel by water may be done in a variety of boats or ships; see **Vehicles** on page 13 for details. Travel distances are for a 12 hour day of travel, rather than the

usual 8 hours per day. Sailing ships may travel 24 hours per day if a qualified navigator is aboard, and so may be able to cover twice the normal distance per day of travel. This is in addition to the multiplier given below. If the ship stops each night, as is done by some vessels traveling along a coastline as well as those having less than the minimum number of regular crew on board, the two-times multiplier does not apply.

Movement of sailing ships is affected by the weather, as shown below. **Sailing** movement modifiers apply when sailing with the wind; sailing against the wind involves **tacking** (called "zigzagging" by landlubbers) which reduces movement rates as indicated.

d12	Wind Direction		
1	Northerly		
2	Northeasterly		
3	Easterly		
4	Southeasterly		
5	Southerly		
6	Southwesterly		
7	Westerly		
8	Northwesterly		
9-12	Prevailing wind direction for this locale		
d%	Wind Conditions	Sailing	Tacking
01-05	Becalmed	x0	x0
06-13	Very Light Breeze	x1/3	x0
14-25	Light Breeze	x1/2	x1/3
26-40	Moderate Breeze	x2/3	x1/3
41-70	Average Winds	x1	x1/2
71-85	Strong Winds	x1 1/3	x2/3
86-96	Very Strong Winds	x1 1/2	x0
97-00	Gale	x2	x0

Becalmed: Sailing ships cannot move. Oared ships may move at the given rowing movement rate.

Very Strong Winds: Sailing against the wind (tacking) is not possible.

Gale: Sailing against the wind is not possible, and ships exposed to a gale may be damaged or sunk; apply 2d8 points of damage to any such ship, per hour sailed.

Traveling by Air

When traveling by air, overland movement rates are doubled, and all terrain effects are ignored. Most winged creatures must maintain at least one-third normal forward movement in order to remain airborne; however, devices such as **flying carpets** generally do not have this limitation.

Retainers, Specialists and Mercenaries

Player characters will sometimes want or need to hire NPCs (Non-Player Characters) to work for them. There are several categories of NPCs available for hire, as follows:

Retainers

A retainer is a close associate of his employer. Retainers are hired for a share of treasure (typically at least 15% of the employer's income) plus support costs (weapons, armor, rations, and basic equipment provided by the employer). Retainers are typically very loyal and are willing to take reasonable risks; in particular, they are the only sort of hireling who will generally accompany a player character into a dungeon, lair, or ruin.

Hiring a retainer is more involved than hiring other NPCs. First, the player character must advertise for a retainer, typically by hiring a crier, posting notices in public places, or asking (and possibly paying) NPCs such as innkeepers or taverners to direct potential retainers to the player character. It is up to the Game Master to rule on what must be done, and how successful these activities are.

If the player character is successful, one or more NPCs will present themselves to be interviewed. The Game Master should play out the interview with the player, and after all offers have been made and all questions asked, a reaction roll should be made. To check the potential retainer's reaction, the Game Master rolls 2d6 and adds the player character's Charisma bonus. In addition, the Game Master may apply any adjustments they feel are appropriate (a bonus of +1 for higher-than-average pay or the offer of a magic item such as a **Sword +1**, or a penalty if the player character offers poor terms). The roll is read as follows:

Adjusted Die Roll	Result
2 or less	Refusal, -1 on further rolls
3-5	Refusal
6-8	Try again
9-11	Acceptance
12 or more	Acceptance, +1 to Loyalty

Refusal, -1 on further rolls means that all further reaction rolls made toward that player character in the given town or region will be at a penalty of -1 due to unkind words said by the NPC to his fellows. If the player character tries again in a different town, the penalty does not apply.

If a **Try again** result is rolled, the potential retainer is reluctant, and needs more convincing; the player character must "sweeten" the deal in order to get an additional roll, such as by offering more pay, a magic item, etc. If the player character makes no better offer, treat **Try again** as a **Refusal** result.

Loyalty: All retainers have a Loyalty score, which is generally 7 plus the employer's Charisma bonus (or penalty). The Loyalty score is used just as the Morale score of monsters or mercenaries is used.

If a Loyalty check roll made in combat is a natural 2, the Loyalty of the retainer increases by +1 point. Note that a Loyalty of 12 is fanatical... the retainer will do virtually anything the player character asks, and never flees in combat. However, the Game Master should still apply penalties when the player character instructs the retainer to do something which appears very risky, making a failed check possible.

In addition, the Game Master should roll a Loyalty check for each retainer at the end of each adventure, after treasure is divided, to determine if the retainer will remain with the player character. The GM may apply adjustments to this roll, probably no more than two points plus or minus, if the retainer is particularly well or poorly paid.

Maximum Number of Retainers: A player character may hire at most 4 retainers, adjusted by the character's Charisma bonus or penalty. Any attempts to hire more than this number of retainers will be met with automatic refusals.

Level of Retainers: Normally, potential retainers will be one-half the level of the employer (or less). So, a first level character cannot hire retainers, second level PCs can only hire first level characters, and so on. Of course, there is no way for the retainers to directly know the level of the PC employer, nor for the employer to know the level of the potential retainer; but the Game Master should usually enforce this rule for purposes of game balance. It shouldn't be surprising that first level characters can't hire retainers, as they have no reputation to speak of yet.

Experience for Retainers: Unlike other hired NPCs, retainers do gain experience just as other adventurers do; however, as they are under the command of a player character, only one-half of a share of XP is allocated to each retainer. See **Character Advancement**, below, for an example.

Specialists

Specialists are NPCs who may be hired by player characters to perform various tasks. Specialists do not go on adventures or otherwise risk their lives fighting monsters, disarming traps, or any of the other dangerous things player characters and retainers may do. Rather, specialists perform services the player characters usually can't perform for themselves, like designing and erecting castles, training animals, or operating ships.

A player character is limited in the number of specialists they can hire only by the amount of money they cost; Charisma does not affect this.

Alchemist: *1,000 gp per month.* These characters are generally hired for one of two reasons: to make potions, or to assist a Magic-User with magical research.

An alchemist can produce a potion, given the required materials and a sample or a written formula for the potion, in the same time and for the same cost as a Magic-User. They may also research new potions, but at twice the cost in time and materials as a Magic-User. Review the rules for **Magical Research** for details.

Alternately, a Magic-User seeking to create certain magic items may employ an alchemist as an assistant. In this case, the alchemist adds 15% to the Magic-User's chance of success.

Animal Trainer: *250 to 750 gp per month.* Characters wishing to ride hippogriffs or employ carnivorous apes as guards will need the assistance of an animal trainer. The lowest cost above is for an average animal trainer, able to train one type of "normal" animal such as carnivorous apes; those able to train more than one sort of animal, or to train monstrous creatures such as hippogriffs, are more expensive to hire. The Game Master must decide how long it takes to train an animal; in some cases, animal training may take years, a fact the player characters may find inconvenient as well as expensive. A single animal trainer can train and manage no more than 5 animals at a time, though in most cases once an animal is fully trained, if it is put into service right away the animal trainer won't be needed to handle it any longer.

Armorer (or Weaponsmith): *100 to 500 gp per month.* Characters hiring mercenaries, or having armed and armored followers to take care of, will need the services of an armorer. In general, for every 50

Fighters employed, one armorer is required to care for their gear. The armorer's equipment is not included in the costs given above, but the cost to maintain his apprentices is included; most such characters will have 1d4 apprentices assisting.

Higher priced armorers or weaponsmiths may be hired to assist in making magic weapons or armor; in this case, the character hired will be a specialist, an expert in making one particular type of armor or weapon, and will command a higher price (as shown above). Such characters will rarely agree to do the mundane work of maintaining weapons and armor for a military unit.

Engineer: *750 gp per month.* Any player character wishing to build a fortress, a ship, or any other mundane construction will need an engineer. Large projects may require several engineers, at the GM's option.

Savant: *1,500 gp per month.* Savants are experts in ancient and obscure knowledge. Many savants have particular interests in very limited or focused areas (for example, "Elven migrations of the 2nd age"), but even these will know or have access to a lot of facts. The listed cost is the minimum required to maintain a savant with his library, collections, etc. If the savant's patron asks a difficult question, there may be additional costs for materials or research to answer it.

Ship's Crew: *Special.* A crew for a waterborne vessel involves several types of characters. At the very least, a complement of sailors and a Captain are needed; rowers will be needed aboard galleys, and a Navigator is required aboard ships going out of sight of land.

Costs per month for each sort of character are given below:

Seaman Type	Cost
Captain	300 gp
Navigator	200 gp
Sailor	10 gp
Rower	3 gp

In general, all such characters are normal men, and are not armored; they will usually be armed with clubs, daggers, or shortswords. Player characters with appropriate backgrounds may act as Captain, but unless experienced as a ship's captain, they will have difficulty commanding respect from the regular sailors (lower the Morale of such regular sailors by -2 if led by an inexperienced Captain).

Mercenaries

Mercenaries are hired warriors. They are generally hired in units as small as platoons: 32 to 48 Fighters, divided into two to four squads of soldiers; each squad is led by a corporal, while the platoon is led by a lieutenant plus a sergeant. Platoons are joined together into companies, each generally consisting of two to five platoons and led by a captain with a sergeant as his assistant (called a **first sergeant**).

As mercenaries are almost always veteran troops, the average mercenary is a 1st level Fighter; 10% of corporals and 50% of sergeants are 2nd level. A mercenary lieutenant will generally be 2nd level, while a captain will be 2nd to 4th level and his first sergeant will be 2nd or 3rd level. Larger mercenary units will usually be beyond the reach of player characters until they have reached fairly high levels, and are left to the Game Master to detail.

Mercenaries will virtually never go into a dungeon, lair, or ruin, at least until it has been fully cleared. Rather, they are used in outdoor military engagements; high level player characters may hire mercenaries to defend or help defend their castles or other holdings.

Mercenaries housed in a player character's stronghold require 200 square feet each but cost 25% less per month, as this is covered by their room and board. (Elven mercenaries, however, require 500 square feet of space each in order to reduce their pay, as they



demand better living conditions.) See the **Stronghold** section for more details.

Statistics are given below for the most common sorts of mercenaries; the statistics are for first level characters, and should be adjusted when higher level characters are indicated (as given above). In particular, multiply the given cost of each mercenary by their level. Listed costs are in gold pieces per month.

Type of Mercenary	Cost	Equipment	Morale
Light Foot, Human	2 gp	Leather Armor, Shield, and Longsword	8
Light Foot, Elf	8 gp	Leather Armor, Shield, and Longsword	8
Light Foot, Orc	1 gp	Leather Armor and Spear	7
Heavy Foot, Human	3 gp	Chainmail, Shield, and Longsword	8
Heavy Foot, Dwarf	6 gp	Chainmail, Shield, and Shortsword	9
Heavy Foot, Orc	2 gp	Chainmail, Shield, and Shortsword	8
Archer, Human	5 gp	Leather Armor, Shortbow, and Shortsword	8
Archer, Elf	15 gp	Chainmail, Shortbow, and Shortsword	8
Archer, Orc	3 gp	Leather Armor, Shortbow, and Shortsword	8
Crossbowman, Human	5 gp	Chainmail, Crossbow, and Shortsword	8
Crossbowman, Dwarf	12 gp	Platemail, Crossbow, and Shortsword	9
Longbowman, Human	9 gp	Chainmail, Longbow, and Shortsword	8
Longbowman, Elf	20 gp	Chainmail, Longbow, and Longsword	8
Light Horseman, Human	10 gp	Leather Armor, Shield, Lance, and Longsword	8
Light Horseman, Elf	22 gp	Leather Armor, Lance, Shortbow, and Longsword	8
Medium Horseman, Human	15 gp	Chainmail, Shield, Lance, and Longsword	8
Medium Horseman, Elf	33 gp	Chainmail, Lance, Shortbow, and Longsword	9
Heavy Horseman, Human	20 gp	Platemail, Shield, Lance, and Longsword	8

Character Advancement

Experience Points (XP)

Experience points are given for monsters defeated, and for other challenges as the GM sees fit. The following table provides XP values for monsters. Where a monster has both a character level and hit dice given, use the larger value as the monster's level. Non-combat challenges may be assigned a level, or a flat XP value assigned, as the GM wishes.

If asterisks appear after the hit dice listing for a monster, each asterisk adds the special ability bonus once; for example, a creature with a hit dice figure of 2** is worth 125 XP.

For monsters with more than 25 hit dice, add 750 XP to the XP Value and 25 XP to the Special Ability Bonus per additional hit die.

NPCs should be treated as monsters of a number of hit dice equivalent to the character's level. Add a special ability bonus for Clerics and Magic-Users if they are able to cast useful spells during the encounter.

After tallying the XP earned in a given adventure, the amount should be divided by the number of adventurers. As described above, each retainer should



receive a one-half share; so a group with four player characters and a retainer is counted as having 4½ members. If 2,000 XP are earned by this group, one share is 444 XP, and the retainer receives 222 XP.

No character may advance more than one level due to the experience points from a single adventure. For example, Barthal the Thief is 1st level and has 1,000 XP before going on an adventure; during the adventure, he earns 2,000 more XP (an amazing feat). This would make his total 3,000 XP, and he would be a 3rd level Thief. This is not allowed; instead, he advances to 2,499 XP, one short of the amount required for 3rd level, and starts his next adventure at 2nd level.

Monster Hit Dice	XP Value	Special Ability Bonus
less than 1	10	3
1	25	12
2	75	25
3	145	30
4	240	40
5	360	45
6	500	55
7	670	65
8	875	70
9	1,075	75
10	1,300	90
11	1,575	95
12	1,875	100
13	2,175	110
14	2,500	115
15	2,850	125
16	3,250	135
17	3,600	145
18	4,000	160
19	4,500	175
20	5,250	200
21	6,000	225
22	6,750	250
23	7,500	275
24	8,250	300
25	9,000	325

PART 5: THE ENCOUNTER

I raised my shield to fend off one of the monsters, and hewed at another with my sword, but I missed my first swing. Morningstar swung at one of the monsters and struck it, but her sword did the bony thing little harm. I saw that Apoqulis still stood by the door; of Barthal there was no sign. Fortunately, Apoqulis also had a torch.

Apoqulis raised his holy symbol and called in a loud voice, "In the name of Tah, begone!" To my surprise, several of the monsters turned as if afraid and ran out the door, disappearing into the gloom. Unfortunately this left quite a few of them still in the room.

Even as I saw all this I continued to hack at the monsters. It took two good blows to down the first one; it appeared that Morningstar was having similar trouble with the monsters. Then one of the skeletons hit her, just a minor wound, but still I felt good that I had invested my part of the proceeds of our last excursion in a suit of plate mail armor; I was shrugging off blows that would have harmed me were I still wearing chain mail.

To my surprise, I saw Apoqulis down one of the monsters in a single blow, then do the same to another in his very next strike. His mace seemed to be much more effective against the monsters than our swords. As I finally managed to down a second skeleton, I heard a high-pitched yell... it was Barthal, a little ways down the hallway, and he was throwing something.

There was a sound of glass breaking, and I felt a splash of water on my face. Several of the skeletons began to smoke, and then one of them fell in a heap. Holy water, I decided, but I didn't have time to think about it. I just kept hacking at the skeletons.

By the time they were all gone, I had taken a wound, and Morningstar had taken a second. We had one potion of healing left of those that Apoqulis' temple had given us; Morningstar told me to drink it, but I could tell she was in worse shape than I, so I insisted she take it.

Then we turned back to the sarcophagus...

Order of Play

When the party of adventurers comes in contact with potential enemies, time shifts to combat rounds (10 seconds long, as described previously). Before beginning combat, surprise is checked (see below). Unsurprised characters then roll for Initiative, and act in order of the rolls (again, as described below).

Surprise

When surprise is possible, roll 1d6 for each side which might be surprised; most normal characters are surprised on a roll of 1-2. Surprised characters are unable to act for one round. Characters or creatures which are well hidden and prepared to perform an ambush surprise on a roll of 1-4 on 1d6. Some characters or creatures (such as Elves) are described as being less likely to be surprised; reduce the range by 1 for such creatures.

For example: Darion (a Human) and Morningstar (an Elf) open a door and come face-to-face with a party of goblins. The GM rolls 1d6 for the goblins; on a 1-2 they are all surprised. Then the GM rolls 1d6 for Darion and Morningstar. If the result is 1, both of them are surprised; if the roll is 2, only Darion is surprised. If the roll is 3 or more, neither of them are surprised.

Surprised characters or creatures stand flat-footed for one round. They still defend themselves, so there is no penalty to Armor Class, but they cannot move nor attack during the round of surprise.

Monster Reactions

When a group of player characters meet one or more monsters, it's important to know how the monsters will react to the party. In many cases, the reaction of the monster or monsters is obvious... zombies guarding a tomb will virtually always attack intruders, for example.

In cases where the reaction of the monsters to the party is not obvious, a **reaction roll** may be made. The Game Master rolls 2d6, adding the Charisma bonus of the "lead" character (or applying their Charisma penalty) along with any other adjustments they feel are reasonable, and consults the table below:

Reaction Roll Table

Adjusted Die Roll	Result
2 or less	Immediate Attack
3-7	Unfavorable
8-11	Favorable
12 or more	Very Favorable

A result of 2 or less means that the player characters have so offended the monsters that they attack immediately. An Unfavorable result means that the monsters do not like the player characters, and will attack if they may reasonably do so. A Favorable result simply means that the monsters will consider letting the player characters live if they choose to parley; it does not necessarily mean that the monsters *like* the player characters. A Very Favorable result means that the monsters (or perhaps only the monster leader) do, in fact, like the player characters; this does not mean that the monsters will just hand over their treasure, but it does indicate that they may choose to cooperate with the player characters in mutually beneficial ways.

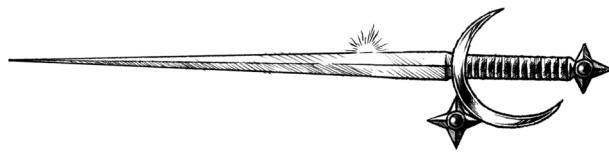
As always, interpreting the results of this roll is left to the GM, who may choose to alter the result if they believe a different result would be more enjoyable to play out than the one rolled.

Initiative

Each combat round, 1d6 is rolled for Initiative for each character or monster. This roll is adjusted by the character's Dexterity bonus. High numbers act first. Any characters/monsters with equal numbers act simultaneously. The GM may make single rolls for groups of identical monsters at their option.

As the GM counts down the Initiative numbers, each character or monster may act on their number. If desired, a combatant can choose to wait until a later number to act. If a player states that they are waiting for another character or monster to act, then that character's action takes place on the same Initiative number as the creature they are waiting for, and is simultaneous just as if they rolled the same number.

A character using a weapon with a long reach (spears, for instance) may choose to attack a closing opponent on the closing opponent's number and thus attack simultaneously with the opponent, even if the character rolled lower for Initiative.



Combat

Each character or creature involved in combat may move, if desired, up to its encounter movement distance, and then attack, if any opponent is in range, when its Initiative number comes up. After attacking, a character or creature may not move again until the next round.

Opponents more than 5' apart may move freely, but once two opposing figures are within 5' of each other, they are "engaged" and must abide by the rules under **Disengaging From Melee** on page 52.

Running

Characters may choose to run; a running character is not normally allowed to attack (but see Charging, below). Running characters can move at double their normal encounter movement rate. Characters are allowed to run a number of rounds equal to 2 times the character's Constitution, after which they are exhausted and may only walk (at the normal encounter rate). For monsters not having a given Constitution, allow the monster to run for 24 rounds. Exhausted characters or creatures must rest for at least a turn before running again.

Maneuverability

The following rules may be considered optional. They are hardly needed for most dungeon adventures, but will add measurably to combat situations in the wilderness, especially in waterborne combat situations or when some or all combatants are flying.

Characters, creatures, and vehicles of various sorts have a turning distance. This is given as a distance in feet in parentheses after their movement rate, and it determines how far they must move between facing changes when moving about in combat.

All normal player characters, and in fact most moderately sized creatures which walk on the ground, have a turning distance of 5'. If no turning distance is given for a creature, assume that it is 5'.

In general, a facing change is any turn of up to 90° (a right-angle turn); on a square-gridded map, this means turning to face directly to the right or left of the figure's current facing. A half-turn (45°) still counts as a full facing change. If using hexes, "diagonal" movement is

not available, so a facing change is the 60° turn to face toward the hex-side to the right or left of the current facing.

There are a few exceptions to this rule:

First, any creature that does not move away from its starting position during the combat round may make as many facing changes as desired (though circumstances, such as trying to turn a horse around in a narrow corridor, may prevent this).

Incorporeal flying creatures, such as spectres, can turn freely at any point while moving.

Creatures which are running (moving at double speed) may not make facing changes of more than 60°, and their turning distance increases by 10' (or, if it is 5' normally, it increases to 10').

Also, most creatures can shift one space laterally while preserving their facing (this is called "sidestepping"), but this may only be done when moving at normal ("walking") speed, not at fast ("running") speed. "One space" means either 5' or 10', depending on the map or board being used.

Climbing and Diving

For battles involving three dimensions, each creature or vehicle has an altitude (when flying) or depth (underwater). For air or sea battles, at least one of the creatures or vehicles should start at an altitude/depth of 0, and a new 0 level can be established at any time, to simplify play, by adjusting the altitudes of each creature or vehicle.

A winged flier can gain up to 10' of altitude after moving forward by the distance shown for its maneuverability class, and can dive (lose altitude in a controlled fashion) at up to twice the normal movement rate; if the creature does not move horizontally by at least one-third its normal speed, it will stall, being forced to dive at maximum rate for one round. Floating creatures or vehicles (balloons, fly spell, flying carpets, etc.) can climb vertically without horizontal motion up to half the normal movement rate, but such "floaters" can only descend at the normal movement rate, unless they have lost the ability to float entirely.

Charging

Under some circumstances, characters or creatures may be allowed to attack at the end of a running move. This is called a **charge**, and some specific limitations apply. The charging character or creature must have moved at least 10 feet. The movement must be in a more or less straight line toward the intended target,

and the path to the target must be reasonably clear. Finally, the attacker must be using a weapon such as a spear, lance, or pole arm which is suitable for use while charging. Certain monsters, especially those with horns, are able to use natural attacks when charging. If the attacker does not have line of sight to an opponent, they can't charge that opponent.

The attack made after the charge is made at +2 on the attack roll. The charging character or creature suffers a -2 penalty to Armor Class for the remainder of the round. If the attack hits, it does double damage.

Set Weapon Against Charge: Spears, pole arms, and certain other piercing weapons deal double damage when "set" (braced against the ground or floor) and used against a charging creature. For this to be done, the character or creature being charged must have equal or better Initiative; this counts as holding an action: both attacker and defender act on the attacker's Initiative number and are therefore simultaneous.

Disengaging From Melee

When any combatant is within reach of the melee attacks of at least one enemy, that combatant is considered to be **engaged**. Such a combatant may **disengage** in one of two ways:

First, the combatant may simply **flee**, turning away from all opponents they are engaged with and moving more than half normal movement. All opponents with whom they are engaged are allowed a "**parting shot**" with a +2 bonus to attack, even if that opponent has already made all attacks for the round. Opponents who have multiple melee attacks per round make just one; for instance, a tiger with the usual "2 claws, 1 bite" routine could only claw once or bite once.

To avoid the parting shot, the combatant may choose to **withdraw**, i.e. back away by up to half normal movement. After a withdrawal, the character may still attack at any point later in the same round if an opponent is within reach.

Evasion and Pursuit

Sometimes a party of adventurers will want nothing more than to avoid a group of monsters (or sometimes, it's the monsters avoiding the adventurers). If one group is surprised, and the other is not, the unsurprised group may be able to escape automatically (unless something prevents them from making an exit). Otherwise, those wanting to evade the encounter begin doing so on their Initiative numbers. Note that the rules above for **Disengaging From Melee** will naturally apply to any combatant who is in reach of an enemy.

Attack Bonus Table

Fighter Level	Cleric or Thief Level	Magic-User Level	Monster Hit Dice	Attack Bonus
NM			less than 1	+0
1	1-2	1-3	1	+1
2-3	3-4	4-5	2	+2
4	5-6	6-8	3	+3
5-6	7-8	9-12	4	+4
7	9-11	13-15	5	+5
8-10	12-14	16-18	6	+6
11-12	15-17	19-20	7	+7
13-15	18-20		8-9	+8
16-17			10-11	+9
18-20			12-13	+10
			14-15	+11
			16-19	+12
			20-23	+13
			24-27	+14
			28-31	+15
			32 or more	+16

The GM may easily play out the pursuit, following along on their map (note that the players can't draw maps while they run headlong through the dungeon or wilderness area). Any time a character must pass through a doorway, make a hard turn, etc., the GM may require a saving throw vs. Death Ray (with Dexterity bonus added); if the save is failed, the character has fallen at that point and moves no further that round; they may stand up and make a full move (but not a double move) on their Initiative number in the next round.

If the fleeing characters or creatures are ever able to get beyond the pursuer's sight for a full round, they have evaded pursuit... the pursuers have lost them.

How to Attack

To roll "to hit," the attacker rolls 1d20 and adds their attack bonus (AB), as shown on the Attack Bonus table, as well as Strength bonus (if performing a melee attack) or Dexterity bonus (if performing a missile attack) and any other adjustments required by the situation. If the total is equal to or greater than the opponent's Armor Class, the attack hits and damage is rolled. A natural "1" on the die roll is always a failure. A natural "20" is always a hit, if the opponent can be hit at all (for example, monsters that can only be hit by silver or magic weapons cannot be hit by normal weapons, so a natural "20" with a normal weapon will not hit such a monster).

Attacking From Behind

Attacks made from behind an opponent usually receive a +2 attack bonus. This does not combine with the Sneak Attack ability (as described for the Thief on page 9).

Normal Men

The NM entry in the table above is for **normal men**, also known as **zero level characters**. These characters represent the artisans, shopkeepers, scullery maids, and other non-adventurer characters who will appear in the game. All such characters are NPCs, of course. As mentioned elsewhere, it is up to the GM to determine if members of non-Human character races have zero level members of their own, and the exact statistics of such characters.

Average zero-level humans have 1d4 hit points, and usually are not proficient with any weapons except bare hands. Green troops (those who have not been in battle yet) are zero-level, but have 1d6 hit points and are allowed to use any weapon allowed to a Fighter.

It is recommended not to waste time in detailing the ability score or other statistics of such characters further; they are normal, as in "average," and so very few would have extreme statistics. A blacksmith might be credited with a Strength score of 13 or more, or a savant with Intelligence of 16 or more, but in general such things need not be detailed for most of these characters.

Monster Attack Bonus

When looking up a monster's hit dice on the Attack Bonus Table, ignore all "plus" or "minus" values; so a monster with 3+2 hit dice, or one with 3-1, is still treated as just 3 hit dice. The exception is monsters with 1-1 hit dice or less, which are considered as being less than one hit die and have an attack bonus of +0.

Melee Combat

Melee occurs when a character closes (approaches within the reach of their own weapon) and strikes at a foe. Melee weapons or attacks may generally only be used against foes who are engaged with the attacker (as described above).

Missile Fire

Missile weapons may be used to attack foes at a distance. The distance the attacker is from his target affects the attack roll, as shown on the Missile Weapon Ranges table in the previous section on **Characters**. In general, opponents within Short range are attacked at +1 on the die, those beyond Short range but within Medium range are attacked at +0, and those beyond Medium but within Long range are attacked at -2. Foes beyond Long range cannot be effectively attacked.

If a character attempts to use a missile weapon against a foe who is within 5' of them (i.e. who is engaged with the shooter), a penalty of -5 is applied to the attack roll. This is due to the shooter dodging around to avoid the foe's attacks. The only exception is if the attacker is behind the target creature and undetected, or that creature is distracted so as to not be able to attack the shooter; in these cases, apply the usual +1 bonus (+3 total bonus if attacking from behind).

Cover and Concealment

In certain situations, the intended target of a missile (or melee) attack may have cover or concealment of some kind. Cover is defined as "hard" protection such as that afforded by a thick tree trunk or stone wall, that is, anything that will stop or slow a missile weapon. Concealment is "soft" cover like fog or light foliage that makes the target difficult to see but does not affect the missile itself. Cover or concealment makes it more difficult to strike an intended target, and thus a penalty will be applied to the attacker's die roll depending upon how much of the target is protected from attack. For concealment the attack penalty should range from -1 (25% obscured) to -4 (90% obscured). For hard cover, these penalties should be doubled.

Missile Weapon Rate of Fire

In general, missile weapons are allowed a single attack per round, just as are melee weapons. However, crossbows are an exception, as reloading a crossbow between shots is time-consuming.

A light crossbow can be fired once per two rounds, and the user may not perform any other actions (including movement) during the "reloading" round. A heavy crossbow can be fired just once per three rounds, again requiring the user to spend two rounds doing nothing other than cocking and loading the weapon in order to fire it again.

Siege engines also fire less often than ordinary weapons. The rate of fire for such a weapon is presented as a fraction, indicating the number of attacks per round; for example, 1/6 means one attack every six rounds.

Of course, the user of such a weapon may drop or sling the weapon and switch to another weapon rather than reloading. Also, it is possible (especially when defending a position) to load more than one crossbow in advance and then switch weapons each round until all have been fired. In a dungeon environment this sort of strategy is unlikely, of course.

Grenade-Like Missiles

When throwing grenade-like missiles (flasks of oil, etc.), a successful attack roll indicates a direct hit. Otherwise, the GM will roll 1d10 and consult the diagram below to determine where the missile hit. Treat each number as representing a 10' square area.

		(behind)
0		
7	8	9
5	Target	6
2	3	4
	1	
		(in front)

Missiles That Miss

With the exception of grenade-like missiles, missile weapons which miss the intended target are normally considered lost. However, if the weapon is fired into a melee where allies of the shooter are involved, and the attack misses, it may hit one of the allied creatures. The GM should decide which allies may be hit, and roll attacks against each until a hit is made or all possible targets are exhausted. These attack rolls are made with the shooter's normal attack bonus, just as if they intended to attack the allied creature. However, the GM must make these rolls, not the player.

This rule is applied to attacks made by monsters, when appropriate. However, the GM still makes the rolls.

This rule is intentionally vague; the GM must decide when and how to apply it based on the circumstances of the battle. It is recommended that no more than three allies be "tried" in this way, but the GM may make an exception as they see fit.

Oil

A flask of oil can be used as a grenade-like missile. The oil must be set afire in order to inflict damage; otherwise the oil is just slippery. Assuming some means of igniting the oil is at hand, a direct hit to a creature deals 1d8 points of fire damage, plus in the next round the target takes an additional 1d8 points of damage, unless they spend the round extinguishing the flames by some reasonable means. The GM must judge the method used; rolling on the floor (assuming it's not oily also) or covering the flames with a wet blanket are good methods, for instance, while pouring or splashing water on burning oil does little good. In any event, a flask of burning oil only causes damage for two rounds at most.

If the oil is ignited by some sort of wick or fuse, then all other creatures within 5 feet of the point of impact receive 1d6 points of fire damage from the splash. A save vs. Death Ray is allowed to avoid this damage. If the flask does not hit the intended target (as described under Grenade-Like Missiles, above), then that creature may still take damage from the splash, and receives a saving throw. No saving throw is allowed for a creature which has received a direct hit.

A flask of oil spilled or splattered on the ground will burn for 10 rounds. Those attempting to cross the burning oil will receive 1d6 points of fire damage each round they are in it (with no saving throw in this case).

Fire-resistant creatures, including creatures having fire-based abilities, are not damaged by burning oil.

Holy Water

Holy water is harmful to undead creatures. A character may throw a flask of holy water as a grenade-like missile, which will break and release the contents if thrown against the body of a corporeal creature. To use it against an incorporeal creature it must be opened and poured or splashed onto the target, generally requiring the attacker to be directly adjacent to it.

Each flask of holy water can inflict 1d8 points of damage to such a monster. In addition, each additional undead monster within 5 feet of the point of impact receives 1d6 points of damage from the splash. Holy water is only effective for one round.

Damage

If an attack hits, the attacker rolls damage as given for the weapon. Melee attacks apply the Strength bonus or penalty to the damage dice, as do thrown missile weapons such as daggers or spears. Usually, attacks with bows or crossbows do not gain the Strength bonus, but sling bullets or stones do.

Also, magic weapons will add their bonuses to damage (and cursed weapons will apply their penalty). Note that, regardless of any penalties to damage, any successful hit will do at least one point of damage.

As creature or character reduced to 0 hit points is generally dead. However, note optional rules may apply, as given under **Death and Dying**.

Subduing Damage

Attacks made with the "flat of the blade" for non-lethal damage are made at a -4 attack penalty and do half damage. Most weapons can be used this way; only those with penetration or slashing features on all sides cannot.

If a character is reduced to zero hit points who has taken at least some subduing damage, and the total amount of normal (killing) damage the character has suffered is not equal to or greater than their total hit points, the character becomes unconscious rather than dying. (Any further subduing damage is then considered killing damage, allowing the possibility that someone might be beaten to death.) A character knocked out in this way, but not subsequently killed, will wake up with 1 hit point in 1d4 turns, or can be awakened (with 1 hit point) by someone else after 2d10 rounds.

Brawling

Sometimes a character will attack without a weapon, striking with a fist or foot. This is called brawling. Normal characters do 1d3 points of subduing damage with a punch, 1d4 with a kick; kicks are rolled at a -2 attack penalty. A character in no armor or leather armor cannot successfully punch or kick a character in metal armor, and in fact, if this is attempted the damage is applied to the attacker instead of the defender. The GM must decide which monsters can be successfully attacked this way. All character classes may engage in brawling; there is no "weapon" restriction in this case.

Wrestling

A wrestling attack requires a successful melee attack roll, where success indicates the attacker has grabbed their opponent. This hold is maintained until the attacker releases it or the defender makes a save vs. Death Ray, which is attempted at the defender's next action (according to Initiative). A successful wrestling attack causes the attacker to move into the same "space" as the defender (if miniature figures are used).

After achieving a hold on an opponent, the attacker can automatically inflict unarmed damage (as if striking with a fist), prevent a held opponent from speaking, use simple magic items such as rings, or take any other action the GM allows. The attacker may also attempt to acquire an item the opponent is holding (such as a weapon) or attempt to move the opponent (as described below). A held character may be voluntarily released whenever the attacker so desires.

The attacker can't draw or use a weapon or use a wand, staff, scroll or potion, escape another's wrestling attack, cast a spell, or pin another character while holding an opponent.

Moving the Opponent: The attacker can move up to one-half speed (bringing the defender along) with a successful attack roll, if the attacker is strong enough to carry or drag the defender.

Acquiring an Object: The attacker may attempt to take an item away from the defender. This requires an additional attack roll; if the roll fails, the defender may immediately attempt an attack roll (even if they have already attacked this round) which, if successful, results in the defender pinning the attacker; or, the defender may choose to escape instead of reversing the hold.

Actions Allowed to the Defender: The target of a successful hold is usually immobile (but not helpless) at least until their next action, as determined by Initiative.

Such characters suffer a penalty of -4 to AC against opponents other than the attacker.

If the defender is significantly stronger and/or larger than the attacker, they may move at up to one-half speed, dragging the attacker along.

On the defender's next action, they can try to escape the pin with a saving throw vs. Death Ray; the defender must apply the better of their Strength or Dexterity bonuses (or penalties) on this roll. If the escape roll succeeds, the defender finishes the action by moving into any space adjacent to the attacker.

If more than one attacker has a hold on a particular defender, a successful escape roll frees the defender from just one of those attackers.

Held characters may also use simple magic items such as rings. A character being held may not normally cast a spell, even if they have not been silenced by the attacker.

Multiple Opponents: Several combatants can be involved in a wrestling match. Up to four combatants can wrestle a single opponent of normal size in a given round. Creatures that are smaller than the attacker count for half, while creatures that are larger count at least double (as determined by the GM). Note that, after an opponent is pinned, other attackers benefit from the -4 AC penalty applied to the defender. However, this AC penalty is not cumulative (that is, each successful attack does not lower the defender's AC further).

It is also possible for another character to attack the attacker in an ongoing wrestling bout. In this case, a successful hold on the attacker grants the original defender a +4 bonus on subsequent escape rolls.

Wrestling With Monsters: In general, the rules above can be used not only when character races wrestle but also when humanoid monsters are involved. The GM will decide whether or not to allow wrestling involving non-humanoid creatures on a case-by-case basis; if this is allowed, the following adjustments apply:

Creatures with extra grasping appendages (more than the usual two) gain a +1 bonus on attack rolls or saving throws for each such appendage. This includes creatures with feet capable of grasping (such as monkeys or apes, giant spiders, etc.)

Large creatures able to fly may attempt to carry off their opponents (even if the flying creature is the defender).

Wrestling attacks against creatures with touch attacks (such as wights) will cause the attacker to suffer one such attack automatically every round.

Morale

NPCs and monsters don't always fight to the death; in fact, most will try to avoid death whenever possible. Each monster listing includes the monster's Morale score, a figure between 2 and 12. To make a Morale check, roll 2d6; if the roll is equal to or less than the Morale score, the monster or monsters are willing to stand and fight. If the roll is higher, the monster has lost its nerve. Monsters with a Morale score of 12 never fail a Morale check; they always fight to the death.

In general, Morale is checked when monster(s) first encounter opposition, and again when the monster party is reduced to half strength (by numbers if more than one monster, or by hit points if the monster is alone). For this purpose, monsters incapacitated by **sleep**, **charm**, or **hold** magic are counted as if dead.

The Game Master may apply adjustments to a monster's Morale score at their discretion. Generally, adjustments should not total more than +2 or -2. No adjustment is ever applied to a Morale score of 12.

A monster that fails a Morale check will generally attempt to flee; intelligent monsters or NPCs may try to surrender, if the GM so desires.

Note that special rules apply to **retainers**, as explained further on page 46.

Clerics vs. Undead Table

Cleric Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire	Ghost
	1 Hit Die	2 Hit Dice	3 Hit Dice	4 Hit Dice	5 Hit Dice	6 Hit Dice	7 Hit Dice	8 Hit Dice	9+ Hit Dice
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	No	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

Turning the Undead

Clerics can Turn the undead, that is, drive away undead monsters by means of faith alone. The Cleric brandishes their holy symbol and calls upon the power of their divine patron. The player rolls 1d20 and tells the GM the result. Note that the player should always roll, even if the GM knows the character can't succeed (or can't fail), as telling the player whether or not to roll may reveal too much.

The GM looks up the Cleric's level on the Clerics vs. Undead table, and cross-references it with the undead type or Hit Dice. (The Hit Dice row is provided for use with undead monsters not found in the Core Rules; only use the Hit Dice row if the specific type of undead monster is not on the table and no guidance is given in the monster's description. Note that the hit dice given are not necessarily the same as the hit dice of the monster given for that column.) If the table indicates "No" for that combination, it is not possible for the Cleric to affect that type of undead monster. If the table gives a number, that is the minimum number needed on 1d20 to Turn that type of undead. If the table says "T" for that combination, that type of undead is automatically affected (no roll needed). If the result shown is a "D," then that type of undead will be Damaged (and possibly destroyed) rather than Turned.



If the roll is a success, 2d6 hit dice of undead monsters are affected; surplus hit dice are lost (so if zombies are being Turned and a roll of 7 is made, at most 3 zombies can be Turned), but a minimum of one creature will always be affected if the first roll succeeds.

If a mixed group of undead (say, a wight and a pair of zombies) is to be Turned, the player still rolls just once. The result is checked against the weakest sort first (the zombies), and if they are successfully Turned, the same result is checked against the next higher type of undead. Likewise, the 2d6 hit dice are rolled only once. For example, if the group described above is to be Turned by a 2nd level Cleric, they would first need to have rolled a 15 or higher to Turn the zombies. If this is a success, 2d6 are rolled; assuming the 2d6 roll is a 7, this would Turn both zombies and leave a remainder of 3 hit dice of effect. Wights are, in fact, 3 hit die monsters, so assuming the original 1d20 roll was a 20, the wight is Turned as well. Obviously, were it a group of 3 zombies and a wight, the 2d6 roll would have to be a total of 9 or higher to affect them all.

If a Cleric succeeds at Turning the undead, but not all undead monsters present are affected, they may try again in the next round to affect those which remain. If any roll to Turn the Undead fails, that Cleric may not attempt to Turn Undead again for one full turn. A partial failure (possible against a mixed group) counts as a failure for this purpose.

Undead monsters which are Turned flee from the Cleric and their party at maximum movement. If the party pursue and corner the Turned undead, they may resume attacking the party; but if left alone, the

monsters will not return or attempt to attack the Cleric or those near them for at least 2d4 turns.

Undead monsters subject to a D (Damaged) result suffer 1d8 damage per level of the Cleric (roll once and apply the same damage to all undead monsters affected); those reduced to zero hit points are utterly destroyed, being blasted into little more than dust. Those surviving this damage are still Turned as above.

Energy Drain

Sometimes characters are exposed to energy drain from undead or evil magic. Such energy drain is manifested in the form of "negative levels." For each negative level a victim receives, they suffer a semi-permanent loss of one hit die worth of hit points, a penalty of -1 on all attack and saving throw rolls (and any other roll made on 1d20), and -5% to any percentile roll such as thief abilities. In addition, an affected spell caster loses access to one of their highest-level spell slots. The victim may or may not be allowed a saving throw to resist the effect (depending on the specific monster type).

If the character's hit points are reduced to zero or less by means of energy drain, the victim is immediately slain. If the energy drain is caused by an undead monster, the victim will usually be transformed into that sort of undead (exact details vary by type of monster).

Negative levels may be removed by magic, such as the **restoration** spell. When a negative level is to be removed, divide the total number of hit points lost by the number of negative levels (rounding normally) to determine how many hit points are restored.

For example, a character suffers three negative levels of energy drain. The hit point losses rolled were 6, 5, and 2, for a total of 13 points lost. The first negative level removed restores $13 / 3 = 4.3333$ hit points (which is rounded to 4 even). Now the character has two negative levels and has lost 9 hit points. The next time a negative level is removed, the character recovers $9 / 2 = 4.5$ hit points, which is rounded to 5 even. Now the character has one negative level and 4 hit points lost. Removal of the last negative level will restore the remaining 4 points.

Those who have suffered energy drain generally have a gaunt, haggard look about them, noticeable by observant characters.

Healing and Rest

Characters recover 1 hit point of damage every day, provided that normal sleep is possible. Characters who choose full bedrest regain an additional hit point each evening.

Normal characters require 6 hours sleep out of every 24. Subtract from this number of hours the character's Constitution bonus; so a character with 18 Constitution needs only 3 hours sleep per night (and a character with 3 Constitution needs 9 hours). Note that these figures are minimums; given a choice, most characters would prefer to sleep two or more hours longer.

Characters who get less than the required amount of sleep suffer a -1 penalty on all attack rolls and saving throws (as well as not receiving any hit points of healing). For each additional night where sufficient sleep is not received, the penalty becomes one point worse. Regardless of how long the character has gone without adequate sleep, the normal amount of sleep will remove these penalties.

Constitution Point Losses

Any character who has lost Constitution points temporarily (such as due to a disease) may regain them with normal rest. The rate of recovery is one point per day, awarded each morning when the character awakens from a normal night's sleep. If more than one Constitution point was lost, the character must make a save vs. Death Ray (without adjustments) to regain the final point; failure results in a permanent loss of that point.

If a Constitution loss results in a lower bonus or penalty, the character's maximum hit points must be reduced appropriately; for instance, a character reduced from 16 to 15 Constitution goes from +2 to +1, thus losing one hit point per die rolled. If a reduction in maximum hit points reduces that figure to less than the character's current hit points, reduce the current hit points to the new maximum hit point figure immediately.

When regaining Constitution, any increase that increases the character's Constitution bonus results in the restoration of the hit points lost due to the reduction, added to the maximum hit point figure only. Current hit points will not be improved in this fashion, but rather must be regained by normal healing.



Falling Damage

Characters suffer 1d6 points of damage per 10' fallen, up to a maximum 20d6. Fractional distances are rounded to the nearest whole number, so that a fall of 1-4' does no damage, 5'-14' does 1d6, etc.

Deafness and Blindness

A deafened creature can react only to what it can see or feel, is surprised on 1-3 on 1d6, and suffers a -1 penalty to its Initiative rolls. A blinded creature is surprised on 1-4 on 1d6, suffers a -4 penalty to its attack rolls, a -4 penalty to its Armor Class, and a -2 penalty to its Initiative rolls. These effects are modified when dealing with monsters having unusual sensory abilities; for example, bats may be affected by deafness as if blinded instead.

These penalties are for characters or creatures recently handicapped. Those who are normally blind or deaf may have reduced penalties at the GM's option.

Note that the penalty for attacking an invisible opponent is the same as the penalty for attacking blind, that is, -4 on the attack roll. Do not apply this twice... a blind character attacking an invisible opponent is no worse off than if they were attacking a visible one.

Attacking a Vehicle

Attacks against vehicles (such as wagons or ships) are made against Armor Class 11. Each vehicle has listed Hardness and Hit Point values. Roll damage against the vehicle, and then reduce that damage by the Hardness value. Any excess damage is applied to the vehicle.

If the vehicle takes damage equal to or greater than the listed HP on one side, it is reduced to half speed due to wheel damage or a hull breach; if it takes this much again, it is immobilized, and this much damage will sink a ship.

Saving Throws

Saving throws represent the ability of a character or creature to resist or avoid special attacks, such as spells or poisons. Saving throws are made by rolling a d20 against a target number based on the character's class and level; for monsters, a comparable class and level are provided for the purpose of determining the monster's saving throw figures. As with attack rolls, a natural (unadjusted) roll of 20 is always a success, and a natural 1 is always a failure.

The five categories of saving throw as follows: **Death Ray or Poison**, **Magic Wands**, **Paralysis or Petrify**, **Dragon Breath**, and **Spells**. Spells and monster special attacks will indicate which category applies (when a saving throw is allowed), but in some unusual situations the Game Master will need to choose a category. One way to make this choice is to interpret the categories metaphorically. For example, a GM might be writing an adventure wherein there is a trap that pours burning oil on the hapless adventurers. Avoiding the oil might be considered similar to avoiding Dragon Breath. Or perhaps a stone idol shoots beams of energy from its glaring eyes when approached. This attack may be considered similar to a Magic Wand, or if especially potent, a Spell. The saving throw vs. Death Ray is often used as a "catch all" save versus many of the "ordinary" dangers encountered in a dungeon environment.

In general, saving throw rolls are not adjusted by ability score bonus or penalty figures. There are a few exceptions:

- Poison saving throws are adjusted by the character's Constitution modifier.
- Saving throws against illusions (such as **phantasmal force**) are adjusted by the character's Intelligence modifier.

Repairing a Vehicle

Damage done to a vehicle may be restored at a rate of 1d4 hit points per crew member per hour of labor. However, a vehicle can only be restored to 90% of its maximum hit points by field repairs; a damaged ship must be put into drydock and repaired by a shipwright and his crew, while a wagon, cart or chariot will require a wagonmaker to repair them. Costs of such repairs are left to the Game Master to decide.

Throws

- Saving throws against **charm** spells (and other forms of mind control) are adjusted by the character's Wisdom modifier.

The GM may decide on other saving throw adjustments as they see fit.

Item Saving Throws

Area effects (such as fireball or lightning bolt spells) may damage items carried by a character as well as injuring the character. For simplicity, assume that items carried are unaffected if the character or creature carrying them makes their own saving throw. However, very fragile items (paper vs. fire, glass vs. physical impact, etc.) may still be considered subject to damage even if the bearer makes their save.

In any case where one or more items may be subject to damage, use the saving throw roll of the bearer to determine if the item is damaged or not. For example, if a character holding an open spellbook is struck by a fireball spell, they must save vs. Spells, and then save again at the same odds for the spellbook.

The GM should feel free to amend this rule as they wish; for instance, a backpack full of fragile items might be given a single saving throw rather than laboriously rolling for each and every item.



Saving Throw Tables by Class**Cleric**

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	11	12	14	16	15
2-3	10	11	13	15	14
4-5	9	10	13	15	14
6-7	9	10	12	14	13
8-9	8	9	12	14	13
10-11	8	9	11	13	12
12-13	7	8	11	13	12
14-15	7	8	10	12	11
16-17	6	7	10	12	11
18-19	6	7	9	11	10
20	5	6	9	11	10

Fighter

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
NM	13	14	15	16	18
1	12	13	14	15	17
2-3	11	12	14	15	16
4-5	11	11	13	14	15
6-7	10	11	12	14	15
8-9	9	10	12	13	14
10-11	9	9	11	12	13
12-13	8	9	10	12	13
14-15	7	8	10	11	12
16-17	7	7	9	10	11
18-19	6	7	8	10	11
20	5	6	8	9	10

Magic-User

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	13	14	13	16	15
2-3	13	14	13	15	14
4-5	12	13	12	15	13
6-7	12	12	11	14	13
8-9	11	11	10	14	12
10-11	11	10	9	13	11
12-13	10	10	9	13	11
14-15	10	9	8	12	10
16-17	9	8	7	12	9
18-19	9	7	6	11	9
20	8	6	5	11	8

Thief

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	13	14	13	16	15
2-3	12	14	12	15	14
4-5	11	13	12	14	13
6-7	11	13	11	13	13
8-9	10	12	11	12	12
10-11	9	12	10	11	11
12-13	9	10	10	10	11
14-15	8	10	9	9	10
16-17	7	9	9	8	9
18-19	7	9	8	7	9
20	6	8	8	6	8



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