

Dungeon Master® Option: High-Level Campaigns by Skip Williams

Foreword

Utter the words “high-level character” to just about any group of AD&D® game fans and you are certain to get a strong reaction. Veteran players often shake their heads in disgust, but there are a few whose eyes gleam with fond memories. Referees often look pained or confused. Everyone, it seems, has an opinion about high-level play.

If you are a fan of high-level campaigns, there is very little I can say about this book. You have probably already thumbed through the pages, lingering over the choicest bits. Perhaps you’ve studied the rules and tables of legendary monsters in Chapter 2 or considered the possibilities that the new character powers from Chapter 7 can bring to your game. Enjoy!

If your opinion of high-level play is lukewarm or worse, you might be wondering why I wrote this book at all. I’ll share a secret with you. Before I started this book, I wasn’t any too fond of high-level play either. My mind began to change, however, as I began planning the book and talking to people about what it should contain. Although high-level play can be difficult, I learned that there have been plenty of successful high-level campaigns over the years.

Along the way, I began thinking about an old character I once played: Ellis Strongheart. Ellis began life as a 1st-level ranger full of spunk, and he wound up as the lord of a huge castle. Ellis had a list of powerful enemies as long as your arm and an equally long list of allies, including a time-traveling dragon and a host of servants and retainers. The campaign that gave birth to Ellis is long gone, but Ellis is now firmly ensconced in my own campaign as an NPC. The players in my game are strangely attracted to Ellis (lesser mortals call him Lord Strongheart). Ellis is very much a viable character, with a long history and an enigmatic reputation. To me, Ellis is proof that high-level play can be worthwhile, even if it does get rather wild.

This book’s first chapter, The Seven Maxims, discusses what DMs have to do to make sure their campaigns stand up to the rigors of high-level play. All campaigns require work, but high-level games require a special touch, and it is the lack of that knowledge that causes many high-level games to go astray. If you have tried a high-level game and failed, the material in the first two chapters should help you avoid critical mistakes. The rest of the book provides ideas for keeping a game—and its player characters—fresh. There are rules and suggestions for building adventures and whole new worlds, conducting magical duels, and making magical items. Two chapters are worth special note: Chapter 6, True Dweomers, and Chapter 7, High-Level Characters. Both of these chapters introduce new powers into the game.

True dwellers are essentially 10th-level spells. I included them not just to satisfy power gamers, but to allow high-level spellcasters to create world-shaking magic. When the rules are used properly, the casting of a single true dweller can keep a group of PCs busy for a long time. Chapter 7 includes some hard-and-fast rules about what characters

can do. In it there is a revised rule for automatic failure of saving throws—something that places a little fear back into high-level character's lives—and a host of new powers. Don't be put off by these new abilities; their purpose is twofold: First, they give players something to look forward to. No longer do high-level characters simply accumulate more hit points once they reach 9th or 10th level. Second, they put truly epic abilities into the hands of player characters. These new powers are not going to allow PCs to lay waste to the countryside, but using one indisputably marks a character as a legendary figure. That's what high-level play is all about.

Skip Williams
April, 1995

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Chapter 1:

The Seven Maxims

High-level AD&D® campaigns pose some special problems for the referee. Encounters are more difficult to construct because the DM cannot simply throw monsters at characters whose prowess are equal to those of Hercules, Merlin, and other heroes of myth and legend. Keeping a high-level campaign on-track and exciting can be so difficult that many players and DMs prefer to retire their high-level characters and start over at 1st level rather than continue the campaign.

Retiring powerful characters and starting over is not an unreasonable course of action. Indeed, Chapter Three of the *Dungeon Master® Guide* explains that retirement is inevitable once characters exceed level 20. If you are reading this, however, you've decided to forge ahead and experience what truly powerful AD&D characters can do.

The book you hold in your hands contains rules and campaign suggestions for characters of up to 30th level. For our purposes, any character of level 10 or more is high-level.

It is possible to have a successful high-level campaign, but only if the participants are willing to put forth extra effort to build a game that works. This chapter presents seven basic principles that anyone who runs a high-level campaign should understand:

- Don't depend on the dice.
- Use adversaries intelligently and inventively.
- Control magic.
- Be aware of demographics.
- Think on an epic scale.
- Plan ahead.
- Share responsibility with your players.

Following these principles does not guarantee a great game, but all successful high-level AD&D campaigns use them to one degree or another. If you keep these maxims firmly in mind, your campaign can continue to provide you and your players with many hours of enjoyment even after the player characters have achieved fantastic levels of power.

1. Don't Depend on the Dice Every AD&D campaign requires a certain level of tension—a great adventure includes something glorious to gain and something equally important to be lost. It's a good idea to play a light adventure just for laughs from time to time, but the game is at its best when the PCs find themselves poised between grand success and dismal failure.

Early in a campaign, just rolling the dice provides enough uncertainty to keep everyone on the edge of their seats. Fighters hack at their opponents, hoping their attacks hit. Even against lowly goblins, a 1st-level fighter misses with a melee attack about half the time (more than that if the character doesn't enjoy combat bonuses from Strength and weapon specialization). All players wince inwardly—sometimes visibly—when the DM calls for a saving throw; a simple poison has an excellent chance to slay or incapacitate a 1st-level character. Likewise, when each player character has only a handful of hit points, even the initiative roll is crucial because a single blow from a sword often spells death for

a novice adventurer.

In each of the preceding examples, the chance of failure is significant for the PC, and the consequences of not succeeding are grave. As the campaign matures and the PCs become more powerful, however, players learn not to dread the dice so much. Fighters of 4th to 6th level can expect their attacks to hit more often than they miss, and even priests and rogues can expect to hold their own in a short fight. All characters at this level have more staying power than 1st-level characters, and they can afford to take a little abuse when they face dangerous opponents. The DM still can make the players fear for their characters' lives, however, by confronting them with increasingly powerful enemies.

Increasing the foes' strength is a good thing for low- to mid-level campaigns for two reasons. First, it helps maintain the level of tension by making things more difficult for the heroes. Mid-level characters can expect to hit goblins more often than they miss, but they have a harder time dealing with wyverns. Second, it helps maintain the level of reward. The tougher the foe, the more experience you can award. This is important for maintaining a steady rate of advancement because a PC advancing from 1st to 9th level must earn an increasing amount of experience between each level, as even a cursory glance at Figure 1 reveals. Figure 2 shows the increasing rewards for more powerful foes.

The cycle of escalating power begins to break down as the PCs exceed level 9. First, the PCs' THAC0 and saving throw numbers become so low that success is virtually assured, especially when the effects of high ability scores and magical items are factored in. Likewise, PC Armor Classes tend to become so good (again due to magical items and high ability scores) that many monsters can't damage the PCs in combat. Second, the experience required to gain the next level no longer increases geometrically once the PCs reach 9th level—there is a flat increase from level to level instead. Figures 3 and 4 help illustrate the problem.

Combat, once the most dramatic activity in the game, can become a dull routine of hack, inflict damage, and hack again—especially if the DM allows the players to think their characters are invincible. Of course, you can restore the level of tension by presenting the PCs with increasingly powerful foes. However, simply bringing the antagonists to the PCs' level of power is not a good idea—it cheapens the heroes' accomplishments. Tension in the game is a positive element, but many players despair when they realize that their characters are always in some kind of peril. Players often feel their characters are pushing their luck with each new adventure and opt to retire their favorite characters before they are killed. Stiffening the opposition also brings the PCs more experience, which accelerates level advancement, and in turn makes the whole problem even worse.

The key to maintaining tension in the game without inflating the level of power is to create situations where the players must rely on their own memories and reasoning skills. Rather than confronting high-level player characters with huge numbers of powerful foes, try smaller numbers of weaker foes who attack according to a plan. Also, not every encounter has to be a fight. Give your players problems that require them to think rather than roll dice—complex political struggles, mysteries, puzzles, and the like challenge the players directly. To keep the game centered on the characters, present the players with situations that make them search for new ways to use their characters' abilities. See Chapter Two for more suggestions.

Do not try to eliminate dice rolling altogether, however. Everyone likes to trash

something once in awhile, and players expect to be able to do something with their high-level characters' newfound powers. The key is to not allow the PCs to become so dominant that every situation descends into a die-rolling extravaganza where the only fun involved is in determining the number of casualties the party can create in one round.

2. Intelligent Adversaries You can challenge your campaign's high-level player characters without making every monster and villain in your world a killing machine. In a well-run game, what you decide to do with your bad guys is far more important than their raw power. Try to think beyond the simple all-out assault by a mass of expendable foes. High-level characters have little to fear from such attacks, and their players generally expect more originality and ingenuity from their DM. This section contains a few tips for getting the most out of any adversary your PCs face.

Consider the Opponent's Intelligence

Make sure the opponent acts as smart as it should. Any foe worthy enough to challenge high-level PCs didn't get that way through foolish actions. This does not mean that only foes with genius-level intelligence are suitable in high-level play. Even opponents with low intelligence can learn from experience and are not necessarily foolish. A man-eating tiger, for example, has an Intelligence rating of 2–4, but its experience in stalking people can make it a canny and unpredictable opponent for any group. An opponent doesn't have to be brilliant to challenge high-level characters: It has to avoid obvious mistakes.

Many DMs tend to think of very weak creatures, such as goblins and kobolds, as prone to foolish and unintelligent behavior; this is an error. Kobolds and some goblins have average Intelligence, which make them as smart as a typical human. Humans are pretty inventive creatures. They have survived an ice age and have produced and maintained our incredibly complex and technical culture. Creatures with average intelligence might blunder when making split-second decisions, but they learn from their mistakes and prepare for the worst. For a more complete discussion of how intelligence affects a creature's actions in combat, see Chapter 10 of the *Player's Option™ Combat & Tactics* book.

Review the Creature's Weaknesses

No matter how intelligent the creature is, any opponent of high-level PCs should be as prepared as possible to face the party. Unintelligent creatures undoubtedly have another force that tells them what to do, and this behind-the-scenes antagonist makes sure that any discernible weaknesses have been minimized. Against high-level PCs, few allies are expendable—the villain must make sure that each ally has a specific purpose.

As DM, it is your responsibility to make sure that the PCs' enemy has adequately prepared for any confrontation. Obvious weaknesses, such as a rakshasa's susceptibility to a blessed crossbow bolt, should be shielded from the PCs. Perhaps the rakshasa has read a *scroll of protection from magic*, or is protected by a *minor globe of invulnerability* when the PCs attack. Some additional examples follow:

Fire and acid are troll's worst enemies because they prevent the troll from regenerating (see the troll entry in the *Monstrous Manual™*). A troll's regeneration ability also has a

delay; the creature regains no hit points until three rounds after it suffers its first wound.

Trolls that have each consumed a *potion of fire resistance* and covered themselves with *oil of acid resistance* might prove quite a challenge for PCs who are accustomed to chopping up trolls and dousing them with flaming oil.

A cavern filled with pockets of explosive gases would make any fire-based spell hazardous for the PCs.

Player characters might hesitate to attack trolls with fire after a trap douses them with flammable oil.

A troll that spends a few rounds hurling missiles at a party before closing to melee might just suffer an arrow hit that starts its regeneration before it begins suffering really heavy damage from the party's warriors.

Vampires suffer from diverse vulnerabilities that players know all too well: sunlight, garlic, mirrors, holy symbols, turning by priests and paladins, and running water.

Living deep underground and keeping a few items enchanted with *continual darkness* spells effectively eliminates the threat of sunlight.

Smart vampires keep charmed minions on hand to break mirrors, destroy garlic, and snatch away holy symbols.

A well-placed *wall of ice*, *Otiluke's freezing sphere*, or *lower water* spell makes immersing a vampire in running water difficult if not impossible.

Remember that it is running water that harms vampires. Stagnant water doesn't hurt them at all, and a clever vampire might use standing water as a hiding place to ambush overconfident PCs.

A vampire employing a disguise might not be recognized as an undead creature until after it attacks, providing hefty surprise penalties to the PCs. A *nondetection* spell would prevent its discovery by *detect undead* or similar spells.

A vampire living in a particularly unhallowed place might be resistant to turning attempts.

Giant slugs are wildly inaccurate when they first use their acidic spit in an encounter, and they have a terrible Armor Class.

A giant slug might automatically hit with its initial acid attack if the party must approach it through a narrow opening or constricted passage.

The slug's poor Armor Class is irrelevant if the party cannot attack it. Perhaps it lies on the far side of a crevasse or behind a portcullis or other barrier.

In many cases, you also have to find ways to explain why a creature enjoys the advantages it has for the situation you have constructed. Remember that the PCs might want to incorporate some of your ideas into a defensive aid for their own keeps and castles. Keeping the PCs' alignments in mind, your rulings—for or against—should be consistent.

Perhaps a member of the troll's group is a *polymorphed* or *reincarnated* wizard who is making the best of a bad situation by brewing potions for her companions.

The explosive gases are a naturally occurring event in that region. An alchemist could

reproduce the explosive for the PCs, but it would be expensive.

Vampires have the intelligence and longevity to dream up all manner of special defenses and contingency plans. Did someone say *contingency*?

Perhaps the giant slug is another creature's pet or guardian. The portcullis, which the slug might easily batter down, is coated with a thick layer of salt that discourages the monster from pushing against it except in one place that is just large enough to accommodate its head.

Review the Creature's Strengths

Pay equal attention to the creature's strong points and find ways to maximize them. Intelligently played monsters can wreak havoc on even the most well-prepared group of high-level heroes. Start by identifying their strengths and then formulate plans to take advantage of them. For example:

Trolls boast regeneration, multiple attacks, and respectable Strength scores.

A group of trolls might attack in waves so that damaged individuals can retreat and regenerate lost hit points while the fresh troops press the fight.

A troll attacks three times each round; a *haste* spell increases this to six.

A troll's great strength allows it to employ a variety of indirect attacks, such as rolling boulders onto opponents from atop a cliff.

Trolls armed with magical weapons, such as two-handed swords, could successfully attack characters with low Armor Classes and do considerable damage in the process (their damage bonus when using weapons is +8).

Everybody knows that vampires drain life energy, but they have a vast repertoire of powers including high mobility, various spell and weapon immunities, high Strength scores, formidable charm ability, and can conceal themselves by posing as normal humans or demihumans.

A vampire is at its best when it can attack a lone, high-level PC. One-on-one confrontations give the vampire a chance to use its charm gaze and attempt melee without fear of an overwhelming spell assault or clerical turning attempt.

A vampire can only be hit by magical weapons, so protecting itself with spells like *invulnerability to magical weapons* or *antimagic shell* allow the vampire to wear down high-level warriors without fear of the PCs' blades slicing through it.

In a high-level campaign, mobility is the vampire's greatest power. (*Scarabs of protection* and spells such as *negative plane protection* and *restoration* make level-draining undead considerably less formidable than they are in campaigns where the PCs have fewer resources.)

Gaseous form allows the vampire to move through barriers that are impassable to the PCs. A few pinholes in a wall, floor, or ceiling that has been reinforced with metal bars (to defeat *passwall* spells) allows a vampire to come and go as it pleases.

Time is also a vampire's ally, especially if it is deep underground where it doesn't have to worry about natural sunlight. If forced to retreat, a vampire can spend some time

regenerating, then return—at full hit points—to harry its enemies from a new angle.

The vampire might pose as a resident from a nearby village who is here to slay the vampire. Players are not likely to recognize a vampire for what it is if the monster is running round with a wooden stake and mallet in hand.

Giant slugs have endless supplies of acidic spittle, immunity to blunt weapons, and boneless bodies that can fit through small openings.

Repeated acid attacks can wear down even the strongest characters, and the acid has a chance (however small) to destroy magical items and make high-level PCs a little less formidable.

Stoneskin can protect the slug from weapon attacks for a brief time, giving it more time to wear down the PCs. A *spell engine* could be setup nearby to absorb spells, or a *chain contingency* could be in place on the slug to activate spells like *fire shield* (cold version), *lightning bolt*, and other unexpected surprises.

A giant slug's ability to squeeze into small places allows it to lie in wait for the PCs in a place that appears empty at first glance.

Minimizing weaknesses and maximizing strengths allows you to challenge the PCs and maintain tension without power inflation; foes become slightly harder to kill and a little more challenging in a fight.

There are other advantages as well. Players with high-level characters often are veteran players who are very familiar with most AD&D game monsters. Their encyclopedic knowledge allows them to strike immediately at a monster's weak point, easily defeating the creature. If you take pains to minimize monsters' weaknesses and exploit their strengths, you encourage your players to think creatively by providing a new challenge (thinking of a way to exploit the shielded weakness or avoid the amplified strength). You also restore some freshness to your campaign, because the players quickly learn that all monsters are not exactly alike. Since the players are no longer certain how much danger they face, they learn to respect the offensive capabilities of any creature they meet, which encourages them to consider alternatives to fighting.

Handling Defeat

The easiest way to decide what a creature does in the face of impending defeat is to check its morale rating and roll the dice to see if it runs away. Don't handle every foe this way. Player characters don't have to check morale, and neither should important nonplayer characters, monsters, or other foes. Rank-and-file troops, however, are part of an encounter's setting and should follow the morale rules. Very few leaders are so charismatic that *all* their followers march to their deaths *all* of the time. Likewise, the PCs' own allies and henchmen might quit the field at times when the heroes find it inconvenient for them to retreat.

In many campaigns, the DM follows the forgoing advice at least in part; monsters and villains usually slug it out with the PCs until the bitter end. Fighting to the death isn't such a bad idea, because most PCs can obliterate fleeing opponents before they have a chance to get away. If death is inevitable, one might as well do as much damage to the enemy as possible before dying.

Defeat need not always mean death or retreat, even in a pitched battle. Real battles, for example, have much lower kill rates than fantasy battles. Picket's infamous charge during the Battle of Gettysburg killed 50% of the attackers; that means half the people who participated in the attack survived. There are basically four options open to an opponent who is staring defeat in the face:

Surrender: The creature simply gives up—or appears to give up.

Flee: A retreat from battle need not be a mindless rout. The opponent might choose to withdraw and fight again under better circumstances. In any case, leaving a battle and surviving the attempt is a fine art (see below).

Reversal: If the opponent's first plan of action isn't leading to victory, it might try another approach. Since defeat is looming ever-closer, this tactic is usually the most daring.

Fight: The creature simply continues the fight and hopes for the best.

Motivations

Exactly which option an opponent takes should depend on the creature's motivations, knowledge of the enemy, and resources. Start by thinking about why the opponent is attacking in the first place.

Coercion: Opponents who attack because a stronger creature has forced them into it might very well fight to the death. For these creatures, fleeing the battle might be worse than dying at the hands of the PCs. Creatures that have been forced to attack usually don't have the resources or creativity to regain the upper hand through some bold action when things begin to go bad—they stick with the original strategy against the PCs unless told otherwise.

If the PCs have a reputation for showing mercy, foes who are too fearful of their masters to run away might surrender instead. If the PCs have a reputation for killing every opponent who crosses swords with them, however, no foe is likely to surrender under any circumstances.

Magical Motivations: Opponents who attack because they have been magically charmed or are under some other kind of externally imposed compulsion to attack might literally be unable to preserve themselves through flight or surrender. Likewise, their clouded mental state often prevents them from winning a victory through some inspired action.

The Home Front: Opponents who are defending their homes or a fortification usually do not quit the field altogether. Instead, they most often try to fall back so they can attack again. If unable to retreat, the opponent might surrender in hopes of delaying the attacker (prisoners can be such an encumbrance) or for the chance to break free and attack again at an opportune moment.

Looting: Opponents seeking loot or who attack during an unplanned encounter flee at the

first hint of difficulty. Brigands and cutthroats who commit crimes when the opportunities present themselves fall into this category.

Pride: Opponents who have attacked out of sheer bravado, spite, or aggressiveness usually do not flee from a battle except as part of a calculated plan of hit-and-run attacks. When faced with utter defeat, this type of opponent tries something dramatic, such as a retributive strike with a *staff of power*, rather than surrender or flee.

Leaving the Field

An effective retreat, like an effective attack, requires some advance planning and a grasp of the current situation. To flee an encounter successfully, a creature has to accomplish three things: outrun the PCs, survive or foil the PCs' ranged attacks, and elude any long-term pursuit the PCs might attempt.

Of course, what looks like flight can easily be a rush to higher ground or the beginning of a series of hit-and-run attacks against the party.

Running Away: Outrunning the PCs is best accomplished by moving faster than the heroes. Failing that, the fleeing creature should go somewhere that the PCs cannot follow. For example, a horde of kobolds has no chance to outdistance a company of mounted knights on a road or in clear terrain, but they probably could get away if they fled down a steep, wooded slope where horses could not follow. It is always best to have an escape route in mind before a battle starts, and most intelligent combatants (except, perhaps, PCs) do so.

The surest way to flee a battle is through spells such as *teleport*, *dimension door*, *word of recall*, *phase door*, *plane shift*, and items with similar effects, such as *cubic gates* and *amulets of the planes*. These spells and devices work quickly and whisk the users far away, leaving no real clues as to their whereabouts.

If the opponent is too slow to get away and doesn't have a magical means to escape quickly, the best bet is to misdirect or divert the PCs. There are many ways to create successful diversions. Powerful magical illusions, such as a *programmed illusion* triggered by a command word, or *invisibility* tend to work the best. Reinforcements are great for shifting an attacker's attention away from an all-but defeated opponent. If neither of these are available, an opponent can try something desperate, such as throwing dust or red-hot embers in the PCs' eyes. Spells such as *wall of fog*, *fog cloud*, *mount*, or *rope trick* are ideal for a personal escape.

If the PCs cannot be distracted, the next best thing is to do something that slows them down. A few caltrops, a raging brush fire, or some tripwires can discourage direct pursuit, as can spells such as *web* or *entangle*.

Foiling Ranged Attacks: Opponents who have put some distance between themselves and the PCs are still not entirely out of danger. Many characters can deal out impressive amounts of damage from considerable distances with missile fire or spells.

The best way to deal with distance attacks is to get out of range as quickly as possible. Sometimes the method of escape takes care of the problem—teleportation outdistances just about anything instantaneously.

If the opponent cannot get out of range quickly, the next best thing to do is take cover

or hide. Even a little bit of concealment from a hedgerow or orchard can make missile attacks harder to use. Simply hiding makes some highly useful spells impossible to use because these attacks must be directed at something the caster can see (see *PHB*, Chapter 7). An opponent who shuffles his feet to create a cloud of dust or employs spells such as *wind wall* or *obscurement* can live to fight another day. An *antimagic shell* makes a great mobile shield against spell attacks. The spell's big disadvantage is that it neutralizes the caster's own magic, but that's usually not a problem when the user is running away. Magical items such as *cubes of force* are very useful for defeating ranged attacks.

Sometimes it is useful to delay flight for a few rounds and cripple the PCs' ability to use ranged attacks. A *warp wood* spell on a warrior's bow or a called shot that breaks a ranged weapon can save a lot of future trouble. Wizards and priests might have a little difficulty concentrating on spells if their opponents have splashed them with acid or flaming oil before they flee.

Foiling Long-Term Pursuit: Once a fleeing opponent has broken away from an encounter and gotten out of the PCs' sight, the opponent isn't entirely safe. A determined party can track an opponent back to his lair, striking again while the foe is weak. If the PCs succeed, they also gain whatever treasures the opponent has stored in the lair.

The surest way to discourage long-term pursuit is to leave behind no trail; the PCs can't follow if they don't know where the opponent has gone. Teleportation magic is excellent for this purpose. Flight is the next best mode of escape, as it allows for quick travel over any kind of terrain and leaves behind no tracks. The *pass without trace* spell can be useful for hiding a trail, but it also allows resourceful PCs to track the fugitive magically for a short time (1d6 turns, see the spell description in the *PHB*), which makes it unsuitable for opponents who wish to flee only a short distance.

Opponents who cannot avoid leaving a trail should try to leave a very faint trail. Rocky areas make better escape routes than muddy ones. If the PCs are tracking the fugitive by scent, the opponent can throw them off the trail by crossing a river or leaving behind something to cover the scent, such as pepper or another pungent spice.

Making the PCs think they have lost the trail can be an effective ploy. A *polymorph self* or *alter self* spell can allow a fugitive to take flight, which makes the trail appear to end abruptly. If flying is impractical (as might be the case if the PCs can fly), polymorphing into a new form changes the tracks and might confuse trackers, especially if the change to a new form takes place in a location where tracks are hard to find. For example, a party might have a fairly easy time tracking a fleeing ogre mage. They might be very confused, however, when they follow the trail to a busy road and the only tracks they find on the other side were made by an elf. A delayed use of the *pass without trace* spell also is useful for this purpose. A party of trackers might not think to check the area with a *detect magic* spell when the trail they've been following for an hour suddenly disappears.

A fleeing opponent can confuse pursuers by changing his mode of travel. Keeping a mount hidden near the battlefield allows for an unanticipated burst of speed; it also helps protect the mount from injury or death during the battle. A hidden cache of potions such as *speed*, *flying*, *polymorph self*, *gaseous form*, and *oil of etherealness* can accomplish the same thing.

Terrain can be a fugitive's ally. The earlier suggestion about going where the PCs

can't work in the long term, too. Disappearing into a monster-infested swamp can slow down even the best-equipped PCs. An armored paladin might have great deal of difficulty tracking a fleeing assassin up the side of a mountain.

The Perils of Withdrawing: Opponents seeking to withdraw to a better position rather than fleeing altogether face a set of problems different from creatures who wish to simply escape.

The biggest problem is to avoid an overwhelming attack while moving; if the PCs vigorously press the attack, an orderly withdrawal becomes a rout. Speed is also important—it doesn't do any good for an opponent to fall back if the PCs get to where the opponent is going first.

The best way to ensure a safe withdrawal is to restrict the PCs' movement. A large force of opponents might withdraw in smaller groups, leaving behind a team to keep the PCs engaged in melee while the remainder fall back and prepare to support the team's withdrawal. Many other things can hinder an attacker's ability to follow and harass withdrawing opponents: the various wall spells; prepared traps such as covered pits; spells such as *slow*, *entangle*, *repulsion*, and *solid fog*; natural terrain, such as hillsides; and fortifications, such as ditches and walls.

It never hurts to have support waiting when making a withdrawal. A hidden group of archers or spellcasters can do a lot to discourage PCs from following withdrawing troops too closely.

The preceding comments about dealing with the PCs' ranged attacks also apply here. A prearranged escape route or a plan designed to minimize the effects of the PCs' spells and missiles can make a withdrawal much easier to complete.

Hit-and-Run Tactics: Opponents who have decided to wear the PCs down through a series of hit-and-run attacks advance and withdraw according to some kind of prearranged plan (though they might concoct the plan at the spur of the moment). Generally, the opponent should hit the PCs hard and be gone before they effectively react. Some useful ideas include:

Hitting the PCs from concealment is an excellent way to cause maximum damage in minimal time. Attacking from two or more directions at once can be especially devastating.

Missile weapons and other ranged attacks, such as spells, work best for this strategy because they allow for a more speedy escape.

Concentrate attacks on the people who are a threat and leave the rest alone. Spellcasters and mounted characters are the prime targets because they can most readily make counterattacks and interfere with the opponents' withdrawal.

Surrender

Opponents choose surrender as a last resort. A creature that surrenders has made a conscious decision—however hastily—that becoming a prisoner is preferable to risking death by continuing the fight or running away.

It's always helpful to have a bargaining chip. Opponents who have something the PCs might think is valuable, such as information or treasure, have more motivation to surrender than opponents who do not. Most opponents do not give up their bargaining chips easily—they withhold them until they can be sure of reasonable treatment.

There is no reason why an opponent should be a model prisoner. The creature might do whatever it can to hinder the PCs and might try escape or attack if not properly guarded.

Reversal

Opponents for whom flight or surrender is unthinkable often try to change the situation when defeat looms over them. The opponent does not always try to win the battle with a single act of desperation or luck. A subtle change in tactics or shift in position can lead to victory eventually.

The surest and often the most dramatic way to turn the tide is to exploit an opportunity unique to the current situation. Things that might put an enemy in peril can provide opportunities. Are there bridge supports to cut? Is the encounter occurring in a building full of flammable materials? Is there loose snow or rock overhead that might cause an avalanche?

If the opponents can take advantage of the opportunity without significant risk or consequence, they should do so immediately. Very often, however, opponents initially opt for a normal fight or negotiation to avoid undue danger to themselves.

If the ultimate goal of the battle is to take magical items and other treasures from the PCs, it's unlikely that the opponents take actions that might damage or make those items inaccessible. Spells of destruction (*fireball*, *meteor swarm*, and *cone of cold*) are replaced with spells that neutralize the PCs (*slow*, *time stop*, and *chaos*).

Many opponents hold back their most potent weapons, such as magical items or spells, and use them only when all else fails. This might seem to contradict the prior point, but it is usually best to hold something back. An opponent who reveals the full extent of his strength at the beginning of a confrontation puts himself at a disadvantage because the PCs can plan and react accordingly. Also, some powerful weapons (such as a *staff of the magi*'s retributive strike, a *potion of storm giant strength*, or the opponent's only 9th-level spell) can be used only once.

Knowledge can be a potent reserve weapon. Opponents who know the PCs well might try to break off a fight and negotiate. Perhaps the PCs can be bluffed by playing on their fears. Perhaps they can be persuaded to redirect their aggression toward a common foe who is (or appears to be) more dangerous than the their current enemy.

Desperate opponents might attempt risky maneuvers, such as a called shots aimed at crippling or disarming the enemy's lead warrior, charging through the front rank to attack spellcasters in the rear, or just plain bluffing. These tactics tend to be dangerous for the person who attempts them, but they have spectacular results when they work.

Minimizing Personal Risks

Tangling with PCs of any level is hazardous to a creature's health. Player characters tend to win fights; after all, they are the heroes of the story.

Smart opponents recognize the danger that adventurers represent and take steps to

protect themselves. Minimizing risks is different from dealing with defeat—it involves limiting the consequences of defeat and reducing the chance to get hurt during a victory or a draw.

This approach is not only reasonable from the opponent's point of view, it also means the PCs have to work a bit before they can root out the campaign's true villains. This also keeps them from becoming overconfident since they know that the truly formidable opponents still await them. Making sure the campaign's most powerful foes don't take unnecessary risks has another benefit for the campaign. As the demographics section explains, powerful creatures are rare. The DM has to be careful lest the PCs kill off everything that has a hope of challenging them.

The best way to minimize personal risk is not to go anywhere or do anything dangerous. The opponent might use his powers to learn all he can about the PCs and then send henchmen or mercenaries to do the dirty work. The heroes can't slay a villain they have not met unless they, too, employ indirect attacks.

Opponents who take an active hand in attacks on the PCs have a better chance to survive unhurt if they can manage to be somewhere other than where the PCs think they are. Spells such as *project image* are great for this ploy. A *magic jar* spell is riskier, but apt to confuse PCs who expect to meet a wizard and instead find a warrior or other character. If an opponent leaves the magic jar in the hands of a servant who hides nearby, his escape is almost assured if things go wrong—especially if the servant is equipped with teleportation magic. The opponent also might pose as a bystander or rank-and-file foot soldier, relaying commands to a subordinate telepathically. If the PCs triumph, they might unwittingly make their rival a prisoner and never know that they are harboring a deadly enemy.

A safe and often effective strategy is to strike where the enemy is vulnerable, but not on hand to defend. The opponent might raid a PC's castle when the party is out adventuring. The opponent also might attack the PCs' friends, family, and business associates. A clever opponent might plan his attacks so carefully that the PCs don't even suspect that they are his true targets.

Bad Guys Don't Fight Fair

Two of the things that make bad guys truly evil is their desire to win at all costs and their determination to make someone else pay those costs. There is no trick too low, dirty, or mean for a truly dishonorable villain.

Many times, the villain makes sure that there are innocent bystanders milling around before a battle starts. Not only does this prevent the PCs from using their powerful area of effect spells against the villain's henchmen, it also confuses the PCs' ability to determine their true enemies. Of course, the villain cares little for the innocents in his midst; they only serve as a shield against the PCs. Meeting the heroes in an empty dungeon chamber or in a deserted street for the equivalent of a fantasy gunfight allows the high-level party to bring all of their guns to bear, spelling almost certain defeat for the villain.

Diversions

The opponent might create a diversion that forces the PCs to abandon the fight. For

example, if a battle is taking place in a town, the opponent might set a fire. The PCs must choose between pressing the attack or saving the town. They are likely to become very unpopular if they choose the former. They might even be accused of setting the blaze.

Innocent Bystanders

Particularly villainous opponents have no compunctions against using missile weapons and area of effect spells against PCs when they are surrounded by innocent bystanders. A panicking crowd might very well hinder the PCs by blocking vision, disrupting spellcasting, and restricting movement.

Villains might even set up a passerby so the heroes—in the heat of battle—mistake an innocent person as part of the villain's band. Even low-level illusions are quite effective at misleading a party in the midst of a battle, and it's unlikely that the PCs take time to verify each and every target of their attacks. Once the battle is over, the townspeople might accuse the PCs of murder, since all of the other bystanders saw the PCs attack without provocation.

Sentimental Targets

The opponent might attack a target that has sentimental value but little strategic or tactical value, such as a family home. The attack might not do a great deal of harm, but it can goad the PCs into making decisions based on emotion instead of careful thought. For example, the PCs might expend a great deal of time and resources guarding their family homes while bandits stalk the countryside.

Contingency Plans

Intelligent opponents, and especially major villains, don't meet the PCs in a fair fight. Villains always have escape routes and they use them when needed. Most villains do not risk even the chance of meeting the heroes in combat unless they have an advantage the PCs don't know about.

3. Control Magic Magic in an AD&D campaign is a splendid thing. It opens new possibilities for play and, more importantly, it provides a sense of wonderment for the players. Piles of gold and gems might make players' eyes sparkle, but magic is different because it gives PCs the power to do wondrous things. Magic puts a little bit of fantasy into the players' hands.

Too much magic, however, ruins play at any level. Excessive magic destroys game balance by giving the heroes too much power too quickly; the PCs cease to be heroic personas struggling in a hostile world and become high-powered exterminators who magically fumigate castles and dungeons, cleaning out the monsters and treasure before moving on to their next clean-up job.

Overabundant pluses also exacerbate the breakdown of game mechanics at high levels. Look at figures 3 and 4 again. Every plus a character gains (whether from magic, high ability scores, or special abilities) shortens each bar by one unit. The shorter the bar, the less risk of failure and the lower the level of tension in any particular encounter. Less tension means that every game situation is more commonplace and less satisfying to complete.

When magic is common, it loses its ability to evoke a sense of wonder in the players. If magic is fairly rare, even a minor item such as a potion can be a momentous find.

Players tend to appreciate whatever their characters can get when magical items are hard to find, and even the short-term boost a potion grants to a PC is significant. In contrast, even a holy sword is no big deal if every PC in the game already has two or three magical weapons. The more magic the PCs have, the less likely they are to be impressed with any single item. In the latter example, the PCs are undoubtedly much more powerful than the magic-starved characters in the former campaign, but magic in the former campaign actually has a greater impact on play.

Magical armor has perhaps the greatest impact on play. Every paladin on the block would love to have his suit of *full plate* +5 and a *shield* +5, but this presents some serious problems for encounter design. Not only do you have to create an encounter that builds on strengths and minimizes weaknesses, but now you must also provide opponents capable of striking a –10 Armor Class. Once characters get below an Armor Class of –4, a great deal of the tension dissipates. The heroes are virtually immune to most physical attacks. Proficient use of rust monsters and other armor-eating beasts are highly encouraged.

Bracers of defense and even mid-level *rings of protection* create the same problems as a suit of *full plate* +5. *Bracers of defense* AC 2 grant an effective Armor Class bonus of +8 and should be more rare than even magical plate—*bracers of defense* AC 0 should be viewed as gifts from the gods! When introducing protective magical items, remember that a little bartering or loaning of magical items within a party can allow a single character to attain an unbelievably low Armor Class. The characters who give up their magical items to protect a comrade make themselves a little easier to be attacked, while their friend is virtually cloaked in protective magic.

It is important to remember that campaigns can have too little magic. Finding magical treasure is an important award for PCs who have done well. Players become disheartened and cynical if their characters do not enjoy rewards commensurate with the risks they take. Consequently, giving out few or no magical treasures is not an appropriate way to control magic in the campaign. Workable—and fair—controls are discussed below.

Use Magical Items

When intelligent opponents have magical treasures, they should use them against the PCs. If faced with defeat, an intelligent opponent who owns a charged magical item should expend charges freely; if the PCs capture a charged item with lots of charges left, the opponent probably wasn't using the item properly.

If the PCs seek favors, information, or services from NPCs—or even from their own henchman—they should expect to offer magical items in payment, especially if the task set before the NPC is particularly demanding. Note that even the most loyal henchman is going to become a little surly if the PCs start carrying around (or storing) magical items they never use.

Don't forget to roll those item saving throws when a PC fails a saving throw, and remember that magical protections a character enjoys don't extend to his equipment once a saving throw fails. For example, if a high-level character wearing a *ring of protection* +3 and a *cloak of protection* +3 fails a save vs. a *disintegrate* spell, the character's items do not enjoy a +6 saving throw bonus. Each item saves individually.

Magic is Tempting

Remember that the bad guys want the PCs' magic as much as the PCs want theirs. Villains are prone to demand magical items for ransom when a PC or henchman is captured, and hire thieves to pick the PCs' pockets or burglarize their homes.

Remove Unwanted Magical Items

Create situations where the PCs have saving throw penalties so that items become more common. A few pesky leprechauns are great for removing unwanted items from a campaign, either by stealing them or polymorphing them into bizarre shapes (or both). It's also possible to create situations where PCs might accidentally lose items.

For example, characters who fall overboard during a storm at sea might have a hard time holding onto all their equipment, and the bottom of the ocean is not terribly easy to search. Characters who annoy deities might suddenly find that their favorite items no longer work properly. Be careful not to overdo it. Offhandedly zapping a character's favorite sword is churlish, but a closet full of *long swords +1* is fair game.

Spell Memorization and Acquisition

Magical items aren't the only source of magical inflation in a campaign. High-level spellcasters can become unstoppable engines of destruction if the DM allows them to simply dump out their full complement of spells every adventure. Remember that memorizing a spell requires a good night's sleep and 10 minutes of prayer or study per level of the spell; a 20th-level wizard requires 18 hours of study time to memorize a full complement of spells. By contrast, it only takes 37 minutes for the same wizard to cast every spell in memory.

Magic's Limitations

This point goes hand-in-hand with the previous one. The 5th-level *teleport* spell requires 50 minutes of memorization time, which makes it impractical for almost any trip that can be made in less than an hour by other means. Further, *teleport* is risky; even if the caster is very familiar with the destination there is a 2% chance per use for at least a minor accident (arriving too high) and a 1% chance for a potentially fatal accident (teleporting low).

It's important to remember that magic is unlike technology in that most spells do one thing and one thing only. *Magic missile*, for example, harms creatures but has absolutely no effect on inanimate objects; *knock* can force open doors and locks, but it can't bowl creatures over or effect portals such as portcullises and drawbridges. Players tend to have modern minds and they often expect their character's magic to be as adaptable as technology. Make sure that they don't get away with doing that.

Magic Shops

Do not let magic become a commodity. Magical items should never be bought and

sold like milk and eggs. Allowing PCs of any level to simply purchase magical items, or even to purchase magical supplies such as quills and inks for writing scrolls, takes some of the mystique away from magic and makes the whole world seem a little more commonplace.

It is not necessary to stubbornly forbid the buying and selling of magic; the key to keeping magic fanciful is to make sure that any transaction is an adventure of a sort.

Magical supplies should never have clearly marked prices and be sold from neatly arranged shelves—that's too much like a modern supermarket. Instead, things such as spell components, quills, and exotic inks should be available only at specialty shops run by would-be wizards or retired adventures. Barter or intense haggling should be the norm. Of course, the only guarantee as to what the PCs are actually getting is based on the proprietor's reputation. (Is that really a cockatrice quill or did it just come from a large chicken?) A PC who needs a specific ingredient for a potion or scroll ink might have to choose between several similar items; only a series of careful questions about how each item was acquired reveals which one the PC should choose.

When it comes to purchasing magical items, make the PCs buy "pig-in-a-poke." Characters generally sell only magical items they cannot use, so they really have no idea what they do. In most cases, mere cash is not sufficient. The seller wants a service of some kind, or wishes to barter for another magical item the character can use.

Player characters might occasionally wish to sell an item for cash. A harried DM can find gold piece values in the Encyclopedia Magica™ books, however, the values given there are more useful as a way to establish relative values between items. The market value for something as powerful and useful as a magical item is highly variable and hard to calculate.

Finding the right buyer should be an adventure in itself. A magical item for sale draws thieves like flies, and those thieves could range anywhere from the neighborhood fiend to the local tax collector. Perhaps a vampire drops by one evening and tries to charm the item out of the PC's hands. In most cases, the buyer is wary, because determining an item's true powers is a difficult task, and the buyer can never be sure exactly what he is getting.

Shops that sell magical items are a bad idea for several reasons. First, the quest for magical treasures is what drives the game. It's true that high-level characters tend to have more magical items than they really need, but such characters often desire specific items to assist with whatever task happens to be at hand.

For example, it is known that Lord Mayor Charles Oliver O'Kane of Ravens Bluff™ (in the Forgotten Realms® campaign setting) is seeking a *cube of force* so he can deal with a troublesome dragon. The DM could allow the character to walk down to the local magic shop, hand over a pile of coins and gems big enough to choke the dragon, and get his cube of force, but a clever DM seizes upon the character's desire as an opportunity to create an adventure. Several different adventures could arise from the mayor's search:

A charlatan might appear and offer the mayor a fake *cube of force*; some well-placed illusions might convince even the most skeptical buyer that the false item is genuine. Even if the mayor detects the hoax, actually catching and punishing the charlatan could prove to be difficult.

The character might locate a damaged *cube of force*. The cube might be completely inoperative, but repairable under some special condition that the owner might be able to bring about. Alternatively, the cube might be partially functional; perhaps it works at less than full power or randomly deactivates itself. The new owner might learn the cube's quirks through trial and error.

Someone might have a *cube of force* he can live without. The owner, however, refuses to sell the cube for mere cash and wants another powerful magical item in trade. Perhaps the cube's owner knows where the other item can be found, but believes getting it would be too risky. The cube owner, however, would gladly reveal the other item's location in return for a promise to trade the item for the cube.

The dragon might learn about the mayor's search for a *cube of force* and decide to pay the mayor a visit. Perhaps the dragon would be willing to negotiate, or perhaps the dragon opens hostilities before the mayor is ready.

Another powerful character, perhaps a political rival, offers to loan the mayor a *cube of force*, for a favor to be named later. If the mayor accepts, repaying the favor might prove especially difficult or embarrassing. Refusing the loan might prove equally difficult or embarrassing, especially if the dragon damages the city and the rival lets it be known that the mayor refused an offer that might have defeated the dragon.

4. Be Aware of Demographics High-level characters don't just spring into existence overnight. It takes an exceptional person just to survive the rigors of an adventuring life, and characters who make it to the top should be both rare and famous.

Just how rare are high-level characters? Let's assume, for purposes of this example, that the minimum requirement for an adventurer is having an ability score of 15 or better in a prime requisite in one of the four character classes (Strength, Dexterity, Intelligence, and Wisdom), a Constitution score of at least 9, and no other score lower than an 8. About one person in 10 meets these requirements if ability scores are rolled using the standard method of rolling 3d6 once for each ability score. (If your campaign uses an alternate method for rolling ability scores, what you're really doing is making sure your PCs fall into the top 10%, non-adventurers are still assumed to use the standard method). Now, let's assume that out of every group of adventures only half actually make it to the next level (the remainder either die, retire, or just haven't yet accumulated enough experience to advance). This last assumption is an oversimplification, of course, but a little arithmetic produces some instructive results:

There is only one 10th level character in a general population of 5,000. The actual numbers are summarized in Table 1.

An 18th level character of any class is truly a one-in-a-million individual.

Only .2% of the population (1 in 500) qualifies to be a paladin. Other subclasses with strict ability score requirements (such as bards, rangers, and druids) are equally rare.

Keep these numbers in mind when creating NPCs for your campaign. Your world not only becomes more believable if it isn't overrun with super characters, but your players have a greater sense of accomplishment when they realize just what they have achieved. Be sure to keep important NPCs alive when possible—it can take a generation to replace a high-level character.

5. Think on an Epic Scale It's easy to think of low-level characters as people who have dangerous jobs. Depending on your campaign style, low-level player characters might frequently be called upon to do heroic things, and well-played characters often have goals more complex than merely slaying monsters and accumulating treasure, such as social recognition, romance, political power, and the like. No matter how well-developed a low-level character is, the character's chief goal essentially remains making a living and surviving to enjoy the fruits of his labor.

High-level PCs, as the proceeding section on demographics shows, are the foremost heroes of their age. They are the people who bards sing about and who poets write about. Stories of their adventures are told and retold for generations after the PCs are gone. Whether they like it or not, the PCs are larger than life. They have larger-than-life friends, larger-than-life foes, and larger-than-life problems. Practical details such as where the character's next meal is coming from or how the hero is going to get armor or weapons repaired become petty when compared to the real issues of the character's life.

Table 1:
Demographics

General Population	Character Level	Approx. No. in 1,000,000
10	1 1st	133,120
20	1 2nd	66,560
40	1 3rd	33,280
80	1 4th	16,640
160	1 5th	8,320
320	1 6th	4,160
640	1 7th	2,080
1,380	1 8th	1,040
2,560	1 9th	512
5,120	1 10th	256
10,240	1 11th	128
20,480	1 12th	64
40,960	1 13th	32
81,920	1 14th	16
163,840	1 15th	8
326,680	1 16th	4
655,360	1 17th	2
1,310,720	1 18th	1

Heroes Are Not Anonymous

Other mortals pay attention to what heroes say and do. Weaker characters seek out their advice, but usually try to stay out of their way. Some low-level characters might idolize them or seek to emulate them. More powerful characters watch what the PCs do to anticipate perils and opportunities; some of these characters might become jealous and resentful of a PC's successes. Deities also begin watching the heroes; they seek to help and encourage characters who promote their interests and to hinder characters who might oppose them.

Heroes Deserve Heroic Tasks

High-level PCs have progressed beyond the find-the-monster-take-the-treasure mode, and the DM must find herculean tasks for them. For example, a group of PCs might find themselves charged with rescuing a prince or princess early in their careers. At higher levels, the PCs might find that the fate of an entire kingdom rests in their hands—that kingdom may very well be their own. Later, the PCs might find themselves saving the entire world, and in the meantime they probably function as agents of the gods themselves.

Far-reaching Impact

Even a simple expedition to slay a monster can send tremors through the world. For example, consider the aftereffects when the PCs search out a venerable red dragon's lair, slay the beast, and return with heaps of treasure.

First, the dragon is a fearsome creature, probably the most powerful monster within several hundred miles of its lair. The dragon's death most likely produces a local power vacuum. Many types of evil creatures, from ambitious giants to upstart younger dragons, could become embroiled in a struggle to occupy the dragon's former position in the power structure (not to mention fighting over possession of the abandoned lair). Perhaps one or more fairly powerful groups of lesser creatures become free to expand now that the dragon is no longer around to keep them in check. Anything from a community of mountain dwarves to a horde of trolls might take over the area after a few years.

Second, the PCs can set all kinds of things in motion just by enjoying the spoils of victory. A treasure as large as a dragon's hoard is bound to attract attention, perhaps even before the PCs begin spending it. If they carry it off by normal means, thieves and brigands are bound to take notice. Once the PCs begin to spend their money, the local economy might boom from the influx of cash—especially if the PCs spend it on things like castles, land, or businesses. The local economy might suffer ruinous inflation. Eventually, thieves and other adventurers learn about all the neat gems and magical items the PCs have recovered, and they may plot to steal some of it for themselves. If the characters distribute magic to their henchmen, their enemies suddenly have a problem—the competition just got a lot tougher. If the PCs don't share their spoils, they're going to have unhappy henchmen.

All of the foregoing assumes that the DM hasn't put any special effort into the

dragon's lair. Some of the items from the lair might be significant to the campaign. For example, what do the people in the neighboring kingdom do if they learn that a legendary sword lost in antiquity shows up in a PC's hands. The character might be in for a wild ride; the holder of the sword might inherit anything from a claim to a throne to an ancient blood feud. Now consider what might happen if a deity or dragon ruler starts wondering who it was that slew the mighty dragon? Remember also that dragons have offspring and long memories.

6. Plan Ahead Any successful AD&D campaign requires a great deal of preparatory work on the DM's part. If you intend to play a high-level game, however, you also must prepare your campaign for PCs who have the power to radically alter it, and you have to be sure your campaign can provide a continuing challenge.

The best time to prepare for high-level play is during low-level play, when the PCs are just learning about the world and you have had time to see how things are working. If you wait too long, lots of details about your world become fixed in the players' minds, and you won't have the flexibility you need to make changes. If you start too soon, you may burn yourself out before you ever run an adventure (all work and no play makes the DM dull), and you run the risk of over-planning and trying to force the campaign's action in directions the players don't want to go. In other words, get your campaign going at low-level, see what you're players are going to do with it, and then start laying the groundwork for high-level play.

Create Villains Who Learn

Create villains that can grow with the PCs. A growing villain is a character who has personal ambitions and achieves them over the course of play, just as the PCs do. The villain also becomes more powerful and accumulates his own hoard of magical items, associates, and followers. This approach reminds the players that their characters are not the only people who are making a difference in the world. It heightens the sense of urgency the players feel when the PCs confront a threat or opportunity because they know there are NPCs who are just as determined and powerful working toward results that the heroes won't like.

Backgrounds are important for NPC villains. The heroes have the advantage of constant molding and shaping by their own actions as well as the plot twists that the DM throws at them. The villain needs the same benefits in order to be truly challenging to the PCs. Some examples are included below, but the list is by no means exhaustive.

Source of Power: What is it that allows the NPC to be villainous? Does the villain merely depend on spells and character skills, or does he also command an army, run a government, or control a business?

Objectives: What vile thing does the villain want to accomplish? The emphasis here is on the word vile. The NPC's objective should be objectionable to the heroes at the very least, if not outright detrimental. The villain might wish to destroy or enslave the nation where the PCs live, wipe out an entire race, or even destroy the world.

Motives: Why does the villain wish to do vile things? He might simply be highly aggressive, have a compulsive need for power, or a thirst for revenge.

Personality: What is the villain like in person? Decide what the NPC looks like, how the character acts, where the character lives, and so on. Great villains are never flat characters; if your villain is simply a collection of statistics, the players look at the evildoer as just another monster rather than someone they love to hate.

History: How did the villain come to be? Decide where he was born, what significant things he has accomplished in the past, what failures the villain has suffered, and so on. Great NPCs are shaped by their past.

Allies: What other NPCs does the villain use or abuse? Decide if the heroes' nemesis has henchmen or servants to carry out plans and decide who those servants are. Perhaps the villain serves an even more powerful master.

Consequences

Consider the consequences that can arise from your low-level adventures. Remember that adventurers don't live in a vacuum, and your world is a bigger place than the small area the PCs happen to be in at any given time. When the PCs finish an adventure, you still have work to do.

Start by thinking about what could happen when the PCs leave the adventure site. Ask yourself who's still hanging around to pick up any goodies the PCs might have left behind. More than one villain got his start by collecting the remnants of his slain master's treasure hoard. Consider what that survivor might do. Does he flee or retreat and fortify? Would he seek protection from a more powerful creature?

Now think about how much time might pass before creatures that were not directly involved in the adventure discover what the PCs did. If the heroes are given to boasting about their accomplishments, it won't take long for word to spread. If witnesses escape, or the adventure site receives regular visitors, word of the deed spreads quickly. It might be a very long time before anyone notes the disappearance of a small, independent band of goblins, but a royal messenger's demise is going to be noticed very quickly.

Consider who might care about what the PCs did. Is anyone helped? If so, how can they take advantage of the opportunity? Is anyone hurt? If so, how can they minimize or repair the damage? Take the preceding example of the slain red dragon. Perhaps the dragon has a charmed servant lurking in a village nearby. The servant is responsible for informing the dragon how much wealth the villagers have hidden and keeping track of the village's maidens and would-be dragon slayers. As one of the dragon's confidants, the servant is hated and feared, but the charm keeps the servant from thinking too hard about how unpopular he has become. When the dragon no longer visits the village to collect its annual toll of maidens, the servant is forced to flee.

The servant might make his way to the dragon's abandoned lair. If he is the first to reach the lair, he might collect a few left over coins and an overlooked magical item or two and go off to start an adventuring career. If something else got to the lair first, the servant might be captured by the lair's new resident. The servant could be killed, which

ends the story line, or he might betray the village in an attempt to reestablish himself as someone to be feared. You don't have to have all of this in place before the adventure starts, just be prepared to use every adventure as a springboard for new ideas.

Not all consequences have to be bad. For example, the PCs might acquire a follower or henchman when a freed prisoner decides to follow them home. Nor do all consequences have to fall directly onto the PCs. For example, if the party infiltrates a building by using stone shape spells to force an entry, many stone buildings in the area might hastily be reinforced with metal bars, and the PCs might not be affected until they, too, wish to build something.

In many cases, however, simple adventures might have multiple layers that the PCs peel away one-by-one. In the classic adventure *Against the Giants*, the party begins by dealing with a single group of marauding hill giants but discovers clues that lead to a conspiracy that ultimately was hatched deep in the bowels of the earth. Ultimately, a resolute party follows the trail into the Abyss itself.

Simple, seemingly harmless incidents that the PCs dismiss with a laugh might have far-reaching implications. Bosamp, the villain in the TSR® novel *Captains Outrageous*, began as a fairly harmless young wizard who suffered from an unfortunate love affair and ultimately threatened to destroy the world.

Fame and Infamy

Keep track of PC fame and infamy. It's fun to watch players' faces when they hear exaggerated accounts of their characters' early exploits. Imagine the role-playing possibilities when they encounter a blowhard who claims to have known them way back when—imagine the possibilities when they encounter a blowhard who actually did know them way back when!

Fame and infamy should have an effect on how PCs are received later on in their careers. For example, characters who break their word too often find it difficult to get land grants or honorifics such as knighthoods later in their careers.

Balancing Act

Remember that it is easier to build a balanced campaign than to fix one that's out of control. A campaign that is in control has a reasonable balance between the hazards the PCs face and the rewards they gain. A controlled campaign also has a reasonable survival rate among characters who are played well.

To build a balanced game, start by reading Chapter Eight in the *DMG*. Decide how quickly you want your player characters to advance, and set up your campaign's experience point awards accordingly.

You also need to keep an eye on the treasure and magic you give out. You should decide in advance how much magic you want the PCs to have, then carefully place it, making sure that the PCs have to take appropriate risks to get it. Killing an orc to get a *long sword* +5, *holy avenger* is too much reward for too little risk. If the PCs seem to be finding too much magic, make it harder to find by removing some undiscovered magical treasures or making sure that unattended magical items are well-hidden and defended by traps, curses, or spells. Remember to regularly take excess magic out of circulation.

How much magic is enough? That's up to you to decide. If you've decided that magic is going to be fairly rare, a PC should expect to find about one permanent or rechargeable

magical item for every two or three levels of experience, plus one or two additional consumable items for every two levels of experience. This means that if you're following the *DMG*'s suggestion of three to six adventures between character levels, a party of six characters should find only about one item every adventure (after six to twelve adventures, all six characters have at least one magical item). Note that a character might own considerably fewer magical items because they are used up or destroyed during play.

7. Share Responsibility A high-level campaign's vast scope is enough to overwhelm anybody who tries to handle the task of keeping it running without help. Fortunately, high-level campaigns usually come equipped with a cadre of talented and resourceful advisors who can help—the players. In many cases, players are willing to help the DM handle some of the basic background work, such as detailing unexplored areas, developing histories and myths, and taking charge of NPC actions that don't directly involve their characters. At the very least, the players can help you focus your creative energies so that you don't waste time and effort on things that don't advance the campaign.

Garner Interest

Find out what the players are interested in doing. It doesn't do the campaign any good if you spend three weekends laying out territories for the PCs to develop if the players are interested in going artifact hunting.

Unanimity among players is a rare thing, so be prepared to run adventures that encompass several different player interests at once. For example, if your group includes a thief interested in artifact hunting, a paladin interested in establishing a dominion, a priest seeking to eliminate or diminish an opposing religion, and a wizard interested in spell research, there are several story lines you might introduce into the campaign. One might go like this:

The paladin and the priest decide to search the countryside. The paladin hopes to survey potential sites for a castle while the priest questions peasants and travelers about the rival church's recent activities.

Meanwhile, the thief consults a sage, who complains that someone has broken into his library and stolen several pages from one of the books. The sage relates several vague legends about a lost artifact, but gives few details. The wizard has been busy, too, consulting with fellow wizards about a new spell. Unfortunately, the local expert on such magic has vanished, apparently kidnapped.

While the thief and the wizard investigate the twin crimes, the priest and the paladin break up a group of brigands and take two of them prisoner. Among their treasure is a traveling spellbook.

When the priest and the paladin return to town, they show the captured spellbook to the wizard, who immediately recognizes the book as belonging to the missing wizard. Questioning reveals that the brigands work for an evil priest who sought the wizard's advice about a strange sigil recently discovered in an ancient ruin. The thief recognizes the sigil as a ward used to seal away an ancient artifact.

The PCs stage a rescue attempt, freeing the wizard and routing the priest's servants. The paladin realizes that the site is entirely suited to his needs. The evil priest, however,

has fled with the artifact. The party hires a team of mercenaries and laborers to clear the ruins for new construction while they pursue the villain.

Later, the villain might strike back by ransacking the construction site, attacking the NPC wizard, or both. If one of the players develops an interest in politics, diplomacy, or warfare, the evil priest might turn up in a neighboring kingdom's court, perhaps openly functioning as an evil priest or perhaps in disguise.

Goals

Encourage the players to develop long-term goals for their characters. High-level characters need more motivation than the simple pursuit of wealth and experience. If a character has some intangible goal, such as political power, social status, or enduring fame, the campaign can offer more rewards for clever play. In some cases, the PCs might end an adventure weaker and poorer than they started, and the players still feel a sense of accomplishment if they make some progress toward a personal goal.

Not every goal is realized in a campaign, especially in the case of far-reaching requests. Characters desiring to control vast stretches of the world under a distinct rule probably spend their entire lives trying to accomplish it. Campaigns should be built around character goals and ambitions, but it should never be ruled by overzealous or selfish desires.

Allies and Enemies

Keep track of who the PCs' friends and enemies are. Pay attention to the way player characters interact with important nonplayer characters in your world. Rivalries, favors, and even romances can be a great source of information.

Remember too that friends sometimes call in favors as well as grant them to the PCs. Heroes who constantly called upon favors earlier in their careers may spend many years repaying those acts of kindness.

Personality

Have each player put together a personality profile for all of their characters. This goes beyond ability scores, equipment, and statistics listed on the character record sheet.

Get as much detailed information about the hero as possible. The process helps the player concentrate on aspects of the character that might otherwise be overlooked, and the player can probably role-play the champion more convincingly and consistently afterward. Your increased knowledge of the character allows you not only to tailor adventures for the hero but it gives you a clearer picture of how an NPC might perceive that champion, which improves your role-playing as well. A good profile should contain the information described below. You can make up a form for your players to fill out, or you can ask the player a series of questions and record the answers yourself. It doesn't matter how you collect the information, as long as you get it in a form you can use.

Occupation: Most people define themselves by what they do. A player who lists a character's occupation as semi-retired adventurer has a mental image different from a

player who sees the same character as a country squire. Occupation also helps determine what the character does when not adventuring. A semi-retired adventurer probably spends a lot of time swapping tales about old adventures and listening for rumors. A country squire probably spends a reasonable amount of time managing property and pursuing outdoor activities, such as riding or hunting.

Personality: This refers to the character's general behavior, temperament, wit, sense of humor, and other non-physical traits. Ask the player to sum up the character in a few paragraphs. This information should give you a clearer picture of what the player is trying to do with the character.

General Appearance: This is what the character looks like. The player should note the character's hair, eye, and skin color, favorite clothing, height, weight, favorite equipment, and so on. The list should start with what a person might see when glancing at the character and finish with what might be seen if a person studies the character for awhile.

Distinguishing Features or Habits: These are personal oddities and quirks that might not be immediately visible. A fighter's buck teeth or funny cowlick won't be noticed while the warrior is wearing a helmet. This category includes things such as birthmarks, scars, tattoos, and the like. It also includes favorite expressions, nervous habits, speech patterns, and anything else that make the character unique.

Tastes and Preferences: Note the character's hobbies and other leisure pursuits, favorite foods, favorite color, collections, pets, and the like. Also note things the character doesn't like; activities the character finds particularly distasteful or boring, foods the character refuses to eat, least favorite animals, etc.

Residence: This is where the character lives. At the minimum, note the place's location, size, and state of repair. It is best, however, to have the player make up a detailed floor plan and description of the character's home. Also make a few notes about the surrounding area's geography and politics.

Ideally, this should be a miniature dungeon complete with room by room descriptions, specific spell effects, guard strengths, wards in place, etc. As DM, you'll need to look this over very carefully. Not only do 0-level servants probably work here, but it has to be a livable space as well. If the villain comes to visit, the PC might be thankful for the emergency exit installed during the construction.

History: This includes the character's race, when and where the character was born, and where the character was raised and educated. Note the role that parents or other relatives played in the character's early life. If the character is an orphan, find out who filled the parental role. Make a list of the hero's living relations, children, and spouse (if any).

Friends and Allies: Note an influential acquaintance the character might have. List the PC's close friends and long-time associates. Include all of the hero's important employees and henchmen (unless they belong on the enemies list). Make special note of anybody the character meets or interacts with on a regular basis.

Enemies: List the character's enemies. Start with personal enemies of the character. Note the reasons for the animosity. List anyone with interests or desires that are contrary to those of the character, and note the source of the contention.

Short-Term Goals: Consider what the character hopes to accomplish in the near future. Find out what problems or opportunities currently loom the largest in the

character's mind (this requires frequent updating).

Long-Term Goals: Consider the character's plans and ambitions for the distant future. Find out what the character does if his goals are achieved. Find out what the character does if the goals cannot be achieved.

Chapter 2: Adventures

No matter how you construct your campaign, adventures remain the heart of the action; adventures are the way player characters interact with and shape the world. The player characters might build mighty empires, take the first steps toward divine ascension, and wield legendary artifacts, but if they don't have adventures that stimulate and entertain the campaign is doomed.

This chapter assumes that you are already familiar with the basics of adventure design. As a reminder, a good adventure:

Begins with a hook—something that piques a player's curiosity,

Unfolds like a novel or short story, plunging the characters into an ongoing web of activities,

Tests the skills of both player and character,

Contains plenty of excitement, especially at the beginning and the end, and

Changes the world, perhaps only in a small way, but always in a discernible way.

This chapter considers some difficulties you are likely to encounter when designing adventures for high-level characters (and the veteran players who run them).

Common Mistakes In the surge of excitement—or panic—that precedes a gaming session, it is easy for a DM to overlook important elements or to try shortcuts that ultimately cause problems that detract from the adventure. With a little care, you can avoid these errors and make all of your adventures memorable.

Don't Tell-Show.

Get into the habit of creating brief descriptions for most of the scenes in your adventure. Include sensory details such as colors, smells, textures, sounds, and the like. The sensory information helps make your world more believable and tangible to your players. Once you become skilled in describing your world in sensory terms, it is easier to slip subtle clues about the adventure to your players.

The same rule applies to spells. Instead of telling the player what he sees with his *detect magic* spell, explain the varying hues and colors associated with the magic he is viewing. *Detect undead* could produce nausea, and that immense globe of fire hurtling

toward the party could be either a *fireball* or a *delayed blast fireball*.

Adding sensory details also makes it much easier to control the mood of the adventure. Not only do players feel the sense of urgency building, they are able to smell the ozone from the last *chain lightning* spell that tore into them.

Don't Over Plan-Prepare.

Thorough preparations are a must for successful adventures at any level of play. High-level characters, however, usually have the resources to set their own agendas, and you should avoid spending too much time and effort on adventures and encounters the players might choose to ignore.

Effective preparations start with an adventure plot (see the **Plots** section on page 35). Once you have decided on a plot, gather up all statistics, maps, and other materials needed for your encounters. Make some notes about what each encounter area in the adventure is like. Stick to the basics for now; note what the areas look, smell, feel, and sound like, and who or what is in them. Design any random events or rumors the player characters might encounter. If you're generating events or rumors from a table, roll the dice ahead of time and record the results.

Your preparations should be aimed at making sure you have what you need in terms of hard data—monster statistics, NPC personalities, treasure lists, and so on—in a form that you can locate and use quickly. You should not be trying to choreograph every moment in the game; instead, you should be trying to have everything you need readily at hand so that the action doesn't stall while you decide what happens next.

Don't Force the Action

Consider contingencies that can preserve your plot. Treat your adventure as a story with an unwritten ending, and be willing to let your players write it. If you have over-planned, you must fight the desire to lead your players around by the nose.

This doesn't mean that high-level characters are the deciding force on your campaign world for every event, but they probably have the power to shape events around them. A high-level nemesis can aid in pushing the PCs in the direction you want them to go, but it's doubtful the villain is so ingenious that he never gets foiled. After all, if the heroes of the land cannot successfully oppose the villain, who can?

A common justification for forcing the action is designing plots that turn on single events, such as the actions of a single villain: "But if the Count doesn't get away, he won't be around to set fire to the bridge in the final encounter."

High-level player characters have a way of upsetting well-laid plans, so build plots that can stand up to PC tinkering. If something doesn't go the way you planned, have a backup plan. In most cases, the player characters should find it easier to complete the adventure if they cause a break in the plot, but not always.

For example, suppose a particular NPC is supposed to escape the PCs' clutches and then travel to a distant city where the villain is highly respected. When the player characters arrive at the city, they are framed for a crime and earn the local ruler's wrath.

The plans begin to unravel when the player characters capture the villain with a *rope of entanglement*, an item the DM forgot the party had. Rather than concocting some

feeble reason why the villain escapes, a thoughtful DM puts a backup plan into effect.

When the player characters interrogate their prisoner, the villain lies—of course—about what is really going. The player characters easily discover the lie, but they also uncover the villain's travel plans. The heroes might travel to the city, hoping to discover what the blackguard was up to. The villain's agents might frame the player characters anyway, but the heroes, having sifted a few essential facts from the villain's lies, are slightly better off than they otherwise would have been.

The DM might put a similar backup plan into play if the player characters slay the villain. Perhaps the villain's agents convince their ruler that the heroes are bandits, spies, or assassins. When the PCs arrive, they become embroiled in a diplomatic crisis.

Encounters

Don't use just one type of encounter, offer a variety of challenges. In this case, type refers to the main kind of action the encounter offers: combat, trick/trap, negotiation, and so on. The actual mix of encounter types varies from campaign to campaign. The bulk of your encounters should be the kind your players like best, but a mix keeps them on their toes and keeps boredom from setting in.

Combat vs. Creativity

Don't encourage combat, encourage creativity. Fighting isn't the best solution to every problem, even for characters as wise as Merlin and as strong as Hercules. Also, as Chapter One points out, most combat rolls are moot for high-level characters, so fights can be pretty unsatisfying.

Give the player characters some problems they just can't solve through combat. A raging forest fire, for example, won't succumb to sword strokes and *death spells*, nor is it intimidated by a powerful hero in its path.

Even combat encounters can require a little brain power on the player characters' part. For example, an insane fire elemental might have started the forest fire in the previous example, but the PCs might be unable to locate or attack it until after they quench the blaze.

Don't Inflate-Enhance

Chapter One points out the detrimental effects power inflation has on a campaign. Resist the temptation to create bizarre new creatures with mind-boggling power, to introduce legions of high-level villains, or to place high-level player characters in direct conflict with deities.

Enhancement means finding ways to challenge PCs without overpowering them. Chapter One's discussion of maximizing strengths and minimizing weaknesses describes one type of enhancement.

Gifts vs. Rewards

A gift is anything the PCs haven't truly earned. For example, if the PCs blunder into a

narrow cavern and defeat a dragon that can't fly or maneuver to use its breath weapon, that's a gift—even if the dragon's treasure lies elsewhere. Not all dragons are geniuses, but they are all sufficiently cunning to avoid obvious death traps. Any battle with a really big dragon should be an epic conflict, with the dragon making full use of its mobility and special abilities.

Gifts commonly come in the form of powerful magical items. An item such as a *vorpall blade*, *staff of power*, or *robe of the archmagi* is a reward only if the player characters find it after a long and epic quest. If you drop one of these items into your campaign as part of a randomly generated treasure, you are probably giving the players a gift.

Creating Multiple Threats

A threat is anything that can damage the player characters or keep them from reaching their goals. It is what provides tension, and hence excitement, in an adventure. If there is only one source of threat, such as a single villain, the adventure coasts to a halt if the heroes overcome the threat. Even if the PCs merely hold their own, the adventure usually lacks variety. A single source of threat usually generates only one type of challenge.

Adventures with multiple threats tend to be more flexible and resistant to player character successes. They also offer more variety. For example, consider an adventure where the player characters are pursuing a kidnapper. If the kidnapper is the only element actively opposing the heroes, the adventure becomes a mere chase with the villain trying various tricks to slow the player characters or to throw them off the scent. No matter what the villain's resources, there is a limit to the number of tricks and ploys the kidnapper can throw into the PCs' way. The heroes might end the adventure prematurely through the use of items such as *crystal balls* in conjunction with spells such as *teleport without error*.

Suppose, however, that a rival party also is pursuing the villain and hoping to beat the player characters to the prize. Let's also place the adventure in a dark jungle filled with deadly creatures, including a tanar'ri who remained here after an unsuccessful summoning by a long-dead wizard. Now, the heroes have numerous problems to deal with simultaneously.

They still must track and overtake the villain, but they also must deal with their rivals' attempts to foil their efforts. The party must deal with tropical heat that makes heavy armor impractical, dampness that is baneful to spellbooks and scrolls, swarms of biting insects, and the tanar'ri and his minions. Even if the player characters catch and defeat the villain, they still must get out of the jungle with their rescued kidnap victim. After they escape, the party must be on the alert for reprisals from their rivals.

Don't Kill—Scare

Grinding down a high-level character is difficult, and the task is often monotonous for the DM and frustrating for the player. It is much better to look for ways to undermine player confidence and to keep them from feeling cocky.

The best way to take players down a notch is to get personal by attacking specific

player character strengths. The lowly 2nd-level priest spell *silence 15' radius* is a great way to remind high-level spellcasters that they don't run the world. *Antimagic shells*, *scrolls of protection from magic*, and the occasional magic dead zone are more potent ways to keep spellcasters in line. In a similar vein, thieves can find *magic mouth* spells very annoying and fighters often have difficulty acting heroic when their weapons and armor have been subjected to *heat metal* spells and rust monster attacks.

Players can be their own worst enemies when it comes to inflicting mental anguish on themselves. The simple ploy of presenting a party with a foe they cannot detect often has players assuming the worst. For example, a few bow specialists who have used *dust of disappearance* on themselves and consumed *potions of speed* can send a hail of missiles at a party, leading the players to assume they are surrounded and outnumbered when, in fact, they're simply the targets of harassment.

Trying to design lethal adventures can be harmful to the campaign in other ways. As Chapter One pointed out, increasingly lethal adventures tend to make players want to retire their characters before their luck runs out. Also, remember that outrageously powerful magical items used against the PCs in one adventure are going to be used on the monsters who oppose them all too soon.

Character Knowledge

Don't waste time with minor details or arguments about character knowledge—find an efficient way to deal with them. Smart players expect their characters to have some basic knowledge about the places they frequent. They also expect their characters to have some ability to lay their hands on information about places they visit.

It is a good idea to prepare reference materials about your world and always keep them on hand. Include things such as geography, climate, political divisions, and similar information that is common knowledge. Likewise, prepare a list of rumors and other easily obtainable information about the current adventure, and pass it around at the beginning of the game. Doing so not only saves time, it also helps make players feel that their characters are part of a living world.

Of course, high-level characters are specialists in their areas of expertise. If the adventure is going to be an in-depth investigation of a new twist on an old spell, the archmage of the party probably knows all about the spell. It's perfectly understandable that the wizard doesn't know about the spell's new use, but common knowledge should be readily available.

Don't Ignore the Rules

Rules should be used creatively. It is important to remember that the AD&D game rules (or whatever version of the rules you happen to be using in your campaign) help define reality for PCs, just as the laws of physics help define reality for real folks.

Players, especially experienced gamers, use their knowledge of the rules to help them interpret what is going on around them and to help them decide how their characters react when it's time to take action. If the DM interprets the rules inconsistently, or applies one set of rules to the player characters and another set to the monsters and NPCs, players often have no firm basis for making decisions about their characters. Uninformed

decisions aren't terribly meaningful. The players' inability to make meaningful decisions ultimately robs them of control over their characters, and frustration quickly sets in.

The rules themselves can provide a creative springboard for designing adventures and describing NPCs. For example, suppose the PCs are searching a vast dungeon complex to locate a lich. The group discovers a block of prison cells and frees the inmates, which include a sharp-eyed woman who seems to have fairly good knowledge of the complex. The woman offers to guide the party as far into the complex as she can take them. The woman, in fact, is the lich, using a *polymorph self* spell.

Assuming that the PCs don't immediately detect the masquerading lich with a true seeing spell, the "woman" might display a few quirks that clever PCs can detect. From a rules standpoint, *polymorph self* lasts only two turns per caster level, 60 turns (10 hours) if the lich is 30th level. So, if the lich has spent several days in the cells, her neighbors might have noticed her renewing the spell from time to time. A particularly sharp-eared neighbor might note that the woman is in the habit of mumbling to herself once in awhile.

If the party allows the woman to accompany them, she must find an excuse to be by herself at least once every 10 hours or her ruse is revealed. If you're already in the habit of requiring moving characters to take regular rest periods, this shouldn't be hard to arrange, but it should provide the PCs an opportunity to notice the spellcasting. If rest periods aren't part of your normal game routine, you need to find some other way to regularly separate the polymorphed lich from the party. Perhaps she just moves on ahead while the PCs talk among themselves, or periodically makes an excuse for leaving the party. Such ruses can make for lively role-playing.

A *polymorph self* spell also does nothing to eliminate the aura of magical power and cold that surrounds the lich (as the DM, you can rule otherwise, but remember to use your rule consistently for the remainder of the campaign). High-level characters are unaffected by the magical aura and might not even notice it, but the polymorphed lich must be careful to stay out of lesser creatures' sight lest they flee in fear. In addition, the lich's chilling touch continues to function as well, and the creature would have to avoid touching and paralyzing anyone. Thick gloves might do the trick. Of course, sharp players might wonder what a prisoner is doing with a set of gloves, but that is exactly what they should be doing.

Proactive—Not Reactive

Foes capable of challenging high-level adventurers are not stay-at-home types who sit in their bedchambers waiting for groups of PCs to come along and attack them. They make plans and actively try to implement them. Particularly alert foes might notice PCs encroaching on their territory and take steps to discourage or defeat them before they can inflict too much damage.

Even foes who have no immediate plans for sweeping conquests should have a personal agenda to follow.

Responsive—Not Passive

When PCs arrive on the scene of an adventure, they represent a major disruption in the normal course of activity. Foes should respond to this disruption in a manner

consistent with their intelligence and level of organization. Plans and activities already set in motion should be dropped or altered to meet the situation.

The worst example of this kind of mistake is the keyed dungeon complex or castle where the player characters can move from room to room, defeating the occupants one by one. Such adventures are simple to run, but they lack the depth needed to challenge high-level characters and keep players entertained. Make sure the locals react to what the heroes do.

Start by deciding what goes on while the PCs are not present. Note the major NPC's daily actions and the general activities of the lesser characters (guards, servants, visitors). This allows you to establish a routine for the area and can help determine a proper reaction. An attack during a typical midafternoon, when the guards are very alert but most of the locals are scattered about the countryside, is going to create a reaction quite different from that of an attack made during the week's major religious observance.

All Failures are Not Catastrophic

The occasional adventure to save the world from immediate, irrevocable, and utter destruction is fine, but not every situation high-level PCs find themselves in should be an all-or-nothing proposition. After all, what happens to your campaign world—the one you put all that work into—if they fail?

The PCs have earned a little resiliency; if they fail in a task but manage to survive the attempt, allow the world to change for the worse, just a little, and then allow the party another chance to set things right. For example, if the player characters cannot stop an assassination attempt against an important NPC, such as a king or high priest, there should be a general cry of dismay among the people loyal to the slain individual. A dead king might also cause a valuable military alliance to break down, and the passing of the high priest could bring about a deity's wrath.

Use failure to create additional opportunities for adventure as the PCs scramble to limit the damage.

Plots A simple list of encounters, foes, sundry perils, and treasures is just a catalog of obstacles the player characters must face. This is seldom enough for a successful high-level adventure. Players need to feel a sense of purpose and revealed destiny as their high-level characters struggle against the opposition.

A plot provides a unifying theme or story to the adventure; it deals with the adventure's who, what, when, where, why, and how. The plot sets an adventure's tone and form and helps provide the epic scope that separates a simple "monster and treasure hunt" into a heroic venture.

To construct a superior plot, think about the events that lead up to the adventure's first incident or encounter and then create a description of the state of affairs when the player characters get involved. This kind of groundwork allows you to create an adventure that seems believable to the players and gives them a sense that there is more to be discovered if they just dig a little deeper. The best adventure plots seem simple at first, but often prove to be very complex. A good plot also gives the players a clear idea of what their characters might stand to gain if they succeed and what they might lose if they fail.

In high-level campaigns, it is important that your plot relate the adventure to the rest of the campaign in some way. Not every adventure must relate directly to the campaign's major theme, but every adventure should logically arise from some element in the campaign's structure.

A high-level adventure's plot should also be based on player goals or include subplots that incorporate those goals. See Chapter One for an example of a plot that accomplishes this.

Something in the plot must grab the player characters' attention and get them interested in the action; this is called the adventure hook. When dealing with high-level characters, the most effective hooks involve the player characters' personal goals or quirks. For example, a character interested in romance might become embroiled in an adventure after learning of a potential NPC mate or companion who has difficulties. Perhaps the NPC has been kidnapped (a bit overused, perhaps, but a classic), faces financial ruin, or requires a champion to perform some errand. Likewise, a character with an interest in music might be willing to go to extreme lengths to learn a new song or acquire a rare instrument.

A good plot is not rigid. Adventures for high-level characters require flexible plots that keep the story going and allow PCs to move on and resolve the main conflict even if they do something unexpected. An excellent way to keep a plot flexible is to concentrate on what the players decide to do, not what their characters can accomplish.

Even simple adventures can benefit from flexible, decision-oriented plots. For example, let's suppose the player characters become involved in a dispute between two NPCs over a magical item.

The adventure might begin when one of the antagonists (the one who currently owns the item) settles down in the PCs' area without their knowledge. Perhaps one of the PCs is the area's ruler.

The first incident occurs when the villain sends a raiding party to steal the item. The other NPC goes into hiding, leaving the PCs to deal with the raiders.

After dealing with the raiders, the player characters track them back to their lair and ultimately confront the villain, who either is killed or forced to flee.

The adventure has reasonable potential. The party is faced with a variety of difficulties, including dealing with the raiders quickly and with minimal damage to the countryside. They also must deduce where the raiders are coming from, and they face a difficult fight against an entrenched foe. The plot, however, fails to consider actions that thoughtful players might choose to take. A flexible plot that offers the players more choices might go something like this:

The player characters are going about their normal business one day when a newcomer arrives in the area and stops to pay his respects. He is very pleased to meet such famous heroes, and he presents each character with a small, but fairly valuable, gift. Perhaps the stranger shares an esoteric hobby with one of the player characters. In general, the newcomer proves to be a very agreeable person.

The newcomer discovers a team of spies or burglars snooping around his home. A spectacular battle ensues, creating damage that the player characters must clean up.

The newcomer confesses that he has something the villain wants. The player characters now have several choices to make. They can drive the newcomer away, take the disputed item, offer protection from future attacks, tell the newcomer to deal with the problem himself, or confront the villain.

The adventure continues in one form or another no matter what the player characters do. If the item stays in the PCs' area (because they took it away or allowed the newcomer to stay), the raids continue and begin to grow in strength. If the characters seized the item (or offered to guard it), they become the subject of the villain's attention.

If the PCs told the newcomer to scoot, they're still in for trouble. Perhaps the newcomer pretends to leave—but goes into hiding instead—or escapes to another plane, leaving behind a replica of the item to distract the villain. In either case the raids continue.

One way or another, the PCs must locate the villain's lair and confront him. If they don't wish to fight, they can surrender the item—and perhaps the newcomer—to the villain. This approach isn't very heroic, but it's an option.

If the newcomer has fled, the PCs might convince the villain to leave them alone, but the villain might demand a humiliating service or payment in return for the favor.

If the PCs favor a more active approach, they can attack, killing or driving away the villain. In either case, they acquire some new enemies but also gain some treasure, enhance their reputation as heroes, and maybe gain a valuable ally or henchman in the form of the grateful newcomer.

Types of Encounters Once you've created a workable plot for an adventure, you need encounters to flesh it out. Encounters set the stage for the player characters and give them a chance to function as heroes.

As this chapter's first section points out, a well-designed adventure offers several different types of encounters. Twelve different types of encounters are described below. The categories are not definitive, and there often is considerable overlap between them. Their purpose is not to force your encounters into inflexible molds, but to help you consider the many options open to you when planning them.

Combat: The encounter is intended to deplete the party's resources, particularly hit points and spells, through some form of attack. Combats can be pretty dull for high-level characters unless the opposition follows a logical tactical plan that allows them to challenge the party and create the illusion of danger. See the **Planning Combats** section for some tips.

Deception: The encounter is not what it appears to be. A common form of deception is one type of encounter masquerading as another. For example, the player characters are traveling along a road and meet an old peddler who evades their questions and tries to sell

them her goods. The encounter appears to be an interaction until bad guys spring out of the woods and attack. Surprise!

An encounter that includes a disguised or delayed danger falls into this category. The peddler from the previous example might lie to the PCs, complicating future matters if the PCs fall for the ruse. The peddler might be a villain or monster. Perhaps the impostor is biding her time until she can attack the party, or perhaps she simply wants to get close to the party so she can learn something about them.

Another form of deception is the misdirection or red herring; the player characters discover an apparent clue that leads to a false conclusion or throws them off the scent. For example, in Poe's classic story, *The Murders at Rue Morgue*, a witness reports that the criminal spoke German. In fact, the criminal, being an ape, didn't speak at all. The hero of the story eventually detected the red herring by noting that every witness thought the criminal was speaking a different language, but players in a heroic fantasy game might be completely fooled.

Deceptions don't often work unless the DM uses a variety of encounters. For example, if a campaign doesn't use many interaction encounters, the sample deceptions described here are probably not going to work because the player characters tend to be suspicious. Parties accustomed to fighting everything they meet would probably attack the peddler at the outset and expose the deception or make it irrelevant.

Deceptions also tend to fail when they are overused. Players who are constantly on the lookout for deceptions not only detect them more readily, but their distrust makes it harder to pick up legitimate clues and hints during the game. Frustration sets in quickly if the players conclude that every NPC is a liar and every clue is a red herring.

Delay: The encounter retards the party's progress and consumes their time without offering any real dangers or rewards. Anything that can grab the party's attention and hold it for a time can make an effective delay, even an empty room in a castle or dungeon complex. Delays might seem like a general waste of time and a source of player frustration at first glance, and that is just what they are when they're overused. However, they can be very effective if used sparingly and thoughtfully.

Delays are very useful for controlling magic in the campaign; they eat up game time and exhaust the durations of nonpermanent magical effects the party might be using. To keep players from becoming bored, it is best to introduce delays that consume lots of game time, but very little real time. For example, searching a 10' x 10' section of wall for a secret door requires a full turn (10 minutes) of game time; most other searches and close inspections proceed at similar rates. However, it only takes a few seconds of playing time to resolve the search.

Delays also are useful for keeping players on their toes. If everything the party encounters is valuable, dangerous, or significant to the plot, the players don't have to give much thought to their actions—going over everything they find with a fine-toothed comb is the prudent thing to do. If, however, most intriguing things the party finds turn out to be nothing special, the players quickly learn to use some judgment about how they use their game time.

Delays also serve to vary an adventure's pace. A few innocuous breaks in the action give players and their characters time to relax a bit. These pauses also tend to encourage role-playing by giving players opportunities to explore aspects of their characters that are

not directly linked to success or survival. Even the most ardent mineral collector, for example, isn't going to be terribly interested in the surrounding rocks if an army of 1,000 orcs is descending on his location.

Dilemma: The encounter forces the player characters to choose between two or more alternatives, both equally attractive or equally undesirable.

A dilemma can really get players' hearts pounding when they have to make a decision quickly and with minimal forethought. It is best if the potential rewards and consequences are immediately apparent—such as life or death for the PCs or an important NPC. For example, the player characters find themselves on a demiplane where their spells and magical items work erratically and sometimes misfire dangerously. While exploring, they are caught in a small room with a *sphere of annihilation* in pursuit. Do the PCs try to control the sphere (not always a safe task), exit through a magical portal to an unknown destination, or *teleport* out of danger (and risk a misfire)?

A moral dilemma can help shape the players' views of the campaign world and force them to examine their characters' deepest convictions and emotions. For example, consider what might happen if the party finds an orphaned drow child in the wilderness. As DM, you know if the child is born to be evil or if alignment is something that has to be nurtured over time; perhaps the child is naturally inclined to become chaotic evil but can learn to follow another alignment. What does the party do with the child? Abandon it? Adopt it? Kill it? The choice could spark a lively debate among characters of different alignments.

Note that high-level player characters might frequently be called upon to make determinations that fall within the gray areas of their experience. Right or wrong, the PCs' decisions could profoundly shape commoners' attitudes toward the world. Other powerful mortals and even the gods themselves also note the heroes' decisions and judge the PCs accordingly.

Event: The player characters witness something noteworthy occurring. Anything that happens more or less on its own, without direct involvement from the PCs or obvious involvement from the adventure's villain, can be considered an event: storms, celebrations, vast natural disasters, brawls between minor NPCs, etc. The PCs might be swept up in the event in spite of themselves, or they might be observers who can choose to stand aloof; however, it is best to avoid events where the player characters are forced to be passive observers.

Events are useful tools for advancing an adventure's plot. The DM can use them to provide clues and warnings to the PCs. For example, if the party has stumbled into an area where magic no longer works properly, a simple event such as an avalanche or blizzard might prompt them to employ a spell or magical item which fails, which in turn gives them fair warning that they must depend on their wits for the rest of the adventure.

Events are also useful for providing a little terror or excitement during an otherwise dull stretch in an adventure. For example, a party of high-level characters flying over a desert might believe they have an uneventful trip ahead of them until a killer sandstorm forces them to take shelter.

A swift stream of events can disguise a single crucial incident or interaction, leaving the PCs mired in a situation before they know it. For example, the party is attending a fair

when they witness a brawl. Cooler heads prevail and a singing contest, with the PCs as contestants or judges, gets started. The music prompts a few onlookers to begin dancing, and several comely locals offer to shake a leg with the PCs. Afterward, one of the locals spins a tall tale. Some time during the string of events, perhaps during the brawl or the dance, a pickpocket steals a crucial item from the party. The search for the culprit is on when the PCs finally notice the loss.

Guardian: The encounter features a creature or trap that must be dealt with before the party can proceed. Cerberus, the multi-headed dog that guards the underworld in Greek mythology, is the quintessential guardian. Sometimes bypassing or ignoring a guardian is the best way to deal with it.

To be effective against high-level player characters, guardians must have defenses powerful enough to withstand at least a few rounds of a major offensive and enough firepower to make players think twice about attacking in the first place. The ability to detect invisible or disguised intruders is very useful for guardians.

Interaction: This encounter turns on the ability of the party to have some sort of dialog with an NPC. The player characters might need to conduct a negotiation, ask directions, or otherwise establish communication. An interaction creates a good role-playing opportunity for the DM—who gets to play the NPC and might have an excellent chance to really ham it up—and tests players' communication skills.

Interactions are an excellent way to impart information that a party needs to continue with an adventure or solve a mystery. However, there is no reason why getting the necessary information has to be easy. At the very least, the player's should have to be shrewd enough to ask the right questions. More difficult interactions might require the player characters to bribe, intimidate, or trick the NPC.

Interactions often go awry if the player characters are inclined to be distrustful or to attack everything they meet. This is not necessarily a bad thing if the DM wants to break aggressive PCs of their bloodthirsty habits. The local wise woman, for example, might be a disagreeable old wizardess who has a sweet tooth and who knows that some nearby ruins are infested with olive slime creatures.

A gift of honey or some ripe fruit is enough to get the lady's information. Parties who fail to win her over must face the slime creatures unawares. Parties who kill her discover the old woman's 60-year-old journals, which mistakenly report that the slime creatures are normal zombies. Characters who wade into combat with the slime creatures expecting to encounter normal zombies are in for shock no matter how powerful they are.

Obstacle: This encounter features a barrier of some sort that the party must bypass or cross before they can proceed. Common obstacles include natural barriers such as chasms, mountains, rivers of molten lava, and the like. Passive wards and protective spells, such as *walls of force* can be considered obstacles.

Obstacles are not usually effective when high-level characters are involved, because they usually have access to enough spells and abilities to deal with them quickly. Obstacles, however, serve to use up a party's resources and are very effective when combined with a combat encounter. A mile-deep chasm might not pose much of a threat to a party of 15th-level characters all by itself, but it could prove quite a hassle if the far

side were occupied by a tribe of stone giants hiding behind cover while they hurl rocks at the PCs. A pair of beholders lurking in the chasm effectively negate magical means to cross the crevasse, though the first character who makes the attempt is likely to discover this the hard way.

Puzzle: This is a noncombat encounter that tests the players' mental skills in some fashion. Most puzzles involve logic, memory, or creativity. The riddle game included in J.R.R. Tolkien's novel, *The Hobbit*, represents one kind of puzzle encounter.

Puzzles are an excellent way to make players rely on themselves rather than on their characters' abilities. The best puzzles fit your game's atmosphere; word plays on pop music lyrics or Disney movie titles aren't a good approach to puzzle making unless you are playing the adventure for laughs.

You can add some tension to a puzzle encounter by combining it with a trap—the characters suffer damage or a magical effect if they give an incorrect response—or guardian—which attacks if the correct answer is not provided.

Skirmish: A short combat encounter (20–30 minutes of play time) is designed to consume time and inflict minor damage. Skirmishes are best used to break up dull stretches and to keep players on their toes.

Intelligent foes employ skirmishes to soften up the party and get a clearer picture of their abilities before committing themselves to a major combat encounter.

Surprise: This is typically a combat encounter that tests the party's ability to react quickly to an unanticipated situation. Surprises usually are difficult to avoid because the player characters don't know where or when they are going to occur.

Surprises should be used very sparingly; player frustration sets in quickly if the heroes are constantly getting ambushed. When planning a surprise encounter, consider a few things the player characters might do to uncover the surprise before they blunder into it. For example, if an ogre mage and its band of mercenary trolls await the PCs around a bend in a forest road, an alert party might spot the group's gargoyle scouts hiding in the trees and signaling to their comrades.

Trap: This is a noncombat encounter that employs a magical or mechanical device (or both) designed inflict damage or impede the party in some fashion.

When designing any trap, consider how the device is triggered, how potential victims might detect the trap before triggering it, and what parties can do to deactivate it. You should also consider what happens when an attempt to deactivate the trap fails.

When designing traps for high-level player characters, it is best to avoid devices that inflict large amounts of damage. Damage often can be ignored—an 18th-level fighter with 120 hit points often doesn't have to worry about suffering 20 or 30 points of damage from a trap. In any case, damage is usually easily healed if there is a priest or paladin in the party. Also, keep in mind that hit point totals can vary widely within an adventuring party. A trap that can inflict enough damage to make a high-level fighter or cleric take notice can be deadly if the party thief or mage stumbles into it.

Instead of dealing out damage in large doses, concentrate on special effects that hinder victims in some fashion. For example, a collapsing staircase that dumps the PCs

into individual, sealed chambers might cause great consternation and should force at least some characters to think hard before they can get free. A magical trap that turns the victim into a small elephant might resist the party's attempts to dispel the effect for quite some time. Meanwhile, the character suffers from a fear of rodents and must eat and drink prodigiously. Clever players might discover that the elephant's trunk is useful for wielding tools or weapons, but not for spellcasting.

Linking Adventures The best way to establish an epic flavor to your campaign is to create adventures that are related, one flowing from another.

Linked adventures give the impression of unseen forces at work in the campaign. They also give player characters chances to help determine their own fates as their accomplishments—or lack thereof—carry forward from one adventure to the next.

All that is required to link adventures together is an overall theme or extended plot that runs through all the adventures. A careful look at any set of adventures usually reveals several such themes or plots. Likewise, there are several different methods you can use to turn separate adventures into a series.

Chained Adventures: The easiest way to create a continuing series of adventures is to find ways to connect two or more of them. Chained adventures don't require continuing plots, just some kind of superficial relationship that can lead the player characters from one adventure to another. Usually, it is not important how or where the player characters enter the chain, as one adventure's outcome rarely impacts on another.

The links can be clues that point the group in the right direction, such as maps showing another adventure's location or statements from NPCs who have information to impart. A link between two adventures can be purely incidental. Perhaps the site of one adventure just happens to be close by or the group stumbles upon an adventure while traveling on another errand. Here's an example of how three otherwise unrelated adventures might be linked in a chain:

A fabled magical sword (perhaps a holy sword) lies in an extra-dimensional labyrinth filled with deadly traps, puzzles, and ever-vigilant guardians. The labyrinth can be entered only at certain times, and then only by heroes who know the secrets of the portal. If the PCs find their way in, they battle their way into the heart of the labyrinth using steel and reasoning to claim the sword.

The home of a semi-retired wizard has recently been burglarized. The thieves made a colossal mess, smashing and looting everything. Several valuable magical items have obviously been stolen, but the place is in such disarray that the wizard isn't exactly sure what has been taken and what is lost in the current mess. If the PCs investigate, they discover that a rival wizard employed a gang of doppelgangers to infiltrate the house and strip it. The rival took the magical items and the doppelgangers got the money and jewels.

Two noble families are conducting a feud in a remote mountain valley. Commoners who let themselves get involved often disappear, and even those who lie low often suffer due to the incessant raids the families conduct against each other. The situation flares into a

full-scale war when the PCs arrive in the valley, as each family concludes that the party has arrived to help the other side.

Each adventure can be superficially linked to the other two as follows:

The entrance to the labyrinth is not far from the town where the burglary took place. If the player characters enter town, they hear plenty of rumors and speculation about the crime. Even if they don't enter the town, groups of would-be detectives harass the party because they are suspicious strangers.

The sword is an intelligent weapon and expresses a desire to slay an evil creature living nearby. The creature is a vampire masquerading as the head of one of the warring families.

One of the items stolen from the wizard's home is a map of the area surrounding the town; the thieves took it because it radiated magic. When examined with a true seeing spell, the location of the labyrinth's entrance is revealed along with clues to opening the portal.

Among the papers scattered around the wizard's library are two sets of letters, one from each of the warring families. Both groups wish to purchase the magical map.

Members of one of the warring families tell the PCs about a legendary magical weapon whose appearance in town is reputed to signal the downfall of the opposing family.

A search of either family's headquarters reveals several copies of letters drafted to the wizard. Both families also have received letters reporting the map's theft.

An adventure chain has the advantage of allowing players considerable freedom of action. They can ignore the hooks that link the adventures together or follow them up as suits their fancy. The freedom goes a long way toward making the players feel as though they are the masters of their characters' fates. Because the adventure's plots are not intertwined in any serious fashion, the DM need not take steps to force the group back into the story line.

Ripples in a Pond: Every adventure changes the world in some fashion, even if the only change is a temporary reduction in the orc population. Sometimes, however, even a simple adventure can have far-reaching effects. Chapter One explored this concept in some detail.

This method uses the consequences that arise logically from one adventure as a springboard for further adventures. Often, the linked adventures occur in a specified order, but it is possible to create a set of adventures that can be played in any order. The latter task can be difficult, and it usually requires the DM to make alterations in the plot to account for what the party already has accomplished. The three adventures from the previous example might be linked in the following ripple sequence:

The player characters discover a clue to the sword's whereabouts. With help from an NPC wizard, they enter the labyrinth and recover the sword.

As part of the price for his help, the PCs have agreed to allow the wizard a chance to examine the blade. On the way to his home, however, they are ambushed and nearly lose the weapon. When they arrive at the wizard's home, they discover it has been burglarized.

The burglars are a group of doppelgangers hired by the vampire whose downfall the sword's reappearance is supposed to herald. False clues implicate the family opposing the vampire, and the PCs must determine the truth before the villains can be defeated.

A more complex ripple sequence might begin with any of the three adventures. For example, if the PCs recover the sword first, they draw quite a bit of attention to themselves. The wizard approaches them and offers to pay handsomely for a chance to examine the weapon.

Meanwhile, the two families are anxious to get their hands on the sword. One family would like to buy it or to convince the PCs to attack their rival with it. The other family wants to make sure the blade is not used against them under any circumstances. They might try to buy it, steal it, or exile the PCs to a distant world or another plane.

The wizard is impatient to examine the sword, but he waits until the party is finished with their other business. Nevertheless, the vampire's family is anxious to learn all it can about the sword and helps arrange the burglary at the wizard's home. If the PCs visit the wizard first, both families harass the wizard and the PCs while they try to unravel the mystery of the burglary.

Interlocking Adventures: It is possible for one or more adventures to take place entirely within the context of another, larger adventure. It also is possible for a single adventure to leave enough loose ends laying around that one or more subsequent adventures are required before they are all tied up. The three adventures from the previous examples might be interlocked as follows:

The player characters become embroiled in the feud, perhaps as mediators. In the process of defending themselves, they discover the legend of the sword.

The party seeks out the wizard to get more information about the weapon. Before they can learn anything, however, they must solve the mystery of the burglary. The crime might be related to the overall plot, or it might be incidental.

The party ventures into the labyrinth to recover sword. If they are successful, they can return and settle the feud.

Multi-layered Adventures: In this type of series, the adventures are arranged like the layers of an onion. When the player characters complete one adventure, they peel back a layer and reveal another, deeper layer. The party gets closer and closer to resolving a final, ultimate conflict as they continue to peel away layers. Usually, the final conflict's true nature is not obvious at the beginning, and the player characters might stumble across several hints and clues before they realize where their adventures are leading. The three adventures from the previous examples could be arranged in layers as follows:

The player characters learn about a series of daring raids and burglaries in which the criminals wreak havoc. Perhaps a home of one of the heroes is raided.

A particularly methodical wizard who is a burglary victim notes that a set of maps and commentary about a legendary sword are among the items taken from his home. If the PCs follow up the lead, they discover that the gang of doppelgangers responsible for the crimes have been turning over information about the sword to their mysterious employer. The PCs also encounter an NPC who also is seeking the sword, but is not implicated in the burglaries.

With the NPC's help, the heroes locate the labyrinth where the sword is hidden. After enduring the puzzles and traps that guard the sword, and several hit-and-run raids by mysterious attackers, the PCs recover the blade. There are several attempts to steal the weapon, maybe even one from the PCs' erstwhile ally.

Information gathered from captured foes—and from the sword itself—indicates that an ancient vampire fears the sword, which has remained hidden for centuries. The PCs and the vampire become locked in a deadly struggle that continues until the party destroys the vampire or gives up the blade.

Revisited Adventures: Some adventure sites offer potential for continuing play even after the player characters have resolved the original conflict. Two or three adventures from the previous examples might offer sites that can be used over and over again. The city where the wizard lives and its criminal underworld—with its den of doppelgangers—could generate many other adventures, especially if a player character rogue decides to operate the local thieves' guild. Likewise, the valley—with its simmering feud—could spawn additional adventures as the feud flares up from time to time. Perhaps the defeated family's vampire leader has hidden a few servitor vampires in the opposing family.

Planning Combats Nothing takes the joy out of a rousing adventure more quickly than an important combat in which the bad guys go down with a whimper rather than a snarl. All of the careful thought and brilliant inspiration used in creating an interesting plot is lost when the characters mow down the opposition without even raising a sweat. Like creating a good plot, there are proper ways to plan for a confrontation with high-level heroes.

Chapter One included suggestions for getting the most out of a foe by considering the creature's intelligence, maximizing its strengths, and minimizing its weaknesses. This section looks at some additional elements that you should consider when planning and conducting a battle.

How much combat planning you ought to do depends on two factors: the opposition's intelligence and how important the encounter is to your plot.

Plan less when dealing with unintelligent creatures. These creatures tend to react rather than to plan ahead. Quickly run through the five points outlined, noting obvious things, such as the terrain, the foe's general situation (hungry, fearful, etc.), and its major combat abilities.

Always carefully plan encounters with major foes, even fairly stupid ones—your plan

can take the foe's lack of intelligence into account. Pay attention to each point and carefully look ahead to make sure your villains don't make silly mistakes; for example, a vampire starting a melee combat over a rushing river or giants crawling on their hands and knees through corridors less than 10 feet high. As this chapter's first section pointed out, it is best to avoid giving your players gifts in the form of combat victories they haven't earned.

Likewise, if you're hoping for a special result from a combat, prepare accordingly. For example, if you intend to reveal information to the player characters via a prisoner, you should plan the battle so that it is likely that the player characters take prisoners. Perhaps a creature misinterprets its orders and is forced to surrender when it finds itself surrounded by the heroes.

A combat plan should consider the following elements: attack power, mobility, organization, information, and terrain.

Attack Power: The purpose of combat is to kill or incapacitate the opponent before he can escape or do the same thing to you. An effective combat plan finds a way to use whatever forms of attack are available in the most efficient manner.

It usually is best to concentrate whatever attacks are available against as few enemies as possible. Wounding an opponent has little effect in the AD&D game, because creatures generally function just as well when reduced to a fraction of their original hit points as they do when completely healthy. It is better to reduce the opponent's numbers quickly and in turn reduce the opponent's ability to counterattack. Note, however, that being under attack tends to interfere with spell casting. Neutralizing spellcasters by disrupting their spells is a great way to limit counterattacks, even if the spellcasters are only wounded. Also, don't overlook nonlethal attack forms, such as magical charms, wrestling, entanglement, disarming, and the like. These modes of attack often limit counterattacks more effectively than raw damage. The party's lead fighter might be a terror, but the character becomes considerably less terrifying when deprived of a weapon.

Mobility: The ability to move freely is an asset that is often under appreciated. Creatures that are free to move or make ranged attacks can concentrate their offensive power where they wish, provided they are more mobile than the enemy. Freedom of movement also allows for some tactical flexibility, especially when dealing with the unexpected or fleeing from a bad situation.

Superior mobility can bring all manner of advantages. Simply running around a slower opponent's front line and attacking a weak spot can have tremendous impact.

A foe does not necessarily have to be faster than the player characters to have superior mobility. If the heroes are attacked from two or three directions at once, the party is faced with staying put or risking leaving someone behind if they move. Spells such as the various walls, *slow*, *entangle*, and *transmute rock to mud* can hinder or even stop a party dead in its tracks. Spells such as *darkness*, *stinking cloud*, and *fog cloud* can disrupt and confuse a party at least temporarily.

Creatures do not willingly give up natural mobility advantages unless they are exceedingly stupid or have been cleverly tricked. A tribe of lizard men, for example, is probably not going to emerge from a river or swamp to attack player characters on a paved road. Likewise, a dragon is not going to make its lair in a cavern too small to

allow it to fly.

Mobility is not always a function of an opponent's movement rate. As noted above, the ability to fire missiles is a great enhancement to mobility. Superior numbers also enhance mobility, especially when a small group—such as a party of adventurers—faces a single creature. The group is inherently more mobile than their lone opponent because the task of concentrating their attacks is already done for them (there is only one enemy to fight), and any single form of attack does not immobilize the whole group.

A lone creature facing an adventuring company is at a severe disadvantage unless it can stay out of the party's reach, isolate individual characters, or deliver attacks that affect all the characters at once. A monster engaged in melee with the party's lead fighter has very few movement options. The fighter's movement is restricted, too, but the rest of the characters are under no such limitations.

Organization: If a combat involves multiple foes, decide who is in charge and how the group works together. Even disorganized groups usually contain one individual that the rest of the group looks up to. Remember that you don't have to have legions of Einsteins to fight well, just one clever or experienced leader.

Groups without strong leaders tend to have difficulty working together, though they still can be effective in combat if the individuals are fairly bright and spirited. Coordinated actions usually give better results than individual actions. For example, pairs of creatures or small subgroups can watch each other's backs and divide up tasks such as guarding against flanking maneuvers and keeping the pressure on the foe's commanders, spellcasters, and missile users.

Information: This element of combat planning is the one DMs most frequently ignore or misuse. Opponents should fight based on what they know and what they can discover about the heroes' numbers, abilities, and plans.

Obviously, it is inappropriate for the DM to ignore what an opponent knows. It is equally inappropriate, however, to assume that every opponent knows as much about the player characters as the DM does. Note that attack is not a natural reaction to the unknown. An opponent who does not have any clear knowledge of the enemy is apt to retreat or negotiate.

Start by considering what the opponent can reasonably know about the party. If the opponent has never fought the player characters before and didn't notice them approaching, then he knows almost nothing about the party. The opponent might guess each PC's class by observing the characters and their equipment. A vampire, for example, might have a great attack plan, and if he is observant he might note any elves or half elves in the party and avoid directing his *charm* at those characters. He probably does not know which characters have received *negative plane protection* spells from the party cleric.

On the other hand, bad guys remember player character drills. Any opponent who has fought groups of adventurers has a basic idea about how parties generally act. An opponent who has seen the player characters fight—or who has survived a previous encounter with the heroes—is bound to have a very clear idea about how a party functions.

In any case, plans for a combat are not complete until you consider how the foe is

gathering information. Everyone except the supremely stupid—or supremely confident—keeps an eye out for trouble. The information-gathering effort need not be elaborate; foes who have no particular reason to expect a fight might simply observe things as they go about their business. More careful groups might employ scouts or divination spells. Anyone can pick up quite a bit of information just by questioning the locals. Note that the locals can include animals and plants if the right spells are available.

Don't overlook the possibility that a foe's efforts to gather information might reveal something about the foe to the player characters. If a vampire assumes bat form to observe a party, the player characters should have a chance to notice the bat, especially if it remains near the party for any appreciable amount of time. Likewise, *crystal balls* create magical sensors that creatures can detect.

Remember that information is only as good as the opponent's ability to assess it. A giant bird of prey might be able observe a party for a long time as it soars over an open plain, but its animal intelligence doesn't allow it to analyze what it sees very well. On the other hand, a high-level wizard or druid in bird form might deduce a great deal from a long look at a party.

It's also worth remembering that most careful groups also take pains to conceal information about themselves; after all, the PCs are going to be gathering information, too. For example, there's no reason why a band of villains has to look like an evil horde. They might choose to pose as merchants or pilgrims, which makes it harder for player characters to trace their movements by questioning creatures about who they have seen recently. Spells such as *invisibility* and *change self* can be quite effective in keeping player characters guessing about exactly what they're up against.

Terrain: Most foes try to make some use of the local terrain, even if all they do is hide behind trees. However, the lay of the land determines what is possible during a combat and what's not. A forest choked with thick undergrowth offers lots of cover and concealment, which generally makes it a good place for ambushes. A forest's trees and undergrowth also tends to restrict movement—especially mounted movement—and missile fire. Likewise, a group of 10 archers can't line up shoulder-to-shoulder and deliver a devastating volley if the battle is taking place in a five-foot-wide dungeon corridor.

Terrain is usually beyond the control of the participants, except that magic can alter terrain or appear to alter it. A *move earth* spell, for example, can allow a commander to create just about any battlefield layout desired. A *hallucinatory terrain* spell can prompt opponents to do foolish things, such as maneuvering to avoid a marsh that really isn't there or coming to a halt behind a pile of illusory boulders that appear to offer good cover.

Even without magic, creatures who are prepared for a battle can choose where to fight. The best possible defensive terrain offers the defenders cover while forcing the attacker to approach in the open, preferably to spend a long time exposed to attack before they can attack themselves. Castles are built the way they are to exploit this concept: The cleared area around the castle offers little or no cover. The castle's moat and walls keep the attackers outside where there is no cover, and the walls provide cover for the defenders.

Smart foes stay alert for opportunities that the terrain creates. The old trick of hiding

atop a cliff and rolling boulders down upon hapless travelers below is a good example of this type of tactic. Player actions often create less-obvious opportunities, however. For example, characters who decide to climb to a canyon's rim—to avoid having rocks dropped on them later—just might find themselves attacked while they literally hang on for dear life.

World Hopping A visit to a foreign land, long or short, is seldom routine. Dealing with strange customs, unfamiliar laws, and unusual foods can give even hardened travelers fits. Now imagine what it might be like to visit a place where the very underpinnings of reality are different from home. That's what world hopping is like.

Staging adventures on unfamiliar worlds is a great way to keep a high-level campaign fresh and challenging. Players become very attentive once they find they can take nothing for granted, and even fairly weak creatures can challenge the party when the PCs' spells and magical items begin to act in unanticipated ways. This section presents some quick guidelines for creating alternate worlds for your adventures. This section is by no means complete—the possibilities are limited only by your imagination.

Types of Worlds

For purposes of this discussion, a world is any place in the multiverse with its own form of reality separate from the rest of the multiverse. A world can be as large as a universe or as small as a single room. Worlds in the current AD&D game fall into one of three different types:

Plane: A plane is an infinitely large space. A plane has no clear form or dimensions, though there are border areas where it meets other planes. As explained in Chapter 15 of the *Dungeon Master Guide*, there are three types of planes and two planes that defy categorization.

Inner Planes are places filled with the fundamental components of the multiverse. There are 18 inner planes. They are subdivided into elemental (basic matter), para-elemental (compound forms of matter), energy (positive and negative), and quasi-elemental (where planes of matter and energy meet). If there are any undiscovered inner planes, they likely exist between known planes.

Outer Planes are places where the powers (deities) reside. A certain philosophy holds sway on each outer plane, and that philosophy influences everything on the plane, including reality itself. There are 17 known outer planes, each corresponding to a major division in the AD&D alignment system. Sixteen of these planes form a great ring, with the plane of Concordant Opposition—the neutrality plane known as the Outlands—in the middle. New outer planes would probably form between two existing planes on the great ring or as additional “layers” on an existing plane.

The Prime Material Plane is where the base campaign and many similar worlds are located. There is a widespread misconception that there are multiple Prime Material Planes, sometimes referred to as Parallel Primes or Alternate Primes. In fact, there is only one Prime Material Plane. Within that plane, there are an infinite number of discrete worlds, each contained within a crystal sphere. A crystal sphere can contain a single planetary body, a whole solar system, or anything in between.

The Astral and Ethereal Planes act as highways between the other planes.

The Ethereal Plane connects the Prime Material with the Inner Planes. It resembles an infinite ocean whose “shores” lap against other planes. Curiously enough, ethereal travelers always find themselves moving toward the Inner Planes or their home world in the Prime Material. There is no known method of using the Ethereal Plane to travel from one Prime Material World to another.

The Astral Plane is an infinite, silvery void that connects the Prime Material Plane to the Outer Planes. Astral travel between Prime Material Worlds is possible.

Both the Astral and the Ethereal contain bits of solid matter in their depths. On the Astral, these form islands similar to asteroids floating in deep space where creatures make their homes. The Ethereal also contains islands, but they are called Demiplanes (see below) that exist as worlds in their own right.

For more information on the known planes, see the *Planescape*TM boxed set.

A Pocket Dimension is a discrete world attached to another world. These are usually very small, and most of their properties mirror those of the parent world. A Pocket Dimension can be created artificially.

A Demiplane is a discrete world floating in the depths of the Ethereal Plane. Like Pocket Dimensions, Demiplanes can be created artificially. Conditions on Demiplanes vary widely, and it is believed that large and well-populated Demiplanes can become full-fledged planes. The exact process for accomplishing this feat is not known to any mortal.

Properties of Worlds

Each world has four different aspects that combine to define its own unique reality. These are chronology, magic, technology, and environment. Each aspect is rated on a scale ranging from 2 to 20. Ratings can be generated randomly by rolling 2d10. The lower the rating, the weaker the aspect is; ratings from 10–12 reflect conditions on typical AD&D campaign worlds. Though a rating of 10 is weaker than a rating of 12 the differences between the two are imperceptible to player characters. Ratings higher than 20 and lower than 2 are possible, but all known planes fall within these extremes.

A world’s rating is usually fixed, but the ratings on some worlds shift slowly over time. These shifts are so gradual that the residents don’t realize they are occurring. An abrupt shift—even for the better—brings cataclysmic change to a world.

Chronological Aspect

Time flows at the same rate throughout the known multiverse. This section, however, deals with newly discovered worlds. Table 2 shows the rate of local time flow compared to that of the base campaign world. In worlds with ratings of 9 or less time flows more quickly than in the base campaign, allowing travelers to make extended visits and return home to find that almost no time has passed at all. In worlds with ratings of 13 or more time flows more slowly than in the base campaign, and travelers might return home to find their world greatly changed after even a short visit.

Chronological Notes

Characters are governed by the local time no matter where they are or what world they call home. For example, characters who visit a C2 world and stay a year return home to find that less than a minute has gone by, but they are still a year older. Characters who visit a C18 world and stay two weeks return to find that 20 years have passed, even though they have aged only two weeks. Likewise, the durations of magical effects are governed by local time, a spell that lasts 10 rounds on a C11 world also lasts 10 rounds on a C20 or a C2 world.

There is no simple way to judge the local time flow—it always seems to be normal. Time is pervasive; even the interiors of closed extra-dimensional spaces (such as *portable holes*, *bags of holding*, and *rope trick* spells) experience local time. The shift from one time flow to another is imperceptible by itself, but clues are sometimes obvious—such as when a character steps through a portal at noon and steps out into a moonlit night.

Magical Aspect

A world's magical rating determines many of its characteristics, including how much sway scientific laws have over reality. The higher the rating, the less relevant the laws of science are. Magic becomes more readily available as the magical rating rises, increasing the likelihood that fantastic creatures exist on the world. Psionics are also more common and work better on high-magic worlds. Table 3 shows relative levels of magical power; a rating of 2 indicates no magical power, a rating of 10–12 indicates the level of power in a typical AD&D campaign. The most magical of the known planes (the Abyss, the Outlands) have ratings of 17. No known plane has a rating of 18 or higher.

Table 2:
Chronological Ratings

World Rating	Local Time	Base Campaign Time
2	1 Week	= 1 Second
3	1 Week	= 15 Seconds
4	1 Week	= 1 Minute
5	1 Week	= 10 Minutes
6	1 Week	= 30 Minutes
7	1 Week	= 1 Hour
8	1 Week	= 6 Hours
9	1 Week	= 1 Day
10–12	1 Week	= 1 Week
13	1 Week	= 1 Month
14	1 Week	= 3 Months
15	1 Week	= 6 Months
16	1 Week	= 1 Year
17	1 Week	= 5 Years

18	1 Week	= 10 Years
19	1 Week	= 30 Years
20	1 Week	= 100 Years

Table 3:

Magical Ratings

Rating	Magical Effects
2	No spell, spell-like ability, magical item, artifact, or psionic power functions, and travel into or out of the area is possible only through a pre-existing gate. Land creatures are not more than 10 feet tall, and there are no flying creatures. Demihuman and fantastic creatures do not exist.
3	Potions, wands, rings, and miscellaneous magic is ineffective, and from 6–9 schools of magic are modified in some way. Spell casting times and PSP requirements are quintupled, and 4th–10th level spells can’t be cast. Land creatures are not more than 10 feet tall, and flight is limited to creatures less than six inches tall. There are no demihumans or fantastic creatures.
4	Potions, wands, and rings are ineffective and from 4–9 schools of magic are modified in some fashion. Spell casting times and PSP requirements quintupled; 5th–10th level spells impossible; land creatures are not more than 10 feet tall; flight is limited to creatures less than 1-foot-tall. There are no demihumans or fantastic creatures.
5	Potions and wands ineffective; 3–9 schools of magic modified. Spell casting times and PSP requirements are quintupled, and 6th–10th level spells can’t be cast—native spellcasters are almost unknown. Land creatures are not more than 10 feet tall, and flight is limited to size T creatures (two feet tall or less). There are no demihumans or fantastic creatures.
6	Potions are ineffective and from 3–9 schools of magic are modified. Spell casting times and PSP requirements quadrupled, and 7th–10th level spells can’t be cast. Native spellcasters are very rare and have supra-genius Intelligence. There are no land creatures more than 15 feet tall, no bipedal creatures more than 10 feet tall, and flight is limited to size S or smaller creatures.
7	Most spells, magical items, and psionics function normally, but 2–7 schools of magic are modified. Spell casting times and PSP requirements are tripled, and 8th–10th level spells cannot be cast. With long and difficult training, a few creatures of at least genius Intelligence can learn to cast spells. There are no land creatures more than 20 feet tall, no bipedal creatures more than 15 feet tall, and flight is limited to size M or smaller creatures.
8	Most spells, magical items, and psionics function normally, but 2–5 schools of magic are modified. Spell casting times and PSP requirements are doubled, and 9th–10th level spells can’t be cast. With training, a few creatures of at least exceptional Intelligence can learn to cast spells. There are no land creatures more than 25 feet tall, no bipedal creatures more than 20 feet tall, and flight is limited to size L or smaller creatures.
9	Most spells, magical items, and psionics function normally, and only 1–4 schools of magic are modified. True Dweomers (10th-level spells) are not available, but creatures with at least average intelligence can learn to cast spells if properly trained. There are no

land creatures more than 30 feet tall, no bipedal creatures more than 25 feet tall, and flight is limited to size H or smaller creatures.

10-12 Spells, magical items, and psionics function normally, and most creatures of at least average Intelligence can learn to cast spells with adequate training. There are no practical limits on the size of land or of flying creatures, and demihumans and fantastic creatures are fairly common.

13 Spells, magical items, and psionics function normally, and major races have minor spell-like abilities or psionic wild talents. Some individual spells are modified.

14 Most spells, magical items, and psionics function normally, and major races have minor and major spell-like abilities or multiple psionic powers. Some elemental spells and from 1–4 schools of magic are modified.

15 Most spells, magical items, and psionics function normally, and major races have minor, major, and extraordinary spell-like abilities or full psionic powers. Some elemental spells are modified. From 2–5 schools of magic are also modified with possibly catastrophic effects.

16 Same as above, except that from 2–7 schools of magic are modified with possibly catastrophic effects.

17 Same as above, except that from 3–9 schools of magic are modified with possibly catastrophic effects.

18 Same as above, except that most beings of at least average Intelligence have minor spellcasting abilities.

19 Same as above, except that beings of average Intelligence have minor spellcasting abilities, and those with at least high intelligence have major spellcasting abilities. Wizard characters do not need to study spellbooks.

20 Same as above, except that beings of average intelligence have major spellcasting abilities, and those with at least high Intelligence have extraordinary spellcasting abilities. Wizard characters do not need to study spellbooks, and no spellcaster needs to memorize spells.

Magical Aspect Notes

Characters using magic or psionics are often at great risk until they learn the rules governing magic locally. Strongly magical worlds can be more dangerous than worlds where magic is weak.

Spell Casting: Any spellcaster can attempt spells on worlds rated M3 or higher, but he is limited to what is possible locally or what is possible on their home worlds, whichever is *less*. For example, characters from M10–12 worlds must study their spellbooks even on M20 worlds, where the natives have no such restrictions. Characters from an M19 world visiting a M10–12 world cannot regain spells unless they return to their home world or acquire spellbooks. No character can cast a 9th-level spell on a world rated M8 or lower.

Low magic worlds impose a multiplier (x2 to x5) on casting times. Most casting times are given as simple numbers that are added to the caster's initiative roll (see *Player's Handbook*, Appendix 2). If the adjusted casting time is 10 or more, the spell requires one

or more full rounds to cast. A casting time of 10 means the spell is completed at the end of the round when it is begun. A casting time of 20 means the spell is completed at the end of the second round after it has begun, and so on. If the adjusted casting time is not an even multiple of 10, subtract the nearest multiple of 10 from the adjusted casting time. The spell requires that many full rounds of casting, and is completed on the next succeeding round with an initiative modifier equal to the remainder. For example, a *fireball* spell (which has a normal casting time of 3) has an adjusted casting time of 12 on an M6 world. The spell requires one full round and is completed during the second round with an initiative modifier of 2.

Worlds rated M8 and lower restrict the levels of spells available. When a spell level becomes impossible, no spell of that level can be cast. Magical items and stored spells are an exception (see below).

Spells are modified on some worlds. Modifications can apply to individual spells, entire schools of spells, or classes of elemental spells. Possible modifications include:

Enhanced: The spell or school functions as though the caster were one level higher than he actually is. Spells are never enhanced on worlds rated M9 or lower.

Diminished: The spell or school functions as though the caster were one level lower than he actually is.

Nullified: The spell or school does not function at all. This is a fairly common modification on worlds rated M9 or lower. It is rare on Prime Material Worlds rated M10 or higher, but it often occurs on even highly magical outer planes, demiplanes, and pocket dimensions.

Altered: The spell or school of spells functions differently on this world. Changes can be superficial, minor, or catastrophic.

Superficial alterations usually change a spell's form, but not the way it works. For example, *fireballs* might create scalding steam or intense light on some planes.

Minor alterations are more spectacular and potentially dangerous but do not change the way the spell works. For example, a *clairaudience* spell might cause the caster's ears to grow very large and sensitive, causing the caster to suffer a saving throw penalty vs. sound-based attacks (harpy songs, *shout* spells, etc.) until the spell ends.

Catastrophic alterations cause the spell to go completely awry, and their effects are totally unpredictable. Conjured or summoned creatures might go berserk, a *meteor swarm* might center itself on the caster, or a *death spell* might target other player characters or their henchmen.

In many cases, native spellcasters are not subject to the alterations because their magic is naturally compatible or because they take special precautions. Player characters might learn to use the latter.

It is possible for the same alteration to affect several types of spells in the same way. For example, on Limbo, an outer plane of pure chaos, a spellcaster must pass an Intelligence check or any spell attempted is negated, a catastrophic alteration that affects all types of spells.

Any change to a spell or school of spells should reflect some local characteristic. For example, an *unseen servant* spell cast on an M13 world that also has a high technological rating might suffer a minor alteration and create a visible creature with a mass of robot-like arms (in keeping with the world's technological nature).

Priests depend on their deities for their spells and suffer some extra difficulties when leaving their home worlds. Any priest spell is subject to whatever local modifications apply to the spell's school. In addition, a priest's ability to cast spells depends on his position in the multiverse relative to his deity.

Priest spells work best when the caster is on the plane where his deity resides because the deity has undisputed influence over priest magic on his own plane. Deities that keep multiple residences make things a lot easier for their priests. When priests go traveling through the multiverse, however, they enter realms where the interests of several deities might conflict. One of four things happen to a priest's spells when the character enters a new world:

On an *open* world, the priest loses caster levels according to the distance to the deity's home plane (see page 49). All the Outer Planes are open.

On a *closed* world, the priest can use any spell he has memorized but cannot regain spells higher than 2nd level. Many Prime Material Worlds, Pocket Dimensions, and Demiplanes are closed.

On a *restricted* world, the priest loses all spells. Restricted worlds are very rare.

On an unrestricted world, all priests function at full power. The Astral, Ethereal, and all known Inner planes are unrestricted, as are many Prime Material worlds and Demiplanes.

By general divine agreement, priests on open worlds lose one level of spell casting ability for every plane they are removed from their deity's home plane. For example, a 10th-level priest one plane from his deity's plane can cast spells only as a 9th-level priest, although he still functions as a 10th-level character in every other way.

Figuring the distance between a priest and his deity can be a little tricky, because priest spells use different rules for counting depending on the priest's location. A priest whose deity resides on an Inner Plane is four planes removed when he visits an Outer Plane (Inner Plane to Ethereal to Prime to Astral to Outer Plane). Priests on the Outer Planes, however, must trace the path to their deity along the great ring (see below), but only planes between the priest and deity's home plane count.

For example, if a priest whose deity resides on Mount Celestia visits The Abyss, the character loses seven levels of spellcasting ability. This effect has nothing to do with the properties of the planes themselves, it arises from a mutual agreement that prevents the entire multiverse from erupting into an interplanar war.

There are numerous divine agreements of a more limited nature that govern specific locations on the planes. The Prime Material Plane is subject to many such agreements. Each Prime Material world is the focus of one or more deities; these deities are allowed to treat the world as if it were home (at least insofar as granting spells is concerned). This

gives any priest who worships these deities full powers on that world, though outsiders might find the world closed or restricted.

Demiplanes also are notorious for operating under their own rules, though most of them are either closed or unrestricted.

A priest's granted abilities generally function at full power by general divine agreement, but local conditions prevail, especially for spell-like granted abilities. Calling down a *flame strike* just doesn't work on the Plane of Elemental Water.

Note that divine agreement can circumvent a world's magical rating. If a deity wants to grant priests a full range of spells, then that's what happens, even if magical items, psionics, and wizard spells are weak. Such worlds are extremely rare, but possible.

Intelligent creatures native to high-magic worlds have natural spellcasting abilities as spellcasters of the indicated level:

Minor Spellcasting: 1st–3rd

Major Spellcasting: 4th–7th

Extraordinary Spellcasting: 8th–11th

Natural spellcasting abilities are retained if the creature visits worlds with lower magical ratings, but casting times are still extended and high-level spells still become unavailable as shown on Table 3. Natural spellcasting abilities are in addition to any abilities the creature has due to class and level and can be freely combined with other class abilities. For example, a fighter from an M20 world could cast natural spells even in metal armor; a wizard from the same world is still restricted from wearing armor but might enjoy extra wizard spells or have the ability to cast priest spells.

On worlds rated M19 or higher, wizards don't require spellbooks. After a good night's sleep, spellcasters can meditate and acquire any spell of a level normally available to them, just as priests do.

On worlds rated M20, wizards and priests do not require study time at all. If they get a good night's sleep, they can call their spells to mind as needed, though they are still limited to the number of spells they can employ each day. Casting time and required components for spells remain unchanged. For example, an 11th-level wizard from an M20 world could call a *lightning bolt* to mind if he wished, but not if he had already cast four 3rd-level spells that day. The wizard would also need to have the proper material components on hand.

Psionics: Psionics generally suffer less than spellcasters when traveling between worlds. Psionics depend on the character's personal energies, which the character carries with him wherever he goes. On high-magic worlds (M13 or greater), psionics are unaffected, though some worlds—such as the Demiplane of Ravenloft—have quirks that affect even psionics. On low-magic worlds (M9 or less), psionics work normally, but PSP costs increase because more personal energy is required to manifest a particular effect.

Increased PSP requirements apply to both initiating and maintaining powers. If a psionicist does not have enough PSPs to pay the local cost for a power, he cannot use that power. Local conditions only increase the PSP cost, never the damage dice, duration, range or any other factor associated with a PSP expenditure. In other words, increased psionic cost is never an advantage for the character using the power.

A major race dominates the world in the same fashion that humans and demihumans dominate standard campaign worlds. The tanar'ri of the Abyss and the githyanki of the Astral Plane are major races in their home worlds. Members of major races native to high-magic worlds always have one or more spell-like abilities, as follows:

Minor abilities: Similar to 1st–2nd level spells, each of these abilities is usable 1–3 times a day. They function on worlds rated M7 or higher.

Major abilities: Similar to 3rd–5th level spells, each ability is usable 1–3 times a day. The creature also has 4–6 minor abilities each usable once a turn or once an hour. The abilities function on worlds rated M8 or higher.

Extraordinary abilities: Similar to 6–7th level spells, each is usable once a day. The creature also has 6–10 minor abilities usable at will and 4–6 major abilities usable once a turn or once an hour. The abilities function on worlds rated M9 or higher.

Spell-like abilities are subject to whatever magical modifications prevail locally, except that natives always ignore any detrimental effects their home world might have on their abilities.

Magical Items: Because they are portable containers for magical power, enchanted items can often function in low-magic worlds where the spell effects they duplicate cannot be cast. Otherwise, magical items are subject to the same limitations and modifications as spells. For example, a *staff of the magi* can produce a *wall of fire* effect, even on M3 worlds where 4th-level spells are impossible. However, the staff cannot produce a *wall of fire* on a world where evocation spells are nullified or on a world where fire spells don't work.

If a school of spells is modified on a world, all magical items that duplicate or simulate effects from that school are affected as well. For example, if conjuration/summoning spells are catastrophically altered on a world, items such as *Bucknard's everfull purse* and a *bag of tricks* can be dangerous to use.

Magical weapons, armor, and protective devices, such as *rings of protection* and *bracers of defense*, are attuned to the world where they were made. They lose one plus per plane removed from home, but remember that all Prime Material worlds are on the same plane. The Astral and Ethereal planes are one plane removed from the Prime Material. The Inner and Outer Planes are two planes removed from the Prime Material. Demiplanes are part of the Ethereal Plane and Pocket Dimensions are part of the plane to which they are attached. The maximum distance between planes is four (Inner Plane to Ethereal to Prime Material to Astral to Outer Plane). For example, a *cloak of protection* +3 made on a Prime Material world functions normally everywhere on the Prime Material Plane. The cloak's bonus falls to +2 in the Astral or Ethereal planes, and falls to +1 on any Outer or Inner plane. Unlike priest spells, magical items always trace the shortest possible path to their home planes.

Magical items that become inert because of the local magical rating or because of the distance between planes cannot produce any magical effects but still function as normal items—an inert suit of magical armor is still armor. The items continue to have a magical aura that can be discerned with a *detect magic* or similar spell, and they function normally again once brought to a world where conditions are more favorable.

Creatures: A world's magical factor determines what kinds of fantastic creatures can be found within it, as noted on Table 3. The local magical factor can make a world untenable for some visitors.

Humans, normal animals, and other non-fantastic creatures are not directly affected by the local magical rating.

Other creatures are dependent on their home world's magical nature and can suffer from deprivation when visiting low-magic worlds.

Demihumans, such as elves, gnomes, dwarves, orcs, ogres, and similar humanoid creatures, must save vs. death magic immediately when entering worlds rated M5 or less, failure results in death. Even if the saving throw succeeds, the creature loses one hit point per hit die—but each hit die still gives the creature a minimum of one point—and suffers a –1 penalty on all attacks, saving throws, and ability score checks. These penalties increase an additional point for every magical rating below 5, to a maximum penalty of –4 on an M2 world.

Fantastic creatures, such as centaurs, dragons, chimeras, pixies, tanar'ri and others, have similar penalties beginning at M6 and increasing to a maximum of –5 on M2 worlds.

Technological Aspect

A world's technological rating determines its general level of cultural development, scholarship, and practical application of knowledge and invention. The lower a world's technological rating, the less obvious the trappings of civilization are. A rating of 2 indicates no technology at all. A rating of 10–12 indicates a medieval technology common to most AD&D campaigns. Ratings of 13 or higher indicate worlds that are progressively more urban, institutional, and mechanized. It is entirely possible for a world to have both a high magical rating and a high technological rating. On such worlds, magical devices replace machines.

Table 4:
Technological Ratings

Rating	Elements of Civilization
2	Tools are unknown; fire has not been harnessed.
3	Simple stone tools and weapons; campfires.
4	Complex stone tools, some soft metal tools and weapons (copper); domesticated animals; simple agriculture; ovens; pottery.
5	Soft metal tools and weapons (copper and bronze); arithmetic; complex agriculture and irrigation; hieroglyphic writing; boats; cities; sundials and water clocks; coins.
6	Hard metal tools and weapons (iron); small ships; alphabetic writing; small

- land vehicles; simple locks; siege machines.
- 7 Water mills; furnaces; cast iron; large oared ships; advanced mathematics and philosophy.
- 8 Civil engineering; roads; blown glass; wagons; medicine.
- 9 Compass; windmills; universities; surgery.
- 10–12 Steel tools and weapons; coal mining; trade and craft guilds; small, slow sailing ships, feudal governments; extensive trade.
- 13 Cannons; ocean-going sailing ships; mechanical clocks; national governments.
- 14 Firearms; printing; intercontinental trade.
- 15 Steam engines; blast furnaces; mechanical calculating machines.
- 16 Internal combustion engines; light aircraft; steamships; railroads; labor unions.
- 17 Nuclear power; civil and military aircraft; electronic computers.
- 18 Fusion power; commercial spacecraft; laser weapons; genetic engineering; intercontinental governments.
- 19 Sentient robots and computers; solar power; portable nuclear power.
- 20 Faster-than-light space travel; matter transmission; matter replication; interplanetary governments.

Technological Notes

Sample items appear on the table when they become affordable or are in common use. Some items may be present, but very rare, on worlds with technological ratings too low to support their widespread use. For example, some brilliant thinker might be busy inventing algebra on a T5 world, but she might be the only one who understands it. Likewise, items on the table are not necessarily household items. For example, not everyone on a T17 world owns a jet airliner, but they are common enough to be in general use.

Technological devices cannot be carried freely between worlds. Devices from low-technology worlds function normally when carried to worlds with higher technology ratings. Devices carried from high-technology worlds to low-technology worlds do not operate if they have moving parts, electronic circuitry, or depend on chemical reactions. Even simple devices suffer somewhat. For example, a flashlight (T16) carried to a T8 world becomes inert. A stainless steel hand ax (also T16) carried to a T8 world still functions as an ax, but it loses its extra hardness and resistance to rust. A club (T2) remains a club no matter where it is.

Sufficiently advanced technology, however, works just like magic. If an item's technological rating exceeds the local technology rating it still works if it also exceeds the local magical rating by at least five. For example, steam engines require a local technology rating of T15 or higher or a magical rating of M10 or lower. A steam engine would not work on a world with a magical rating of M11 or more *and* a technological rating of T14 or less.

Ecological Aspect

A world's ecological rating determines how benign or hostile the overall environment is as well as the similarities of landscape, flora, and fauna as compared to the base

campaign. A rating of 2 indicates a completely hostile environment while an E20 world represents a paradise. A rating of 10–12 indicates a generally earth-like environment that may contain hazardous extremes, such as deserts, ocean depths, low air pressure at high altitude, etc.

Ecological Notes

Worlds rated E6 or less inflict one of more of the effects (DM's choice) from the table below upon visitors from the base campaign. The type of effect should reflect the nature of the environment. For example, one world's acidic atmosphere might inflict damage and another world's polluted air might reduce Constitution.

Condition	Severe	Hostile	Deadly
Constitution			
Loss	1d6/Day	1d6/Hour	1d6/Round
Damage	2d4/Day	2d4/Hour	2d4/Round
Poison Save*	1/Day	1/Hour	1/Round

* The saving throw must be attempted at the end of each exposure period; failure results in immediate death.

Severe Conditions: The environment poses a danger if exposure lasts too long. The intensity is similar to a desert or polar ice cap. Mundane precautions—drinking extra water, wearing a heavy coat—can negate or reduce the damage.

Hostile Conditions: The environment poses an immediate threat to normal humans. The intensity is similar to immersion in arctic water or exposure to volcanic gases. Mundane precautions might reduce the effects to severe or be entirely ineffective. Minor protective magic, such as an *endure cold/heat* spell, *ring of fire resistance*, or *ring of warmth*, negates the effects.

Deadly Conditions: The environment can kill normal humans within minutes. Intensity is similar to the surface of the moon or the interior of a volcano. Mundane precautions are ineffective, and some magical items or spells might prove too weak to provide effective protection. The deadly effects listed on the table are the minimums, and they can be much greater if conditions are particularly intense. For example, the flames on the Plane of Elemental Fire require unprotected creatures to save vs. breath weapon or die immediately. A successful save still inflicts 5d10 points of damage each round.

Worlds rated E18 or higher seem like paradises to visitors from worlds rated E12 or less. At the DM's option, certain actions can be perilous on such worlds. For example, characters who go to sleep on such worlds may slumber until attacked or awakened. Smelling a flower might produce a state of euphoria similar to a *confusion* spell, although random actions tend to be non-violent; if the dice roll indicates an attack the affected character sings and dances, perhaps urging other nearby creatures to join in.

Natives of worlds rated E16 or higher generally cannot tolerate conditions on less benign worlds. They suffer the effects from severe conditions on worlds rated five less than their home worlds, hostile penalties on worlds rated six less, and deadly penalties on

worlds rated seven or more less.

Table 5:
Ecological Ratings

Rating	Ecological Elements
2	The ecology is wildly different from the base campaign in almost every way; the environment is deadly (poisonous, airless, acidic, etc.). Living creatures, if they exist at all, are barely recognizable as such.
3	The ecology is different from the base campaign in most ways; the environment is hostile (very cold, waterless, flooded with x-rays, etc.). Living creatures have completely alien forms.
4	The ecology is similar to the base campaign. The environment is fairly livable, but some vital element is absent or incompatible. The PCs cannot survive over the long term without a large stock of supplies from their home world or magical aid (can't eat the food, water makes PCs drunk, etc.). Overall conditions may be hostile, such as boiling daytime temperatures, subzero nighttime temperatures, acid rain, etc. One or more intelligent races resemble some nonhumanoid or monstrous species (insects, serpents, fungi, etc.).
5	The ecology is similar to the base campaign. The environment is livable, but some vital element is absent or incompatible. The PCs cannot survive over the long term without a large stock of supplies from their home world or magical aid (can't eat the food, water makes PCs drunk, etc.). Overall conditions may be severe, such as a global desert, ice age, endless rain, etc. One or more intelligent races resemble some nonhumanoid or monstrous species (insects, felines, fungi, etc.).
6	The ecology is similar to the base campaign. The environment is livable, but some important element is absent or incompatible. The PCs may find the conditions inconvenient, but their long-term survival is not in jeopardy (little or no metal, thin atmosphere, sunless sky, etc.). Overall conditions may be severe, such as a global desert, ice age, endless rain, etc. One or more intelligent races resembles some nonhumanoid or monstrous species (insects, felines, dragons, etc.).
7	Ecology is similar to the base campaign. Some familiar races and species are present, though they have slightly different appearances and abilities. Races and species entirely unknown in the base campaign are present. At least one intelligent race resembles some nonhumanoid species (lizards, felines, avians, etc.).
8	Ecology is very similar to the base campaign, and the environment is generally benign. Many familiar races and species are present, though they have slightly different appearances and abilities. Races and species entirely unknown in the base campaign are present.
9	Ecology is very similar to the base campaign. Most familiar races and species are present, though some may have slightly different appearances or abilities.
10–12	Ecology, environment, and inhabitants are almost identical to the base campaign.

- 13 Ecology and environment is almost identical to the base campaign. All major races and species are present, but the world is ruled by elves, gnomes, dragons, or other race that is not dominant in the base campaign.
- 14 Ecology and environment is almost identical to the base campaign. All major races and species are present, but not all races have the same level of Intelligence and culture as they do in the base campaign (humans with only animal intelligence, talking horses, ogre artists, etc.).
- 15 Ecology and environment are almost identical to the base campaign. All major races and species from the base campaign are present, but some general characteristic is vastly different worldwide (everything is giant-sized, colors are reversed, world is flat, etc.).
- 16 Ecology is very similar to the base campaign, and the environment is generally favorable (completely tropical, rains according to a predictable schedule, most plants edible, etc.). Most races and species from the base campaign are present, but local species tend to be exotic, such as flightless giant parrots, feathered snakes with iridescent plumage, or birds who sing highly musical songs.
- 17 The ecology is similar to the base campaign, and the environment is favorable (tropical with temperate nights, never rains, all plants edible, etc.). At least one intelligent race resembles some nonhumanoid species, such as elves that look like felines.
- 18 The ecology is slightly similar to the base campaign, and the environment is favorable (drinking the local water provides nourishment, sleeping is not necessary, equipment grows on trees, etc.). One or more intelligent races resemble some nonhumanoid or monstrous species (insects, serpents, fungi, etc.).
- 19 The ecology is different from the base campaign in most ways, and the environment is very favorable (constant temperature, breathing supplies nourishment, sunlight heals wounds, etc.). Living creatures have completely alien forms.
- 20 The ecology is wildly different from the base campaign in almost every way, and the environment is completely favorable (eating, sleeping, and drinking unnecessary). Living creatures exist, but are barely recognizable (pure energy, rocklike, microscopic).

Quirks

In addition to the four aspects—chronological, magical, technological, and environmental—some worlds have additional properties that help make them unique and unpredictable. These properties—quirks—are not easily categorized. Quirks can be part of a world’s essential makeup, completely serendipitous, or temporarily imposed from outside. In the latter two cases, the player characters might be able to change them. The local rules governing priest spells described on page 49 can be considered essential quirks. A few known quirks are listed below:

The world is infused with some overwhelming force or energy that twists everything,

including magic and psionic abilities. For example, the Demiplane of Ravenloft is infused with evil. No spell, granted ability, or psionic power can distinguish the alignment of any creature or object on Ravenloft, and many magical effects and psionic powers are corrupted.

Other worlds might be infused with good, light, magic, electricity, or anything else that can be detected or manipulated under the AD&D game rules.

If this quirk exists on a Prime Material world, it's probably a temporary effect that can be removed if the source is destroyed. Otherwise, it cannot be altered or removed except by destroying the entire world.

A particular type of material is difficult or impossible to magically conjure or duplicate on the world. For example metal is very rare on Athas, the world of the Dark Sun™ setting. Metal cannot be permanently created on Athas, and the normally permanent *wall of iron* spell quickly falls to pieces.

Spells that have been named after their creators (such as *Melf's minute meteors*) are unknown and unavailable unless brought in from outside or researched from scratch.

Leaders of the world's dominant race are able to detect and immediately retaliate against magical or psionic attacks directed against members of the race. This quirk is possible only on worlds rated M14 or higher. Retaliation can take whatever form the DM feels is appropriate: a simple spell turning effect, one large venomous insect attacks the offender for every point of damage inflicted on the target, a random spell is directed at the offender, etc.

Magical items brought into the world are not affected by the distance to their home planes but are subject to other local effects. Such worlds usually are unrestricted (see page 49) and have a magical rating of 13 or higher.

The world traps visitors. Exit is possible only through pre-existing gates. This quirk is possible only in Demiplanes and Pocket Dimensions.

The world and some or all of its residents are analogs to beings in the base campaign. If the two world's ratings are generally similar, analogous beings from the two worlds are virtual twins, having appearances, occupations, skills, and alignments similar to their twins'. The more the two world's aspects diverge, the more dissimilar the analogs are.

Worlds that contain player character analogs present all sorts of difficulties and opportunities for the PCs:

Same Book, Different Cover: Analogs have completely different appearances, but identical mannerisms and similar histories. How long does it take the group to realize that the arrogant lizard man they are dealing with is just another version of a PC wizard?

Don't Judge a Book by its Cover: Analogs look and act pretty much like their counterparts, but they have different dispositions and skills. Perhaps the player character analogs on this world are notorious villains or perhaps the PCs' chief rival is a great and revered hero here.

Déjà Vu: The world might contain analogs whose counterparts have died in the base

campaign, both foes and allies. Also, the current situation on this world might mirror an adventure the PCs have already completed, but the villains have made different plans this time.

The world parallels the base campaign and is actually a version of the base campaign's past or future.

Some mundane item from the base campaign is the focus for power on this world. For example, powdered dragon horn explodes like gunpowder, gold jewelry grants a spell-like power, etc.

The world is isolated from other dimensions. Extradimensional spaces, such as those created by *portable holes*, *rope trick* spells, and *bags of holding*, cannot be opened.

Monsters An AD&D campaign is not complete without hordes of monsters to battle. No other foe is as useful for giving player characters violent and implacable foes whose savage and often alien natures make their complete and utter defeat a necessity. Monstrous foes are good for keeping characters guessing about exactly what they're up against, and monsters come pre-equipped with arrays of natural weaponry that the PCs cannot carry off with them after a battle.

High-level characters can easily defeat most standard monsters, because the monsters usually have been designed with weaker characters in mind. The **Planning Combats** section in this chapter and the notes on getting the most out of a foe in Chapter 1 can help make sure PCs treat monsters with respect, but even the cleverest planning can come to nothing if the characters can obliterate every enemy as soon as blows and spells are exchanged in an encounter.

A high-level campaign shouldn't be so overrun with super monsters that low-level characters and commoners have no chance to survive, but sometimes it is helpful to give the monsters a party meets a little bit of an edge. Perhaps you have introduced an unexplored continent or plane where life is hard and everything is a little tougher than usual. Or perhaps you simply need bigger, nastier version of a standard monster to lead a band of lesser creatures.

There might also be times when you wish to introduce a monster that is a little *weaker* than a typical specimen. Just how nasty are the baby bulettes in that nest (and how much of a fight can they put up before mom arrives)? The sections below offer a few methods for doing so without going to the drawing board and inventing a host of brand new creatures.

Altering Monsters the Easy Way

Some monsters, like some people, are just a little bigger, stronger, or smarter than most. Other creatures might be smaller, weaker, or dumber. You can create these creatures fairly quickly by applying a modifier to a creature's basic statistics, as follows:

Modifiers: To make a monster weaker, apply a -1, -2, or -3 to its key statistics (see below). To make a monster stronger, apply a +1, +2, or +3. Once you start altering a

monster, use the same modifier throughout the process.

Hit Points: Weaker monsters subtract the modifier from each hit die, but the creature always receives at least one hit point from each hit die. Stronger creatures add the bonus to each hit die.

THAC0: Weaker creatures add the modifier to their THAC0 numbers—not attack rolls—while stronger creatures subtract the modifier from their THAC0.

Saving Throws: Weaker creatures add the modifier to their base saving throws, but no saving throw can be increased above 20. Stronger creatures subtract the modifier from their saving throw numbers, but no saving throw can be reduced below 3.

Damage Dice: Weaker monsters subtract the modifier from each damage die, but the creature inflicts at least one point of damage with each die. Stronger creatures add the bonus to each damage die.

Armor Class: Weaker creatures add the modifier to their Armor Class values. Stronger creatures subtract the modifier from their Armor Class values.

XP Value: Weaker creatures subtract the modifier from their adjusted hit dice (see *Dungeon Master Guide*, Chapter 8). No creature can have a value lower than 1–1. Stronger creatures add the modifier to their adjusted hit dice.

Other Characteristics: A creature's movement rate, Intelligence, alignment, morale, and other statistics remain unchanged under this system. A modifier of +3 can increase the creature's size to the next higher class. For example, a large creature might become a huge creature, but that's optional. Likewise, a modifier of –3 can reduce a creature's size class one step.

An Example

A group of scrag (freshwater trolls) have taken up residence in a river near an important ford. The bulk of the colony has normal statistics, but the DM decides that the chief/shaman and her two mates have extraordinary statistics and also decides to throw in an immature scrag. The chief is very powerful (+3), her two mates a little less so (+2), and the youth is just a baby (–3).

The modified statistics (with the original in parentheses) look like this:

Scrag Chief: AC 0 (3); MV 3, Sw 12; HD 5+20 (5+5, +3 per hit die); hp 51; THAC0 12 (15); #AT 3; Dmg* 1d4+4/1d4+4/3d4+9 (+3 per die); SZ L (the DM decides that she is about 12 feet tall); ML Elite (14); Int Low (7); AL CE; XP 2,000 (base 650).

Chief's Mates: AC 1; MV 3, Sw 12; HD 5+15; hp 35 each; THAC0 13; #AT 3; Dmg* 1d4+3/1d4+3/ 3d4+6; SZ L; ML Elite (14); Int Low (7); AL CE; XP 1,400 each.

Baby: AC 6; MV 3, Sw 12; HD 5–10 ; hp 13; THAC0 18; #AT 3; Dmg* 1d4–2/1d4–2/3; SZ M (the DM decides the baby is about 4 feet tall); ML Elite (14); Int Low (7); AL CE; XP 175.

* The scrag racial modifier to claw damage is added after the adjustments to the dice. In the case of the baby, the +1 bonus offsets part of the –3 penalty to the creature’s claw attacks, but the –3 modifier to each die of bite damage reduces each die to its minimum value of 1.

Even with their enhanced statistics, the chief and her mates wouldn’t last long in a direct fight with high-level characters, but it helps to explain why characters of lesser stature haven’t dealt with the scrag colony. Furthermore, the DM plans to make use of the scrag’s superior mobility in the water when the PCs encounter them, and the extra damage the trio of more powerful scrag can inflict should prove to be an unpleasant surprise.

Table 6:
Monster Strength Scores

Score	T	S	M	L	H	G
3	2	4	6	13	15	18
4	3	5	7	14	17	18/01
5	4	6	8	15	18	18/51
6	5	7	9	16	18/01	18/76
7	6	8	10	17	18/51	18/91
8	7	9	11	18	18/76	18/00
9-12	8	10	12	18/01	18/91	19
13	10	11	13	18/51	18/00	20
14	11	12	14	18/76	19	21
15	12	13	15	18/91	20	22
16	13	14	16	18/00	21	23
17	14	15	17	19	22	24
18	15	16	18	20	23	25

Abbreviations: T= Tiny (2' or less); S= Small (2-4'); M= Man-sized (4-7'); L= Large (7-12'); H= Huge (12-25'); G= Gargantuan (25'+)

Table 7:
Monster Dexterity Scores

Score	T	S	M	L	H	G
3	13	11	9	7	5	3
4	14	12	10	8	6	4
5	15	13	11	9	7	5
6	16	14	12	10	8	6
7	17	15	13	11	9	7
8	18	16	14	12	10	8
9-12	19	17	15	13	11	9
13	20	18	16	14	12	10
14	21	19	17	15	13	11

15	22	20	18	16	14	12
16	23	21	19	17	15	13
17	24	22	20	18	16	14
18	25	23	21	19	17	15

Table 8:

Monster Constitution Scores

Score	T	S	M	L	H	G
3	3	5	7	9	11	13
4	4	6	8	10	12	14
5	5	7	9	11	13	15
6	6	8	10	12	14	16
7	7	9	11	13	15	17
8	8	10	12	14	16	18
9-12	9	11	13	15	17	19
13	10	12	14	16	18	20
14	11	13	15	17	19	21
15	12	14	16	18	20	22
16	13	15	17	19	21	23
17	14	16	18	20	22	24
18	15	17	19	21	23	25

Table 9:

Monster Intelligence Scores

Roll	A	S	L	Av	V	H	E	G	Sg	Go
3	1	1	3	6	7	9	10	13	15	17
4	1	1	3	7	7	10	11	14	16	18
5	1	1	4	7	8	11	13	15	17	19
6	1	1	4	8	8	11	13	16	17	19
7	1	2	5	8	9	12	14	16	18	20
8	1	2	5	9	9	12	14	17	18	20
9-12	1	3	6	9	11	13	15	17	19	21
13	1	3	6	10	11	13	15	18	19	21
14	2	4	7	10	12	14	16	19	20	22
15	2	4	7	11	12	15	17	20	21	22
16	3	5	8	11	13	16	18	21	22	23
17	3	5	8	12	14	17	19	22	23	24
18	4	6	9	13	15	19	20	23	24	25

Abbreviations: A= Animal Intelligence; S= Semi Intelligent; Av= Average Intelligence; V= Very Intelligent; H= Highly Intelligent; E= Exceptionally Intelligent; G= Genius Intelligence; Sg= Supra-genius Intelligence; Go= Godlike Intelligence

Table 10:

Monster Wisdom Scores

Score	A	S	L	Av	V	H	E	G	Sg	Go
3	1	2	3	6	8	10	12	14	16	18
4	1	2	3	6	8	10	12	14	16	18
5	1	2	4	7	9	11	13	15	17	19
6	2	3	4	7	9	11	13	15	17	19
7	2	3	5	8	10	12	14	16	18	20
8	2	3	5	8	10	12	14	16	18	20
9-12	3	4	6	9	11	13	15	17	19	21
13	3	4	6	9	11	13	15	17	19	21
14	3	4	7	10	12	14	16	18	20	22
15	4	5	7	10	12	14	16	18	20	22
16	4	5	8	11	13	15	17	19	21	23
17	4	5	8	11	13	16	18	20	22	24
18	5	6	9	12	14	17	19	21	23	25

Table 11:

Monster Charisma Scores

Score	A	S	L	Av	V	H	E	G	Sg	Go
3	1	1	3	6	8	11	13	15	17	19
4	1	1	3	6	8	11	13	15	17	19
5	1	1	4	7	9	12	14	16	18	20
6	1	1	4	7	9	12	14	16	18	20
7	1	2	5	8	10	13	15	17	19	21
8	1	2	5	8	10	13	15	17	19	21
9-12	1	3	6	9	11	14	16	18	20	22
13	1	3	6	9	11	14	16	18	20	22
14	1	4	7	10	12	15	17	19	21	23
15	2	4	7	10	12	15	17	19	21	23
16	2	5	8	11	13	16	18	20	22	24
17	3	5	8	11	13	16	18	20	22	24
18	3	6	9	12	14	17	19	21	23	25

Ability Scores for Monsters

Another way to modify standard monsters is to assign ability scores to them. This method is more time consuming than applying a simple modifier to make the monster bigger or stronger, but it allows for greater variety. Generating ability scores for a monster also makes it possible for the creature to undertake actions during an encounter that might require an ability check, and it makes opposed checks between monsters and characters possible. (How likely is that fighter to win a tug-o-war with a giant toad?)

The system presented here is intended for use with nonhumanoid creatures (humanoids are best treated as characters, see *The Complete Book of Humanoids* for extensive examples), but it can be used with any creature in a pinch. Start by noting the Size and Intelligence ratings from the creature's description. These two ratings determine

the range of ability scores the creature can have (see Tables 6–11).

To generate an ability score, roll 3d6 on the appropriate table and read the result from the applicable column. For example, a rust monster is a man-sized creature with animal Intelligence. To generate a Strength score for a rust monster, roll 3d6 on Table 5 and read the result from the M column; a roll of 10 yields a Strength score of 12. To generate the rust monster's Intelligence score, roll 3d6 on Table 8 and read the result from the A column; a roll of 18 yields an Intelligence score of 4—an Einstein among rust monsters. The creature gains all the bonuses and penalties associated with its actual ability score as listed in the Player's Handbook. The notes below contain additional information.

When you have finished generating the creature's ability scores, it might be necessary to recalculate its XP value according to the rules in the *Dungeon Master Guide*, Chapter 8. For example, a creature with high Constitution score probably has greater than average hit points and should have a higher XP value than its less robust cousins.

Strength: Except as noted, all modifiers apply to creatures in the same way they do for characters. Creatures gain the warrior combat bonuses for high scores.

Damage Adjustment: The bonus or penalty applies to the creature's natural attacks. If the creature rolls multiple dice to determine damage, the bonus or penalty applies to the total, not to each die.

Weight Allowance: Add 35 pounds to a creature's weight allowance if it is large, 70 pounds if it is huge, and 105 pounds if it is gargantuan. If published rules list a carrying capacity for a creature, use either the listed capacity or the modified weight allowance from the creature's Strength score, whichever is higher.

Open Doors: Size L and larger creatures can use this ability to batter down or smash holes in simple wooden walls.

Bend Bars/Lift Gates: A creature that can bring its full bulk to bear on an object gains the following bonuses by size category: S or M, 0; L, +5%; H, +10%; and G, +20%. Exceptionally sturdy objects built to handle heavy loads or restrain large creatures negate the bonus. For example, a griffon would get the bonus when straining against a normal rope but not when pulling against a rope made to anchor a ship.

Dexterity: All modifiers apply to creatures in the same way they apply to characters, except that a creature's *Reaction Adjustment* also increases its movement rate. For example, a griffon with a Dexterity score of 16 has a movement rate of 13, Fl 31.

Constitution: All modifiers apply to creatures in the same way they do for characters. Monsters gain hit point bonuses for high scores as a warrior.

Intelligence: Creatures that are normally unable to speak do not gain that ability simply by virtue of a high Intelligence score. Any creature with a score at least three points higher than the normal value for its race can understand one or more languages. For example, a horse with an Intelligence score of 4 might know the common tongue and be able to give limited responses in the form of hoof taps, whinnies, and shakes of its head. Other than this limitation, Intelligence functions for creatures in the same way it does for characters.

Wisdom: All modifiers apply to creatures in the same way they do for characters.

Charisma: Reaction and loyalty adjustments apply only to creatures who are able to communicate with each other in meaningful ways. Otherwise, Charisma functions for creatures in the same way it does for characters.

Table 12:
Legendary Monsters

Rank	AC Mod.	HD Mod.
Lesser Scion	−4	+5/1.5
Scion	−6	+10/2
Elder	−8	+15/2.5
Great Elder	−10	+20/3
Paragon	−12	+25/3.5

The **Armor Class Modifier** is subtracted from the creature's base armor class. This modifier is in addition to any Dexterity bonus.

The **Hit Die Modifier** is added to the monster's hit dice. The creature gains all the benefits of the increased hit dice, including reduced THAC0, better saving throws, and more hit points. If the monster is normally given a fixed hit point total, add five hit points per additional hit die.

The number after the slash is for monsters that have hit points divided between different areas of their bodies, such as hydras and beholders. Multiply each area's hit points by the number. For example, an elder hydra's heads would have 20 hit points each (8 [hp for each head] x 2.5 [elder multiplier] = 20).

Legendary Monsters

Just like high-level heroes, some monsters have progressed in power to the point where they are the most fearsome of their kind. Legendary monsters are not just large or strong specimens, but instead they are a superior strain of their race. The rules that follow are designed for non-humanoid monsters and can also be combined with the **Ability Scores for Monsters** section.

A legendary monster has the same movement rate, number of attacks, damage per attack, morale rating, and special abilities as its normal counterpart. The creature has increased Hit Dice, an improved Armor Class, and some additional powers that the DM assigns. Table 12 details typical Hit Dice and Armor Class variances. When creating a legendary monster, don't forget to recalculate the creature's experience point value.

Rank is simply a convenient way to categorize and assign powers to legendary monsters. Tables 12–22 use the following terms to identify the various types of legendary monsters.

Lesser Scion: The creature is slightly more powerful than normal members of its race.

It comes from an exceptional bloodline, but the line has become diluted over the generations. There can be anywhere from several hundred to several thousand lesser scions of a given race on a world, depending on the races' overall population. Lesser scions have two or three powers from Tables 13–22. When generating ability scores for lesser scions, roll 3d4+4.

Scion: The monster is superior to normal members of its race. There are only a few hundred to perhaps a thousand scions of a given race on a world. Scions have three or four powers from Tables 13–22. When generating ability scores for scions, roll 2d6+6.

Elder: The creature is considerably more powerful than normal members of its race. It comes from an exceptional bloodline, barely diluted by time. There are not more than a few hundred Elders of any race on a world. Elders have three to five powers from Tables 13–22. When generating ability scores for Elders, roll 1d10+8.

Great Elder: The creature is vastly more powerful than normal members of its race. It comes from an exceptional and undiluted bloodline or is an outstanding member of an elder bloodline. There are not more than several dozen great elders of a given race on a world. Great elders have four to six powers from Tables 13–22. When generating ability scores for elders, roll 1d10+8.

Paragon: The creature represents the pinnacle of its race's strength and vitality. It is an extraordinary member of an elder bloodline, or perhaps the progenitor of its entire race. There are not more than a handful of paragons of a given race on a world, and a paragon often is a unique creature. Paragons have five to seven powers from Tables 13–22. When generating ability scores for paragons, roll 1d8+10.

Powers

A few extra Hit Dice and an Armor Class bonus are not enough to make a legend. This section contains suggestions for the extraordinary powers that legendary creatures possess; feel free to create more.

Not all powers are the same. Just like a dragon's fear radius is based on its age, the potency of a legendary monster's power is based upon its overall rank. For example, the lethality of an elder's breath weapon is noticeably different than that of a lesser scion.

Table 13:

Breath Weapons

Rank	Damage ¹	Save Mod. ²
Lesser Scion	26–35	–2
Scion	36–45	–3
Elder	46–55	–4
Great Elder	56–65	–5
Paragon	66–75	–6

¹ The numbers indicate the average damage inflicted. Any number of dice or combination of dice and a modifier that produces an average that falls within the listed range is acceptable. For example, a scion might have a breath weapon that inflicts 10d8

points of damage (average 45) or 10d6+10 points of damage. See below for average results from commonly used dice.

² *Saving Throw Modifier*: This is used *only* for breath weapons that do not inflict damage. For example, a gorgon's petrifying breath.

Averages

Die Type	Average Result
1d4	2.5
1d6	3.5
1d8	4.5
1d10	5.5
1d12	6.5
1d20	10.5

Breath Weapon Sizes

Rank	Cloud	Cone	Line
Lesser Scion	30'	40'	60'
Scion	40'	55'	80'
Elder	50'	70'	100'
Great Elder	60'	85'	120'
Paragon	70'	100'	140'

Cloud: The effect is 50' wide, 40' tall, and 30–70' long.

Cone: The effect is 5' in diameter at the creature's mouth, 30' in diameter at its apex, and 40–100' long.

Line: The effect is 5' wide, 5' tall, and from 60–140' long.

Breath Weapon

The creature has a breath attack it can use three to five times each day. Typically, the creature must wait one or two rounds between breaths. The creature can move normally during a round when it breathes, but it cannot make melee attacks, cast a spell, or use a spell-like power.

The breath weapon can take any form the DM desires: a cloud of scalding steam, cone of searing flame, gout of acid, petrifying mist, and so on. A quick look through the *Monstrous Manual* and the various *Monstrous Compendiums*TM should provide plenty of ideas. Basic statistics for breath weapons are provided below.

If the creature already has a breath weapon, use the values for the next higher rank instead. If the creature is a paragon, its breath weapon uses the paragon dimensions from Table 13 and the breath weapon inflicts an average of 4.5 points of damage per hit die of the creature. For example, a paragon dragon turtle has 39 hit dice and has a breath weapon that inflicts an average of 175 points of damage. For all damage-causing breath weapons, a successful saving throw versus breath weapon reduces damage by half.

Table 14:
Disease

Rank	Onset¹	Fatality²
Lesser Scion	1d4 Weeks	2d4 Months
Scion	1d4 Days	2d6 Weeks
Elder	1d4 Hours	2d6 Days
Great Elder	1d4 Turns	2d4 Hours
Paragon	1d4 Rounds	1d4 Turns

¹ This is the amount of time that passes before the first symptoms appear. Until then, the victim feels fine. If a victim has been infected multiple times during an encounter, roll an onset time for each infection and use the shortest one. Multiple infections of the same disease have no other effect.

² This is the amount of time before the victim finally succumbs to the disease. The victim has no chance to recover on his own and dies if not cured.

Cause Disease

Even a scratch from a legendary monster can infect a character with a fatal malady. Each time a monster with this power makes a successful physical attack, secretly roll 1d100. If the result is equal to or less than the damage inflicted during the attack, the opponent contracts a disease. If the creature strikes an opponent multiple times in a single round, check for disease only once and use the total damage inflicted for the check. For example, if a creature strikes an opponent twice for 17 points of damage with the first hit and 21 points of damage with the second blow, the opponent contracts a disease on a roll of 38 or less.

Disease Effects

In addition to just feeling rotten—and facing death if not cured—the victim also suffers one to four of the following effects. Other effects are possible.

Ability Score Reduction: One or all of the character's ability scores are reduced by one to five points.

Blindness: The victim's vision blurs or the character's eyes swell shut. The character cannot cast spells or use missile weapons, and he suffers the standard penalties for blindness when moving or engaged in melee. A *cure blindness* spell has no effect.

Chills: The character shivers uncontrollably for 2d4 rounds. During this time, the character cannot move, attack, or cast spells. All saving throws and ability checks suffer a –4 penalty. The chills recur from time to time; roll again on the onset column to see how soon.

Delirium: The victim's head spins with weird visions and confused thoughts. The character acts as though afflicted by a *confusion* spell. Once each turn, the victim can snap out of the delirium by rolling a 9 or less on 1d20. The victim's hit point adjustment (from Constitution/Health) applies as a bonus or penalty to the roll. Non-warrior characters with Constitution scores of 17 or higher can claim the warrior hit point

adjustment for purposes of this roll.

Fever: The character must rest in bed. If forced into action, the character's stamina is severely tested and he must roll a 9 or less on 1d20 each hour to stay conscious. The character's hit probability adjustment applies as a bonus or penalty to the roll. If the character has a Stamina statistic, use that score to determine the character's adjustment to the roll, otherwise use Strength. If the roll fails, the character suffers *delirium* (as above) for 2d4 rounds and then falls into a stupor for 2d4 hours.

Paralyzation: The character loses the use of one appendage or becomes totally immobile.

Slow healing: The character cannot benefit from healing spells and heals naturally at 10% of the normal rate.

Table 15:

Fear Effects

Rank	Radius	Saving Throw Mod.
Lesser Scion	30'	0
Scion	35'	-1
Elder	40'	-2
Great Elder	45'	-3
Paragon	50'	-4

Cause Fear

A legendary monster with this power sends creatures with less than 4+1 hit dice and characters of 4th level or less fleeing in panic on sight if the creature is attacking or charging. Panicked creatures flee for 2d4 turns, as though affected by the 4th-level wizard spell *fear*.

More powerful characters are affected only if they are within the creature's fear radius, and then only if the creature consciously employs its fear power. Opponents who do not automatically flee are allowed a saving throw vs. spell to avoid the effect, but there is usually a penalty to the roll.

Table 16:

Crush Attacks

Rank	Radius	Damage
Lesser Scion	10'	3d8
Scion	15'	4d8
Elder	20'	5d8
Great Elder	25'	6d8
Paragon	30'	7d8

Crush

Some legendary monsters can use their strength and body mass to literally grind opponents underfoot. To make a crush attack, a creature expends its full movement allowance for the round, taking no other actions. However, if the creature is flying or jumping down from a height of 30 feet or more, the creature can make a crush attack at the end of its movement.

Opponents larger than the attacker cannot be crushed. When a monster makes a crushing attack, it makes one attack roll for every creature within the area of effect. An unsuccessful attack roll inflicts no damage. Any creature within the radius must save vs. death if it is at least one size smaller than the attacker, even if the creature suffered no damage from the crush attack. If the defender is two sizes smaller than the attacker, the save is made at -4 , three sizes smaller warrants a -8 adjustment, and so on. If the save fails, the opponent is knocked down and can take no actions until he can stand up again.

If the overrun rule from the *Player's Option: Combat & Tactics* book is in play, a crushing attack does not provoke an attack of opportunity, and creatures who are knocked down after a crush attack can be trampled if they are smaller than the attacker. Creatures with the crush power can perform overruns, but not during rounds when they make crush attacks. Note that unlike crush attacks, overruns can be used only against creatures smaller than the attacker.

Wounding

Attacks from creatures with this power inflict damage that cannot be healed by regeneration, first aid, or by any magical means (short of a *wish*, 10th level healing spell, or a *perapt of wound closure*). Wounds caused by more powerful legendary monsters bleed freely, inflicting additional damage each round until the wound is bound or a healing spell is applied. Healing spells used in this manner don't restore any lost hit points, they just prevent additional bleeding damage.

Table 17:
Wounding Effects

Rank	Damage*
Lesser Scion	0
Scion	1/Round
Elder	1d4/Round
Great Elder	1d8/Round
Paragon	2d6/Round

* This is the amount of additional damage the opponent suffers each round after suffering the wound. If the attacks inflicts several wounds, each one bleeds and causes additional damage.

Innate Magic

A legendary monster can have minor, major, or extraordinary spell-like abilities, as

defined on page 49. The higher the creature's rank, the more often it can use its abilities.

Invulnerability (Physical)

Not every weapon can harm a legendary monster. This power can work in several different ways:

Weapon Type: The creature suffers no damage from a single type of weapon (bludgeoning, piercing, or slashing).

Normal Weapon: The creature suffers no damage from ordinary weapons and is harmed only by weapons made from a special material (silver, cold-wrought iron, stone, wood, etc.).

Nonmagical Weapon: The creature can be harmed only by enchanted weapons. Lesser scions with this power usually can be harmed by +1 or better weapons. Scions and elders are harmed by +2 or better weapons, and great elders and paragons by +3 or better weapons.

Invulnerability (Elemental)

The creature is immune to attacks based on one of the four elements: air, earth, fire, or water.

Invulnerability (Magical)

The creature is immune to specific magical effects or classes of magical effects, such as charms, cold, holds, aging, energy drains, etc. Most legendary creatures have this power.

Enhanced Movement

Some legendary monsters are faster than their lesser cousins. Some also might have special modes of movement such as blinking, leaping, or climbing. Bonuses are given on Table 19.

Gaze Weapon

A legendary monster with a gaze attack can affect an opponent simply by making eye contact. A gaze attack requires no special effort, and the creature can freely combine it with other attacks or abilities.

The gaze attack can have any effect the DM desires: instant death (save vs. death to avoid), stoning (save vs. petrification to avoid), charm (save vs. spell to avoid), and so on. As with breath weapons, a quick look through descriptions of existing monsters should provide plenty of ideas.

If the creature already has a gaze weapon, use the next highest ranking; if the creature is a paragon, the penalty is –8. Adjustments are detailed on Table 20.

Magic Resistance

Most spells fail when used against a legendary monster with this power. The creature's resistance can be continuous or conditional. For example, a creature might be resistant to spells only while the moon is full or for a short time after it eats a certain food. Similarly, a creature's resistance might be ineffective against a certain class of spells or ineffective against opponents who have found a specific item or performed a special task.

Table 18:
Enhanced Melee Damage

Rank	Damage Bonus¹	Size²
Lesser Scion	+1/die	—
Scion	+2/die	+20%
Elder	+3/die	+30%
Great Elder	+3/die +1 die	+40%
Paragon	+3/die +2 dice	+50%

¹ The creature receives the listed bonus per die of damage inflicted in addition to any bonus it receives from a high Strength score. Great elders and paragons receive extra dice in addition to the bonus per die. For example, a great elder chimera's attacks inflict $2d3+6/2d3+6/2d4+6/2d4+6/3d4+9/4d4+12$.

² The creature derives part of its damage bonus from increased size. The creature's size increases by the listed amount (round fractions up), which might place it in a larger size class. For example, a great elder chimera is seven feet tall at the shoulder with a corresponding longer body that probably makes it a huge creature.

Table 19:
Enhanced Movement

Rank	Bonus*
Lesser Scion	+20%
Scion	+30%
Elder	+40%
Great Elder	+50%
Paragon	+60%

* The creature's normal movement increases by the listed amount (round fractions up). For example, a scion displacer beast has a movement rate of 20 (15 [base] + 4.5 [30% of 15] = 19.5).

The bonus also helps define any unusual movement powers the creature gains. For example, a scion displacer beast with the ability to leap would make leaps of 50 feet.

Table 20:
Gaze Weapons

Rank	Bonus*
Lesser Scion	−2
Scion	−3

Elder	−4
Great Elder	−5
Paragon	−6

* *Saving Throw Modifier*: Opponents suffer the listed penalty when trying to avoid the gaze.

Table 21:
Magic Resistance

Rank	Resistance
Lesser Scion	60%
Scion	70%
Elder	80%
Great Elder	90%
Paragon	100%

Table 21:
Magic Resistance

Rank	Resistance
Lesser Scion	60%
Scion	70%
Elder	80%
Great Elder	90%
Paragon	100%

Regeneration

A scion or lesser scion with this power eventually regenerates any damage it suffers unless attacked with fire, acid, or magical wounding, such as a *sword of wounding* or a legendary monster's wounding power (damage from the subsequent bleeding can be regenerated, however). If the creature is killed by a *disintegrate* or death magic spell it cannot regenerate back to life. Nor can it regenerate back to life if killed by an attack that does not allow regeneration. If killed by normal attacks, a scion or lesser scion cannot regenerate back to life if its remains are destroyed by fire, acid, disintegration, or a 10th-level destroy spell at double difficulty (see page 123).

An elder or great elder can regenerate almost any form of damage if it survives the attack that inflicted the damage. These monsters cannot regenerate damage from a wounding effect, but they can heal themselves of the bleeding damage associated with such attacks. Once killed, an elder or great elder can be prevented from regenerating by destroying their remains as noted previously.

A paragon's regeneration power is all but unstoppable—the creature can regenerate any type of damage. If completely disintegrated or slain outright by death magic, the

creature returns to life after the amount of time required to regenerate 20 hit points and keeps right on regenerating until it reaches full hit points. The only way to permanently kill the creature is to reduce it to –20 hit points and use a *wish* or a 10th-level destroy spell at triple difficulty. The DM also might decide that some exotic process (see page 91) or special weapon can also kill the creature permanently. For example, a paragon gorgon might be killed permanently if a noble genie eats its heart or if the killing blow is delivered with an ancient king's sword.

A Sample Legendary Monster

An elder gorgon might have the following statistics (without adjustments for ability scores):

Elder Gorgon: AC –5; MV 17 (enhanced movement power); HD 23; hp 105; THAC0 –3; #AT 3; Dmg 2d6+6/2d6+6 (enhanced melee damage power); SA petrification breath; SD immune to blunt weapons, effected only by magical weapons of +2 or better (physical invulnerability power, twice), immune to earth-based attacks, including petrification (magical invulnerability power); MR 80%; SZ H (10' tall at the shoulder); ML average (10); Int animal (1); AL N; XP 24,000.

Notes: SA—Four times per day, the elder gorgon can breath a cone of petrification 85' long, 5' in diameter at the base, and 30' in diameter at the far end. All creatures within the area of effect are turned to stone unless they make a successful saving throw versus petrification at –5 (breath weapon at great elder rank).

Chapter 3: Spells and Magical Items

Magic is important to any AD&D campaign, but it is critical to a high-level world. Chapter 1 discusses the role of magic in more detail. This chapter contains expansions and clarifications to help DMs keep magic manageable and wondrous.

Daily Recovery of Spells Wizards and priests cannot simply stop anywhere and regain spells they have cast or change the spells they have memorized. Memorizing a spell is a difficult task that requires a clear head from a good night's sleep and 10 minutes of effort per level of the spell (see the *Player's Handbook*, Chapter 7). Memorizing a spell is an arduous mental task, and it is helpful to consider exactly what a character must do to accomplish it.

The basic requirement to memorize spells is a good night's sleep. The character must awake feeling fresh and rested. The DM must decide if a character is rested well enough to regain spells, but about eight hours spent in reasonable comfort—one cannot regain spells after a night spent in a saddle—is the minimum.

The spellcaster must also have enough peace, quiet, and comfort to allow proper concentration on the character's studies or devotions. Spellcasters do not necessarily have

to be sitting in the lap of luxury to regain spells, but their minds must be free from overt distractions, such as combat raging nearby, exposure to inclement weather, or fatigue. Of course, wizards need plenty of light to read their spellbooks by.

Priests don't use spellbooks but must have all the trappings required for solemn prayer and meditation. Such trappings include some token of the deity being petitioned for spells, such as a holy symbol, or perhaps prayer at a site that reflects the deity's nature—petitioning a war deity from an ancient battlefield is going to get the deity's attention.

Characters who do not require sleep (due to a magical item, racial ability, or other special circumstance) can acquire spells only once each day and only after eight hours of restful calm; the spellcaster cannot acquire spells immediately after movement, combat, spellcasting, or other distractions.

If a character is disturbed while studying or praying for a spell (by combat, injury, loud noise, or other distraction), the caster must begin work on the spell again and any time already spent on the spell is lost. For example, Rozmare is poring over her spell books to memorize a *fly* spell. She is seated in a forest glade where her party has spent the night. The sun is shining and the forest is fairly quiet, so all Rozmare needs to do is study her books for 30 minutes to memorize the spell. Unfortunately, after Rozmare has been studying for 20 minutes, the local pixies decide to play a prank, pitting Rozmare and her companions against an illusory band of goblin acrobats. When the confusion finally dies down, Rozmare has to begin studying her *fly* spell all over again, requiring another 30 minutes of uninterrupted study.

Limited Study Time: It is difficult to keep a clear head during a prolonged mental effort. A spellcaster can spend a maximum of eight hours a day acquiring spells. After that much effort, the character can no longer concentrate sufficiently to regain any spells, though the character suffers no other disadvantages.

Additional Comments on Spells and Magical Items This section contains new and updated information for adjudicating magic use in your campaign. Items marked with a † are from the *Tome of Magic*, spells marked with a ‡ are from *The Complete Wizard's Handbook*, and all other spells and items are from the *Player's Handbook*. Some of the entries contain optional material, presented in a separate paragraph on a gray background.

Wizard Spells

Abi-Dalzim's Horrid Wilting†: The maximum damage is 16d8.

Alacrity†: This spell can be very useful for reducing spell casting times on low-magic worlds (see page 47). Apply the local multiplier to a spell's casting time before calculating the *alacrity* spell's effect.

Antimagic Shell: This spell temporarily suppresses magic within its area of effect, but it does not destroy or dispel enchantments or kill magical creatures. The spell has no effect on golems, *simulacrams*, *clones*, or other constructs which are imbued with magic during their creation process and are thereafter self-supporting. Most undead creatures are

likewise unaffected. Some of these creatures' special abilities may be temporarily nullified, however (see below). Any creature, including a golem or other construct, that is conjured, summoned or from another plane of existence is hedged out of an *antimagic shell*.

An *antimagic shell* suppresses any spell or spell effect brought into or cast into the area of effect. A hasted character, for example, is not hasted while he remains in the area of effect. Permanent spells are not removed, but cannot be used to produce magical effects within the area of effect. For example, a character who has been resurrected is not harmed by an *antimagic shell*, but a character with a permanent tongues spell loses the ability to converse in an unknown language while within the area of effect.

An *antimagic shell* suppresses special attacks and innate abilities that function over a distance, including breath weapons, gaze attacks, sonic attacks, and psionics, but not touch-delivered special attacks such as energy draining or the corrosive effects of green slime. A lich, for example, cannot employ spells within an *antimagic shell* and its ability to cause fear is suppressed, but its paralyzing touch is still effective. Note that holy water is not magical and is fully effective within an *antimagic shell*.

An *antimagic shell* suppresses most potions and their effects; see the note at potions for details.

Astral Spell: This spell sends a projection of the caster's body into the Astral Plane. If the caster elects to take other characters along, the spell creates projections of them, too. An astral traveler can enter other planes while projecting, but forms a new physical body, identical to the original, to do so.

Only magical items are projected along with a traveler's body, but normal equipment can be rendered temporarily magical by casting *Nystul's magical aura*, *continual light*, and other spells that temporarily imbue objects with magical properties. See page 51 for a brief discussion of the effects planar travel has on magical items. (The *Planescape* boxed set contains more details.)

A traveler's physical body falls into a deathlike trance and requires no food or water while the caster is projecting. The physical forms of projected magical items become inert on the Prime Material Plane. Damage to a traveler's physical body does not affect the projected form, but the character dies immediately if his physical body is killed. Projected equipment vanishes if its physical form is destroyed.

Damage inflicted on an astral traveler's projected form affects the character normally. If a traveler is damaged when returning to his body the damage must be healed normally.

If an astral traveler dies, the character must attempt a system shock roll. If the roll fails, the character dies and any items projected along with him dissolve into nothingness. If the roll succeeds, the traveler is drawn back to his original body and wakes up with one hit point. The process is debilitating and the character cannot cast or memorize spells. The character can move at half speed and fight and use proficiencies and other skills, but at a -4 penalty to dice rolls. The restrictions and penalties remain until the character regains at least half of his hit points.

A successful *dispel magic* cast on a traveler's physical body ends the spell, drawing the traveler back to the Prime Material Plane without being otherwise harmed; any companions accompanying the caster are likewise forcibly returned.

While traveling through the Astral Plane, a projected form can move by pure thought;

a character's astral movement rate is 30 times his Intelligence/Reason score.

Blink: Spellcasting is not possible while blinking.

Clairvoyance: The spellcaster must describe where the sensor this spell creates is to appear. Once created, the sensor cannot be moved.

When placing the sensor, the caster must be precise and state the location in terms he knows or are fairly obvious. For example, the caster cannot place the sensor six inches from Ren the wizard's left ear if he has no idea where Ren is at the moment. He can place the sensor in the exact center of Ren's laboratory if he has a reasonable idea where the laboratory is located. A general location for the sensor is permissible if the location is based on something known or obvious to the caster. For example, the caster could specify the exact center of the chamber beyond a closed door nearby.

Clairaudience: The caster must describe where the sensor this spell creates is to appear, see the clairvoyance spell for details.

Color Spray: The area of effect for this spell is a plane five feet wide at the caster's hand, 20 feet long, and 20 feet wide at the far end.

Cone of Cold: The maximum damage from this spell is 10d4+10 points.

Continual Light: This wizard spell is not reversible, though the priest's version is.

Delayed Blast Fireball: This spell inflicts up to 15d6+15 points of damage.

Dispel Magic: A *dispel magic* spell cast directly upon an unattended magical item automatically renders the item inoperable for 1d4 rounds. If *dispel magic* is cast upon an item that is in the possession of another creature, the item is unaffected by the dispelling attempt if the creature makes a successful saving throw versus spell. If the creature fails its saving throw, the item is rendered inert for 1d4 rounds.

Temporary effects from potions can be dispelled, see the section on potions for details.

Permanent spells must be individually targeted to be dispelled, requiring a separate *dispel magic* for each permanent effect. Unlike a magical item, a permanent spell is destroyed, not temporarily rendered nonoperational, by a successful *dispel magic*. A creature or item never gains a saving throw to avoid a dispelling attempt against its permanent effects, but the *dispel magic* is not automatically successful either. The caster of the *dispel magic* must still be of higher level than the caster of the *permanency* spell, and he must still make a successful dispelling roll. More detailed information is found at the *permanency* spell description.

Casting *dispel magic* on a creature or object does not radiate an area of effect. Thus, spells such as *stoneskin*, *minor globe of invulnerability*, and *barkskin* could not be dispelled as the result of trying to negate the magic of a *wand of lightning*.

Spells and potions whose basic durations are permanent cannot be dispelled. A *cure light wounds* spell or *potion of extra-healing*, cannot be dispelled after their healing

properties have occurred. A *potion of heroism* could be negated while its effects were in operation, however.

A successful *dispel magic* versus a 10th-level spell temporarily negates the spell's effect for 1d4 rounds. It has no effect against a permanent 10th-level spell cast on a creature.

ESP: The caster perceives the subject's surface thoughts—that is, whatever the subject happens to be thinking about at the time. Note that close interrogation might bring buried thoughts to the surface, but wary individuals can fight off the probe and gain a saving throw against the spell. The subject's Wisdom bonus (or penalty) always applies to the saving throw, along with an additional bonus of up to +4, at the DM's option.

The bonus depends on how closely the subject wants to guard the sought-after information. In addition, even seemingly innocuous questions could reveal information that the target of the spell desires to keep secret. In cases where there is a conflict between the bonuses listed, always grant the higher bonus.

Trivial matters merit no bonus. These include questions related to general knowledge (What flag flies over the keep?) and personal questions whose answers are obvious (What color is your hair?).

A +1 bonus to the saving throw is warranted when the subject dislikes the interrogator or if the questioner is asking non-threatening but potentially embarrassing requests. For example, the subject is being prompted to reveal a minor transgression, such as overcharging a customer, or admit a minor shortcoming, such as fear of a spouse or military commander.

A bonus of +2 is warranted if the interrogator is hostile to the subject or is asking damaging questions. For example, the subject is prompted to reveal indirectly harmful information, such as where personal treasure is hidden, or is asked to betray a trust.

A +3 bonus is granted if the interrogator has attacked the subject or is asking seriously damaging questions. For example, the subject is being prompted to reveal a secret vital to his future, such as military plans or trade secrets.

A +4 bonus to the save is warranted if the interrogator has killed one of the subject's companions or is asking deeply personal or damaging questions. For example, the subject is being prompted to reveal information vital to himself or to someone important to him, such as the location of a family heirloom, an employer's daily routine, or a carefully guarded password.

Feather Fall: This spell can be cast in reaction to a fall or a missile attack, provided the caster has not already made an attack or cast a spell in the current round. In the case of an attack, the caster must win initiative to complete the spell before the missile arrives; use the normal initiative procedure from the *Player's Handbook*. In the case of a fall, the caster can be assumed to automatically cast this spell at the beginning of any fall of 10 feet or more provided he is not prevented from casting spells (silenced, gagged, etc.).

If the caster is falling an extreme distance (in excess of 120 feet/level), the caster can opt to delay the *feather fall* spell so that its duration does not expire before the caster lands. When in doubt about the caster's ability to complete the spell before impact, roll initiative. The caster makes a normal roll, adding +1 for the spell's casting time, and the

DM rolls for the fall, adding +1 for each 120 feet of free fall. If the caster loses the initiative roll, impact occurs before the spell is completed.

This spell does not provide any method by which the spellcaster can determine the length of a fall. Thus, a wizard falling into a lightless pit has no way to determine if the fall is going to be 10 feet or 1,000 feet.

Fly: It is important to remember that this spell bestows Maneuverability Class B upon the recipient, which limits the user to turns totaling 180 degrees or less per round. This might make it difficult for the user to negotiate a twisting corridor at full speed. Once the flying character has completed his allowable turns, he must either finish the round flying in a straight line or stop.

Fear: If made permanent, a fear spell causes the recipient to continually radiate a fear aura.

When cast on an area, a permanent fear effect creates a cone as described in the spell description. The caster can orient the cone in any direction, but the direction cannot be changed thereafter. Creatures entering the cone must save vs. spells or flee for one round per level of the caster at the time the spell was cast.

When cast on an object or creature, the recipient radiates a cone of fear that can be pointed in any direction the recipient desires once per round as though wielding *a wand of fear*. Even though this attack requires no casting time or command word, it still counts as an action for that round and has an initiative modifier of +3.

In the permanent version, the caster is granted a limited ability to shape the spell's parameters to suit his needs. For example, a creature with a permanent fear aura might be granted a gaze attack with a range of 10–60 feet, a touch, or a continuous globe of fear with a radius of 5 to 20 feet.

An object with a fear aura might cause fear when handled, shed continuous fear in a 5- to 20-foot radius, or inspire fear when viewed clearly.

Permanent fear on an area might affect creatures passing through a portal or opening up to 60 by 60 feet, a cube of up to 30 feet per side, a sphere with a radius of up to 20 feet, or a hemisphere with a radius of up to 25 feet. The shape and dimensions of this spell cannot be changed once set.

Haste: A creature who has been subjected to two or more *haste*-type effects gains the benefit of only the best of the group. A *haste* spell never magnifies the effects of magical items, such as *boots of speed* or a *potion of speed*.

The one year of magical aging inflicted upon the recipients of this spell requires the recipient to make a system shock roll (see *Player's Handbook*, Chapter 1); failure results in death. This magical aging only occurs during the first round of the spell's effect, and multiple *haste* spells do not cause additional aging unless their effects overlap. For example, casting an additional *haste* spell one round before an existing *haste* spell ends would cause another year of magical aging once the new spell took effect.

Identify: Characters seeking to purchase magical items might employ this spell to get some idea what they are buying. Remember that the spellcaster must spend the eight

hours preceding the casting of this spell purifying the items to be identified. Most NPCs do not allow anyone to keep an item for that long; at least not without a substantial advance payment. Dishonest sellers might pocket the advance and disappear, leaving the PCs with a cursed or bogus item.

The spell also requires the caster to handle the item, and a good way to keep magic under control in a campaign is to require the caster to actually wear or wield the item as it was intended. This requirement means some cursed items are going to affect the caster.

Be sure to impose the eight-point temporary Constitution loss the spell inflicts (which provides enemies with an excellent opportunity to attack the weakened spellcaster). Note that there is a limit to the number different magical properties this spell can reveal during a single casting and that the exact number of charges and magical pluses are never revealed.

Invisibility: If this spell is made permanent, the recipient gains the ability to become invisible and remain so indefinitely. Any attack breaks the invisibility, but the recipient can become invisible again during the next round. The return to invisibility has an initiative modifier of +3, and the recipient can take no action other than normal movement during a round in which he becomes invisible.

Light: The wizard's version of this spell is not reversible.

Limited Wish: The magical aging inflicted by this spell is a function of the caster's natural life span. Typical aging is one year for a human, two years for a halfling or half-elf, three years for dwarf, four years for a gnome, and five years for an elf.

This spell functions as a *wish* spell in most respects, but it cannot produce wealth or magical items. A *limited wish* can mimic the function of most other spells of 7th level or less. If used to alter reality, the changes must be minor. For example, a single creature automatically hits on its next attack, all opponents currently attacking the caster's party suffer a –2 attack penalty for the duration of the encounter, a single creature regains 20–50% of lost hit points, or a single creature fails its next saving throw are all possible uses for the spell.

Major changes in reality persist for a limited duration, such as a single creature regaining all lost hit points for 24 hours, a hostile creature becoming cooperative for an hour, or an alert sentry falling asleep at his post.

Magic Mirror: This spell creates an invisible sensor similar to the one created by a *clairvoyance* spell; the sensor has the same visual capabilities as a *clairvoyance* sensor, but the spellcaster can also employ other spells to enhance the effect (see spell description). As with the *clairvoyance* spell, the user must state where the sensor is to appear; however, the user is free to state the sensor's location with respect to the subject without knowing the subject's exact location. No matter what the spell's actual duration, the user's knowledge of the subject limits how long this spell can be safely used; see the *crystal ball* description in the *Dungeon Master Guide* for details.

Magic Staff†: Spells stored in the staff are unusable on worlds rated M4 or less (see page

47). A low-magic world does not dispel the stored spells, however, and the spells can be used again if the staff is taken to a world with a higher rating before the *magic staff* spell's duration ends.

Oriluke's Dispelling Screen‡: This spell has no effect on permanent spells unless those effects are in operation at the time the individual walks through the screen. For example, a creature made permanently invisible would become visible when walking through the screen and then disappear again on the other side. The screen must still successfully *dispel magic* against the spell in order to even briefly negate it. Magical items are likewise unaffected by exposure to a dispelling screen.

Since this spell cannot focus its *dispel magic* effect, it cannot destroy permanent spells or negate the powers of magical items.

Permanency: The caster can use this spell to make another spellcaster's spell permanent. The *permanency* must be cast simultaneously with the spell to be made permanent and the *permanency* caster must touch the other caster.

A permanent spell cast upon the caster himself or upon a living creature can be dispelled only by a spellcaster of a level greater than the *permanency* caster at the time he cast the spell. Further, the dispel effect must be targeted solely upon the caster to be effective (see *dispel magic* spell description and the note on *dispel magic* in this section).

The following spells can be made permanent if the caster uses the spell on himself:

<i>comprehend languages</i>	<i>protection from evil</i>
<i>detect disease</i> ‡	<i>protection from hunger</i>
	<i>and thirst</i> ‡
<i>detect evil</i>	<i>protection from normal</i>
	<i>missiles</i>
<i>detect invisibility</i>	<i>protection from paralysis</i> †
<i>detect life</i> ‡	<i>read magic</i>
<i>detect magic</i>	<i>tongues</i>
<i>infravision</i>	<i>unseen servant</i>
<i>past life</i> †	

The following spells can be made permanent if cast on a creature other than the *permanency* caster:

<i>enlarge</i>	<i>invisibility</i> *
<i>fear</i> *	

The following spells can be made permanent if cast on an object or area:

<i>alarm</i>	<i>prismatic sphere</i>
<i>audible glamer</i>	<i>solid fog</i>
<i>dancing lights</i>	<i>stinking cloud</i> *
<i>distance distortion</i>	<i>teleport</i> *
<i>enlarge</i>	<i>Von Gasik's refusal</i> †

<i>fear*</i>	<i>wall of fire</i>
<i>gust of wind</i>	<i>wall of force</i>
<i>magic mouth</i>	<i>web</i>
<i>Otiluke's dispelling screen†*</i>	

A permanent spell cast upon an object or area can be dispelled by any caster, but the dispel effect must be targeted solely upon the object or area carrying the permanent spell. A *dispel magic* cast against a permanent effect can only dispel one effect per casting. See the notes at the *dispel magic* entry for more information.

* See this section for further notes on this spell.

Polymorph Any Object: The DM usually must determine how long this lasts. If employed as a simple *polymorph other* or *stone to flesh* spell, the duration is permanent. If employed to turn a creature into an object or an object into another object, the duration is measured in hours or turns, as noted in the spell description.

Generally, the duration should not be less than two hours or turns. A change whose duration is measured in turns should not last more than a week, and a change whose duration is measured in hours will not last more than a day. The more radical the change, the shorter the duration. For example, turning a human into a teacup involves a change of kingdom (animal to mineral), plus a change in size and shape: This change might last 1d4+1 turns.

Polymorph Other: This spell causes the target to assume the form of another creature of the caster's choosing. The caster cannot turn a creature into a plant or object. If the recipient fails the saving throw against the spell, there is an immediate system shock check to see if the creature survives the change. If the recipient survives, the creature gains all the new form's purely physical abilities, but no abilities based on magic, agility, or intelligence. If the recipient's mentality changes to match the new form, the creature gains all the form's abilities.

If the caster chooses a form that cannot survive under the local conditions, the recipient suffers 1d4 to 1d8 points of damage each day, hour, turn, or round it is exposed to such conditions. For example, a goldfish in a desert might suffer 1d8 points of damage every round from heat and dryness. The same goldfish might suffer 1d6 points of damage every turn on a dungeon floor or 1d4 points of damage every day in a frigid mountain pool. Some creatures might be immune to environmental damage as long as their mentality remains intact. For example, a mummy turned into a goldfish does not suffer from the desert heat.

Polymorph Self: When the caster assumes a new form, the caster gains only the new form's normal mode of movement and breathing. The caster does not gain any special attacks or unusual abilities. The spell description uses the form of an owl as an example—the caster gains the ability to fly but not an owl's extraordinary night vision (which is a special ability).

When deciding what abilities are gained, the DM can immediately rule out any ability that does not arise from the form's physical characteristics. For example, a quickling's speed comes from its magically accelerated metabolism and is not derived purely from its

physical form.

In general, the DM should consider any non-flying movement rate of greater than 24 or flying movement rate of greater than 36 as a special ability.

The caster can assume the forms of creatures he has personally seen. For example, a caster who has never seen an ochre jelly cannot change into one.

Power Word, Stun: Creatures affected by this spell are unable to take any meaningful actions. They cannot communicate, employ spells, use magical items, initiate psionic abilities, use spell-like abilities, fight, or move freely. Movement is limited to one third the creature's current movement rate, or a rate of 3, whichever is less. Attacks against stunned creatures gain a +4 bonus.

Protection from Evil: Contrary to popular belief, this spell does not hedge out undead creatures (except ghouls, see the *Monstrous Manual* accessory) unless they have been brought to the scene by a conjuration/summoning spell (such as *monster summoning III*) or have come from another plane.

Rope Trick: A *rope trick* can support about 1,000 pounds, but the DM is free to assign a higher or lower limit. A frayed or rotten rope might break before the spell's limit is exceeded.

Placing another extradimensional space inside the area created by a *rope trick* spell has catastrophic effects, see the note at extradimensional spaces in the magical items section (page 80).

This spell is ineffective in the Astral Plane and in any locale where extradimensional spaces are inaccessible or nonexistent (see page 56). Creatures within the space created by a *rope trick* can breathe normally for the duration of the spell.

Shape Change: This spell functions in much the same way as a *polymorph self* spell except that the caster can assume non-animal forms and there are no size limitations. Unlike the *polymorph self* spell, the caster gains any ability the assumed form has provided the ability is not magical or mental in nature. For example, a character who changes into an owl gains its night vision, but changing into a cockatrice does not grant the monster's petrifying touch. The spell does not bestow magic resistance.

Stinking Cloud: A permanent *stinking cloud* remains where it is created and generally is not disturbed by minor effects. If dispersed by a strong breeze or a *gust of wind* spell, the vapors return one round after the breeze or wind ceases. Even hurricane force winds cannot destroy the cloud, though the vapors are dispersed and ineffective while the winds last.

Stoneskin: This spell is subject to considerable abuse by player characters. Multiple *stoneskins* placed on a single creature are not cumulative. If two or more *stoneskin* spells are cast on the same creature, roll normally for the number of attacks each spell protects against. If a new spell protects against more attacks than the present spell does, the recipient gets the benefit of the increased protection; otherwise there is no effect. The

caster does not necessarily know how many attacks the spell can shield him from.

Stoneskin protects only against blows, cuts, pokes, and slashes directed at the recipient. It does not protect against falls, magical attacks, touch-delivered special attacks (such as touch-delivered spells, energy draining, green slime, etc.), or nonmagical attacks that do not involve blows (such as flaming oil, ingested or inhaled poisons, acid, constriction, and suffocation). *Stoneskin* lasts for 24 hours or until the spell has absorbed its allotment of attacks.

Teleport: Regular use of this spell is very dangerous, as there is a slim chance that there can be an error even if the caster travels to well-known locations. Additional notes regarding the definition of a well-known location are found under the *teleport without error* listing.

Even minor alterations to a site can affect the caster's knowledge of a location. For example, Rozmare has spent many hours in her study, and the DM allows her to use the "very familiar" category when determining how accurate her teleport spells are when her study is the destination. If a rival breaks in and rearranges the furniture, however, Rozmare's knowledge falls to "studied carefully" or worse because she is not as familiar with the way things are currently arranged. If the intruder removed all the furniture and filled the study with boulders, Rozmare's knowledge falls to the "never seen" category.

Some players might attempt elaborate precautions to protect their characters from the disastrous effects of failed *teleport* spells; as the DM, you should not discourage such efforts, but keep the following in mind:

A *teleport* spell requires a firm surface as a destination. The caster cannot choose to appear in the air or in a pool of water to avoid teleporting low. It is possible, however to teleport to a firm surface with a space or water underneath. If a teleporting character arrives low, roll 1d100 to see how many yards below the surface the caster's feet land. Note that a low *teleport* is always fatal if the caster arrives within any solid object no matter how thin or flimsy the object is; teleporting low into a pile of feathers is just as deadly as teleporting into rock. Teleporting low into water is not immediately fatal, but the character still might drown if he can't hold his breath until he reaches the surface.

A permanent *teleport* spell affects a single object with a volume of no more than 1,000 cubic feet (a 10-foot cube) or an area no larger than 400 square feet (20 feet square). The caster names the destination and rolls once for accuracy. The destination cannot be changed once set. The caster can assign a command word or non-verbal triggering device if he desires. This can be as simple or complex as the caster desires; see the *magic mouth* spell description in the *Player's Handbook* for limitations. If no command or trigger is set, anyone passing through the area or touching the object is teleported.

Usually, only one creature can be teleported each round. It is possible to have several creatures teleport simultaneously provided they are touching the first creature to trigger the teleport and the additional creatures and their equipment do not exceed the spell's weight limit, which is the same as the caster's weight limit at the time the original spell was cast.

If a permanent *teleport* spell is inaccurate, both the *permanency* and the *teleport* spell fail, but the caster can attempt a system shock roll to avoid losing a point of Constitution. If

this option is in play, the caster also might be allowed to set multiple destinations with the same permanent *teleport* spell. The caster must name a different trigger for each destination and roll for accuracy each time a trigger is set.

Teleport Without Error: As with *teleport*, this spell only allows travel to known locations. To know a location, the caster must learn what the place looks like or must be able to surmise where it is. For example, if the caster has been blindfolded, carried into a chamber, then allowed to look around, the character could use *teleport without error* to return to the chamber even though he has no idea where the chamber is. The caster also could *teleport without error* into the courtyard of a castle visible in the distance even if he had never seen the courtyard before. Note that in both cases the caster could employ a normal *teleport* spell, but the caster's lack of knowledge about the destination would make the attempt dangerous.

A *teleport without error* spell has no chance for error if the destination lies in the same world as the caster. If the caster accidentally specifies a destination already occupied by a solid object, the character is automatically displaced a sufficient distance to allow for a safe arrival.

Teleport without error also allows travel between worlds (planes, crystal spheres, and pocket dimensions) but there is a chance for error, see the spell description for details.

Unseen Servant: The force this spell creates does not possess any senses or powers of reason. It is incapable of any action except following its instructions to the letter. For example, an unseen servant can be sent to the bottom of a pool to grab whatever objects it encounters, but it cannot be directed to grab any coins or gems that it finds.

The permanent version of this spell creates an invisible servant that always hovers within 30 feet of the caster. If destroyed, it reforms in 2d10 rounds.

A permanent *unseen servant* can be cast on an area and instructed to endlessly perform a single task, such as forever cleaning a room. Once a task is set, it cannot be changed.

Web: Webs must be properly supported if they are to be made permanent. Permanent webbing remains where it is created, if torn away, new webs spring into existence to take its place. Chunks of webbing carried out of the area of effect dissolve in seconds. Creatures can break through the webbing at the rates given in the spell description, but the webs immediately fill in behind them. Creatures who blunder into permanent webbing (or who are thrown in) can be trapped and suffocated if they fail to save vs. spell just as they can if caught in normal webbing.

Permanent webs can be burned away with fire, but they spring back into being one round after the flames die away.

Wish: Most uses of this spell lower the caster's Strength/Stamina score by three points and force the caster to take to his bed for 2d4 days. Lost Strength/Stamina returns at the end of the rest period. If the caster's Strength score falls to 0 or less, he loses consciousness until he has rested.

A *wish* essentially allows the user to change reality to suit his tastes. The alteration,

however, can have unintended consequences, especially if the wish is poorly worded or the caster gets greedy. Generally, the more local and personal the effect, the less chance there is for complications. Adjudicating this spell is tricky, as the DM must be sure to give the players results that reflect the power of the *wish*, but not so much that the players come to rely on *wishes* to solve all their problems. A *wish* can always duplicate any spell of 9th level or less.

To avoid the bed rest and Strength/Stamina loss associated with a *wish* spell, the caster must effect a change that does not leave him better off than before the events that preceded the *wish*. For example, if the wizard's party was defeated by a powerful monster, the caster could *wish* that they had never met the creature. This change in reality brings his companions back to life as if the encounter had never occurred. The caster ages five years, but he does not have to rest for 2d4 days from the *wish* since he is not in a better position than before the events occurred.

If the caster wished for his party to return but the monster to remain dead, he would be subject to the debilitating effects, since the creature being dead is considered an advantage that the spellcaster did not have before the events occurred. Any time a *wish* creates an advantage for the caster the loss of Strength and the 2d4 days of bed rest occurs.

The effective power of a *wish* is based upon the availability of money and magical items in your campaign world. If these are in abundance, the power of the wish is enhanced. Likewise, in a world where money and magical items are scarce, the power of a wish is reduced. As DM, you need to determine the relative power of a *wish* in your world. Here are a few guidelines for a world that has a moderate amount of wealth and magical items:

A *wish* can produce a magical item but not an artifact. To avoid suffering bed rest and Strength loss, the caster should place a limit on the length of time the item is kept, typically about one hour. The item isn't actually created, it's just borrowed and goes back where it came from when the duration expires. If the item is particularly rare or valuable, or has been borrowed before, the true owner might resent the loan.

A *wish* can bring the user wealth. The DM should decide how much a character can *wish* for without trouble. The amount gained should be significant but not so great as to disrupt the game. For most campaigns, a random amount of 5,000 to 40,000 gp (5d8x1,000) shouldn't cause problems.

A *wish* can change a character's race permanently, allowing an elf to become a human and advance without level limitations. Alternatively, that same elf could *wish* to advance in level like a human, but he could at most gain one level per *wish*. Each time he wanted to advance in level, he would have to cast another *wish* to allow it to occur.

A *wish* can usually negate or change events that the user finds undesirable—this is why *wishes* are part of the AD&D game. A *wish* used to alter a campaign's history should be immediate—made on the spot or very soon after the event to be altered took place. *Wishes* that allow player characters a second chance to achieve a goal after an unlucky failure or disastrous mistake should be allowed, as long as the terms of the wish don't guarantee success.

When assigning consequences to poorly worded or inappropriate *wishes*, it is best to follow two guidelines: First, the errant *wish* should follow the player's wording to the letter. Second, the result should follow the path of least resistance; that is, the result

should involve the simplest and least complex warping of reality. For example, a greedy character who tries to *wish* for a *staff of the magi* might very well find himself standing naked and alone, staff in hand, in front of the staff's former owner (perhaps a dragon or lich). Escaping from the former owner and returning home is the character's problem.

As with *limited wish*, the unnatural aging caused by the spell is dependent upon the race of the caster; five years for a human, 10 years for a halfling or half-elf, 15 years for a dwarf, 20 years for a gnome, and 25 years for an elf. The aging requires a system shock roll, and failure results in death for the caster.

Chapter 1 of the *Dungeon Master Guide* discusses the effects of *wishes* on ability scores, and additional information can also be found in *The Complete Wizard's Handbook*.

Priest Spells

Age Creature†: The reverse of this spell, *restore youth*, negates most sorts of magical aging, provided the aging is the magic's primary effect. It negates aging from *age creature* spells, *staves of withering*, and attacks by ghosts. It does not reverse incidental aging effects, such as those inflicted by casting a *wish* or receiving a *haste* spell.

Breath of Life†: The reverse of this spell, *breath of death*, produces a nonmagical disease that *breath of life* can cure.

Combine: The central priest gains a boost to the spells and granted abilities he already has. The central priest gains no extra spells or granted abilities from this spell.

Dispel Evil: In addition to driving away evil extra-planar and summoned creatures, this spell is effective against evil enchantment/charm spells and all forms of domination and possession.

Dispel Magic: Refer to the wizard's version of this spell.

Dragonbane†: This spell can be the subject of a site focus†.

Draw Upon Holy Might†: This spell cannot increase an ability score beyond 25.

Extradimensional Pocket†: The extradimensional space created by this spell functions as a *bag of holding* in all respects while its duration lasts.

Imbue with Spell Ability: If the recipient dies before the imbued spells are cast, the *imbue with spell ability* caster regains the ability to cast the imbued spells.

Know Time†: This spell reveals the correct local time in terms the caster can most readily understand. If the caster has just arrived on a new world where he is unfamiliar with the names of hours, days, months, and years, the spell reveals a generic result that might not be immediately useful until the caster gets more information. For example, the spell might reveal that it is the 10th hour of the 23rd day of the 7th month in the 2,345th year.

The hour is always given in relation to local midnight.

If the world where the *know time* spell is cast has a time flow different from that of the base campaign, this spell has a 2% chance per caster level of giving an estimation of the difference. The caster can learn if time flows faster or slower and the general degree of difference; great, moderate, or minor. When using table 2 (page 46), ratings of 2–4 and 18–20 are great; ratings of 5–7 and 15–17 are moderate, and ratings of 8–9 and 13–14 are minor.

Magic Font: This spell requires a specially prepared font for creating holy water (see page 96). The spell's maximum duration depends on the font's capacity, but the actual time the caster can scry depends on the caster's knowledge of the subject, as given in the *crystal ball* description in the *Dungeon Master Guide*. For example, a magic font spell cast on a basin with a capacity of 60 vials remains active for one hour, but the actual time the caster can safely use the font is 30 minutes if the subject being viewed is known slightly.

Several other spells can make a *magic font* more useful, see the *crystal ball* description in the *DMG* for the list. See the notes on the *magic mirror* and *clairvoyance* spells for more information on scrying.

Mind Read†: This spell functions just like the wizard spell *ESP* in most respects. Each time a *mind read* spell is cast, however, the priest can conduct a deep probe of a single creature, possibly gaining additional information as detailed in the spell description.

Mistaken Missive†: This spell can affect any document written in ink. For purposes of the spell, ink is any substance that is artificially compounded or altered to render it suitable for use in writing. Documents written with substances that have not been artificially prepared are not subject to this spell. For example, a note written in chalk cannot be altered by this spell, neither can a letter or agreement written in blood.

Music of the Spheres†: A successful saving throw against this spell negates only the entrancing effect. An opponent who successfully saves is free to attack the caster but still suffers the –3 penalty to charm-based saving throws for as long as he can hear the music.

Nap†: This spell does not reduce the study time (10 minutes per spell level) required to memorize spells. The spell has no effect if the recipient is unwilling or has received a *nap* spell in the previous 18 hours.

Plane Shift: This spell sends the caster and up to seven other creatures on a one-way trip to another plane. This spell also allows travel between crystal spheres on the Prime Material Plane (though conditions within a particular sphere might prevent the spell from working). Each sphere requires a unique forked rod made of metal, just as each plane or dimension does. The travelers can return home via a second *plane shift* spell if they have a rod attuned to their home plane or world.

Two-way travel is possible with a single *plane shift* spell if the DM chooses to allow it. To return home without a second spell, the travelers need the same rod that was used

in the original spell, and they must be on the same plane as their original destination. For example, a group of travelers who *plane shift* to the Outlands and then pass through a gate to the Abyss cannot use the original rod to return home unless they return to the Outlands first. They also cannot return home without another spell if they lose the original rod.

Acquiring rods: When a priest gains access to this spell, he usually discovers the type of rod required to reach his home world and to reach the plane where his deity resides. The DM must decide how easy or difficult it is to discover additional rods. The surest way to obtain a rod attuned to a specific plane is to find a priest who has been there before. Otherwise, the priest must conduct his own research to discover what sort of rod is required to reach a particular place. The table of suggested costs assumes that planar travel is intended to be fairly rare, but not unknown. The DM should adjust costs up or down as appropriate.

The priest must be in good health and refrain from adventuring while researching a rod. If the priest has access to *commune* spells, the required research time is reduced one step (one year of research time is reduced to one month), but costs are not reduced. At the end of the research time, the priest must attempt a Wisdom/Intuition check. If failed, the research is unsuccessful but may be conducted again. If the check succeeds, the priest discovers the type of rod required to reach the plane he was researching; the priest knows the rod's shape and what materials are required to make it. Finding the materials and a craftsman to make the rod are another problem.

The DM is free to decide what rods look like (there are many possible objects that can be described as forked rods). See volume two of the *Encyclopedia Magica* for examples.

Protection from Evil: Refer to the wizard version of this spell.

Reflecting Pool: This spell requires a natural pool—a small body of water fed by a natural water source and contained in a setting generally free of artificial constructions. A naturally occurring puddle of rainwater could be considered a pool if it lies in a meadow but not if it lies in a city street.

See the notes on the wizard spells *magic mirror* and *clairvoyance* for more information on how this spell functions.

Speak With Dead: This spell has a range of one yard. The dead do not lie, but they can be evasive, misleading, or obtusely literal if they answer the caster's questions at all (some creatures are allowed saving throws, see the spell description).

Unceasing Vigilance of the Holy Sentinel†: A priest recovering from this spell must rest unless compelled to act by some external cause. Generally, the priest cannot respond to threats that he cannot perceive (though the priest always perceives a threat to himself if he suffers damage). A *nap* spell grants the priest 48 turns of rest.

Weighty Chest†: The weight increase created by this spell is activated only when a creature other than the caster attempts to move or lift the protected chest. It is not possible to use a *weighty chest* as a weapon. For example, the caster cannot cast this spell on a small coffer and then toss it at an opponent, hoping the foe will be bowled over or

unbalanced by the coffer's great weight. Note, however, that a foe could be tricked into attempting to lift or move the chest.

Planar Travel

Research Time and Costs

Plane Type ¹	Research Cost ²	Research Time ²	Rod Cost ³
Inner Plane	500/1,500	1 Week/6 Weeks	100
Outer Plane	1,000/3,000	2 Weeks/3 Months	300
Demiplane	5,000/15,000	2 Months/1 Year	400
Pocket Dimension ⁴	+2,000	+1 Month	—
Prime Material World	750/3,000	3 Weeks/9 Weeks	250

¹ The Astral and Ethereal Planes are treated as known Inner Planes for purposes of research.

² The numbers before the slashes are the cost and time requirements for planes that are generally known by the campaign's spellcasters. The numbers after the slash are the cost and time requirements for destinations about which little is known in the home campaign. All prices are in gold pieces.

³ The number is the typical cost in gold pieces for constructing one rod, provided that the proper materials are available. Rods made of extremely rare materials can cost considerably more.

⁴ Add these modifiers to the type of plane the Pocket Dimension is attached to. For example, researching a Pocket Dimension that is attached to the Ethereal Plane would cost 2,500 gp and take five weeks. The cost for the rod would remain 100 gp.

Magical Items

Amulet of Life Protection: A character whose psyche is held in the amulet does not truly die until seven days have passed. Until that time, any healing the character receives revives the character as long as the healing is sufficient to give the character a positive hit point total.

The wearer can be raised or resurrected no matter how the character died. The *raise dead* or *resurrection* spells can be cast upon the amulet if the character's body has been destroyed.

Bag of Holding: Living creatures can be placed within a *bag of holding* provided they don't exceed the bag's volume and weight restrictions. If the bag is left open, living creatures kept inside can breathe normally. The space inside a *bag of holding* is airtight, and if the bag is sealed, the air inside runs out quickly. It is possible to carry water in a *bag of holding*. See the general note under extradimensional spaces for more information.

Bag Capacity	Air*	Water**
250 lbs.	4 minutes	30 gallons
500 lbs.	6 minutes	60 gallons
1,000 lbs.	8 minutes	120 gallons
1,500 lbs.	10 minutes	180 gallons

* This is the amount of time a single creature in a sealed bag remains comfortable. After the listed time, the air becomes foul and the creature begins gasping; a –2 penalty applies to all attack rolls and ability checks until the creature gets fresh air. If the creature remains in the bag for twice the listed time, it must save vs. poison or fall unconscious until the creature gets fresh air. The save must be repeated each turn. Unconscious creatures also must save vs. poison every turn, and they die if they fail a second time.

** This shows the amount of water the bag can hold. Note that water is heavy and a bag carrying the listed amount of water only appears to be about 10% full as far as its cubic capacity is concerned. This makes it very easy to exceed the bag’s weight limit and destroy it.

Books/Tomes: The baneful effects from all books, tomes, manuals, and librams are triggered by perusing even a small passage. Magical books cannot be distinguished from other types of normal or magical books.

A character who studies a book to find out what’s in it triggers the book’s effects. Magical books always vanish once they bestow a beneficial effect but usually remain behind if they inflict a harmful effect. Multi-classed characters get only the best possible result—other helpful results (and harmful ones) are ignored. For example, an elf fighter/mage/thief glances at a *manual of puissant skill at arms*, a book that is normally harmful to wizards. Because the elf is a fighter, he can ignore the harmful effect and gain one fighter level instead.

Cloak of Displacement: The cloak’s displacement power is ineffective against creatures or devices that cannot see the cloak’s wearer. For example, an invisible character does not receive the cloak’s power to make opponents miss their initial attack or the cloak’s armor class bonus; likewise, most traps never “see” their targets and displacement does not foil them.

Displacement is not effective against attacks that are not aimed, such as an avalanche or cave-in, and does not affect aimed attacks that cover an area, such as catapult shots or dragon tail slaps.

Displacement is only partially effective against spell attacks. If a spell actually requires an attack roll, such as any touch-delivered spell, the cloak works normally and can cause the spell attack to miss if it is the first attack in an encounter. If the attacking spell does not require an attack roll, it can never be caused to “miss,” though the cloak’s +2 saving throw bonus applies.

For example a *fireball* spell never misses, but the cloak wearer gains a +2 saving throw bonus. If a spell allows no saving throw, displacement has no effect on it; for example, a *magic missile* or *death spell* is never affected by displacement.

Under normal conditions, the first melee or missile attack against a displaced creature

automatically misses. The opponent is assumed to note the displaced creature's correct position and can keep track of it thereafter. If an opponent has multiple attacks, only the first one automatically misses. If there are multiple opponents, only the first attack by the first creature automatically misses. The remaining opponents are assumed to observe the failed attack and make the appropriate adjustments. If the DM determines that one or more creatures did not observe the initial attack, their first attacks automatically miss, too. Note that intelligent opponents who have reason to suspect a character is displaced might launch some type of probing attack to test the character's defenses, such as hurling a rock. Such attacks count as a combat action for the creatures attempting them.

Contract of Nepthas: A *mistaken missive* spell alters the words written on the a *contract of Nepthas* but does not free characters who have signed the contract from their obligations.

Crystal Balls: See the notes under the *magic mirror* and *clairaudience* spells.

Daern's Instant Fortress: A creature attacking the fortress's walls with a magical weapon inflicts one point of damage for every three rounds spent attacking the walls. If the *escalade* rules from the *Player's Option: Combat and Tactics* book are in play, the fortress can be attacked by bombardment engines or sapped by attackers equipped with magical weapons. In either case, all damage is subtracted from the fortress's total hit points.

Deck of Many Things: Baneful effects from this item cannot be removed through *wishes* or lesser means, although a *wish* might indirectly help the PCs in dealing with the difficulties the cards inflict. For example, a *wish* can reveal where a victim of the void or the donjon is imprisoned. A *wish* also could reveal the identity of an enemy produced by the flames or the rogue.

10th-level magic is effective against a *deck of many things* in the same way a *wish* is, but there are certain exceptions. 10th-level divination spells cannot be used to determine the identity of a particular card nor can magical wards negate a card's effects, but they can reveal the location of a creature trapped by the void or donjon card. There is no way to shield a creature from the harmful effects of the *deck of many things* while allowing the benefits to occur by using 10th-level spells.

Extradimensional Spaces: These items tend to produce spectacular effects when one is placed within another. The following items contain extradimensional spaces: *bag of holding*, *bag of transmuting*, *flatbox*†, *girdle of many pouches*, *Heward's handy haversack*, *portable hole*, and *pouch of accessibility*. The following spells produce extradimensional spaces: *extradimensional pocket*†, *Mordenkainen's magnificent mansion*, and *rope trick*.

In most instances, placing one extradimensional space inside another opens a rift to the Astral Plane, casting both the items and their contents through the rift. The items and anything contained within them are scattered randomly in the infinite depths of the Astral Plane. A *wish* can recover the contents of the extradimensional spaces, and it is possible that creatures held in the items might eventually find their way off the Astral Plane. Since

all objects within the extradimensional space are scattered randomly, a creature cast into the Astral Plane through a rift does not have any better chance of recovering lost items than any other creature. A creature carried to the Astral Plane through a rift retains its possessions, but other loose items within the extradimensional space are randomly scattered.

For example, a party of adventurers decides to cast a *rope trick* spell to create a safe haven where they can rest and sort a huge pile of coins they have found. Unfortunately, one of the characters has a *bag of holding* which contains several pieces of equipment and treasure. When the *bag of holding* enters the *rope trick*, both spaces are sucked into the Astral Plane. The characters occupying the *rope trick* are dumped in random locations in the Astral Plane (if the DM is feeling kind, they might arrive within sight of each other). The *bag of holding* is torn from its holder's grasp and its contents are spewed randomly across astral space.

Portable holes can produce more dramatic effects. If another extradimensional space is placed within a *portable hole*, an astral rift opens, as described above. However, if a *portable hole* is placed within another extradimensional space, a gate to a random plane opens and all creatures within a 10-foot radius are drawn through it, no saving throw. The process destroys the *portable hole* and the other extradimensional space.

Flatboxes are notoriously unstable. If a *flatbox* contacts any other extradimensional space it explodes, see the item description for details. The other item is sucked into the Astral Plane. A *portable hole* reacts as detailed above.

Most extradimensional spaces contain only a finite amount of air, which limits how long living creatures can be kept inside. Refer to the *bag of holding* entry for the amount of air contained within these items.

Creatures drawn through the gate created by a *portable hole* arrive in a random location and fall in a heap within a 10-foot radius. Items in the extradimensional spaces are either lost on the Astral Plane (50%) or scattered randomly about the circle where the creatures land (50%). The DM makes the roll and can decide to check the items singly or in groups.

Flatbox: The box can hold 60 gallons of water. A creature inside one of these items can breathe normally for six minutes if the lid is closed. Additional information can be found at the *bag of holding* and extradimensional spaces entries.

Flight Items: Characters using magical items that grant flight have a daily movement rate in miles equal to twice the item's flight speed. For example, characters aboard a 4-person *carpet of flying* travel 48 miles a day in clear weather.

The daily movement rate assumes 10 hours of flying time with ample rest stops; it is not an altogether pleasant experience to fly (consider the effects of rough air, unsteady seating, awkward body positioning, and exposure to weather). Characters in a hurry can eliminate most rest periods and stay aloft longer, spending 18–20 hours in the air and doubling the daily movement rate, but this subjects the riders to the effects of a forced march (see *Player's Handbook*, Chapter 14). Riders who stay aloft for 24 hours a day move at 2 1/2 times their normal daily rate and suffer double force march penalties.

When a party has access to magical items that grant flight, the DM should take

special care to plan adventures that take this capability into account. Flying characters can easily evade most land-based encounters, so the adventure should include encounters with flying creatures or those that entice the characters to land. The DM should also determine the prevailing weather conditions in advance, as they affect both flying conditions and the party's ability to see and be seen while aloft.

Gem of Insight: A character can benefit from one of these items only once, no matter how many gems are found over the course of the character's lifetime or how long a single *gem of insight* is kept.

Girdle of Many Pouches: Though intended to hold equipment, this item's small pouches can hold about one gallon of water or a single tiny creature. If belted around a character's waist, the pouches are sealed and the creatures inside them have about four minutes of air. Additional information can be found at the *bag of holding* and extradimensional spaces entries.

Heward's Handy Haversack: Though intended to hold equipment, this item's compartments can hold water or creatures. The side pouches can hold two gallons of water or one tiny creature each. The central compartment can hold eight gallons of water or a single small creature. If strapped around a character's back and closed, creatures inside the haversack have about four minutes of air. Additional information can be found at the *bag of holding* and extradimensional spaces entries.

Iron Bands of Bilarro: There is no saving throw against this item, though the user must make a successful attack roll to trap a target. A failed attack roll never entraps a creature. An entrapped victim's companions can attempt a bend bars/lift gates roll to break the bands if the victim cannot get free. Spells such as *free action*, *wraithform*, *antimagic shell*, and *duo-dimension* are all effective means of escape, but teleportation magic merely transports the trapped creature from one place to another with the bands still trapping him. Magical items such as a *potion of slipperiness* or *ring of free action* are also effective against the magic of the bands.

Javelin of Lightning: This item has a maximum range of 90 yards. The lightning created is a single bolt that extends from the target toward the thrower. Thus, a javelin of lightning should not be used if the target is within 30 feet.

Librams and Manuals: See note at books.

Medallion of ESP: Refer to the wizard spell *ESP*.

Mirror of Mental Prowess: This item's thought-reading power works just like the wizard spell *ESP*. See the notes at the wizard spells *clairvoyance*, *clairaudience*, and *magic mirror* for information on the mirror's scrying powers.

Travel through the portal created by the mirror is instantaneous. A *detect invisibility* or *true seeing* spell reveals the portal.

The mirror's power to answer a question each week is similar to the priest spell

commune in most respects, but the user is limited to questions about a creature whose reflection is being cast in the mirror.

Periapt of Proof Against Poison: This item has three basic functions, but only one can be active at any given time. First, the periapt can allow a saving throw against poisons that normally do not allow one. The required number for the saving throw varies with the periapt's strength as shown in the *Dungeon Master Guide*. Other magical protections are added to the roll. For example, a character with a *periapt of proof against poison +1* and a *ring of protection +1* would gain a saving throw of 18 against a toxin that normally allows no saving throw. The bonus for the periapt does not apply in cases where no saving throw is normally allowed.

Second, the periapt negates any penalty a particularly strong toxin might impose. Note that the penalty is entirely negated, not merely subtracted from the periapt's bonus. For example, a particularly virulent poison might have a -4 penalty to all saving throws. Even a *periapt of proof against poison +1* completely negates the penalty. Likewise, a poison with a -1 penalty to saving throws completely negates the bonus of a $+4$ periapt.

Third, the periapt grants a general bonus to normal saving throws against poisons. The bonuses are cumulative with other magical protections (but see the automatic failure rule on page 142).

Portable Hole: This item has a capacity of about 280 cubic feet. It has no weight limit, and about 2,100 gallons of water or 100,000 standard coins can be held inside. A creature in a *portable hole* has enough air for 10 minutes. See the note at *bag of holding* for the effects of depleted air, and see the general note on extradimensional spaces for more information.

Potions: Once a potion, elixir, oil, or ointment takes effect on a creature, any effects that apply only to the imbiber cannot be removed unless a *dispel magic* is targeted directly at the creature. If the potion's effects extend to other creatures (such as the various potions of control) it can be dispelled normally. All potion effects are treated as magic cast at 12th level for purposes of dispelling.

Potions consumed within an *antimagic shell* do not activate until they leave the area of effect. If a potion has been consumed, an *antimagic shell* suppresses its effects unless they are permanent in nature (such as a *potion of healing*). Temporary effects made permanent by a roll on the potion compatibility table from the DMG can be suppressed by an *antimagic shell*.

Tasting a potion gives the character a minor clue as to the potion's effects. For example, a *potion of levitation* or a *potion of flying* might make the character feel light. Often the effect from tasting a potion is not immediately obvious, and the character must attempt some action before any effects are revealed. In the previous example, the taster might feel nothing initially but might walk with a bouncing gait or feel light-footed when walking. A potion's taste, smell, and texture might help identify it, but this tends to be unreliable because potions with identical effects can look, feel, smell, and taste differently if they were made in different laboratories or concocted at different times.

Potion of Vitality: A character drinking this potion increases his body's natural healing

ability to the rate of one hit point recovered every four hours. Damage that cannot be healed by magical means—such as from a *sword of wounding*—is restored. Damage that can be healed only by magical means—such as wounds from a chasme tanar’ri’s claws or the fists of a clay golem—is not restored.

Pouch of Accessibility: Though intended to hold equipment, this item’s internal pouches can hold about one gallon of water or a single tiny creature. Closing the pouch seals all the internal compartments, and the creatures inside them have about four minutes of air. See the note at *bag of holding* for the effects of depleted air, and refer to extradimensional spaces for more information.

Quiver of Ehlonna: Only long, thin objects such as arrows, javelins, and bows can be placed in this item. Creatures cannot be placed inside, nor does the quiver hold water.

Ring of Blinking: See note at the wizard spell *blink*.

Ring of Contrariness: This cursed item always makes the wearer do things that run counter to what others desire. The wearer does not necessarily do the exact opposite of what is suggested. For example, if someone says “keep that ring on,” the wearer wholeheartedly agrees. He might also suddenly become fearful that others desire the ring and attack the speaker. The ring’s enchantment makes the wearer difficult to be around, always selecting the response that is most troublesome.

Ring of Regeneration: Wearers killed by fire, acid, disintegration, or death magic cannot regenerate back to life. However, damage inflicted by such attacks can be regenerated if the wearer survives the attack.

A *ring of regeneration* only repairs damage inflicted on the wearer after the character puts on the ring. Damage inflicted before the character wore the ring is not regenerated, so placing a *ring of regeneration* on a dead or unconscious character has no effect.

A *ring of regeneration* does not remove the need to eat, sleep, or breathe, nor does it prevent natural or unnatural aging.

Rod of Absorption: Spell levels stored in the rod can be used to power spells on low-magic worlds, even when local conditions would not normally allow the spell to be cast. For example, if the rod-wielder had a *wall of force* spell memorized, the character could use five levels of stored energy even on an M4 world, where 5th level spells normally don’t work (see page 47).

When used to absorb spells, the rod can absorb any spells directed at the wielder for the entire round, as selected by the rod-wielder. Absorbing spells counts as an action for the character, but initiative has no bearing on when a spell can be absorbed. The wielder can never absorb a spell that is not targeted specifically at him.

For example, if the wielder is caught in the blast of a *fireball*, the rod cannot be used to absorb the spell because the wielder was not the target—the actual target was a point in space. If, however, the *fireball* was set to detonate directly on the wielder, it could be absorbed. Some spells, such as *hold person* and *slow*, are individually targeted on multiple creatures within an area. If the rod-wielder is one of those targets, he can absorb

the entire spell.

Absorbed spells have no effect whatsoever; their power has been stored in the rod. Thus, if a *hold person* is directed at the rod-wielder, the magic is totally negated—even for other targets. 10th-level spells cannot be absorbed.

Rod of Beguiling: The beguiling effect has a 20-foot radius. There is no saving throw, though magic resistance applies, as does resistance to mental attacks or control. Racial resistances to charm effects also apply. Affected creatures remain beguiled for the full one-turn duration even if they leave the radius.

Rod of Resurrection: Specialty priests require two charges instead of the usual one charge when resurrected. The racial charge requirement remains unchanged.

Specialty priests dedicated to deities of healing, protection, warfare, endurance, and similar areas of influence require only one charge to resurrect.

Rod of Rulership: Creatures being ruled need not remain within the rod's 150-foot radius once they have been affected. Most creatures get no saving throw, but magic resistance and resistance to mental attack or control applies. Racial resistances to charm effects also apply.

Rod of Security: This item transports creatures into a pocket dimension (see page 45) attached to the world where the rod was activated.

Rope of Entanglement: Use of this item does not require an attack roll. In addition to the size limitations included in the item description, all the rope's targets must fit within a single area of 200 square feet or less (eight 5-foot squares in any contiguous configuration). Targets who save vs. breath weapon can move 10 feet each round and can attack nearby creatures (but not the *rope of entanglement*).

If other creatures fail their saving throw versus the rope, those who succeeded in their save can only move if the combined weight of those who failed is less than their maximum press. For instance, a fighter wearing a *girdle of hill giant strength* could drag up to 640 lbs. of weight along with him. Of course, groups of creatures must move generally the same direction to initiate an attack.

Entwined creatures suffer a +2 initiative penalty and attacks against them are at +2. Targets who fail the save are held completely immobile and cannot perform any actions that require movement; attacks against immobile creatures are made with a +4 bonus.

Spell Scrolls: A scroll is a temporary magical writing that stores spell energy in a portable form; it is essentially a pre-cast spell waiting to be triggered. The level at which a priest spell read from scroll functions is never diminished due to planar distances (see page 49), but all scroll spells are subject to local conditions. For example, a *fireball* read from a scroll is ineffective on the Plane of Elemental Water—the spell creates a harmless bubble of vapor and the writing fades. Scrolls become inert if taken to a world rated M2 (see page 47) or lower, but are not otherwise harmed.

Spell scrolls come in two types, priest and wizard. Priests cannot use wizard scrolls

and vice versa. High-level thieves and bards have a chance to employ either type. A character who can use spell scrolls can read any spell of the appropriate type regardless of other restrictions. For example, an illusionist, who is normally barred from casting abjuration spells, can *read a dispel magic* spell from a scroll. Likewise, a priest can read priest spells from spheres normally unavailable. Note that the reader could still suffer the effects of spell failure by attempting to cast a spell that is too high a level (see *Dungeon Master Guide*, Appendix 3).

Sphere of Annihilation: A wizard's maximum chance to control a *sphere of annihilation* without the aid of a *talisman of the sphere* is 92% for a wizard of 21st level and an 18 Intelligence/Reason. There are no additional bonuses for being higher level or having an Intelligence/Reason score greater than 18.

A *talisman of the sphere* doubles a wizard's Intelligence bonus for controlling the sphere. Adjusted control scores of 100% or more indicate automatic success, but other wizards trying to usurp control reduce the control chance; see the *sphere of annihilation* in the *DMG* description for details.

Staff of the Magi: The staff's plane travel ability is similar to the priest spell *plane shift*, but no forked rod is required. The staff-wielder must be generally familiar with the destination plane either by making a previous visit or having information about the plane from a traveler who has been there. If a character wishes to research details on an unknown plane, refer to the note at *plane shift* for cost and time requirements.

The absorption power of the staff works just like that of the *rod of absorption* except that the level of absorbed spell is not communicated to the staff-wielder. The decision to absorb must be made based on the appearance of the magic or, in the case of invisible effects, blind luck.

Staff of Withering: The withering effect from this item makes one of the victim's limbs shriveled and useless; it has no effect on a creature's head or body. The withering effect requires three charges from the staff and must be announced at the beginning of the round. If the staff hits, roll randomly to see which limb is struck.

If the victim is humanoid, roll 1d4 to determine which limb is struck: 1=right arm, 2=left arm, 3=right leg, and 4=left leg. A shriveled arm cannot wield a weapon or shield or be used to make unarmed attacks. The character suffers a -2 penalty to Dexterity for each shriveled arm. A humanoid cannot stand up or walk without a crutch if even one leg is shriveled. The character is reduced to a crawl and cannot make any physical attacks. The character suffers a -6 penalty to Dexterity. Getting two legs shriveled has no appreciable additional effect.

If the target is a quadruped, the staff-wielder can usually reach only two of the opponent's limbs. Roll 1d6 to see which one is hit: 1-3=right, 4-6=left. Quadrupeds with one shriveled leg move at 2/3 their normal rate and cannot make attacks with the shriveled limb. A quadruped with two shriveled limbs cannot move or physically attack.

Insectoid or multi-limbed creatures should be handled like quadrupeds, but their movement is unaffected as long as they have at least two functioning limbs on each side of the body.

Attacks on flying creatures can hit the wings. For example, roll 1d6 to determine

which limb on a flying humanoid is struck: 1=right arm, 2=left arm, 3=right leg, 4=left leg, 5=right wing, and 6=left wing. Creatures with even one shriveled wing cannot fly.

Limbless creatures have no appendages to be withered and suffer no ill effects from withering except damage and aging.

If the staff-wielder chooses to make a called shot and succeeds, do not make a random roll; the staff hits the selected area instead.

If the critical hit rules from *Player's Option: Combat and Tactics* are in use, ignore all of the foregoing and use the hit location system from that book. The area struck suffers a "destroyed" result if the saving throw fails, even if it is not a limb (do not roll for severity). The staff-wielder does not need to score a critical hit to roll for hit location. If the staff-wielder does score a critical hit, the target suffers double damage and must roll saving throws vs. both the withering and the critical hit.

There are several ways to repair withered limbs, but *regenerate* and *restoration* are the most common methods. Creatures that regenerate (through an innate ability or magical item) regain the use of a shriveled limb after regenerating the equivalent of 20 points of damage. For example, a character wearing a *ring of regeneration* would recover from a shriveled limb in 20 turns, and a troll would recover in seven rounds.

Stone of Good Luck: The stone's +1 (or +5%) bonus applies whenever dice are rolled to see if the character (not the character's equipment) avoids an adverse happening. The bonus applies to saving throws, ability checks used as saving throws, system shock rolls, resurrection survival rolls, and any other event in which chance, not skill, is the determining factor. The bonus does not apply to spell failure, magical item creation, learning spells, or to most proficiency checks.

The character's good luck applies to rolls for party treasure distribution and to proficiency checks involving luck or dodging, such as gaming and tumbling.

Wand of Negation: The wand temporarily renders magical devices unable to create spell-like effects. When a device's spell-like function is negated, any charges expended to produce the effect are lost, but the device is not otherwise harmed. A *wand of negation* has no effect on cast spells or a creature's spell-like abilities. The wand has an initiative modifier of +1.

Chapter 4: Creating Magical Items

Holy Water The *Complete Priest's Handbook* gives rules for creating holy water. This section contains more detailed rules for high-level campaigns.

Any cleric or specialty priest with access to the required spells can create holy water once a week, provided a suitable font is available. The required spells are: *create water*, *purify food & drink**, *bless**, *chant*, and *prayer*. The spells marked with an asterisk are used in reversed form to create unholy water.

The priest must spend at least eight hours praying and meditating before casting the spells in the listed order. Any delay between finishing the casting of one spell and starting the next ruins the ceremony. The character must maintain the *chant* spell for one turn.

Afterward, the cleric must rest at least eight hours before casting any spells. If forced into combat during this time, the character suffers a –4 penalty to all attack rolls, saving throws, and ability checks.

A font is a specially blessed (or cursed) basin made of precious metals contained inside an elaborate case or pedestal fitted with a cover. A particular font can be used only once a week, and a temple or other religious building can contain only one font. Particularly large buildings might contain one font per wing or floor, at the DM's option.

A font's maximum capacity for creating holy water depends on its cost—the more rare and expensive the font, the more favorably the deity to which it is dedicated looks upon it.

The *create water* spell normally produces more water than a basin can hold; the extra water is either channeled away or assumed to be magically dissipated.

Holy Water Font Costs

Capacity	Basin	Pedestal
6 vials	1d6x10+120 gp	200 gp
8 vials	1d6x50+1,000 gp	350 gp
10 vials	1d6x100+1,800 gp	500 gp
14 vials	1d4x500+5,200 gp	750 gp
18 vials	1d4x1,000+8,000 gp	1,000 gp
24 vials	1d4x1,000+15,000 gp	1,250 gp
32 vials	1d4x1,000+18,000 gp	1,500 gp
40 vials	1d6x10,000+50,000 gp	1,750 gp
50 vials	1d10x10,000+100,000 gp	2,000 gp

The basin and pedestal must be specially designed and fashioned; the process requires 2d4+2 weeks.

Holy water loses its potency if removed from the font for more than one turn unless it is placed in a specially blessed crystal or leaded glass vial. Each vial holds a quarter pint of liquid and costs 5 gp. (Copper-pinching characters can sell empty vials on the open market for 1d4+1 gp each.)

A font can be defiled and made useless for creating holy water (and for *magic font* spells) by touching it and casting a *curse* spell. Fonts can be nonmagically defiled by placing anything repugnant to the deity to which the font is dedicated to within its confines.

A defiled font must be entirely remade. The font cannot be cleansed or restored, except by a *wish*, though the materials in the basin can be recycled and used in a new basin for 1d4+1x10% of the original cost. For example, Delsenora's temple has a font that can hold 32 vials of holy water. The initial cost was 21,000 gp for the basin plus 1,500 gp for the pedestal. If the font is defiled, the replacement cost is 1,500 gp for the pedestal and 20–50% of the original basin cost. Delsenora rolls a 2 and must pay 30% of the original cost—6,300 gp.

Creating Magical Items Sooner or later, players in high-level campaigns start thinking about how their characters can manufacture their own enchanted items. The

sheer difficulty involved in item creation should be sufficient to deter characters driven by simple greed, especially if the DM follows the advice on controlling magic in Chapter 1. In a well-run campaign, creating magical items not only consumes more resources than it generates, it keeps the characters busy trying to find what they need to complete the process.

Characters with a true interest in creating magical items shouldn't find the effort too costly; some things are more important than money or power. They may be driven by a thirst for fame or a desire to create magical items they have never found in a treasure hoard. They might even be required to create a magical item to achieve a particular goal, which creates a variety of adventuring possibilities as the character struggles to gather the required material components in time to complete his goal.

This section presents a system that allows the DM to quickly determine how long creating a magical item takes, how much it costs, and how likely the attempt is to fail. This system is more detailed and complex than the one detailed in the *Dungeon Master Guide*, and it is intended for high-level campaigns in which several player characters wish to create standard magical items.

This material is generally compatible with the rules for creating magical items presented in the *Book of Artifacts*; this system is a little simpler but doesn't give the DM as much control over how difficult items are to make. If your players are content to create only a few standard items, this book's system should work better for you.

Requirements

To create a magical item, a character needs the appropriate level of skill, a suitable place to perform the work, the correct materials and processes to complete the item, and often the *enchant an item* and *permanency* spells.

Character Level

Wizards can create potions and scrolls at 9th level and other items at 11th level, provided that the necessary spells are available.

Priests can create scrolls at 7th level, potions at 9th level, and other items at 11th level.

Warriors and rogues cannot create magical items, even if they have spellcasting ability.

Priests and wizards can use spells on scrolls, stored in items, or cast by other characters to get the spells necessary to create magical items.

Who Can Make Which Items?

No character can make a magical book, libram, manual, tome, or artifact. Artifacts are a campaign-shaking occurrence, reserved to the discretion of the DM. Magical writings that increase levels and ability scores are likewise unbalancing.

Racial items, such as *boots of elvenkind* and *girdles of dwarvenkind*, can be created only by priests of the indicated race. High-level elf priests, for example, can create *cloaks of elvenkind*. If the *Exceeding Level Limits* optional rule (from the DMG) is not in play, only NPC demihuman clerics who have achieved the maximum level can make these items.

Mages can make any other item if they meet the level requirements and have the

necessary spells.

Priests and specialist wizards can make only those items that they can use. A cleric, for example, cannot make a magical long sword, and a transmuter can't make a *wand of fire*, which employs evocation magic. Specialist wizards, however, receive a +5% bonus to their success chances when creating items that possess abilities from their school of specialization. For example, a transmuter gets the bonus when creating a *wand of polymorphing*.

Working Space

A wizard needs a laboratory to make magical items. The laboratory must have at least 500 square feet of floor space (20 x 25 feet), and more is preferable. Basic furnishings and supplies cost 5,000 gp, and the character must spend an additional 500 gp a month to keep the laboratory properly equipped.

A priest must create magical items on an altar specially dedicated to his deity. There is no basic size requirement, although a deity whose portfolio includes magic might impose one. An item to be enchanted must fit on the altar, so it benefits the priest to make the altar as large and sturdy as is practical. The minimum cost for building the altar and properly consecrating it is 2,000 gp. The altar requires no special maintenance, but only the priest who performed the consecration can use the altar to enchant items—no other creature can use it while the priest lives. If the altar is defiled, the priest must consecrate it again. Before consecrating the altar, the priest must please his deity with some extraordinary service connected with the deity's portfolio or sphere of control. A deity of wisdom, for example, might look favorably upon a priest who writes a book of philosophy or who solves a mystery using superior judgment instead of divination spells.

After the service is complete, the priest must pray and meditate over the altar for one week. The vigil occupies all the character's waking hours. If interrupted, the vigil must be started over again.

Table 23:
Magical Item Creation

Potion	Material	Process	Cost	Time
Single Use	1 Rare	1 Common	XP value	1 day/100 gp
Limited Use	1 Exotic	1 Rare	XP value	1 day/100 gp
Scroll				
Spell	1 Rare and 1 Common	Variable	1/2 XP value	1 day/spell level
Protection	1 Exotic	1 Rare	1/2 XP value	6 days
Ring				
Single Function	1 Exotic	1 Common	XP value	1 week/100 gp
Multiple Function	1 Exotic/Function	1 Exotic/Function ¹	2 x XP value	1 week/100 gp
Limited Use	1 Exotic	1 Exotic ¹	2 x XP value	1 week/100 gp
Rod				
Single Use	1 Exotic	1 Rare	1/5 XP value	1 week/1,000 gp
Single Function	1 Exotic	1 Rare	1/5 XP value	1 week/100 gp
Multiple Function	1 Exotic	1 Exotic/Function	1/5 XP value	2 weeks/100 gp
Limited Use	1 Exotic	1 Exotic/Use	1/5 XP value	4 weeks/100 gp
Staff				

Single Function	1 Rare	1 Rare	1/5 XP value	1 week/100 gp
Multiple Function	1 Exotic	1 Exotic/Function	1/5 XP value	2 weeks/100 gp
Limited Use	1 Exotic	1 Exotic/Use	1/5 XP value	4 weeks/100 gp
Wand				
Single Function	1 Rare	1 Rare	1/5 XP value	1 week/100 gp
Multiple Function	1 Exotic	1 Exotic/Function	1/5 XP value	2 weeks/100 gp
Limited Use	1 Exotic	1 Exotic/Use	1/5 XP value	4 weeks/100 gp
Miscellaneous Magic				
Single Use	1 Exotic	1 Exotic	2 x XP value	1 week/100 gp
Single Function	1 Exotic	1 Exotic	3 x XP value	1 week/100 gp
Multiple Function	1 Exotic/Function	1 Rare/Function ²	4 x XP value	1 week/100 gp
Limited Use	1 Exotic/Use	1 Exotic/Use ²	2 x XP value	3 weeks/100 gp
Armor				
Single Function	1 Exotic	1 Rare and 1 Common	2 x XP value	3 weeks/1,000 gp
Multiple Function	1 Exotic/Function	1 Exotic/Function ³	2 x XP value	4 weeks/1,000 gp
Limited Use	1 Exotic/Use	1 Exotic/Use ³	2 x XP value	2 weeks/1,000 gp
Weapon				
Single Use	1 Rare	1 Common	XP value	1 week/100 gp
Single Function	1 Exotic	1 Rare and 1 Common	2 x XP value	3 weeks/1,000 gp
Multiple Function	1 Exotic/Function	1 Exotic/Function ³	2 x XP value	4 weeks/1,000 gp
Limited Use	1 Exotic/Use	1 Exotic/Use ³	2 x XP value	2 weeks/1,000 gp

Footnotes: ¹ One common process also is required; ² One exotic process also is required;
³ One rare and one common process also are required.

Approval

Characters who have the required skills and equipment are not necessarily free to begin churning out magical items as they see fit. The DM must approve any new magical item that enters the campaign. The player should explain exactly what powers the proposed item will have. In the case of items already described in rule books, this is simply a matter of having the DM review the description and decide if the item is appropriate to the campaign. Once approved, the player is free to have the character begin work.

Creating the Item

Every item that is to be imbued with magic must be of the finest quality, specifically created for the purpose of placing enchantments upon it. An item must be created from one or more special materials, each of which must undergo a certain number of special processes. A character creating a sword, for example, must first commission a rare and unusual blade to be crafted. A regular sword from the local smithy cannot become a *sword +3 frost brand*. Creating a magical item is not a matter of picking up a few household articles and muttering an incantation.

Table 23 lists the materials and processes various types of items require. Some of these are more difficult to complete or acquire than others, as explained in the notes to the table. Table 23 gives the suggested number of materials and processes each item requires as well as a few suggestions. It is up to the DM to decide exactly what materials and processes are necessary; this requires a great deal of creativity on the DM's part. In any case, the character does not automatically know what the requirements are.

Gathering all the necessary materials can take a lot of time. Ideally, the DM should create a series of adventures that allows the character to obtain everything. The character is free to get help from any other character who can be persuaded to join the hunt.

Enchanting the Item

Wizards generally begin with the *enchant an item* spell to focus their magical energy and then cast additional spells to create the enchantment. If the item has a power that duplicates or closely resembles a known spell, that is the spell cast to create the enchantment. If the item has an effect that does not duplicate a known spell, the wizard must either research a new spell or cast some combination of spells that approximates its effects. The DM must decide which spells are necessary. See the *enchant an item* spell description and the Notes to Table 23 section for more details. Most items also require a *permanency* spell to complete the enchantment.

Wizards lose a point of Constitution when casting the *permanency* spell most magical items require. Priests do not normally suffer this loss, but the DM can rule that the long process that a priest must undertake is so physically taxing that it drains a point of Constitution. This loss applies only to items that would require a *permanency* spell if the item was created by a wizard.

Priests do not have the *enchant an item* spell, and they must petition their deities to instill power into their items. The procedure is described in Chapter 10 of the *Dungeon Master Guide*.

Notes to Table 23

Item: The type of item being created. These are divided into the same general categories as used in Appendix 3 of the *Dungeon Master Guide* and are further subdivided by how they can be used.

Single use: Using the item once completely consumes its magic, often consuming the item itself. Examples include virtually all potions, scrolls, dusts, oils, and elixirs.

Limited use: The item can be used a fixed number of times before it is consumed. Some limited-use items can be recharged, and some have multiple functions (see the **Item Details** section). This includes most rods, staves, and wands as well as some rings and miscellaneous magical items.

Single Function: The item has only one power, which usually functions continuously or on demand. Some single-function items expend charges when used. An *amulet of proof against detection and location*, *cloak of displacement*, and *ring of multiple wishes* are all examples of this type of magic.

Multiple Function: The item has more than one power. Some multiple function items are charged (and also are limited-use items) and some are not. Noncharged items of this nature include *scarabs of protection*, *crystal balls*, and *hammers of thunderbolts*.

Material: The more powerful the item, the more unusual the material from which it is made. Materials are classified by their rarity.

Common: The material is fairly plentiful under normal circumstances. Steel, oak staves, copper, and wool are common materials.

Rare: The material is expensive and difficult to find. Silk, diamonds, roc feathers, and ebony are rare materials. Common materials gathered under unusual circumstances are also considered rare. Wood taken from a lightning-struck oak, wool made from fleece taken at a lamb's first shearing, and steel made in a furnace tended by a dwarven elder are rare materials.

Exotic: The material is unique or unusual and cannot be purchased—the character must undertake an adventure to obtain it. Exotic materials often exist only in a metaphorical sense. Steel smelted from the ore of a fallen star, the moon's tears, the largest scale from a great wyrm's tail, and a lock of a goddess's hair are exotic materials. Common or rare materials gathered in extraordinary circumstances are also considered exotic. Cloth spun from phase spider silk under the new moon, a diamond freely given from a dragon's belly, and wood taken from a lightning-struck treant are exotic materials.

Processes: A process is a prescribed method for accomplishing a specific task that is performed in addition to the normal steps necessary for making the item. Like materials, processes are classified according to rarity. For example, making a mold to cast a ring is not a process because creating a mold is a typical step in ring-making. However, making the ring's mold from a wax model fashioned from beeswax taken from a hive of giant bees is a process because it is unusual. It's not always easy to distinguish processes from materials, but the distinction is not important as long as the item is created using the required number of special elements.

Common: The process is fairly simple and straightforward, requiring only special care or some unusual preparations. Quenching a sword in snow from a spring storm, encrusting a ring with ornamental gems, and tempering a helmet in a furnace heated with lava are common processes.

Rare: The process requires extra effort or extraordinary expense. Quenching a sword's blade in snow gathered at the top of the world, honing a sword blade with a *stone of good luck*, and etching an amulet with acid from a giant slug's spittle are rare processes.

Exotic: The process is unique or unusual and cannot be purchased—the character must undertake an adventure to complete it. Exotic processes often exist only in a metaphorical sense. Quenching a sword blade in a lover's sigh, heating a ring in burning ice, and bathing a shield in a knight's courage are exotic processes.

Cost: This is what the character must spend for unusual fuels and other supplies when making the item. This cost is in addition to whatever the character spends on workers' salaries, travel, professional fees, and purchasing the materials and processes necessary for making the item.

Time: This is the time required to actually manufacture the item once the material components have been gathered. It does not include time spent acquiring the materials and placing enchantments on the item. Time cannot be reduced by hiring extra workers, getting help from another character, or spending additional money.

Item Details

This section contains additional information about creating various types of items, including required spells and the chance to create the item.

Potions

A potion requires no spells, but the caster must first have the formula. Determining a formula from scratch requires 1d3+1 weeks and costs 100 gp a week. Time and costs are reduced to the minimum if the caster has access to *commune* or *contact other plane* spells. If the caster has a potion to analyze or a formula from another caster, the research is free and requires one week. A character must have a full dose of the potion to analyze, but the dose is not consumed in the research. The time requirement listed on Table 23 is the time the character actually spends brewing the potion. Once a potion's formula has been personally researched and recorded, the character need not research it again unless the record is lost.

The chance to successfully brew a potion is 70%, +1% for every two levels of the creator, and –1% for each 100 gp the potion costs (detailed on Table 23).

Scrolls

The common material required is the paper, parchment, or papyrus as detailed in Chapter 10 of the *Dungeon Master Guide*. The rare material is the quill; a new quill must be used for each spell written on the scroll.

Blending the ink is the most important process. Ink for spells of levels 1–3 require a rare ingredient, spells of levels 4–6 require an exotic ingredient, and spells of levels 7+ require one rare and one exotic ingredient. Blending the ink takes one day, and the ink must be used within two weeks.

No spells are actually cast when writing a scroll, but the character must know the relevant spell and have any required material components on hand. If normally consumed in the casting, the material components are consumed in writing the scroll. If casting the spell normally imposes a penalty on the caster, such as magical aging, creating the scroll carries the same penalty.

The chance to successfully write a scroll is 80%, +1% for every level of the creator, and –1% for each level of the written spell. There are additional adjustments for the materials used (see *DMG*, Chapter 10). The DM must roll for success separately for each spell on a scroll. A scroll can hold 1d6 spells, determined secretly by the DM, but the character knows when the scroll is full. A failed attempt to write a spell fills the scroll but usually doesn't affect spells already written on it (see the **Failure** section).

Compare protection scrolls to the level of the spell that approximates their effects to determine the success chance and type of ink required. A *protection from magic* scroll, for example, is similar to *antimagic shell*, a 6th-level spell.

Rings

Any ring requires one common process in addition to any extra materials or processes needed for multiple functions or limited use. Discovering all the steps required to make a ring requires 1d6+1 weeks of research and costs 200 gp a week. Access to *contact other plane* or *commune* spells automatically reduces the required time to two weeks.

A ring also requires the *enchant an item* and *permanency* spells—or the equivalent

priest ceremony—in addition to whatever spells are needed to create the ring's powers (see page 90). Multiple-use rings require one spell per use, and multiple-function rings need one set of spells for each function.

The chance to successfully create a ring is 60%, +1% for every level of the creator, and –1% for each spell and special process required (except for the *enchant an item* spell). Priests, though they do not actually cast any spells, still suffer the penalty for spells. The more complex the enchantment, the more difficult it is to successfully petition the deity to imbue the item with power.

Rods, Staves, and Wands

These items require *enchant an item* spells—or the equivalent priest ceremonies—and whatever spells are needed to create their powers. Multiple-function rods, staves, and wands need one spell (or set of spells) for each function. A *permanency* spell is required.

The base chance to successfully create one of these items is the same as for a ring. If the item is rechargeable, it is created with one charge and then additional charges are added using the recharging procedure detailed below.

A rod, staff, or wand loses all its magical properties if it is ever drained of all its charges, even if it is normally rechargeable. Once drained of charges, the item can never be enchanted again.

Miscellaneous Magic, Armor, and Weapons

These items require *enchant an item* spells—or the equivalent priest ceremonies—and whatever spells are needed to create their powers. Each plus for a weapon or protective device requires a separate spell. Single-use and limited-use items do not require *permanency* spells, but other items do.

The chance to successfully create one of these items is the same as for a ring. Rechargeable items are created with one charge to reduce the chance for failure.

Recharging Items

Any spellcaster can recharge items, provided the character has access to the required spells and the character can use the item. Mages can also recharge items usable only by fighters or rogues.

To begin recharging, the character casts *enchant an item*—or performs the equivalent priest ceremony—to prepare the magical device and then casts spells that the item absorbs to create charges.

The spell used to provide a charge must duplicate or nearly duplicate the item's power. If no spell duplicates the power, the character must research a new spell or cast some combination of spells that resembles the power. If the item has multiple functions, the spell must duplicate the item's most powerful function. For example, it takes a *cone of cold* spell to recharge a *wand of frost*.

Once the preparatory spell or ceremony is complete, the character has 24 hours to create charges. Each spell used requires its normal casting time (not 2d4 hours per spell level as required by the *enchant an item* spell). When the initial enchantment fades, the character can prepare the item again, but every time an item is prepared to receive charges it must save vs. spell at the caster's level with a –1 penalty. If the save fails, the

item falls into useless dust.

Success and Failure

Magic is tricky and involves many constantly changing variables, causing each enchantment to differ slightly from prior attempts. No matter how many times a character has created a particular magical item, the chances for success remain the same. A character's general level of expertise can improve, but particular enchantments cannot be mastered.

Each attempt to create a magical item requires a roll for success. The DM secretly rolls the dice to see if the attempt to create a magical item succeeds. Any roll of 96–00 fails automatically.

Most failed attempts ruin the item, melting it into useless slag or destroying it in some other dramatic fashion. A failed attempt to write a spell on a scroll fills the remaining space with a useless blob of ink, leaving spells already successfully written intact.

If the failure roll was a 96–00, the item appears to have been created normally but has a cursed or reversed effect instead. The DM decides the nature of the curse, using the cursed items from the magical item lists in the *Dungeon Master Guide* and *Tome of Magic* as a reference.

Table 24:
Typical Experience Values

Item	XP Value Range
Potion	
Single Use	200–1,000
Limited Use	250–1,000
Scroll	
Spell	100/spell level
Protection	1,000–2,500
Ring	
Single Function	1,000–4,000
Multiple Function	3,000–5,000
Limited Use	1,000–5,000
Rod	
Single Use	4,000–10,000
Single Function	5,000–10,000
Multiple Function	6,000–10,000
Limited Use	4,000–10,000
Staff	
Single Function	5,000–8,000
Multiple Function	7,000–15,000
Limited Use	2,500–5,000
Wand	
Single Function	2,000–4,000

Multiple Function	4,000–7,000
Limited Use	4,000–6,000
Miscellaneous Magic	
Single Use	200–2,000
Single Function	2,000–10,000
Multiple Function	2,500–10,000
Limited Use	500–2,500
Armor	
Single Function	250–800/plus
Multiple Function	lower value+ higher value
Limited Use	3,000–5,000
Weapon	
Single Use	20–50/plus
Single Function	400–600/plus
Multiple Function	lower value plus 20–40% of higher value
Limited Use	1,000–5,000

Values for Cursed & Nonstandard Items

If a character decides to create a cursed item, the DM should determine the cost and difficulty by comparing the cursed creation to useful items of similar power. A *cursed sword* –2, for example, is as difficult to make as a *sword* +2. If an attempt to create a cursed item fails, it is destroyed. If the attempt fails on a roll of 96–00, a curse of the DM’s choice falls on the creator—the character does not wind up with a useful item instead.

If a character attempts to create an item not found in any rule book, the DM should assign it an experience point value by comparing it to similar items that already exist. Like choosing materials and processes for items, this task requires imagination and common sense. If difficulties arise, stop to consider what spells are needed to make a scroll with the same powers. Table 24 gives the typical range of experience values for items. If the maximum value for the category seems too low for the proposed item, the item probably is too powerful. When in doubt, try to err on the high side; characters attempting to create items no one else has heard of are entering uncharted territory and are more likely to fail than characters who stick to standard items.

Examples of Magical Item Creation

Rozmare wants to duplicate a potion of speed she has found. Because she has a dose of the potion to analyze, she can determine its formula in one week of study and doesn’t need to spend any money except for normal maintenance on her laboratory. She determines that the potion’s main ingredient is the essence of speed. After some deliberation, Rozmare decides that the heart of a swift animal should suffice (it could

easily be sweat from a fast horse or a shoe worn by a fleet-footed elf). Rozmare also decides it would be best to get a fresh heart, so she hires a huntsman and goes searching for deer.

The DM smiles inwardly at this plan, remembering several stories about Robin Hood and how touchy some people can get when it comes to deer hunting. Fortunately, Rozmare pays her respects to the local baron and agrees to deal with some brigands before going hunting.

Once she has the heart, Rozmare begins working. Additional materials cost 200 gp (equal to the potion's experience point value) and brewing takes two weeks. At the end of that time, the DM secretly rolls the dice and gets a 71. Rozmare is 13th level, so her success chance is 94% (70% +26% for her level and -2% for the potion's cost of 200 gp). Rozmare has successfully created a potion of speed.

Some time later, Rozmare gets hints from the baron that a magical gift would be appreciated. Since the baron has been having some problems with trolls lately, Rozmare agrees to provide him with a long sword +1, +3 vs. regenerating creatures.

To create the sword, Rozmare needs the enchant an item spell (which she knows), a permanency spell (which she cannot cast herself), and a list of the required materials and processes. The baron reluctantly agrees to provide a ring with one wish, which Rozmare can use to duplicate the permanency spell. Rozmare is in no hurry, so she begins researching the required steps without magical aid. After three weeks (and an expenditure of 600 gp), she discovers that the sword must be forged of metal taken from a blazing fallen star and nails from a slumbering vampire's coffin (two exotic materials). The sword must be heated in coals strewn with a troll's ashes (rare process), quenched in acid (common process), set with a gem wrested from an ogre magi's hand (exotic process), and polished with a tooth from a living lernaean hydra (exotic process). Rozmare has quite a series of adventures ahead of her.

Rozmare thought she would have to find a meteorite that just struck the ground; she got a break when she found a meteorite with the rays of the setting sun playing across it like firelight. The coffin nails were fairly simple to get—her group forced a vampire into gaseous form and pried loose the nails from its coffin while the monster was recovering. Acquiring a gem wrested from an ogre magi's hand proved frustrating, as the creature's invariably turned gaseous and escaped before Rozmare could get the gem. Eventually, a successful confusion spell allowed the task to be accomplished. Getting a tooth from a lernaean hydra wasn't difficult—the tooth didn't have to be alive, just the monster—but making sure the hydra was still alive when it came time to polish the sword required her to keep the creature caged. Troll ashes proved fairly easy to get, and the smith Rozmare hired to actually make the blade suggested that cooling that sword in a vat of vinegar would qualify as quenching the sword in acid without endangering the blade.

Additional materials for the task cost 1,600 gp (double the sword's 800 experience point value) and preparations took eight weeks (four weeks per 1,000 gp of cost, rounded up to the nearest 1,000).

With the sword made, all that remained was to enchant the weapon. The arduous task of enchanting the blade required the enchant an item, enchanted weapon (for the sword's basic bonus—the DM decides the extra steps required for the sword's multiple functions make additional enchant an item spells unnecessary) and permanency spells. Since Rozmare does not have access to the permanency spell, she uses the wish from the

baron's ring as a replacement.

Rozmare has a 65% chance to succeed (base 60% +13% for her level –8% for processes and spells). The DM secretly rolls the dice and gets a 54, a success.

Chapter 5: Magical Duels

When two spellcasters have a disagreement that can't be solved amicably, a magical duel is often the best way to resolve the dispute. Duels are also fought to prove who is more proficient in the magical arts, and many apprentices enter magical duels with their peers to demonstrate their skills. The duel is a highly refined form of combat, more subtle than simply squaring off and hurling spells until an opponent fails a saving throw and infinitely more subtle than physical combat.

To conduct a magical duel, the opponents must seek out a third spellcaster who agrees to oversee the event and assist with the construction of the arena where it is to take place. It often helps bring a few friends along to the duel site to help guard against treachery or unwelcome interventions from third parties.

Creating the Arena The arena is a magical construct that the combatants must forge cooperatively. To form the arena, the two opponents must participate in a protocol similar to casting a spell. They begin by standing at arm's length, then circle each other, chanting and gesturing for a full turn. If the combatants' concentration is disturbed before the arena is completed, the preparations must begin again. Typical disturbances include anything that would normally prevent spellcasting, but even loud noises can ruin the creation process.

The mediator then casts some kind of protective spell over the combatants. *Wall of force* is the usual choice, but any protective spell that encompasses the two combatants is sufficient. The combatants now have the option of contributing their own spells. The spells contributed need not be protective spells, but they must be currently memorized. A contributed spell disappears from the character's memory as though it had been cast; the spell does not have its normal effect but instead helps determine how large the arena is, which combatant has the advantage, and how severe the consequences of defeat are (see below). Unscrupulous characters might contribute multiple spells or spells stored in scrolls or other devices to increase their chances of gaining the initial advantage and to raise the stakes beyond what the opponent would willingly undertake.

Spells contributed to the arena are recorded secretly by the players involved. The characters involved in the duel cannot tell how many spells their opponent is contributing or how long the opponent spends casting them, but the mediator is aware of the spells contributed by both sides.

Balance of Power (Optional)

If the two opponents are not the same level, the number of spell levels each character contributes to the arena cannot exceed the weaker opponent's level. For example, if

Calvin, a 7th-level wizard, is dueling Delsenora, a 12th-level priest, neither character could contribute a spell higher than 7th level or multiple spells totaling seven levels or more. There is no limit to the number of spells that can be contributed if both opponents are the same level.

When the arena is complete, the two combatants are standing still with a ball of shimmering force hovering between them. A close look at the ball reveals tiny images of the two combatants floating opposite each other. The images are mental constructs that represent the combatants in the duel.

Characters must willingly cooperate to form an arena and conduct a duel. A character under a magical or psionic compulsion, such as a *charm person* or *suggestion* spell, cannot be forced to give consent. A character can be intimidated into giving consent in any number of ways, including a *geas* or *quest* spell. Consent given under threat is still consent for purposes of a magical duel as long as the character in question is free to think for himself. In the case of a *geas* or *quest* spell, the subject is free to ignore the request for a duel and face the consequences.

Arena Physics

Although the arena looks like a sphere from the outside, it has a weird geometry all its own. It is best pictured as a rectangle 12 to 30 spaces long and one space wide, resembling a long, narrow corridor more than anything else. The opponents stand on opposite ends of the corridor facing each other.

The number of spaces between them depends on the highest level of spell each opponent contributed to the arena. If neither opponent contributed a spell, there are 10 intervening spaces. The highest level spell contributed by each opponent adds its level. For example, if one opponent contributed a 5th-level spell and the other contributed a 3rd-level spell, there would be 18 spaces between the duelists. There are never more than 30 spaces between the opponents, and only the single, highest-level spell contributed by each side of the duel is factored for determining the distance between the spellcasters.

The space occupied by the duelists in the arena does not count as far as the length of the corridor is concerned. Thus, the largest arena would consist of 32 spaces, but each combatant would occupy one space at opposite ends of the corridor, leaving 30 spaces between them.

Conducting the Duel

When the arena is complete, the opponents fight by casting spells. The spells emanate from the characters' images, and their effects become mental constructs that move across the arena and battle opposing spells along the way.

To help keep track of spells cast during a duel, it is helpful to use some kind of large grid. The reusable sheets used for conducting combat encounters with miniature figures are ideal. Place a miniature or counter for each combatant on the grid with the appropriate number of spaces between them.

A duel is fought in rounds, just like a normal encounter. The sequence of actions in each round is as follows:

1. The advantaged caster's spells move and any resulting combats are conducted.
2. The disadvantaged caster's spells move and any resulting combats are conducted.
3. Both casters cast new spells.
4. Steps 1–3 are repeated until the duel ends.

On the first round of the duel, there is no spell movement because there are no spells in the arena.

Determining Advantage

Throughout the duel, one opponent has the advantage—the upper hand—while the other caster is disadvantaged. When the duel begins, the advantage lies with the spellcaster who contributed the highest level spell to the arena (not the highest combined level of multiple spells). If neither opponent contributed any spells, or if neither opponent contributed a higher level spell than the other, each opponent rolls 1d10 and the character with the highest roll has the advantage. The opponent with the advantage retains it until one of his spells is destroyed in combat. At that point, the advantage shifts to the other opponent. Each time a spell destroys another spell in combat, the advantage shifts to the opponent who cast the victorious spell. The advantage does not shift if a character defeats a spell through use of his power rating (PR) or making a successful saving throw.

Spells in the Arena

Once cast, a spell acquires a physical form and moves across the space between the combatants, taking effect only when it reaches the opponent. Spells are not readily identifiable, but detect magic and the spellcraft proficiency can identify them. To help keep track of spells, players should secretly record the spells their characters cast. Writing the spells' names on a piece of folded cardboard creates a marker that can easily be moved across the grid (3" x 5" index cards cut in half, then folded are ideal).

A spell never leaves the arena or affects creatures outside the arena. Remember that the combatants themselves are not in the arena—magical constructs represent them. It is not possible for combatants to cast spells upon themselves. For example, a priest involved in a duel can cast *cure light wounds*, but the spell appears in the arena—it does not heal any damage the caster has suffered. Likewise, a wizard can use a *teleport* spell, but the spell merely travels across the arena toward the opponent—it does not whisk the caster away to another place. Spells also do not truly affect the opponent. A *charm person* or *imprisonment* spell might fight its way to the opponent's space, but when the spells take effect, the caster neither controls nor imprisons his opponent. Instead, the opponent's actions are restricted until he can throw off their effects (see the **Characters vs. Spells** section for details).

If a spell encounters an opposing spell on its way across the arena, the two spells might struggle to annihilate each other before continuing on or they might pass each other. Each spell has three characteristics that govern its behavior in the arena: Type, Movement, and Power Rank. The Appendix contains dueling characteristics for spells

included in the *Player's Handbook* and the *Tome of Magic*.

Table 25:
Spell Interactions

Type	A	D	AD	L	M
A	—	C	C	A	—
D	C	—	C	A	G
AD	C	C	C	A	A
L	A	A	A	C	—
M	—	G	A	—	—

A = The opponent with the advantage decides if the spells fight or pass each other with no effect.

C = Combat must take place between the spells when they meet.

G = Generally, these types of spells ignore each other, but there are some defense spells that conduct combat with missiles; see the **Special Dueling Characteristics for Spells** section for details.

— = The spells pass each other with no effect.

Table 26:
Spell Movement

Spell Range*	Movement Rate
Touch or 0**	1
1–20 yards	2
21–50 yards	3
51–100 yards	4
101+ yards	5

* If the spell's range varies with the caster's level, its movement rate increases with the increased range. For example, a *fireball* cast by a 5th-level wizard has a range of 60 yards (MV 4), but a *fireball* cast by a 15th-level wizard has a range of 160 yards (MV 5).

Some spells, such as *prismatic spray*, have ranges listed as 0, but areas of effect that allow them to reach distant targets. These spells' movement rates are a function of their areas of effect, not their basic ranges. Spells that allow instantaneous movement or that affect huge areas have movement rates of 5. See the Appendix for examples.

** Also includes spells with a range of less than one yard.

Type: A spell's type determines what it can do and which opposing spells it must attempt to destroy. For dueling purposes, there are five types of spells:

Attack (A): The spell's normal function in the AD&D game is to harm the target in some way. In a duel, an attack spell is used to damage or temporarily incapacitate the opponent. Spells such as *charm person*, *web*, and *disintegrate* are attack spells. An attack spell must conduct combat with any opposing defensive spell it meets and can conduct combat with opposing leech spells (the advantaged spellcaster decides, see below). It ignores missile and other attack spells.

If an attack spell reaches the opposing spellcaster's square, it takes effect (see the **Characters vs. Spells** section for details).

Defense (D): The spell's normal function is to protect or fortify the recipient in some fashion. In a duel, these spells are used to destroy attack spells before they cross the arena. Spells such as *protection from evil*, *cure light wounds*, and *minor globe of invulnerability* are defense spells. A defensive spell must conduct combat with any opposing attack spell it meets and can conduct combat with opposing leech spells. It generally ignores missiles, but some defensive spells are specifically designed to stop missiles (refer to the **Special Dueling Characteristics for Spells**) Defensive spells always ignore each other, and, upon reaching the opposing spellcaster's square, vanish without affecting the opponent.

Leech (L): Outside of a duel, the spell normally does not cause harm or provide a defense. In a duel, leech spells are used to destroy other spells and to damage the opponent. Spells such as *teleport*, *detect invisibility*, and *haste* are leech spells. A leech spell must conduct combat with any opposing leech spell it meets and can conduct combat with opposing attack or defense spells. It ignores missiles.

If a leech spell reaches the opposing spellcaster's square, it inflicts 1d6 points of damage per spell level. The opponent is allowed a saving throw vs. spell to reduce the damage by half.

Attack/Defense (AD): The spell's normal function is to create a solid barrier or summon a creature. In a duel, an attack/defense spell creates a barrier that most spells cannot bypass without a battle and has the ability to inflict damage upon the opponent. The various wall and monster summoning spells as well as *dispel magic* are attack/defense spells. An attack/defense spell must conduct combat with any opposing defensive or attack spell it meets, and it can conduct combat with opposing leech or missile spells, as chosen by the advantaged spellcaster (see below).

If an attack/defense spell reaches the opposing spellcaster's square, it usually inflicts 1d6 points of damage per spell level. The opponent is allowed a saving throw vs. spell or a spell combat roll to avoid the damage.

Missile (M): The spell creates or propels a physical or magical projectile that streaks toward the target, inflicting damage. In a duel, a missile spell is used to damage the opponent. Spells such as *fireball*, *magic missile*, and *flame arrow* are missile spells. A missile spell can conduct combat with opposing attack/defense spells. It ignores other missile, leech, attack, and most defense spells.

If a missile spell reaches the opposing spellcaster's square, it takes effect (see the **Characters vs. Spells** section for details).

Power Rank (PR): The higher a spell's power rank, the more likely it is to defeat

another spell in combat. A spell's power rank is its level plus nine. For example, a *fireball* is a 3rd-level spell and has a PR of 12.

Movement (MV): A spell's movement rate determines how quickly it moves across the arena. A spell need not move its full rate but can never exceed its movement rate in a single round. Most spells must move at least one space every round (unless locked in combat with another spell). The only exception is defensive spells; a defensive spell can remain in the caster's space instead of moving across the arena, but only one such spell can remain with the caster at any given time. If the caster leaves the space, the spell stays behind.

A spell's movement rate is based on its range, as shown on the Table 26.

Requirements for Spellcasting

All spellcasting during a duel is simultaneous. Spells cannot be disrupted as they can during a normal encounter. Spellcasting is not always possible, however.

To cast a spell in a duel, a character must be free from the effects of hostile spells and not engaged in personal combat with his opponent. The character must have the intended spell memorized and must have any required material components in his possession. Additional components are not required, however, as the arena itself makes up for the lack. For example, the *pyrotechnics* spell normally requires a fire source. In a dueling arena, the spell still works.

Spell Movement and Combat

When a spell is cast, it appears in the space immediately ahead of the caster; if it is a defensive spell, it can appear in the caster's space instead. No spell moves on the round when it is cast. If an opponent's spell already occupies the space, the two spells must check for combat.

Movement: A spell already in the arena when a round begins moves one or more spaces toward the opponent. The spell must move at least one square forward unless it is locked or it is a defensive spell occupying the caster's square; the latter type of spell has a movement of 0 and remains where it is until it is destroyed in combat or the duel ends. A spell need not move its full movement rate.

All of the advantaged caster's spells move first, even if combat causes the advantage to shift to the other caster. When spells move, the spell closest to the opponent always moves first, then the next closest, and so on until all the character's spells have moved.

It is possible for two or more spells to occupy the same space. All spells cast by one character can freely move through each other or stop in the same space. When two friendly spells begin a round in the same space, the spell with the fastest movement rate moves first.

Spells from different casters also can move through each other or stop in the same space if they are not required to conduct combat. Spells never move backward unless forced to do so by an opposing spell's special ability.

Combat: When two opposing spells meet, the disadvantaged caster must announce his

spell's type (A, D, AD, L, or M). The advantaged caster then checks his spell's type against Table 25 to determine if the spells battle or if they pass each other. The advantaged caster is not required to reveal his spell's type, and neither caster is required to reveal what the spells actually are. Note that some spells must battle each other even if their types don't require them to (see the notes on special abilities). It is the disadvantaged opponent's responsibility to announce special abilities that might be relevant.

If combat occurs, it is conducted immediately, and all spell movement temporarily stops until the combat is resolved.

To conduct combat between spells, each player rolls 1d20 and compares the result to his spell's power rank. If the roll is higher than the power rank, the spell fails. If the roll is equal to or less than the power rank, the spell succeeds.

If one spell fails and the other succeeds, the failed spell is destroyed. If other opposing spells exist in the same space, battle is conducted with them as well. If the winning spell was moving when the combat occurred it can finish its move after the battle. It is possible for one spell to fight several different battles in a single round, but combat between any one pair of spells is conducted only once each round.

If both spells fail, the two spells lock. Failure can occur when both spells roll higher than their power scores or when two spells with the same power scores tie each other. Locked spells prevent other spells from passing; refer to **Locked Spells**, below.

If both spells succeed, the spell with the higher roll destroys the spell with the lower roll.

For example, Rary casts a *charm person* spell (A, PR 10) that meets Serten's *cure light wounds* spell (D, PR 10). The two spells must battle. Rary rolls a 12 and Serten rolls a 1. Rary's *charm person* spell is destroyed because it failed its roll and Serten's *cure light wounds* spell succeeds. If Rary had rolled a 9 instead of a 12, the *charm person* would have destroyed the *cure light wounds* spell because it succeeded with a higher roll. If Serten had rolled a 20 and Rary had rolled a 12 (or if both had rolled a 10), the two spells would have locked.

If an opposing spell occupies the space in front of a character during step 3 and the character casts his own spell into that space, the two spells immediately check for combat.

Table 27:
Character Power Scores

Ability Score*	Bonus	Power Score
14 or less	0	9
15	1	10
16	2	11
17	3	12
18+	4	13

* Wizards and bards use Intelligence/Reason. Priests, paladins, and rangers use Wisdom/Intuition.

Locked Spells: When two spells lock, they remain in place until another spell enters the space and destroys the opposing spell. No spell can move through a space containing locked spells, even if it normally could ignore the opposing spell. Once the opposing spell is destroyed, all the blocked spells are free to move normally.

For example, the *charm person* and *cure light wounds* spells from the previous example are locked. There is no further combat between the two spells until a third spell moves into the space. The next spell to move is a *magic missile* that belongs to Rary. *Magic missile* is a type M spell that normally ignores type D spells, so it cannot destroy the *cure light wounds* spell and is blocked until the lock is cleared. The next spell to move is Serten's *dispel magic*. *Dispel magic* is an AD spell that normally fights the type A spell *charm person*. If the *dispel magic* spell destroys the *charm person* spell, the lock is cleared. If not, the lock continues and spells are still blocked from advancing past the lock.

It is possible to have multiple locked spells in the same space. When this occurs, each spell that enters the space must check against all locked spells in the area. Once all opposing spells are defeated, the lock is cleared.

Combat Between Multiple Spells: If a spell enters a space containing more than one opposing spell, all the spells must be checked for combat.

If there is a lock in the space, the opposing spell that caused the lock is checked first. If the incoming spell cannot battle the locking spell, the incoming spell is blocked and no combat occurs between it and any other spell in the space until the lock is removed.

If there is no lock in the space, the opposing spell with the highest movement rate is checked for combat. If there is no combat or the incoming spell wins the combat, the spell with the next highest movement rate is checked. This process continues until the incoming spell is destroyed or all opposing spells have been checked. If a lock occurs during the process, all combat stops until the lock is cleared.

If there are multiple locks in the space, the incoming spell checks the opposing locked spell with the highest movement rate for combat. If the incoming spell cannot conduct combat with that spell, no combat occurs and all the locks remain in place. If the incoming spell defeats the first locking spell, it checks for combat with the next fastest locking spell and so on until all the opposing locks are checked or until the incoming spell is locked or defeated.

When all locks are removed from a space containing multiple opposing spells, there is no further combat until another spell enters the space. The spell entering the space checks the opposing spell with the highest movement rate and continues checking until all the opposing spells have been checked or the spell is locked or defeated.

Character Movement and Combat

The characters involved in a duel have power ranks and can move across the arena and conduct combat just as spells do.

A character can move one space each round instead of casting a spell. Unlike a spell, characters can move forward or backward. If the character enters a space containing an opposing spell, the spell takes effect just as though the spell entered the character's space.

A character has power rank of 9 plus a bonus for high Intelligence/Reason or Wisdom/Intuition. Characters use their power ranks for conducting combat between themselves and sometimes for resisting spells.

Characters vs. Spells: Opposing spells are immediately revealed when they enter a character's square; when a spell hits, the character knows exactly what it is. Spells have varying effects according to their type:

Attack Spells: These take effect just as if they were cast upon the character during an adventure. However, it is important to remember that the character is not affected directly, only the mental construct that represents the character in the duel is affected.

If the spell normally allows a saving throw, the character is entitled to one in the duel. The saving throws by caster level optional rule (see page 143) is always used in duels; bonuses for high ability scores never apply during a duel. Refer to the individual spell description for the spell's effects.

If the spell normally requires the caster to make an attack roll, such as *Melf's acid arrow* and all touch-delivered spells, the two characters conduct a combat to see if the incoming spell takes effect (see the **Character vs. Character** section).

If the spell inflicts damage, the appropriate number of hit points are deducted from the character's total. Characters reduced to zero hit points or less lose the duel and suffer the effects indicated under the **Spoils of Victory** section (page 105).

If a spell has any lingering effects that hinder or incapacitate the target in any way—loss of mental control, immobilization, or any other effect that keeps the character from casting spells or acting freely—the character cannot move or cast spells into the arena, but he can cast counter spells or conduct combat with the spell. This represents the character's struggle to regain control over his mental construct. A character with a positive hit point total can never be removed from the arena or forced to end the duel by a spell cast as part of the duel, such as a *suggestion* that tries to convince him to quit.

Combat between a character and a spell is conducted just like combat between spells except that the affected character uses his power score. If a lock occurs, the attacking spell is destroyed instead. Characters cannot opt to use their power scores instead of attempting saving throws when spells first enter their spaces.

When a spell first enters the same space occupied by their magical construct, the attacking spell is revealed and the character has the option of either making a saving throw or employing a counter spell. To cast a counter spell, the character selects a spell that can normally conduct combat with the spell (this can be affected by who has the advantage). The combat between spells is conducted normally, but both the attacking spell and the counter spell are destroyed if the counter spell wins or if there is a lock. If the counter spell is defeated, the attacking spell affects the character. A character can cast any number of counter spells during a round provided he has an appropriate spell memorized, but he can only cast a single counter spell against each incoming spell. Casting a counter spell does not prevent a character from casting a spell later in the round.

Defense Spells: These vanish when they enter the opponent's space. A defense spell—not an AD spell—can also be cast in the character's own space. A spell cast in this manner remains in the space until destroyed or the duel ends. Any attack or attack/defense spell that enters the space must defeat the spell before it can affect the

character, and some defense spells can also combat missiles in this manner.

Attack/Defense Spells: Unless the spell has a special ability that states otherwise, an attack/defense spell inflicts 1d6 points of damage per spell level when it reaches an opponent's space. The opponent is allowed a saving throw vs. spells to negate the damage.

Leech Spells: Unless the spell has a special ability that states otherwise, a leech spell inflicts 1d6 points of damage per spell level when it reaches an opponent's space. The opponent is allowed a saving throw vs. spells to reduce the damage by half.

Missile Spells: These spells follow the same procedures as attack spells.

Characters vs. Multiple Spells: If several hostile spells enter a character's space at once, the character deals with all of them simultaneously, making saving throws, conducting combat and casting counter spells; it is possible for a character to cast multiple counter spells in a single round.

The character must deal with any spell that began the round in his space first and then with the fastest opposing spell, and so on until he conducts combat with every spell in the space. If some of the spells in the space do not allow counter spells, such as creature summoning spells, the character can use counter spells against any spells in the space that do allow counter spells.

Character vs. Character: Combat between characters occurs whenever two characters occupy the same space as well as when a spell that requires an attack roll enters a character's space. Character combat is conducted just like spell combat, except that locks are treated differently.

If a spell causes character combat, the attacker uses his power score or the spell's, whichever is higher. The spell takes effect if its caster wins the combat. The spell is destroyed if it is defeated or locked. The defender can respond with his power score or a counter spell.

If two characters are engaged in combat, the winning character can choose to inflict 1d6 points of damage or send the loser 1d4 spaces away in either direction, but in no case can the loser be moved out of the arena. If the forced movement takes the character into a space containing an opposing spell, the spell takes effect.

It is not possible to cast spells while engaged in character combat. Counter spells cannot be used against another character.

Identifying Spells: Spells are not readily identifiable when they are moving across the arena. However, a spell is always revealed when it is in the same space as the opponent.

A character with the spellcraft proficiency can try to identify opposing spells instead of moving or casting a spell. The character chooses any spell currently in the arena and rolls a power check. If the roll succeeds, the spell is revealed. This can be particularly useful for targeting specific enemy spells.

Special Notes The DM should find the following information useful when characters engage in magical duels.

Magical Items and Preexisting Spells

Because a dueling arena is a mental construct, it is not possible to carry any sort of equipment into it; the opponents enter the arena only in their minds. Certain items, however, can affect the course of a duel.

Items that actually store spells or spell energy can be employed to create spells during a duel. Such items include *rings of spell storing*, magical scrolls, and *rods of absorption*. A *scroll of protection* creates a defensive effect with a power rank of 15 and a movement of 1.

Items that create spell-like effects usually cannot be used in a duel. Such items include all wands, staves, potions, and miscellaneous magical items, as well as most rods. The combatants, however, can agree in advance to incorporate such items into a duel. The arena must be altered to allow the items to function, and an additional turn of preparation time is required for each class of item to be allowed. If only one particular item is to be allowed, an extra turn of preparation is required.

For example, Delsenora and Calvin decide to have a friendly spellcasting contest, but Calvin wishes to employ his *wand of conjuration* in the duel. If the pair spends two turns creating the arena, either character could use any wand. If the pair spends three turns preparing, only Calvin's *wand of conjuration* can affect the duel—the extra time might be well worth Calvin's patience.

A spell-like effect from an item works just like the spell it simulates. When in doubt, the item creates a leech effect that inflicts a maximum of 6d6 points of damage. A leech from a staff drains a maximum of 8d6 dice of damage, while other items inflict a maximum of 9d6 points of damage. An effect from a device uses the device level to determine the saving throw, not the wielder's level (see page 144).

Magical bonuses for protective devices, such as enchanted armor and *rings of protection*, increase the wearer's power score against spells, but not for personal combat. For example, a priest with a power score of 11 wearing plate *armor +2* and a *ring of protection +1* has an adjusted power score of 14 against spells. Armor class has no effect on a duel; items such as *bracers of defense* do not help the wearer. Defensive bonuses to saving throws apply to any saving throw the character makes in the duel. Magical armor can provide saving throw bonuses against missiles and attack/defense spells (see *DMG*, Chapter 9).

Attack bonuses from magical weapons increase the character's power score for personal combat, but not against spells. In other words, magical weapons only help when the two magical constructs engage in melee combat instead of casting spells at each other.

Effects from other magical items and spells that are activated and in place on a character when an arena is constructed usually have no effect on a duel. However, the arena can be constructed to allow them to operate. An extra turn of preparation time is required for each effect to be incorporated. Once incorporated, an effect remains in place until it is dispelled or its duration expires.

A preexisting effect can profoundly influence on a duel. For example, a *minor globe of invulnerability* makes the protected character immune to all 1st- through 3rd-level spells. The globe can be dispelled, but a dispel magic spell would have to reach the character's space before it could take effect. A simple *protection from evil* spell renders the recipient immune to any attack/defense spell that summons creatures. Characters

should exercise considerable care before agreeing to allow an opponent to enter the arena with a magical effect already in place. The durations for all preexisting conditions begin on the first round of a duel, not when the spell is initially cast during the arena creation process.

Certain magical effects prevent an arena from being formed; these include the spells *antimagic shell*, *prismatic sphere*, *Otiluke's resilient sphere*, *Otiluke's telekinetic sphere*, any wall spell, and *scrolls of protection from magic*. None of these effects can be incorporated into an arena, even if both opponents agree.

Specialist Wizards

Specialist wizards' saving throw adjustments for spells within their schools of specialization apply during duels unless the characters choose to forgo them. Such adjustments require an extra turn of preparation when building the arena. Specialists are free to use any available bonus spells during a duel.

Specialists also suffer from a disadvantage in duels; spells from their opposition schools gain an extra power rank. For example, *dispel magic* spells have a rank of 13, not 12, when used against illusionists because Abjuration is opposed to Illusion. The bonus represents the specialists' lack of experience when dealing with magic from their opposition schools.

A dueling arena provides a stable magical environment, and wild surges and level variations never occur within them. It is possible to construct an arena that allows level variations, but both combatants must be wild mages and wild surges still are impossible. In a duel, level variations raise or lower a spell's power rank.

For example, Johan the Rat casts an *unseen servant* spell, which normally has a power rank of 10. If Johan rolls a level variation of -5 , that particular unseen servant spell has power rank of 5.

A spell's other dueling characteristics and effects can also be altered by a level variation. For example, if Johan were a 13th-level wild mage and cast a *fireball* spell with a level variation of -5 , the *fireball* spell's power score would be reduced to 7 and the spell could inflict only 8d6 points of damage. The spell's movement also would be reduced from 5 to 4.

Elementalists' saving throw adjustments apply during duels. The elementalists' ability to cast a spell at higher level than normal does not apply unless both combatants are elementalists. If used, the casting level increase boosts the spell's power score and other characteristics in the same manner as described above.

The Spoils of Victory

The combatants are free to decide when a duel ends and what happens to the character who loses the duel, but the general terms must be set in advance. A magical duel always ends when one combatant runs out of spells or runs out of hit points; the combatants choose one or both conditions to apply. The combatants can choose additional conditions for ending the duel, such as when an opponent reaches half hit points or when an opponent casts a certain type of spell. Preparing the arena requires an extra turn for each extra condition and two extra turns if the condition does not apply

equally to both opponents.

For example, if Calvin and Delsenora wish to conduct a duel in which the first character to cast an Evocation spell loses, they need one extra turn to build the arena. If they wish to end the duel only when Delsenora casts an evocation spell—leaving Calvin free to use them throughout the duel—they need two extra turns to complete the arena.

Once conditions for ending the duel are set, the duel automatically ends when the condition is met, even if the opponents change their minds. A character can always end a duel early by surrendering and accepting defeat.

The extent of the duel's consequences depends on the combatants' resolve and how many levels of spells the combatants invest when forming the arena. Some common terms are listed below:

Friendly Competition: The spellcasters are more interested in who can win than in harming each other. There is little risk to either character, but a treacherous opponent could use the duel to delay his adversary and perhaps gain the upper hand in a future confrontation.

0–6 Spell Levels: All spells cast during the duel remain in the characters' memories. The opponents' hit point totals return to normal when the duel ends, though the loser looks a little worse for the wear.

7–12 Spell Levels: The winner retains all spells cast during the duel, and the winner's hit point total returns to normal when the duel ends. The loser suffers 2d6 points of temporary damage and forfeits 2d4 levels of spells.

13–18 Spell Levels: The winner loses 1d6 levels of spells used during the duel. The winner's hit point total returns to normal when the duel ends. The loser suffers 4d6 points of temporary damage, which automatically returns at the rate of one hit point per round, and forfeits 4d4 levels of spells.

19+ Spell Levels: The winner loses 4d6 levels of spells used during the duel. The winner's hit point total returns to normal when the duel ends. The loser suffers 8d6 points of temporary damage and loses 8d4 levels of spells.

Death: The opponents intend to inflict harm upon each other. Timid characters might contribute very few levels of spells to the arena to avoid serious harm.

0–6 Levels of Spells: All spells cast during the duel remain in the characters' memories. The loser suffers 2d6 points of damage and must save vs. death or die.

7–12 Levels of Spells: The winner loses 1d6 levels of spells cast during the duel. The loser suffers 4d6 points of damage, loses 4d4 levels of spells, and must save vs. death or die.

13–18 Levels of Spells: The winner loses 2d6 levels of spells cast during the duel and suffers 1d6 points of temporary damage. The loser suffers 6d6 points of damage, loses 8d4 levels of spells, and must save vs. death or die. Even if successful, the character must pass a system shock roll or fall unconscious for 2d6 turns.

18–22 Levels of Spells: The winner loses 4d6 levels of spells cast during the duel and suffers 2d6 points of temporary damage. A magical explosion envelops the loser, inflicting 8d6 points of damage. The losing character must save vs. breath weapon. If the save fails, the character dies and all of his equipment must save vs. magical fire or be destroyed. If the save is successful, the character loses consciousness for 2d6 turns. In

either case, there is 20% chance the character is blown to another plane. The character also loses 12d4 levels of spells.

23+ Levels of Spells: The winner loses 2d6 levels of spells cast during the duel and suffers 4d6 points of temporary damage. An intense magical explosion envelops the loser and inflicts 10d6 points of damage. The character must save vs. breath weapon. If the save fails, the character dies and all his equipment must save vs. lightning or be destroyed. If successful, the character loses consciousness for 2d6 turns. In either case, there is a 40% chance that the character is blown to another plane. The character also loses 18d4 levels of spells.

Service: The combatants agree to perform some task if they are defeated. The tasks to be performed can be agreed upon before the duel begins or left to the victor's discretion. The duel has the same effects on the combatants as a friendly competition, with the following additional effects:

0–6 Spell Levels: The loser is charmed (as a charm person spell) by the winner. If a service has been agreed upon in advance, any orders not related to the task allow the charmed character a saving throw to negate the spell. If no task has been agreed upon in advance, the charm functions normally.

7–12 Spell Levels: The loser is charmed as above, and the winner can implant a suggestion (as the 3rd-level wizard spell). If a service has been agreed upon in advance, there is no saving throw vs. the spell if it pertains to the service. If the loser resists the suggestion, the charm remains in place.

13–18 Spell Levels: The loser is charmed and subject to suggestion as above, and the winner may place a geas (as the 6th-level wizard spell) on the loser. If a service has been agreed upon in advance, there is no saving throw vs. the spell if it pertains to the service. Resisting the geas has no effect on the charm or the suggestion.

19+ Spell Levels: The loser falls completely under the winner's will and can be dominated (as the 5th level wizard spell domination). If the domination is broken, the winner can immediately geas the loser. The winner is free to issue any commands he wishes within the limits of the domination and geas spells. Even if a service has been agreed upon in advance, the winner may alter the deal. The geas can be lifted only by a wish, dispel magic, or remove curse spell cast by a character of higher level than the winner.

Prize: The combatants are vying to possess some tangible object. In most cases, the character monitoring the duel holds the object and presents it to the winner. The duel itself can be fought to the death, for service (particularly useful if the item being fought over is not present at the dueling site), or can be friendly.

Spell Loss: Spells lost after a duel are gone from the character's memory as though cast normally. Spells contributed to the arena are always lost. If a character loses a random number of spell levels, he must lose as many spells from memory as are required to meet the total.

For example, Delsenora loses a friendly contest to Calvin. She loses the *fireball* spell she contributed to the arena and the die roll indicates she must lose four more levels of spells. Delsenora chooses spells from her list of memorized spells to meet the

requirement; she can lose four 1st-level spells, two 2nd-level spells, or any other combination of spells that equals or exceeds four levels.

When a character loses spells after a duel, any material components required to cast the spells are consumed, but the character can regain the spells normally.

The winner cannot lose more levels of spells than were cast during the duel, but the loser can. If a character loses more levels of spells than were memorized before the duel, he loses one point of Intelligence/Reason (if a wizard) or one point of Wisdom/Intuition (if a priest) for each excess level lost. The loss is permanent if the duel was being fought to the death. Otherwise, one point is restored for each full day the character rests. A *restoration* spell can restore permanently lost points, and a *heal* spell can restore temporarily lost points.

Damage: The temporary damage a character suffers after a duel automatically returns at a rate of one hit point per round. If temporary damage reduces the character's hit point total to –10 or less, the character dies. If the character's hit point total is 0 to –9 he is unconscious until his hit points rise to at least 1.

A victorious character cannot suffer more temporary damage than was suffered in the duel. The loser, however, can suffer more normal damage than was suffered during the duel—the shock of defeat is what inflicts the damage. The Death From Massive Damage rule does not apply in duels (see *DMG*, Chapter 9).

Charm: The mental effects from a duel fought for service are unaffected by any form of special resistance, including magic resistance, racial resistance to charm effects, and resistance due to high ability scores. The winner bores directly into the loser's psyche and takes control.

System Shock: The force of the defeat can overwhelm the loser's body and knock the character out for a short time. A *heal* spell restores the character to consciousness. Anyone with a weapon can kill an unconscious character with a single blow.

Blown to Another Plane: The loser is hurled through a dimensional rift, leaving behind a pile of dust. The DM can randomly determine which plane the character is blown to or can choose a plane appropriate to the campaign. Any equipment destroyed in the blast remains behind. A wish can recover the lost character.

Death: The force of the defeat kills the character outright. If the character is not blown to another plane, there is a 50% chance the body disintegrates, leaving only a pile of dust. If not disintegrated, the character can be raised, resurrected, or reincarnated normally, but regeneration is ineffective. Only a wish can restore a disintegrated character to life.

Outside Interference

Any kind of attack, successful or not, on a character involved in a magical duel disrupts the arena and ends the duel. Both characters are assumed to be the victor for purposes of the duel's aftereffects, but the duel's other terms and conditions are rendered invalid.

It is possible for onlookers to shout advice to combatants, provided that the protective

spell surrounding them allows communication. Touching the combatants, handing them equipment, or casting spells on them automatically ends the duel.

Attacks against the mediator of the duel and attempts to breach the protective spell cast by the mediator have no effect on the duel.

The Role of the Mediator

The character engaged to oversee a magical duel is the person who decides how isolated the combatants are. A fairly impenetrable defensive spell, such as *prismatic sphere* or a hemispherical *wall or force*, insures that no one can easily disrupt the proceedings. A fairly weak spell, such as *protection from evil 10' radius*, offers the combatants very little protection.

The mediator's secondary roll is keeping things honest. It is his responsibility to make sure the combatants do not employ magical items in an attempt to gain an unfair advantage. It is traditional for the mediator to search each combatant for contraband before construction of the arena begins. Prohibited items are usually confiscated and held until the duel is completed. Careful mediators usually insist on physically searching each combatant to foil *nondetection* spells and *amulets of proof against detection and location*, which can defeat divination spells.

The mediator can end the arena construction process just by touching one of the combatants. The mediator can end the duel itself in a similar manner. A dedicated mediator resists attempts to disturb the combatants, but mediators with less resolve have been known to flee when challenged.

The mediator knows how much time each caster spends contributing spells to the arena, and some judges have been known to intervene, ending the duel for good or for ill.

The mediator is under no special compulsions toward fairness or honesty unless duelists take precautions. A *geas* spell can help insure a mediator's fairness, but powerful characters can usually avoid the worst effects of violating the *geas*. It is best if both combatants agree on a mediator they can trust.

If the protective spell the mediator casts over the duelists is large enough, the character can include himself in the spell and be protected along with the combatants. Some spells, such as *prismatic sphere*, allow the caster free passage in and out, which makes them ideal for mediators who want to keep an eye on the situation outside the arena as well as the battle taking place in the arena.

Special Dueling Characteristics Many spells behave in unusual ways within a dueling arena. This section provides the necessary details for both individual and groups of spells.

Groups of Spells

Certain groups of spells share common characteristics as outlined below.

Mental or Debilitating Attacks

Spells such as *charm person*, *command*, *confusion*, *domination*, *forget*, *grease*, *hold person*, *suggestion* *taunt*, *web*, and other spells that make the target respond to the

caster's commands, force an unwanted action, or render the target unable to act freely have only a temporary effect in a duel. The affected character is unable to move or cast spells—but counter spells are allowed—until the hostile spell is destroyed through combat or a counter spell.

Duelists can never be compelled to leave the arena or perform unwanted actions. Instead, control over their mental constructs are temporarily limited.

Creature-Summoning Spells

Spells such as *monster summoning* and *conjure elemental* can be especially vulnerable to defensive spells such as *protection from evil*. These spells are very potent in a duel, forming constructs that conduct character combat upon reaching the opposing spellcaster. The opponent cannot cast any spells except counter spells while a summoning spell occupies his space. He must fight using his power score. Some spells, however, have special abilities that allow them to be used as counter spells against this type of magic.

The summoning spell uses its power score in the battle, and if it succeeds it inflicts 1d6 points of damage per spell level and remains to fight again. If the opponent wins, the summoning spell is destroyed. If a lock occurs, the character suffers no damage, but the summoning spell remains and attacks again the next round—a lock does not destroy a summoning spell as it does in normal character vs. spell combat.

Illusions

Spells such as *phantasmal force* that allow the caster to create an image of almost anything imaginable are highly flexible in a duel. The spells can be used to duplicate any type of spell. The caster chooses the type when casting the spell. Once cast, the spell type cannot be changed. If employed as an attack, attack/defense, or missile, the opponent and the caster conduct character combat when the illusion reaches the opponent's space, but the defender is allowed to cast counter spells. If the caster wins the combat, the opponent suffers 1d6 points of damage per level of the illusion. If the defender wins, no damage is inflicted. When employed as a leech, the spell follows the normal rules for leech spells. When employed as a defense, any lock destroys the illusion unless the opposing spell summons a creature.

Reversible Spells

Spells such as *cure light wounds* cast in their reversed forms create effects that usually function in the opposite fashion from their basic forms. For example, a reversed defensive spell is an attack spell. A reversed leech, however, is still a leech. A spell's reverse always counters itself and vice versa. For example, a character attacked by a *cause critical wounds* spell can use a *cure critical wounds* as a counter spell and automatically destroy the *cure critical wounds*.

Teleportation

Spells that allow instantaneous travel cannot be locked by spells that create physical barriers, such as the various wall spells. If a lock occurs, the two spells ignore each other instead. If a teleportation spell is used as a counter spell, a lock still destroys both spells.

Individual Spells' Special Abilities

There are several special abilities common to several spells.

Automatic Defeat: If a spell automatically defeats another spell, it always wins a combat with the listed spell or spell group. This applies when it is used as a counter spell as well.

Cannot be Locked: When a spell cannot be locked by another type of spell, any lock result destroys the opposing spell unless some other special lock effect is specified.

Counter: When a spell is listed as a counter to another spell or type of spell, it can be employed as a counter spell against the listed type even if combat between the two spells is not normally possible. When a spell is listed as an automatic counter to another spell, it destroys the listed spell without a die roll when cast as a counter spell.

Advanced Illusion: See the note on illusions, above.

Antianimal Shell: This spell cannot be locked by spells that summon creatures. It counters creature-summoning spells.

Antimagic Shell: Missiles and leeches must battle this spell, and it cannot be locked by any opposing spell. The spell dissipates when it reaches the opponent's square.

Antiplant Shell: This spell cannot be locked by spells that employ living plants or summon plant creatures, such as *entangle* or *changestaff*. It automatically counters plant-based spells.

Barrier of Retention†: This spell cannot be locked by spells that summon creatures.

Bigby's Hand/Fist Spells: These spells conduct character combat when they reach the opponent's square, just as if they were summoned creatures. *Bigby's interposing hand* inflicts no damage, but prevents the opponent from casting any spells until it is destroyed. Other spells inflict damage as listed in their descriptions.

Blade Barrier: This spell cannot be locked by spells that summon creatures.

Blessed Warmth†: This spell cannot be locked by cold-based spells. It automatically counters cold-based spells.

Blindness: A blinded character cannot cast spells or counter spells (except *cure blindness* or *deafness*).

Call Lightning: This spell produces a single stroke of lightning when it reaches the opponent's space.

Caltrops†: This spell cannot be locked by spells that summon creatures.

Chant: This requires two rounds to cast and cannot be used as a counter spell. The spell is

disrupted if the caster fails a saving throw or loses a combat roll during the first round of casting—an exception to the general dueling rule—and the caster cannot cast counter spells during that time.

Chaotic Commands†: When used as a counter spell, chaotic commands always defeats spells that allow the caster to command or control the recipient, such as *command*, *charm person*, and *suggestion*. Whenever victorious against such a spell, the two opponents must conduct character combat. If the caster of *chaotic commands* wins, the opposing spell reverses direction and moves toward the original caster, functioning as one of the victorious caster's spells. If the caster of *chaotic commands* loses the personal combat, the spell is negated.

Circle of Privacy†: This spell cannot be locked by spells that summon creatures.

Cloak of Bravery: This spell cannot be locked by any spell that causes fear or panic, such as *emotion*, *fear*, or *scare*. It automatically counters fear effects.

Cloudkill: This spell cannot be locked by a lower level spell that summons creatures.

Compulsive Order†: Duelists afflicted by this spell are unable to move, attack, or cast spells until the spell is defeated, but counter spells are allowed.

Contact Other Plane: Casting this spell in a duel does not cause insanity. This spell cannot be locked in spell vs. spell combat. If a lock occurs, the two spells ignore each other instead. A lock still destroys this spell if the combat takes place in a character's space.

Continual Light: When employed as an attack spell, this spell blinds the opponent (save vs. spell negates), preventing movement, attack, or spellcasting until the spell is defeated.

Control Temperature, 10' Radius: This spell can be cast to raise or reduce the temperature; the caster chooses which one at the time of casting. Once the caster chooses which version to cast, it cannot be changed. The spell cannot be locked by any spell employing the opposite effect (the cold version cannot be locked by heat- or fire-based spells, and the hot version cannot be locked by cold-based spells). This spell automatically counters its opposing effect.

Courage†: This spell cannot be locked by any spell that causes fear or panic, such as *emotion*, *fear*, or *cloak of fear*. It automatically counters fear effects.

Crushing Walls†: This spell cannot be locked by a lower level spell that summons creatures; the opposing spell is destroyed instead.

Crystalbrittle: This spell automatically defeats *wall of iron* and any other spell that creates a mass of metal, both in combat and when used as a counter spell.

Cure Blindness or Deafness: This spell counters any spell that obscures vision. If locked in combat by a *blindness* spell, both spells are destroyed instead.

Cure Disease: The reversed form of this spell, cause disease, renders characters unable to move, attack, or cast spells until they defeat the spell.

Cure Wounds Spells: These spells counter any attack or missile spell that inflicts damage. They are counters against leech or attack/defense spells.

Demishadow Magic: When this spell reaches the opponent's space, the opponent must roll a saving throw vs. spell before casting any counter spells. If the save fails, the spell inflicts 10d6 points of damage, but the caster can attempt a counter spell or a save vs. spell to reduce the damage to 5d6 points. If the initial save succeeds, the spell inflicts 4d6 points of damage, and the caster is free to employ a counter spell or attempt a second saving throw to reduce the damage to 2d6 points.

Demishadow Monsters: This spell functions as any other creature-summoning spell. When it reaches the opponent's space, the opponent rolls a saving throw vs. spells. If the save succeeds, the creatures inflict 2d6 points of damage with a successful attack instead of 5d6 points of damage.

Detect Magic: The opposing spell is revealed even if the *detect magic* spell is locked or destroyed in combat. A priest must roll a power check, using the character's power score, to discover what the opposing spell is. The wizard version does not require a power check.

Detect Scrying: This cannot be locked by spells that extend the caster's perception over a distance, such as *clairvoyance*, *clairaudience*, and *wizard eye*.

Dimension Door: See the note at teleportation on page 108.

Dimensional Folding†: See the note at teleportation on page 108.

Disbelief†: This counters any other spell, including spells that summon creatures.

Disintegrate: This spell always defeats spells that create solid barriers, such as wall spells.

Dispel Magic: If locked or defeated in combat, this can destroy the opposing spell. A normal dispel roll is required (see spell description). Note that some spells cannot be dispelled. The spell dissipates when it reaches the opponent's space.

Duo-Dimension: Missiles must battle this spell.

Earthquake: When this spell enters the opponent's space, it whips the arena into crushing and grinding frenzy. The cataclysm forces the opponent to make a successful saving

throw vs. death magic or die. If the save succeeds, the opponent still suffers 5d10 points of damage. The only counter spells that are effective against *earthquake* are *antimagic shell*, *disbelief*, *dispel magic*, *elemental aura*, *fly*, and *levitate*. Character combat is ineffective against this spell.

Efficacious Monster Ward†: This spell can be used as a counter spell against *monster summoning I* and any other spell of 4th level or less that summons creatures.

Elemental Aura†: The caster chooses the type of *elemental aura* that is created (air, earth, fire, or water). An *elemental aura* battles every spell from its element that it meets, regardless of type, and cannot be locked by any spell employing its element—this spell is destroyed instead. If employed as a counter spell, *elemental aura* automatically destroys spells of its own element.

Elemental Forbiddance†: This spell cannot be locked by a conjure elemental spell. *Elemental forbiddance* counters conjure elemental spells.

Emotion: The caster chooses this spell's effect at the time of casting. As a defensive spell, *emotion* cannot be locked by spells that alter emotions, such as *fear*, *cloak of fear*, or *emotion control*. It automatically counters such spells when they are used as attack or leech spells. If employed as an attack spell, *emotion* renders the opponent unable to move or cast spells until the spell is defeated.

Emotion Control†: The caster chooses this spell's effect at the time of casting. As a defensive spell, *emotion control* cannot be locked by spells that alter or read emotions, such as *ESP*, *fear*, and *emotion*. It automatically counters such spells when they are used as attack or leech spells. If employed as an attack spell, *emotion control* renders the opponent unable to move or cast spells until the spell is defeated.

Endure Heat/Endure Cold: This spell can be cast to protect against heat or cold; the caster chooses which one at the time of casting. Once the caster chooses which version to cast, it cannot be changed. The spell cannot be locked by any spell employing the opposite effect (the cold version cannot be locked by fire-based spells, and the hot version cannot be locked by cold-based spells). This spell counters its opposing effect.

Energy Drain: If the target's combat roll or counter spell fails, the character loses two levels. The level loss persists until the duel ends. The target loses hit points and spell slots commensurate with the level loss, but empty spell slots can be used to satisfy the loss. The target's power score is unaffected, but saving throws are adjusted accordingly.

Enervation: If the target's saving throw or counter spell fails, the character loses one level for every four levels of the caster. The level loss persists until the duel ends. The target loses hit points and spell slots commensurate with the level loss, but empty spell slots can be used to satisfy the loss. The target's power score is unaffected, but saving throws are adjusted accordingly.

Enthrall: If employed as an attack, this spell renders opponents unable to move, attack, or cast spells until they defeat the spell. *Enthrall* affects only creatures of 4 or less Hit Dice or levels and is usually employed as a leech.

Eyebite: All the versions of this spell conduct character combat. If the spell succeeds, the opponent cannot take offensive action until the spell is defeated.

Fire Purge: This spell requires a full turn (10 rounds) to cast and is seldom employed in duels. The spell is disrupted if the caster fails a saving throw or loses a combat roll during the first nine rounds of casting (an exception to the general dueling rule), and the caster cannot cast counter spells during that time. It is useless as a counter spell.

Fire Seeds: This spell conducts combat when it enters the opponent's square. The opponent can employ a counter spell or use his power score. If the *fire seeds* win the combat or defeat the counter spell, it inflicts 8d6 points of damage. If the opponent uses his power score and wins the combat, he must save vs. spells or suffer 4d4 points of damage. If the opponent successfully employs a counter spell, he suffers no damage.

Fire Shield: This spell creates a sheath of hot or cold flames; the caster chooses which at the time of casting. Once the caster chooses which version to cast, it cannot be changed. The spell cannot be locked by any spell employing the opposite effect (the cold version cannot be locked by fire-based spells and the hot version cannot be locked by cold-based spells). If such a lock is indicated, the opposing spell is destroyed instead. The spell counters its opposing effect. If employed in the caster's space, this spell destroys attacking spells that summon creatures if a lock occurs.

Flame Walk: This spell cannot be locked by fire-based spells, and it counters fire-based spells.

Fly: This spell always counters *transmute rock to mud*.

Forcecage: This spell cannot be locked by spells that summon creatures.

Foresight: This spell counters any other spell.

Free Action: This spell cannot be locked by any spell that restricts movement, such as *entangle*, *hold person*, or *slow*. It automatically counters such spells.

Fumble: Characters affected by this spell cannot move, attack, cast spells, or cast counter spells until they defeat the spell.

Globe of Invulnerability: This spell cannot be locked by spells of 4th level or less. Missiles and leeches of 4th level or less must battle this spell.

Glyph of Warding: This spell cannot be locked by spells that summon creatures.

Goodberry: This spell counters any attack or missile spell that inflicts damage.

Grounding†: This spell cannot be locked by spells that employ electricity, such as *lightning bolt* or *call lightning*. It counters any electrical-based spell.

Gust of Wind: This spell cannot be locked by spells that create magical clouds such as *stinking cloud*, *cloudkill*, and *fog cloud*. If a lock occurs, both spells are destroyed instead. *Gust of wind* can be employed as a counter spell to any spell that creates a magical cloud, even if the attacking spell's type would not normally allow combat.

Haste: This spell automatically destroys—and is automatically destroyed by—*slow*.

Heal: This spell counters any attack or missile spell that inflicts damage.

Heat Metal: This spell can be employed as an attack spell only against characters who are entitled to wear armor (but can be used even if the character is not actually wearing armor). Characters affected by the attack version of this spell cannot take offensive actions until they defeat the spell, and they suffer three points of damage each round they are affected.

The spell can be used as a missile against any opponent, but the caster must choose how it is to be used before the duel starts. The missile conducts character combat when it enters the opponent's space. If successful, it inflicts one point of damage each round until defeated. The opponent cannot move, attack or cast spells until *heat metal* is defeated.

The caster can choose at the time of casting whether the spell is the heat- or cold-based version of the spell.

Holy Word: Characters affected by this spell cannot take offensive actions until the spell is defeated. While affected, both character and spell power scores are reduced by two, but the reduction does not apply to combat against the holy word itself.

Hornung's Baneful Deflector†: Missiles must conduct combat with this spell.

Improved Phantasmal Force: See the note at illusions.

Insect Plague: This spell requires a full turn (10 rounds) to cast and is seldom employed in duels. The spell is disrupted if the caster fails a saving throw or loses a combat roll during the first nine rounds of casting (an exception to the general dueling rule), and the caster cannot cast counter spells during that time. It is useless as a counter spell.

Characters afflicted by *insect plague* cannot take offensive actions until they defeat the spell in combat.

Land of Stability†: This spell counters any spell that summons or manipulates winds, weather, or earthquakes, such as *gust of wind*, *weather summoning*, and *earthquake*. *Land of stability* cannot be locked by these spells; both spells are destroyed instead. Energy effects, such as *lightning bolt* and *fireball*, are not considered weather manipulations for purposes of this spell.

Levitate: This spell always counters transmute rock to mud.

Light: When employed as an attack spell, this spell blinds the opponent (save vs. spell negates), preventing movement, attack, or spell casting until the spell is defeated.

Limited Wish: In a duel, this spell can be used as any other type of spell. When used as an attack, attack/defense, missile, or leech spell, it inflicts 10d6 points of damage (save vs. spells for half). When used as a defense spell, limited wish cannot be locked by any spell of 6th level or less. As a counter spell, *limited wish* automatically counters any spell of 6th level or lower and can serve as a counter to all other spells. Using *limited wish* in a duel does not age the caster unless the spell is actually lost from memory in the aftermath (see the **Spoils of Victory** section).

Liveoak: A character can have only one *liveoak* effect active in the arena at any given time.

Magical Stone: This spell requires a character combat roll when it reaches the opponent's square. If it succeeds, it inflicts 3d4 points of damage.

Meld Into Stone: Missiles must conduct combat with this spell.

Melf's Minute Meteors: The caster must launch five missiles per round. Characters entitled to more than five missiles can launch their remaining missiles the next round or forgo the extra missiles and take another action instead. Extra missiles can counter creature-summoning spells that enter the character's square. Each group of missiles launched functions as a separate spell in the arena. When a group of missiles reaches the opponent's square, the group conducts character combat. If it succeeds, it inflicts 1d4+1 points of damage for each missile in the group.

Mind Blank: This spell cannot be locked by any spell that attacks the mind. It counters all leech spells and mental attacks.

Minor Globe of Invulnerability: This spell cannot be locked by spells of 3rd level or less. Missiles and leeches of 3rd level or lower must conduct combat with this spell.

Minor Spell Turning†: Missiles and leeches must conduct combat with this spell. This spell cannot be locked; if a lock occurs, the *minor spell turning* spell is destroyed, and the opposing spell reverses direction and attacks the original caster. If employed as a counter spell, a lock result also causes the opposing spell to reverse direction.

Mirror Image: Missiles must conduct combat with this spell.

Moment†: When this spell reaches the opponent's square, the spell conducts character combat with a +4 bonus. The actual number rolled determines success or failure, but a successful roll is treated as four higher when comparing rolls. For example, a caster with

a PR 13 rolls 12, and the opponent, who also has a PR of 13 rolls a 13. The caster wins because his roll of 12 is treated as a 16.

Mordenkainen's Disjunction: This spell cannot be locked. When used as a counter spell, it automatically destroys the opposing spell. If defeated in combat, the victorious spell is automatically destroyed. The spell dissipates when it reaches the opponent's space.

Negative Plane Protection: This spell counters spells that drain life energy, such as *energy drain*, *vampiric touch*, and *enervation*.

Neutralize Poison: This spell automatically counters spells with poisonous effects, such as *stinking cloud* and *cloudkill*.

Otiluke's Freezing Sphere: The caster can choose this spell's form at the time of casting. As a missile, the spell conducts character combat when reaching the opponent's space and inflicts 6d6 points of damage. As an attack spell, *Otiluke's freezing sphere* inflicts 1d4+2 points of damage per level of the caster (maximum 10d4+20), save vs. spell for half.

Otiluke's Resilient Sphere and Otiluke's Telekinetic Sphere: These spells cannot be locked by spells that summon creatures. When they reach the opponent's space, the spells conduct character combat. If they succeed, the opponent cannot take offensive actions until the spells are defeated. Missiles must conduct combat with these spells.

Permanency: When used in a duel, this spell does not drain the caster's Constitution score, even if it is subsequently lost from memory.

Permanent Illusion: See the note at illusions.

Phantasmal Force: See the note at illusions.

Physical Mirror†: Missiles and leeches must conduct combat with this spell. If this spell succeeds against or achieves a lock with any missile, leech, or attack spell, the opposing spell reverses direction and attacks the original caster. If employed as a counter spell, a lock result also causes missiles, leeches, and attacks to reverse direction.

Produce Fire: The reversed form of this spell is a defensive spell that counters any fire-based spell.

Protection From Evil and Protection From Evil, 10' Radius: These spells cannot be locked by spells that summon creatures.

Protection From Fire: This spell automatically counters any fire-based spell.

Protection From Lightning: This spell automatically counters any electrical-based spell.

Rainbow: This spell can be cast in one of two versions, which the caster chooses at the time of casting. The bridge version is a leech. The bow version creates four missiles on the round of casting, plus three more missiles that the caster can loose on the second round or forgo the extra missiles and take another action instead. The extra missiles can counter creature-summoning spells that enter the character's square. Each group of missiles functions as a separate spell in the arena. When a group of missiles reaches the opponent's square, the spell conducts character combat. If it succeeds, it inflicts 1d6+2 points of damage for each missile in the group. Missiles from this spell cannot be locked by spells that summon elemental creatures.

Raise Dead: This spell counters any spell that inflicts damage.

Reincarnate: This spell counters any spell that inflicts damage.

Remove Curse: Characters afflicted by this spell's reverse cannot take offensive actions until they defeat the spell. This spell automatically counters its reverse and can counter any attack spell that does not inflict damage.

Remove Fear: This spell automatically counters any spell that causes magical fear.

Remove Paralysis: This spell automatically counters all hold spells and any spell that causes paralysis.

Repel Insects: This spell cannot be locked by any spell that summons or controls insects, such as insect swarm, creeping doom, and giant insect. This spell counters all such spells.

Resist Fire/Resist Cold: This spell protects against either fire/heat or cold. The caster chooses which at the time of casting. The spell cannot be locked by the type of effect it protects against.

Restoration: This spell cannot be locked by any spell that drains life energy or causes insanity. It automatically counters such effects. This spell does not age the caster unless actually lost from memory in the aftermath (see the **Spoils of Victory** section).

Resurrection: This spell can counter any spell that inflicts damage. This spell does not age the caster unless actually lost from memory in the aftermath (see the **Spoils of Victory** section).

Reverse Gravity: Characters afflicted by this spell cannot take offensive actions until they defeat the spell.

Sanctuary: Missiles and leeches must conduct combat with this spell.

Screen: This spell cannot be locked by spells that extend the caster's senses, such as *ESP*, *clairaudience*, or *clairvoyance*. It automatically counters such spells.

Shadowcat: This spell dissipates upon reaching the opponent's space.

Shadow Magic: When this spell reaches the opponent's space, the opponent rolls an immediate saving throw vs. spell before casting any counter spells. If the save fails, the spell inflicts 10d6 points of damage, but the caster can attempt a saving throw vs. spell to reduce the damage to 5d6 points or attempt a counter spell. If the initial save succeeds, the caster is free to employ a counter spell or attempt a second saving throw to reduce the damage to 1d6 points. If the saving throw is failed or the counter spell is defeated, the spell inflicts 2d6 points of damage.

Shield: Missiles must conduct combat with this spell. This spell always defeats *magic missile*.

Shillelagh: When this spell reaches the opponent's square, the spell conducts character combat and inflicts 1d6 points of damage and can attack again if successful.

Shrieking Walls†: This spell cannot be locked by spells that summon creatures.

Silence, 15' Radius: Characters afflicted by this spell cannot take offensive actions until they defeat the spell.

Slow: Characters afflicted by this spell cannot take offensive actions until they defeat the spell. This spell always defeats—and is defeated by—*haste*.

Snare: When this spell reaches the opponent's square, the spell conducts character combat. If the spell succeeds, the opponent cannot take offensive actions until the spell is defeated.

Spectral Force: See the note at illusions.

Spell Immunity: Missiles must conduct combat with this spell.

Spell Turning: Missiles and leeches must conduct combat with this spell. This spell cannot be locked; if a lock occurs, the spell turning is destroyed, and the opposing spell reverses direction and attacks the original caster. If employed as a counter spell, a lock result also causes the opposing spell to reverse direction.

Spike Growth and Spike Stones: These spells cannot be locked by spells that summon creatures.

Spiritual Hammer: When this spell reaches the opponent's square, the spell conducts character combat and inflicts 1d6 points of damage if successful. The spell continues attacking each round until defeated or its duration expires.

Stabilize†: This spell is ineffective within a dueling arena.

Stone to Flesh: Characters afflicted by this spell cannot take offensive actions until they defeat the spell.

Stoneskin: This spell can counter any spell that inflicts damage.

Succor: See the note at teleportation.

Tanglefoot: This spell cannot be locked by spells that summon creatures.

Telekinesis: When this spell reaches the opponent's square, the spell conducts character combat and inflicts 1 point of damage per caster level if successful.

Teleport: See the note at teleportation.

Teleport Without Error: See the note at teleportation.

Transmute Rock to Mud: This spell always defeats wall of stone. Characters afflicted by this spell cannot take offensive actions until they defeat the spell.

True Seeing: This spell always defeats illusions.

Unluck: Characters afflicted by this spell cannot take offensive actions until they defeat the spell.

Wall of Fog: Missiles must conduct combat with this spell.

Wall of Force: Missiles must conduct combat with this spell. *Wall of force* can be defeated in combat only if it fails its combat roll or by another spell's special ability. If the roll succeeds, it locks the opposing spell, including *dispel magic*. The spell dissipates when it reaches the opponent's space.

Watery Double†: This spell conducts character combat when it reaches the opponent's space. If it succeeds, it inflicts 3d6 points of damage and can continue to attack each round until defeated or its duration expires.

Wildwind† and Wildzone†: These spells are ineffective in a dueling arena.

Wish: This spell can be used as any other type of spell. When used as an attack, attack/defense, missile, or leech spell, it inflicts 10d6 points of damage (save vs. spells for half). When used as a defense spell, wish cannot be locked by any spell. As a counter spell, *wish* automatically counters any spell. Using wish in a duel does not age the caster unless the spell is actually lost from memory in the aftermath (see the **Spoils of Victory** section).

Withdraw: Missiles and leeches must conduct combat with this spell.

Word of Recall: See the note at teleportation.

Zone of Sweet Air: This spell cannot be locked by spells that create noxious gases, such as *stinking cloud* and *cloudkill*.

Magical Duels in the Campaign

A magical duel allows player characters to test their spellcasting prowess in any number of ways. For example, if a party finds a valuable magical item suitable for either of the group's two wizard PCs, the two characters could conduct a friendly duel to see which one gets the item.

Magical duels can be a useful tool for the DM as well. A nonlethal duel is an excellent way for a rising druid to match wits with an NPC rival when advancing a level. In a similar vein, an NPC wizard might refuse to cooperate by sharing a new spell or some other bit of magical knowledge with the PCs until one of the party spellcasters defeats one of his apprentices—or perhaps the NPC himself—in a duel.

A magical duel can also make an excellent climactic encounter in an adventure. For example, a lich might offer to duel a PC wizard or priest to the death, providing a real challenge to the character. Of course, the rest of the party might have their hands full beating off a sneak attack by the lich's minions while the duel proceeds, but a duel might give the heroes a better than normal chance to actually slay the lich and still escape the lair with their skins intact. Don't forget the problem of finding a mediator for the duel. (Do the PCs trust the lich's sinister necromancer apprentice, or does another party spellcaster step forward, which commits two player characters to the duel?)

An Example of Magical Dueling

Calvin and Delsenora decide to conduct a friendly duel. Tarrant, a local wizard, agrees to mediate.

Calvin and Delsenora agree that the first character to run out of spells or hit points is the loser. Calvin has a ring of spell storing, which the two characters agree should count toward Calvin's total spells. Both characters agree that no other magical items are going to be used in the duel, and Tarrant looks them over to check for any scrolls or other items.

The trio finds a secluded spot, and Calvin and Delsenora begin creating the arena. When they finish the first step, Tarrant encloses the pair in an Otiluke's resilient sphere; he chooses to remain outside the sphere.

When Tarrant casts his spell, Delsenora and Calvin consider adding their own spells. Both characters decide not to contribute spells, and the arena is completed. There are 10 spaces between the characters (see figure M1). Because neither character cast a spell, both characters roll 1d10 to see who has the advantage—Calvin wins the roll.

During the first round of the duel, there are no spells to move, so both characters cast spells. Calvin decides to try to get a lick in quickly and casts clairvoyance (L, PR 12, MV 5). The spell appears in the space in front of Calvin and does not move. Delsenora decides to cast withdraw (D, PR 11, MV 1) in her own square as a stationary defense.

On the second round, Calvin moves his clairvoyance spell five spaces toward

Delsenora. Because Delsenora cast withdraw in her own square, it doesn't move at all. Now Calvin casts monster summoning II (AD, PR 13, MV 3) from his ring of spell storing. Delsenora casts dispel magic (AD, PR 12, MV 4). Both spells appear in the squares in front of their casters.

On the third round, things really start hopping. Calvin has the advantage, so his spells move first. His clairvoyance spell is closest to Delsenora, so it moves first. The spell has enough movement to reach Delsenora's space, but her dispel magic spell is in the way. When the spells meet, Delsenora must announce that her spell is an attack/defense because she is disadvantaged. Calvin checks Table 25 and sees that the advantaged caster decides if combat is going to occur. Calvin decides not to fight; he is not required to reveal anything about his spell.

The clairvoyance spell finishes its move and enters Delsenora's square. The clairvoyance spell is revealed, and it must check for combat with the withdraw spell before it can affect Delsenora. Because he has the advantage, Calvin could normally decide his leech spell would ignore the defense spell. But, withdraw has a special ability that forces leeches and missiles to fight it.

Both characters roll 1d20. Calvin rolls a 20 and curses his luck. Delsenora rolls a 9. The clairvoyance spell is destroyed, and the advantage shifts to Delsenora, but Calvin still finishes moving his spells; he moves his monster summoning III ahead three spaces. Delsenora moves her dispel magic ahead four spaces, and the two characters cast spells again.

Calvin casts magic missile (M, PR 10, MV 5), and Delsenora casts animate object (AD, PR 15, MV 3).

The duel continues, with Calvin trying to breach Delsenora's defenses and strike a telling blow before she can crush him under the weight of her more plentiful spells. Calvin could be in trouble if the animate object spell reaches his space, which it might very well do with the dispel magic leading the way.

Chapter 6: True Dweomers

Spells Beyond 9th Level It is commonly supposed that the 9th-level *wish* spell is the most powerful and difficult enchantment known to mortals. The supposition is only partially true, however. The *wish* spell's ability to literally change reality to match the caster's desires is indeed mighty. Nevertheless, extremely powerful spellcasters have discovered a whole new class of magic that, while more time consuming to cast than a *wish* spell, can create stupendous effects without a *wish*'s attendant dangers (five years of magical aging, possible weakness and incapacitation, and the possibility of failure due to poor wording). The difference between these new spells, often called 10th-level spells or true *dweomers*, is the approach to magic the caster takes when employing them.

Standard AD&D game spells depend on painstakingly derived formulae that produce fairly predictable effects when properly used. Characters who know how to complete the formulas correctly can cast spells even though they don't know why the formulas work. Most spells involve laboriously building mental patterns that channel and release external

energies, often with the help of complex gestures and material components. Wizards do the job all by themselves, and priests get divine help.

Other approaches can also produce extraordinary effects. Psionics employ intense mental discipline to tap internal energies that can be just as potent as the universal energies spellcasters use. Some individuals have natural talents that allow limited use of these personal energies (wild talents).

Very high-level spellcasters begin to understand how magic really works, and they become aware of their personal energies. With enough attention and labor, a spellcaster can manipulate universal and personal energy directly, without building a mental pattern or developing a rigid discipline first. The process is time consuming and often costly, but very flexible. On Athas, the process has been formalized into a class of high-level spells called psionic enchantments, but it works in essentially the same manner.

Because a true dweomer directly manipulates universal and personal energies whose flows are constantly changing, every true dweomer is a little different each time it is cast. The character is fully aware of exactly why the spell works the way it does, but no spell works the same way twice.

A true dweomer can never be written onto a scroll, fully recorded in a spellbook, or stored in a magical device.

Requirements Among mortals, only high-level wizards and priests have sufficient knowledge of magic to cast true dweomers; other spell-casting characters lack the profound understanding of magic that true dweomers require. The character also must select a material to help focus the magic and spend time preparing and casting the spell.

Knowledge

Wizards must be at least 20th level and have Intelligence scores of 18 or higher. Priests must be at least 20th level and have Wisdom scores of 18 or higher. Only characters with this level of experience and mental capacity understand the processes involved in creating a true dweomer.

Wizards can cast any true dweomer that uses schools available to the character (Table 28 lists spell types by school). Priests can cast true dweomers that use any school, but the spells they create must produce effects that reflect their deity's portfolio or sphere of control.

Although a true dweomer is not actually memorized the way a standard spell is, the process of preparing and casting one is taxing. No mortal can prepare, cast, or have ready to cast more than four true dweomers in a single day, and most characters cannot manage that many (see Table 44, page 157). When characters reach their limits, their minds are too drained and befuddled to attempt any more true dweomers, though they are free to pursue any other activities they are normally able to undertake.

Materials

Every true dweomer requires some object or group of objects to assist in casting the spell. The rarer and more difficult a material component is, the easier it is to complete the enchantment. To be effective, however, a material component must be symbolic of what

the spell does. For example, destroying a large diamond is costly but ineffective unless the spell has something to do with protecting or destroying something of value (the caster literally pays the price for the item that is effective), overcoming resistance (gem-quality diamonds don't exactly grow on trees, so finding one and destroying it represents a small triumph of sorts), or command over the element of earth (because a diamond is a rare mineral). There is no easy way to choose a material component for a spell; like choosing materials for a magical item (see page 90), the process requires a great deal of imagination and guesswork. The various spell descriptions in the *Player's Handbook* provide examples to follow.

Wizards do not need spellbooks to cast true dweomers, although a set of written notes about how to go about creating the spell can be helpful.

Priest true dweomers require holy symbols in addition to other components. Holy symbols are not consumed when a true dweomer is cast, but other material components are. Priests can benefit from written notes in the same manner as wizards.

Preparation

Casting a powerful spell without memorizing it first requires the character to spend considerable time thinking, meditating, and arranging materials. The more powerful the magic, the more difficult it is to complete the preparations.

Approval

Characters who have the required level and ability score are not necessarily free to gather up materials and begin creating super-magical effects as they see fit. The DM must approve a spell before it is used. The player should explain exactly what the spell does, just as if the character were researching a new spell or inventing a new magical item. There is no cost for creating a true dweomer, however, other than what the character spends on materials.

Creating the Spell The first step in creating a true dweomer is deciding what it does. Table 28 and the accompanying notes lists the basic spell types and their functions. The player and the DM must decide which types are needed to construct the proposed spell. Types can be freely combined to create the effect the player wants. Once the enchantment's parts are selected, the difficulty ratings are added up.

A spell's basic area of effect, range, and duration is very limited, but all three can be augmented by increasing the spell's difficulty.

Table 29 (page 130) gives areas of effect; the larger the area, the more difficult the enchantment. It is possible to create a spell that affects the entire plane where it is cast. The type of magic determines which column to use (this information is given on Table 28). If several types of magic are being combined, the DM and player must agree on the spell's primary effect. All secondary magic types function at the area of effect and range assigned to the basic magic.

Table 31 (page 131) gives ranges; the longer the range, the greater the difficulty. It is possible to create an enchantment that can affect a target anywhere on the plane where the spell is cast, and some spells can reach into other planes of existence. Selecting a

fairly short range makes the magic easier to cast, but might make the spell difficult to use when it is finally ready to cast.

Table 32 (page 131) gives durations. The longer the duration, the more difficult the enchantment. It is possible to make a spell permanent, but this usually drains a point of Constitution from the caster.

Once the spell is created, all difficulty factors for type, area of effect, range, and duration are added together. The caster's level is subtracted from the total. If the caster is a specialist wizard, subtract an extra five points. If the caster has used the spell before—all the elements must be exactly the same—or has a set of written notes from someone who has used the spell before, subtract 10 more points from the total. The result is the spell's adjusted difficulty.

The caster can further reduce the adjusted difficulty by incorporating unusual material components or adding special conditions, see Table 34 and the accompanying notes. The spell's preparation time and casting time depend on the adjusted difficulty, as given on Table 33.

Table 28:
True Dweomers

Type ¹	Base Diff. ²	Base Duration ³	Effect ⁴
Abjuration			
Banish	30	Instantaneous	Crea./Ob. ⁵
Dispel	30	Instantaneous	Area
Reflect	25	1 Round	Area
Ward	35	1 Round	Area
Alteration			
Animate	25	1 Round	Object
Destroy	45	Instantaneous	Object
Fortify	30	1 Round	Crea./Ob. ⁵
Transform	35	1 Round	Crea./Ob. ⁵
Transport	35	1 Round/Inst.	Crea./Ob. ⁵
Conjuration/Summoning			
Afflict	40	1 Round	Crea./Area ⁶
Bind	35	1 Round	Creature
Conjure	40	1 Round	Object
Summon	50	1 Round/Inst.	Creature
Enchantment/Charm			
Charm	20	1 Round	Creature
Compel	30	1 Round	Creature
Fortify	30	1 Round	Crea./Ob. ⁵
Imbue	45	1 Round	Crea./Ob. ⁵
Divination			
Foresee	25	1 Round	Area
Reveal	20	1 Round	Area
Illusion/Phantasm			

Conceal	20	1 Round	Crea./Area ⁶
Delude	30	1 Round	Crea./Area ⁶
Shadow Shape	Var.	-Variable-	-Variable-
Phantom	40	1 Round	Area
Invocation/Evocation			
Create	35	1 Round/Inst.	Area
Imbue	45	1 Round	Crea./Ob. ⁵
Strike	25	Instantaneous	Area
Necromancy			
Animate	25	Instantaneous	Area
Slay	50	Instantaneous	Creature
Tap	40	Instantaneous	Creature

Notes to Table 25

¹ Spell effects are arranged according to the eight schools of magic listed in Chapter 7 of the *Player's Handbook*. Individual effects are explained below.

² *Base Difficulty*: A spell's difficulty number determines the spell's preparation time, casting time, and other miscellaneous characteristics, such as how powerful the magic appears to be when a detect magic spell is used. Other factors, such as caster level, range, duration, and area of effect, influence a spell's final difficulty number (see page 133).

³ *Base Duration*: A spell uses its base duration unless the caster increases the difficulty (see Table 32). Some spells have a base duration of either one round or instantaneous (1 round/Inst.), depending on how they are used.

⁴ This is what the spell usually affects, see Table 29 for details.

⁵ *Creature or Object*: The spell works on creatures or objects.

⁶ *Creature or Area*: The spell works on creatures or areas.

Abjuration

Banish: The spell takes something that is out of place and returns it to its proper location. It is important to remember that a character can create many different types of banishments. Sending an extra-planar creature back to its home plane is a classic example. However, banishment-type magic can also drive away a psyche that has used a *magic jar* spell to invade another mind, return a restless spirit to its grave, or even restore a stolen object to its rightful owner. All other types of magic described in this section are similarly versatile.

The main difference between a banishment and a dispel is that a banishment works even if there is no magic operating on a target. For example, a tanar'ri who has come to the Prime Material Plane of its own free will can be returned to the Abyss. A banishment only returns something to its proper place; it cannot undo a transformation or affliction.

A banishment's duration cannot be extended. At base difficulty (30), a banishment

spell performs one action on one creature or object.

The distance a banished target must travel to return to its proper place is not a factor in a banishment, but the distance between the caster and where the target is when the spell is cast is a factor (see Table 31).

Dispel: The spell ends or undoes other magic. Unlike banishment, a dispel is ineffective unless there is magic currently operating on the target. A dispel can send a summoned tanar'ri back to the Abyss as long as the magic that brought it here is still operating, but it can't send the tanar'ri away if it left the Abyss on its own or arrived on the Prime Material Plane through the use of instantaneous magic, such as *teleport without error* or *plane shift*.

When pitted against other 10th-level spells, a dispel's area of effect must be large enough to cover the entire target; if not, the dispel automatically fails. A dispel always works against the caster's own magic; otherwise, the chance to dispel depends on the difference in level between the caster and the targeted magical effect.

At base difficulty (30) the chance to destroy an opposing spell is 50%; the check is made on 1d20, and a roll of 11 or higher indicates success. If the dispel caster is higher level than the character who created the targeted effect, the caster adds the difference in levels to the die roll. If the caster is lower level than the character who created the targeted effect, the caster subtracts the difference in levels from the roll. The caster rolls once for each 10th-level effect present.

If directed against spells or spell-like effects of 9th level or lower, the base chance for success is 100% instead of 50%, and the dispel's area of effect is irrelevant—dispelling any portion of the effect unravels the whole spell.

A successfully cast dispel destroys a permanent effect or magical item if the caster is of higher level than the creator of the magical item or spell effect. If the caster of the dispel is of lower level, the permanent effect or magical item merely ceases to function for 1d4 rounds. A successful dispel also destroys a permanent effect or magical item if the dispel caster is of higher level than the spell caster or item creator. If the dispel fails, or the dispel caster is of lower level, the permanent effect is rendered nonoperational for 1d4 rounds.

The permanent item or effect must be individually targeted, and the dispel has no other effect when so used. Note that a magical item resists this spell at its creator's level. If the creator's level is unknown, the DM should assign one or use the values listed in the *dispel magic* spell description from the *PHB*.

Augmenting a dispel can have varied effects. The caster receives a +1 bonus to the die roll for every five points of difficulty added to the spell, making it easier for a lower level caster to dispel a higher level caster's magic. If a dispel's duration is extended, the spell creates a zone of antimagic that prevents spellcasting and disrupts any magic brought into the area. See *Nazzer's nullification*.

Reflect: The spell reverses or redirects actions within the area of effect. A spell that forces a group of workers to demolish a wall they are building is a reflection. A spell that reflects hostile actions back upon the aggressor is a reflection coupled with a ward.

One specific action, such as brick laying, by one creature can be reversed at base difficulty (25). The reversal can affect several creatures if the caster chooses a larger area

of effect. If a limited class of actions, such as movement or physical attacks, is reversed, the base difficulty is doubled (50). If a general class of actions is reversed, such as all attacks, the difficulty is tripled (75).

Ward: The spell foils a specific type of attack or discourages hostile actions.

At base difficulty (35), a ward provides complete immunity to the normal form of a specific type of attack (fire, edged weapons, poison, etc.) and grants a +4 bonus against magical attacks (or a –4 attack penalty if a saving throw is not applicable). Even if the save fails, damage from the warded attack is reduced by half.

If the difficulty is increased further, the ward can negate damage from the warded form of attack by one point of damage for every two points of difficulty. The protection lasts until exhausted or the spell duration ends. Reduced damage is computed after applicable saving throws.

A ward can provide protection against attacks that do not inflict damage (charms, petrification, etc.). At base difficulty (35), a ward provides a +4 saving throw bonus against the specified attack. At a difficulty of 105, a ward grants a 50% resistance to the attack form in addition to the saving throw bonus. At a difficulty of 210, the ward provides 100% resistance to the attack. This resistance can be reduced if the attack is a true dweomer that has an increased difficulty (see the notes to Table 34). If a ward spell is applied to a creature that already enjoys magic resistance, the creature is entitled to two resistance rolls when attacked, once for the ward and once for the creature's magic resistance—the two values are not added together.

A ward can also be used as a hedge to keep a specific creature (Razortooth the orc, Infyrana the red dragon, etc.) from entering the area of effect unless it saves vs. magic. If a type of creature is hedged out (orcs, red dragons), the base difficulty is doubled (70). If a general class of creature is hedged out (humanoids, dragons), the difficulty is tripled (105).

A ward can be combined with another type of spell—usually a strike, reflection, or charm. An active ward can be triggered by a creature entering the area or by a specific action performed within the area. The more general the condition, the greater the difficulty, as above. For example, a ward that triggers a blast of fire if Razortooth the orc enters the room has a difficulty of 35. A similar ward that is triggered when a certain gem is moved also has a difficulty of 35 (because only one specific action triggers it), even though any creature could be affected.

Alteration

Animate (Object): The spell causes inanimate objects—not dead creatures—to move. The object's shape and general physical characteristics are not changed. At base difficulty (25), the spell causes an object weighing 50 pounds or less to move at a speed of 12 over normal surfaces. The spell is often combined with a transport spell to improve the object's movement rate.

If directed to fight, an animated object can strike once a round using the caster's THAC0 (see the notes to Table 30 for damage ratings). An animated object can be imbued with an improved THAC0 or the ability to make extra attacks.

Destroy: The magic wrecks inanimate objects. At base difficulty (45), the target object is smashed or crumpled; the object cannot be repaired, but it can be remade at 10–60% of its original cost. Doubling the difficulty (90) shatters or disintegrates the object, destroying it utterly.

Objects in a creature's possession gain the creature's saving throw to resist the effect. Unattended objects must save vs. disintegration or be destroyed.

An object does not have to be totally destroyed to be adversely affected by a destroy spell. It is possible ruin objects larger than the area of effect by destroying their key parts, such as disintegrating the arms and legs of an attacking giant statue.

Fortify: The spell increases the target's natural potency in some fashion. One of a character's ability scores can be enhanced, a beverage might become sweeter, a rope might become stronger, etc.

At base difficulty (30), the fortified attribute is increased 10% for the duration of the spell. Doubling the difficulty (60) results in a gain of 10–40% (1d4x10). Tripling the difficulty (90) results in a gain of 20–60% (2d3x10). Quadrupling the difficulty (120) results in a gain of 30–120% (3d4x10). Each additional multiple of the base difficulty adds another 1d4x10% gain.

If used to enhance an ability score, each 10% gain equals a +1 bonus if the enhanced score is 15 or less. If the score being enhanced is 16 or higher, each 100% gain equals a +1 bonus. An ability score cannot be fortified beyond the recipient's racial maximum unless the fortify is combined with an imbue spell.

Transform: The spell changes the target's form or nature. An object's shape might change or the object might become another object altogether. A creature might grow extra limbs or become an entirely different creature. A transformation spell cannot affect a single object weighing more than 50 tons.

At base difficulty (35), an object can be bent or shaped into a new form for the duration of the spell. The object does not break, but it is most likely rendered useless for its original purpose. Some examples include shaping a sword into a very thin shield, changing a dagger into a candelabra, or blunting the tips of arrows to make them useless.

Doubling the difficulty (70) allows the spell to transform a living creature (similar to a *polymorph other* spell) or change one type of material into another similar material. For example, leather could be changed into wood, a fire giant could be transformed into a rust monster, or a section of a castle's stone wall could be changed into iron. This form of the spell can also purify tainted food and water.

Tripling the difficulty (105) allows the caster to transform a creature into an object (similar to a *polymorph any object* spell) or change one type of material into a wholly different type of material of approximately the same value. Wood can be converted into glass, a fire giant changed into a small catapult, or emeralds can be converted into rubies or star sapphires. A material can be transformed into a more valuable material if the transformation is combined with an imbue spell.

A simple transformation spell—one not combined with another type of spell—can be made permanent without the loss of a point of Constitution if the material transformed is not magical.

Transport: The spell enhances a creature's movement abilities. The recipient can move faster, acquire a new mode of movement, or travel instantaneously.

At base difficulty (35), the recipient's normal movement rate increases by 12 or the recipient receives a new mode of travel for the duration of the spell. For example, a land-based recipient could fly or swim at a rate of 12, burrow through normal ground or jump at a rate of 3, or move across difficult terrain (webs, treetops, quicksand, etc.) at a rate of 6.

Doubling the difficulty (70) doubles the speed bestowed or allows extraordinary movement at a rate of 3. A character could walk on water, burrow through solid rock or ice, or travel through difficult terrain at a movement rate of 6.

Tripling the difficulty (105) allows teleportation with no chance for error, but the distance teleported increases the difficulty (use Table 31 on page 131 to determine the modifier). Teleportation has an instantaneous duration. The caster could also increase movement over difficult or extraordinary terrain by 3.

Conjuration/Summoning

Afflict: The spell imposes some ill effect on a target creature. The caster states what sort of affliction the victim suffers and the affliction's duration, which can be conditional (see below). An affliction can be dispelled only by a caster of equal or higher level.

A harmless affliction, such as the victim's hair turning white, can be created at half difficulty (20), and modifiers for duration are halved as well. Such an affliction can be made permanent without the loss of a point of Constitution.

At base difficulty (40), the victim is afflicted in some minor way: shaking hands reduce Dexterity by one point and impose a -5% penalty on thieving skills, clouded vision imposes a -1 penalty to missile attacks, etc.

At double difficulty (80), the victim suffers a major, but not life-threatening, affliction: one type of weapon always breaks when the victim uses it in combat, the character suffers a terrible disfigurement that reduces Charisma to 3, the sight of treasure drives the character insane, a farmer's field is blighted so that the crop loses 10–20% of its value, etc.

At triple difficulty (120), the target is afflicted badly enough to ruin the character's life: a warrior's weapon arm withers, a rogue is struck blind when violating a law, a wizard is rendered speechless, a blight in a field reduces the crop to bare subsistence level, etc.

At quadruple difficulty (160), the target's life is imperiled: wounds never heal, saving throws fail, every word spoken provokes violence, a field bears no crop at all, etc.

The spellcaster can specify a duration or state a condition that ends the affliction. In either case, use Table 32 to determine the additional difficulty. When a condition is imposed, the DM must set an effective duration based how much time might be required to fulfill the condition and what lasting effects fulfilling the condition might have.

For example, if a character is struck blind until he apologizes to the caster for an insult, the effective duration is one round if the caster is present. However, if the character must crawl to the caster's tower 10 miles away, the effective duration is a day.

Conditions that are extremely difficult to fulfill or that require a major change in the victim's life are effectively permanent. For example, having hands that shake until a

rogue gives up his thieving ways—thus retiring or assuming a new character class—is an effectively permanent affliction. Such an affliction would not cost the caster a point of Constitution, however, as it is within the victim’s power to end the affliction.

Bind: The spell imposes an agreement upon a creature. It differs from charm and compel (see below) in that the subject agrees to undertake, or refrain from, a single action but otherwise retains its own will. Any type of creature can be bound, even those normally immune to charm effects. A binding is often combined with a summoning spell to insure that the summoned creature obeys the caster—this is the only form of binding a conjuration specialist can cast.

A binding can have either a fixed or conditional duration, just as an affliction can. A summoning combined with a conditional binding ends when the condition is met, sending the summoned creature back where it came from.

If a binding lasts a year or more, the target is allowed a saving throw each year to break the spell. If the binding was combined with a summoning, the creature returns to the locale from which it came if the saving throw is successful. If the saving throw fails, it remains bound by the spell.

No binding is effective if it is impossible to honor or requires a suicidal action. For example, trying to force a creature to stop breathing or eating is an invalid binding.

Conjure: The spell brings forth matter from somewhere else, usually one of the elemental planes. Conjurations can produce valuable materials when combined with an imbue spell, and those conjurations with a base difficulty of 80 or less can be made permanent without a loss of constitution.

At base difficulty (40), the spell produces a block of simple elemental material. Doubling the difficulty (80) produces simple objects made from a single common material, such as wooden tables or iron spikes. Tripling the difficulty (120) produces complex objects made from multiple common materials, such as weapons, wagons, and castles.

Summon: The spell brings forth creatures from somewhere else, usually one of the outer planes.

At base difficulty (50), the spell summons a single creature whose Hit Dice does not exceed the caster’s level. The caster can choose to summon multiple creatures, but there is a difficulty modifier (see Table 29). The caster can choose to summon a specific creature if its name is known. Doubling the base difficulty (100) doubles the total Hit Dice of creatures that can be summoned, tripling (150) the base difficulty triples the Hit Dice, and so on.

A summoned creature whose Hit Dice are less than the caster’s level automatically attacks the caster’s foes for the duration of the spell or until the caster commands it to cease. If the caster has no enemies to fight, the creature can be commanded to perform other actions for the duration of the spell. The spell does not grant the ability to communicate with a summoned creature, so additional magic may be required. Any summoned creature returns to the locale from which it was summoned if it is dispelled, banished, or slain.

If a summoned creature’s Hit Dice are greater than the caster’s level, or if the creature

was specifically named in the summoning, the caster has no special control over it, though it can be bound, charmed, or compelled.

The initial distance between the caster and the summoned creature is not a factor, but the distance between the caster and where the summoned creature appears is.

Enchantment/Charm

Charm: The spell causes a target creature with an Intelligence rating to abandon its own thoughts and feelings and adopt a specified emotional response toward the caster. The caster might inspire fear, love, loyalty, friendship, or any other purely emotional state. The emotional state remains for the duration of the spell; however, creatures are periodically allowed new saving throws based on their Intelligence scores as noted in the *charm person* spell.

If communication between the caster and the charmed creature is possible, the caster can exercise limited control over the subject. Charmed creatures that are asked to perform obviously suicidal actions are typically freed from a charm, see the *charm person* spell for details.

Casting this spell on an undead creature triples the difficulty (60). Golems, automatons, and animated objects cannot be charmed.

Compel: The spell forces the target creature to take an immediate action of the caster's choosing. The action must be something the target could normally do, and the action must not be suicidal.

At base difficulty, a compulsion lasts a single round. If the action requires more time, the duration must be extended appropriately, with a corresponding increase in difficulty.

Fortify: See the notes under Alteration.

Imbue: The spell grants the target a quality or ability—other than movement—that it did not have before. An imbued ability cannot change the target's basic nature.

At base difficulty (45), the target can be imbued with a common, non-offensive, ability that does not extend beyond the target's touch. An animal can be taught a simple trick, an unskilled person can be given a general proficiency, or an object can be given a simple, physical quality it does not normally possess, such as a bit of cloth becoming abrasive.

At double difficulty (90), the target can be given unusual abilities that do not extend more than 30 feet from the object and are nonmagical in nature. Characters can be granted proficiencies outside the general category or racial abilities such as infravision. Similarly, a sword can be given the ability to harm creatures normally harmed only by magical weapons or the ability to float in water.

Targets can be imbued with magical abilities or extraordinary properties, but the spellcaster must combine the spell with another type of magic. For example, giving a sword a true magical bonus requires a strike spell (one multiple of difficulty per plus).

Transmuting lead into a more valuable metal requires a transform spell at a difficulty of 105. In addition, the extent of the transmutation increases the imbue difficulty one multiple. At base difficulty (45+105), lead can be transmuted into copper. Transmuting

lead into silver doubles the imbue difficulty (90), and transmuting lead into gold triples the imbue difficulty (135). If the original material was nonmetallic, the imbue spell requires an extra multiple of difficulty—turning wood into gold has a difficulty of 285.

Granting a creature the ability to *detect magic* by touch requires a reveal spell at base difficulty (20). Granting the same creature the ability to inspire fear on sight requires a charm spell at an adjusted difficulty of 60 (base 20 + 40 for a line-of-sight effect).

Imbue can also be used to create an effect that lasts until triggered. The caster begins by creating the imbue spell with a permanent duration (this does not cause a loss of Constitution) and then follows immediately with the effect to be triggered. If more than a day passes between the completion of the imbue spell and the effect, the second spell must be combined with another imbue spell. Such effects can be combined to produce an effect that can be triggered multiple times.

Divination

Foresee: The spell reads the future. The caster poses a single question and receives an answer. The spell's final difficulty depends on the how far into the future the caster delves (use Table 32) and the actual range to the subject. The answer is truthful, but often cryptic and always literal. For example, a spell that asks the fate of a king has an adjusted difficulty of 125 (base 25 plus 100 for an unspecified time frame) and is likely to reveal only that the king eventually dies. Careful wording of a question can produce clearer results.

By tripling the base difficulty (75), the caster can extend one normal sense (sight, hearing, touch, taste, and smell) into the future, with additional modifiers for the temporal and actual distance, as above.

There is no saving throw vs. a foresee spell unless the spell is used to predict an unwilling creature's alignment, intentions, or mental state.

Reveal: The spell shows what is hidden or not readily apparent. The spell reveals information about the present or the past.

At base difficulty (20), the caster can project one normal sense to the limit of the spell's range. For the duration of the spell, the caster can see, hear, smell, feel, or taste as though standing in the target area. If the target area is larger than the five-foot-square default area, the caster's point of view can be freely shifted within the area. If the caster wishes to employ an enchanted sense (microscopic vision, *ESP*, infravision, etc.), the base difficulty is doubled (40).

A reveal spell can also detect auras. At base difficulty (20), the caster can perceive one aura, effect, or substance (magic, evil, invisibility, charm, gold, etc.) by touch for the duration of the spell. Increasing the spell's range extends the caster's detection ability in a 10-foot path that is as long as the range. If the caster concentrates for one round, a ranged detection can penetrate one yard of earth or wood, one foot of stone, or one inch of steel or other metal. A thin sheet of lead blocks the detection. The caster—and only the caster—perceives the aura through feedback to his senses (hands tingling, throbbing headache, light intensity, etc.) and can tell where the source lies and how powerful it is (faint, moderate, strong, or overwhelming).

Doubling the difficulty (40), doubles the penetration (up to one inch of lead) and

allows the caster to analyze what is detected (the type of magic, how much gold, etc.). If there are multiple sources, only that fact is revealed; analysis takes one round.

Tripling the difficulty (60) triples the penetration and allows complete analysis. The caster can determine the subject's alignment, all types of magic in operation, etc. Each additional multiple of difficulty extends the penetration range. At quintuple difficulty (100), a reveal spell bestows the power of *true seeing* (as the 5th-level priest spell).

A reveal spell allows the caster to sense or ask questions about the past just as the foresee spell provides insights into the future. The past is easier to divine than the future—divide the time periods on Table 32 by 10 when determining difficulty. For example, looking 10 years into the past adds 70 to the difficulty.

A single use of the spell produces one effect (sense extension, aura reading, or divining the past), though an ambitious caster could combine all three functions into one very difficult spell.

There is no saving throw vs. a reveal spell unless the spell is used to examine an unwilling creature's alignment, thoughts, or mental state.

Illusion/Phantasm

Conceal: The spell hides objects or creatures, rendering them undetectable for the duration of the spell.

At base difficulty (20), the target becomes undetectable to one ordinary sense for the duration of the spell. The spell's area must be large enough to cover the entire target, and each multiple to the base difficulty eliminates one additional sense. Concealment from magical senses, such as ESP and detection spells, double the difficulty (40). A single type of detection counts as one sense. For example, a spell that conceals a target from both *ESP* and magical detection has a difficulty of at least 40. A *true seeing* spell always defeats a conceal spell, but a target can be warded against detection.

If a concealed creature makes an attack, the spell is broken unless the conceal is combined with an imbue with the same duration as the conceal spell—this is an exception to the general rule about combining spells. Damage from a successful attack is never concealed, even if the attacker is concealed from the sense of touch. Magical items that produce visible effects, such as a *fireball* from a *wand of fire*, are not concealed along with a creature.

Delude: The spell confounds or distorts the senses, making the target seem like something else.

At base difficulty (30), one of the target's sensory aspects can be changed for the duration of the spell. The target does not actually change, but it looks, feels, smells, sounds, or tastes like something else. Changing the target's apparent size more than one category (see Tables 29 and 30) doubles the difficulty, and each additional multiple of difficulty allows one additional category of change.

Doubling the base difficulty (60) changes the way the target appears to extraordinary senses such as ESP. For example, making an astral deva seem mindless or an agitated storm giant appear calm doubles the difficulty. This is in addition to any multiplier for changing the target's apparent size. For example, making a 30-foot-tall storm giant look like an unintelligent halfling has a minimum difficulty of 150.

Phantom: The spell creates a sensory or mental image that can effect any thinking creature if the creature believes the image.

At base difficulty (40), the image impacts one sense—smell, sound, sight, taste, or touch—or exists solely as a mental image in the target creature's mind. Each multiple added to the base difficulty adds one sensory attribute to the image. If a sensory image is given a mental attribute, the image appears to have thoughts or emotions. Adding a specific thought or emotion adds 40 to the difficulty.

If the image's duration is instantaneous, the image lasts only as long as the caster concentrates. If a duration is specified, the image follows a simple program of action, as specified by the caster, for the duration of the spell. A programmed illusion can be made to activate itself in response to a specific trigger if combined with an imbue spell. A programmed illusion can react logically any situation it encounters if combined with an imbue spell at triple difficulty (135).

Unlike a shadow shape, an image cannot inflict real damage, even if the target believes it is real (see *Player's Handbook*, Chapter 7).

An image can be used to kill, however, by drawing on the target's fears. Such images are purely mental and function just like slay spells.

Shadow Shape: The spell allows the user to manipulate material from the Demiplane of Shadow, creating partially real illusions that retain their effectiveness even if disbelieved. The caster can employ a shadow shape as a conjure, summon, or strike spell. A shadow shape's base difficulty is the same as the spell it mimics.

If disbelieved, the shadow shapes retain an Armor Class of 4 and 80% of their hit points and damage potential. Special attacks, such as petrification and level draining, generally persist for as long as the spell lasts or until dispelled or disbelieved, but there is a 50% chance that they remain even after the spell fades.

Evocation/Invocation

Create: The spell creates something out of nothing. The caster can create a wall or block of material.

At base difficulty (25), the caster creates a wall of energy (fire, lightning, or cold) five feet square and hair thin. Anything passing through the wall suffers 2d8 points of damage plus one point per caster level. Anything within 10 feet of the sheet suffers 1d8 points of damage, save vs. spells for half.

The caster can orient a wall of energy in any direction and shape it in any fashion. Once created, the wall remains in place and retains its shape for the duration of the spell. The wall can be cast upon a creature without difficulty, but the target suffers the lesser amount of damage unless the sheet is combined with a strike spell—in which case a save vs. spells for half damage applies. At the caster's option, one side of the wall can be harmless, inflicting no damage even to things that pass through it.

If the caster increases the difficulty to get a wall larger than the minimum size, use the area column from Table 29. The wall is five feet high and as long as the area's base dimension. For example, adding five points to the difficulty makes a wall five feet high and 50 feet long. The caster can increase the height by reducing the length. For example,

a 50-foot wall becomes 10 feet high and 25 feet long.

Doubling the base difficulty (50) creates a wall of soft material (such as wood, clay, or ice) five feet square and six inches thick. The caster can double the thickness by halving the area.

The caster can orient a physical wall in any direction and shape it freely. Once created, the wall retains its shape for the duration of the spell. If not properly supported, either by previously existing material or by virtue of a self-supporting shape (see the *wall of stone* spell description in the *PHB* for guidelines), the wall falls over, inflicting 3d10 points of damage on any creature caught underneath (save vs. death magic to avoid). If the wall is created in the same space as a target, it appears with a hole large enough to allow the target to remain unharmed.

At triple the base difficulty (75), the caster can create a wall of a hard substance, such as granite or iron. The wall has the same general characteristics as a wall of soft material, but if it falls, it crushes and kills creatures caught underneath (save vs. death magic to avoid).

At quadruple the base difficulty (100), the caster creates a wall of pure force that duplicates the effects of the 5th-level wizard spell *wall of force*.

At base difficulty (35), the caster can create a 50-pound block of simple elemental matter, such as water or dirt, or a pile of smaller blocks whose total weight does not exceed 50 pounds. At double difficulty (70) the caster can create soft, compound materials, such as brick or wood. At triple difficulty (105), the caster can create common, pure metals, such as iron or lead. The caster can combine a creation spell with an imbue spell to create valuable metals as detailed in the transform spell.

A creation spell that produces matter—not force or energy—can be made permanent without the loss of a point of Constitution.

Imbue: See the notes under Enchantment/Charm.

Strike: The spell directs energy or force against a target.

At base difficulty (25), the caster inflicts 2d8 points of damage plus one point per caster level by touch. The damage can be delivered through a burst of energy (fire, electricity, or cold) or force. The target is allowed a saving throw vs. spell for half damage. Energy bursts can damage objects, but force bursts cannot. A touch-delivered strike requires an attack roll, but a ranged strike does not. For every five points of additional difficulty, the caster can add 1d8, to a maximum of 30d8.

Adding a duration to a strike creates a static effect that can damage anything that blunders into it while the spell lasts.

If a strike is combined with a wall of energy, the resulting spell inflicts wall damage or strike damage, whichever is greater. The combination spell effect can be imbued with an animate spell to create an effect that moves at the caster's command. The mobile spell has an Armor Class of 0 and as many hit points as the caster. The spell effect can be harmed only by magical weapons and magical attacks; an effect is immune to its own form of energy.

A strike combined with a force wall can trap a target for the duration of the spell provided it is large enough to surround the creature. The target is not otherwise harmed and may escape by destroying the wall or teleporting away. The combined spell can be

imbued with an animate spell and move at the caster's command, grasping, crushing, or smashing objects. The effect is similar to the 9th-level spell *Bigby's crushing hand* spell except that it has an Armor Class of –2 and twice the caster's hit points.

Table 29:
Areas of Effect

Creature	Area	Object	Difficulty
1	5	200 lbs.	0
1d4+1 (3)	50	500 lbs.	5
1d6+5 (6)	500	1,000 lbs.	10
1d8+6 (9)	5,000	1 ton	15
1d10+7 (12)	10,000	5 tons	20
1d12+8 (15)	25,000	10 tons	25
2d8+8 (18)	50,000	50 tons	30
3d10+8 (21)	Province	100 tons	40
4d12+8 (24)	Region	200 tons	80
5d20+8 (27)	Plane	500 tons	160

Creature: The spell affects the indicated number of creatures or less. If the caster does not wish to roll dice, use the number in parentheses instead.

All creatures to be affected cannot be farther apart than the distance listed in the area column. For example, if a spell affects six creatures, they must all be within 500 feet of each other.

A spell can affect all creatures in a designated area, but the difficulty modifier is 10 times the value listed. For example, a spell that charms every creature in a 10,000 square feet area has a difficulty modifier of 200.

Area: The spell effect fills a square area five feet high. Numbers indicate the length of the square's sides in feet. A province is an area 20 miles square. A region is an area 100 miles square. A planar effect fills the entire plane where the spell is cast. An area can be angled or reshaped to fill whatever volume the caster desires, but the volume's minimum height is always considered to be five feet.

Object: The spell affects a number of objects whose weight does not exceed the listed value. If multiple objects are affected, they cannot be farther apart than the distance listed in the corresponding area column.

Table 30:
Animated Objects

Size¹	Weight²	Damage³
Tiny	50 lbs.	2
Small	100 lbs.	5

Man	200 lbs.	10
Large	500 lbs.	15
Huge	1,000 lbs.	20
Gargantuan	1 Ton	25

¹ Size categories are taken from the Monstrous Manual and the various Monstrous Compendium tomes.

² Use the object column from Table 29 to calculate how difficult the object is to animate. Use this table to determine how much damage the object can inflict in combat. Objects weighing more than one ton cannot move if animated, but portions of them can move. For example, animating a castle has a difficulty of 80. The castle itself cannot move, but individual parts can.

³ The figure given is average damage from a single blow. Any combination of damage dice and bonuses that produces the listed average is acceptable. For example, a stool or chair might inflict 1d3 points of damage with a single blow, a table might inflict 1d6+1 or 1d8 points of damage, and a castle's drawbridge might inflict 4d4+8 or 3d10+10 points of damage.

Table 31:
Ranges

Range¹	Difficulty
Touch or 0	0
20 yards	5
50 yards	10
100 yards	15
500 yards	20
1,000 yards	25
1,500 yards	30
Line of Sight ²	40
Plane ³	60
Trans-Planar ⁴	100

¹ A spell's range is either the distance between the caster and the portion of the spell's area of effect closest to the caster or between the caster and the center of the area of effect; the choice is the caster's. Spells with touch range are always centered on the target the caster touches.

² A spell with line-of-sight range can affect any target the caster can see, regardless of the range.

³ A spell with planar range can affect a target anywhere on the plane where the spell is cast. Use this category for any spell where the target's location is not known.

⁴ A spell with trans-planar range actually reaches across planar boundaries. Only transport and reveal spells work at this range.

Table 32:
Durations

Duration	Difficulty
Instantaneous ¹	0
1 round	1
1 turn	3
1 hour	5
6 hours	7
12 hours	10
1 day	15
1 week	30
1 month	50
1 year	70
Permanent ²	100

¹ Spells with instantaneous durations have permanent effects. For example, a strike occurs in an instant, but the damage it inflicts remains until healed. Spells with longer durations cease to affect their targets once their durations expire.

² Making a spell permanent usually drains a point of Constitution from the caster, see the individual spell descriptions for exceptions.

Table 33:
**Preparation and
Casting Times**

Adjusted Difficulty	Preparation Time¹	Casting Time
–1 or less	None	1 round
0	1 round	1 round
1–5	1 turn	1 round
6–10	1 day ²	1 turn
11–20	1 week	1 turn
21–30	2 weeks	1 hour
31–50	1 month	1 hour
51–100	2 months	1 day
101–150	6 months	1 day
151+	1 year	1 week

¹ The figure given is the minimum preparation time.

² Preparation and casting times of one day or more require a maximum of eight hours of effort per day.

Table 34:
Difficulty Adjustments

Condition	Modifier
Material Component	
Common	None
Rare	–10
Exotic	–20 or 1/2
Special Condition	
Common	None
Rare	–10
Exotic	–20 or 1/2
Caster Level	–1 per Level ¹
Specialist ²	–51
Caster has cast this spell before	–10 ³
Saving Throw or MR modifier ⁴	Variable

¹ The caster's level applies to adjusted difficulty before any other modifiers for material components and conditions.

² Specialist wizards receive this modifier when casting true dweomers that use a type of spell from their schools of specialization.

³ This adjustment only applies if the spell is cast the same way it was previously. If range, duration, or other attributes are changed, the –10 reduction does not apply.

⁴ If the true dweomer normally allows a saving throw, the caster can alter the spell's adjusted difficulty to increase or decrease the target's saving throw as explained below (see the **True Dweomers in Play** section for more information).

Each +5 added to the difficulty imposes a –1 saving throw modifier on the target; each –5 subtracted from the difficulty gives the target a +1 saving throw bonus. A difficulty modifier of 100 eliminates any saving throw.

A true dweomer's adjusted difficulty can be increased to reduce the target's magic resistance, including resistance provided by a ward spell. Each +1 added to the difficulty reduces magic resistance by –1. It is not possible to reduce a spell's difficulty by increasing the target's magic resistance. If the resistance penalty lowers the target's magic resistance to 0 or less, there is no further effect other than negating the roll.

Necromancy

Animate (dead): The spell restores movement to dead creatures.

At base difficulty (25), the spell animates one Hit Die of skeletons or zombies for each level of the caster's experience. Doubling the base difficulty (50) doubles the Hit Dice of creatures animated, tripling the difficulty (75) triples the Hit Dice of creatures animated, and so on. All the remains to be animated must be intact and within the spell's area of effect. See the 5th-level wizard spell *animate dead* for details.

The current condition of the remains can affect the spell. If the remains have been scattered, but not destroyed, the spell's base difficulty increases by 25. If the remains are scattered and ancient, such as buried and broken up by time and natural forces, the difficulty increases by 75.

Slay: The spell destroys life, utterly and irrevocably slaying living creatures.

At base difficulty (50), the caster can slay a single creature whose Hit Dice do not exceed his own. If the spell is extended over an area, the total Hit Dice of the creatures slain cannot exceed the caster's level.

A touch-delivered slaying requires an attack roll, but ranged slayings do not. Targets with 9 Hit Dice or more gain saving throws vs. death to negate the effects. For every five points of additional difficulty, the Hit Dice affected increases by 1 die. There is no maximum.

Tap: The spell manipulates a creature's life force. Priests (and only priests) use this spell to heal injuries.

At base difficulty (40), this spell drains 1d8 hit points from living targets by touch. A touch-delivered tap requires an attack roll, but ranged taps do not. Targets with 9 Hit Dice or more gain a saving throws vs. spells to negate the effects. For every five points of additional difficulty, the damage increases by one die to a maximum of 30d8. A damage-inflicting tap always has an instantaneous duration which cannot be increased.

At double difficulty (80), a tap can transfer hit points drained from a victim to the caster for the duration of the spell or until the caster loses the hit points through combat or other means. Any damage the caster suffers is deducted from the stolen hit points first. In any case, the target does not automatically regain the lost points when the spell ends, though the damage can be restored through rest or magical healing just as most other forms of damage.

Alternately, the caster can employ a tap at double difficulty (80) to drain one point from an ability score. The loss persists for the duration of the spell (the ability score is suppressed, not drained away). At a difficulty of 160, the caster can transfer the stolen ability score to himself for the duration of the spell.

At triple difficulty (120), the caster can drain one energy level for the duration of the spell. At a difficulty of 240, the caster can transfer the stolen level to himself.

Material Components

As explained on page 119, the caster must employ some object or material to create a true dweomer. The caster can use combinations of common, rare, and exotic components to make a true dweomer easier to prepare and cast, according to the limitations outlined

below. The caster must have a common material component on hand to begin preparing a spell.

Common: The component is something fairly plentiful and easy to get under normal circumstances. The caster might use a butterfly's cocoon for a transformation spell, a handful of nails to create an iron wall, or a magnifying glass for a reveal spell. Every true dweomer requires at least one common material component. There is no reduction in the spell's adjusted or final difficulty for multiple common components.

Rare: A rare component is normally expensive and difficult to find. The caster might use a legal document or writ issued by a court against the target of a banishment spell, a packet of expensive herbs in a compel spell, or a live electric eel in a strike spell that employs electricity. A character can employ as many as three rare components to reduce a spell's adjusted or final difficulty by -30 . The limit applies once per spell. That is, the caster can use three rare components to reduce the spell's adjusted difficulty by 30, the final difficulty by 30, the adjusted difficulty by 20 and the final difficulty by 10, or vice versa.

If the caster does not have a rare component on hand during the entire preparation time for a spell, the modifier can be applied only to the spell's final difficulty number.

Exotic: An exotic component is unique or unusual and cannot be purchased—the character must undertake an adventure to get it. The caster might use a fragment of an ancient sundial in a destroy spell, a displacer beast's hide in a delude spell, or sand taken from the track an iron golem left after taking its first step in an animate spell. A character can employ any number of exotic components to reduce a spell's adjusted or final difficulty. When an exotic component is used in a spell, the adjusted or final difficulty is reduced by half or by 20 points, whichever is greater. It is usually to the caster's advantage to apply the modifier for an exotic component before any modifiers for rare components, but the caster is not required to do so.

A single exotic component reduces either the spell's adjusted difficulty or final difficulty, but not both. If an exotic component is not available for the spell's entire preparation time, the modifier for it can be applied only to the final difficulty.

Special Conditions

Any technique or unusual restriction that the caster imposes on himself during the spell's preparation time can reduce the spell's adjusted or final difficulty. Similarly, the caster can limit the way the spell is used and make the spell easier to prepare and cast. Like material components, special conditions are classified according to rarity.

Common: This is the minimum condition for preparing or casting a spell (see page 119).

Rare: The condition requires some extra effort or extraordinary expense on the caster's part. The caster might remain in a locale that is particularly appropriate for casting a spell; for example, staying in school or library when preparing a reveal spell. The caster might refrain from taking a certain action during a spell's preparation time, such as never answering a question truthfully while preparing a delude spell. The caster might specify a limited use for the spell, such as a dispel that only works against afflictions that have been unjustly laid.

A rare condition is not effective unless the character is exceptionally clever or

undergoes some hardship or sacrifice. Only one rare condition can apply to any given spell, affecting either the adjusted or final difficulty. The DM must be very careful when assigning limitations, as players tend to specify limitations that only apply to the situation immediately at hand. A limitation reduces difficulty only when it actually makes the spell harder for a player character to use.

Exotic: The condition is unique, and the character must undertake an adventure to complete it. An exotic condition often exists only in a metaphorical sense. Shielding the innocent from a tyrant's wrath might be useful in preparing a ward spell. Carrying an idea to the four corners of the world might help with a transport spell. Freeing a village from fear might help with a dispel, especially if the target of the dispel and the source of the fear are one in the same. Only one modifier for an exotic condition can apply to a single spell. The caster can apply it to either the adjusted or final difficulty, but not both.

Preparing the Spell Once a true dweomer's adjusted difficulty has been calculated, the caster can begin preparing to cast the spell. To prepare a spell, the caster must spend time in quiet study or meditation. The caster cannot fight, cast spells, move faster than a walk, or engage in any other activity that requires intense physical effort or mental concentration. If the preparation time is one day or more, the caster must spend eight hours a day preparing for the endeavor, although he is free to pursue other activities during the remaining 16 hours. Keep in mind that there is a limit to the number of true dweomers a character can prepare at once (see page 119 and Table 44).

If the caster wishes to reduce the spell's preparation time, material components or special conditions can be added to reduce the adjusted difficulty, which in turn reduces preparation and casting times.

If the caster is interrupted or ceases the preparations, the spell is disrupted. Preparations that require one day or less are completely disrupted and must be restarted. If the preparations require one week or more, the caster loses any preparation time already spent on the day when the disruption occurs and loses another day's worth of preparations as the caster makes the readjustments to continue the spell.

For example, Pharjis, a 25th-level diviner, is preparing a spell with an adjusted difficulty of 15, which requires a week's worth of preparations. He prepares for three days without incident, but in the middle of the fourth day an explosion in his laboratory keeps him busy well into the night. Pharjis loses the preparation time he completed on day four and must backtrack another day, so he must prepare for five more days before he can cast the spell.

If an interruption lasts more than one day, the caster must either begin preparations again or backtrack that many days when resuming preparations. For example, if Pharjis were preparing a spell with an adjusted difficulty of 55, he would need to prepare for two months. If he were to be interrupted for a full week, he loses not only that week but another seven days worth of preparations.

When the caster completes the required preparation time, the spell may or may not be ready to cast. The character must roll a final difficulty check to conclude the preparations.

Final Difficulty

A spell's final difficulty number is usually the same as its adjusted difficulty. When

the caster has spent the required preparation time, roll 1d100. If the number rolled is equal to or higher than the spell's final difficulty number, preparations are complete. If the roll is lower than the final difficulty, the caster must continue preparing the spell and can check again when another period of preparations are complete.

If the spell's adjusted difficulty is higher than 100, or if the caster simply wishes to reduce the difficulty number, the caster can apply a modifier for a material component to the final difficulty instead of the adjusted difficulty. This does not affect the spell's preparation or casting time.

The caster can also extend or reduce a spell's preparation time by adjusting the final difficulty. If the caster increases the preparation time to the next higher category, the final difficulty is reduced by half or -10, whichever is higher. The spell's casting time is unchanged. If the spell's adjusted difficulty is 151 or higher, increasing the preparation time doubles it to two years. The caster can also shorten a spell's preparation time to the next lower category by doubling the difficulty. Each of these modifications can be made only once. If the adjusted difficulty is 0 or less, the difficulty cannot be doubled.

For example, if Pharjis decides to spend six months preparing his difficulty 55 spell, the final difficulty is reduced to 28 (fractions are rounded up), but the spell still takes one hour to cast. Similarly, if Pharjis wished to spend only one day preparing his difficulty 15 spell, its final difficulty would rise to 30.

Casting the Spell Once preparations are successfully concluded, the character is free to cast the spell. Casting a true dweomer is just like casting any other spell. The caster must be free to speak and move, and any material components used in the spell must be at hand. If the caster's concentration is broken during the casting time, the entire spell is ruined and any material components used vanish in a fizzle of useless energy.

If the casting time is a day or longer, the character need spend only 8 hours actually casting and is free to pursue other activities during the remaining 16 hours. When the caster is not actually working on the spell, attacks on the character do not disrupt the spell. However, once the caster begins the spell, casting must continue daily. Any breaks ruin the spell.

For example, Pharjis is working on a particularly difficult spell. The adjusted difficulty is 160, which Pharjis has reduced to 80 by extending the preparation time to two years. Once preparations are complete, Pharjis must spend one week casting the spell. He must spend eight hours a day on seven consecutive days to cast the spell. If he misses a day, the spell is lost, though he does not have to begin his eight hours of casting at the same time each day.

Once prepared, a spell can be held only as long as its minimum preparation time. In the preceding example, Pharjis could wait as long as a full year before casting his difficulty 160 spell. Because Pharjis is only 25th level, he can prepare or cast only one other true dweomer per day until he casts the spell he has prepared.

An Example of True Dweomer Creation Pharjis, the 25th-level diviner from the previous examples in this section, is concerned about a horde of marauding orcs that has been ravaging the countryside. He decides to take a look at the orcs from the safety of his tower.

The type of magic is reveal (base difficulty 20). Pharjis only wants to look, so there is

no modifier to the base difficulty. Pharjis is extending his sight so he can see the horde as though he were standing in a five-foot square area somewhere within it. This doesn't suit Pharjis particularly well, so he decides to expand the default area of effect to a 100-mile square area immediately to the west of his tower—if the orcs are farther away than that, he isn't worried about them. The range is effectively zero, so there is no difficulty modifier. The modifier for a region-sized area (100 miles square) is 80. Pharjis wants to keep watch for half a day, adding 10 to the difficulty. The spell's difficulty from its combined elements is 110 (20+80+10). Pharjis subtracts 25 for his level, 5 because he is a diviner, and 10 because he has done this before for an adjusted difficulty of 70.

The basic preparation time is two months—the orcs would be gone by then, so Pharjis must do something to decrease the preparation time. He throws in a golden spyglass, a pair of spectacles, a detailed map of the area to be observed, and a feather given freely by a giant eagle. The spyglass, spectacles, and map are rare material components, and the eagle feather is an exotic—giant eagles don't usually go around giving feathers away. The exotic component reduces the difficulty by half to 35. The three rare components reduce the difficulty to 5, which requires a turn's preparation.

At this point, Pharjis doubles the final difficulty to 10, which reduces the preparation time to a round (the spell still requires a turn to cast). After one round of preparation, Pharjis rolls the dice and gets 02%, a failure. He must spend another round in preparation. At the end of the second round, Pharjis rolls 81%, a success. The next round, Pharjis casts the spell—no further die rolls are required.

Pharjis searches the entire area of effect for 12 hours, moving his point of view around at will. The orcs are in the area, and Pharjis quickly locates them. He carefully notes their numbers and equipment and then sends a message to an old adventuring buddy of his—a high-level ranger with a special interest in orcs.

True Dweomers in Play True dwellers follow most of the standard rules for spells, with the following exceptions:

Saving Throws: Most true dwellers allow a saving throw vs. spell, check the descriptions for the individual spell types for details. The saving throws by character level optional rule (see page 144) is always used for true dwellers; bonuses for high ability scores apply normally.

If a true dweller's difficulty has been lowered, the target's saving throw improves; however, the automatic saving throw failure rule (page 142) still applies.

Creatures with magic resistance are entitled to a normal resistance roll against a true dweller, according to the limitations explained in Chapter 9 of the Player's Handbook.

Protective Devices: Items such as *rings of protection* work normally against 10th-level spells. True dwellers cannot be stored or absorbed. Pale lavender and lavender and green *ioun stones* are ineffective against true dwellers, as are *rods of absorption* and the absorption powers of *staves of the magi*.

Dispel Effects: The 3rd-level *dispel magic* spell is of limited use against 10th-level spells. To be effective, *dispel magic* must be directed solely against the true dweller to be dispelled. If it succeeds, the true dweller is rendered nonoperational for 1d4 rounds.

A *dispel magic* spell cannot disrupt a true dweomer whose area of effect is larger than the *dispel magic* spell's area of effect.

Mordenkainen's disjunction has a 1% chance per caster level of disjoining any true dweomer. If any portion of the enchantment is disjoined, the entire true dweomer is disjoined.

A *wish* automatically dispels a true dweomer, but that is the only effect the *wish* has. A *limited wish* spell can temporarily negate a true dweomer for 1d8 hours.

Also, see the explanation of the dispel true dweomer on page 122.

Magical Barriers: A dispel true dweomer instantly destroys any wall spell or magical barrier created by a 1st-9th level spell or magical device if it succeeds, including *wall of force*, *prismatic wall*, *prismatic sphere*, *antimagic shell*, and the *cube of force*.

A destroy true dweomer eliminates a *wall of force*, *prismatic wall*, or *prismatic sphere* if its area of effect is large enough to encompass the whole spell effect.

If not destroyed or dispelled, any barrier that keeps out magic keeps out a true dweomer unless the true dweomer's area of effect is large enough to circumvent the barrier. For example, a flat *wall of force* cannot keep out a province-sized true dweomer. Spherical barriers cannot be circumvented in this manner.

True Dweomers in Magical Duels Duelists can attempt to employ true dweomers, but they usually are not useful because they take too long to prepare and cast. Each round of preparation or casting time for a true dweomer requires one round in the duel. Both preparation and spellcasting can be disrupted if the caster fails a saving throw or loses a character combat roll. Any true dweomer with a casting time of more than one round is useless as a counter spell.

In all other respects, true dweomers function like normal spells. All true dweomers have PRs of 19 and move at a rate based on their ranges. A true dweomer's default area of effect and duration is always sufficient to send it moving across a dueling arena, though in some cases the caster might wish to increase the difficulty to enhance the spell's effect once it reaches the opponent's square or to give the spell a better movement rate. Use Table 35 to determine a true dweomer's spell type in a duel.

Table 35:

True Dweomer Spell Types for Duels

True Dweomer Type*	Dueling Type
Abjuration	
Banish	Attack
Dispel	Attack/Defense
Reflect	Defense
Ward	Defense
Alteration	
Animate	Attack/Defense
Destroy	Leech
Fortify	Leech

Transform	Attack
Transport	Leech
Conjuration/Summoning	
Afflict	Attack
Bind	Attack
Conjure	Leech
Summon	Attack/Defense
Enchantment/Charm	
Charm	Attack
Compel	Attack
Fortify	Leech
Imbue	Leech
Divination	
Foresee	Leech
Reveal	Leech
Illusion/Phantasm	
Conceal	Leech
Delude	Leech
Phantom	Any
Shadow Shape	Attack/Defense or Missile
Invocation/Evocation	
Create	Attack/Defense
Imbue	Leech
Strike	Missile
Necromancy	
Animate	Attack/Defense
Tap	Attack
Slay	Attack

True Dweomers and Quest Spells As powerful as a true dweomer is, it is still mortal magic. Quest spell effects, which represent a deity's direct intervention in the world, generally cannot be countered by true dweomers. A dispel true dweomer is ineffective against a quest spell effect.

If a quest spell produces a creature, object, or other effect that can be attacked or destroyed by normal means or spells, a true dweomer can be used to attack it. For example, a banish true dweomer cannot remove the creatures summoned by a wolf spirits quest spell, but a slay or strike true dweomer can harm the individual *wolf spirits*.

Ward true dweomers can work against quest spell effects if the protection is relevant. For example, a ward that provides protection from electrical attacks is effective against the lightning bolts generated from a *storm of vengeance* quest spell, but not the spell's other effects.

If the quest spell allows a saving throw, the ward works normally. If the quest spell does not allow a saving throw, anything protected by a ward gains a saving throw of 18. If the ward provides magic resistance, its value is halved vs. quest spell effects.

Known True Dweomers Players and DMs can use the system outlined above to create an endless variety of spells. Here is a brief sampling of true dweomers that have been documented in one or more worlds.

The spells are presented in standard AD&D game format, as described in Appendix 2 of the *Player's Handbook*, except as noted below. Additional information specific to true dweomers is also included.

The *Type* entry identifies all the kinds of magic (from Table 28) used in the spell.

The *Difficulty* entry gives the spell's difficulty rating before any reductions.

The *Final Difficulty* rating gives the spell's difficulty as if it were being cast by a nonspecialized caster of 20th level using all the material components and special conditions listed in the spell description. An additional –10 for casting a previously recorded spell is also applied.

The *Preparation and Casting Time* are based on the spell's unmodified final difficulty rating.

The *Range* entry works as described in the notes to Table 31.

Hurd's Obligation

(Conjuration/Summoning)

Type: Bind

Range: Touch

Duration: Conditional

Adjusted Difficulty: 180

Final Difficulty: 45

Preparation Time: 1 Month

Casting Time: 1 Hour

Area of Effect: 1d6+5 Creatures

Saving Throw: Neg (–8 penalty)

A covetous wizard invented this spell to ensure that adventurers in his employ honored their agreements. Hurd worked diligently to discover hidden caches of treasure and regularly dispatched teams of heroes to recover them. The spell was normally completed with a handshake between the caster and the group's leader. A typical venture could take six months to a year to complete, but the spell remained until the verbal contract was carried out.

Creatures subjected to this spell are forced to carry out the terms of their agreement with the caster. They are incapable of fighting the effects of the spell to try and escape the agreement. In Hurd's case, adventuring parties returned back to his tower with all of the treasure they found and gave him his agreed-upon share. Only a 10th-level dispel, such as *Nazzer's nullification*, cast directly upon an affected creature can dispel its effects.

The material components are a sheet of vellum inscribed with the adventurers' names (common), a permanent magical item given to the group's leader (exotic), a small ruby (100 gp value) given to each creature affected, one pound of giant bee honey, and a few drops of *oil of slipperiness* (rare components). The items given away are not consumed,

but become the recipients' property.

Kolin's Undead Legion

(Necromancy)

Type: Animate

Range: Plane

Duration: Instantaneous

Difficulty: 325

Final Difficulty: 45

Preparation Time: 1 Month

Casting Time: 1 Hour

Area of Effect: 5,000-foot square, 5 feet high

Saving Throw: None

This spell animates 200 Hit Dice of skeletons or zombies from intact remains in an area up to 5,000 feet square anywhere on the same plane as the caster. The caster can give the legion one brief, simple command when the spell is cast, but he must be present to give detailed orders. The wizard Kolin typically dispatched an undead lieutenant to the scene to take command of the troops.

The material components are an unbroken bone (common), dust from an undead spellcaster's lair, a horn that has been played over a warrior's grave, a copper dagger that has been bloodied in battle (rare), mold from a general's shroud, and a battle standard carried into an ambush (exotic).

Kreb's Flaming Dragon

(Illusion/Phantasm)

Type: Shadow Shape

Range: 50 yards

Duration: 1 Hour

Difficulty: 65

Final Difficulty: 5

Preparation Time: 1 Turn

Casting Time: 1 Round

Area of Effect: 1 Creature

Saving Throw: Special

This spell produces a single red dragon of very old age or younger. Opponents who suspect the dragon is not real can save vs. spell to disbelieve it. Even if the save succeeds, however, the dragon still has an Armor Class of 4 and retains 80% of its damage potential and hit points. If the dragon is disbelieved, its non-damaging special powers, such as its fear aura and *suggestion* ability, have a 20% chance to fail before any saving throws are rolled.

The material components are a sealed metal container full of pebbles (common), a red dragon's tooth, two long, silver needles with gold or gem-studded heads (75 gp each), and a ball of red yarn spun from a ram's fleece (rare).

Kreb's Stately Veil

(Illusion/Phantasm)

Type: Delude
Range: Touch
Duration: 1 Week
Difficulty: 120
Final Difficulty: 5
Preparation Time: 1 Turn
Casting Time: 1 Round
Area of Effect: 1 Creature
Saving Throw: Neg.

This spell makes the recipient appear vigorous, attractive, and wealthy. The recipient's basic features remain unaltered, however, and characters can readily be identified as themselves (a rare condition). The recipient appears to be clothed in costly garments of the caster's choosing. These look and sound genuine (silks rustle, spurs jingle, etc.), but anyone touching the recipient feels the character's actual clothing. The recipient is surrounded by a pleasant scent appropriate to the character's altered appearance (rare perfume, new leather, wildflowers, etc.).

The material components are a bar of scented soap (common); an uncut gem worth at least 100 gp; a fresh, unopened blossom from a deadly plant; a serpent's shed skin collected by the caster's own hand (rare); and a handful of mud gathered from a hot spring at sunrise (exotic).

Nazzer's Nullification

(Abjuration)

Type: Dispel
Range: 50 yards/1,500 yards
Duration: Instantaneous
Difficulty: 55/90
Final Difficulty: -5/13
Preparation Time: None/1 Week
Casting Time: 1 Round/1 Turn
Area of Effect: 70' x 70'/220' x 220'
Saving Throw: None

This is essentially the 10th-level version of *dispel magic*. As noted in the spell statistics, there are two different versions of this spell; the second is referred to as

Nazzer's nullification cloak. Both spells share some common elements, however.

Once cast, all spells and spell-like effects in the area of effect have a chance to be dispelled. Unless noted otherwise, it functions as the 3rd-level wizard spell *dispel magic*.

Spells of levels 1–9 have a base 100% chance to be dispelled. True dweomers have a base chance of 50% to be dispelled (a roll of 11 or higher on a d20). If the caster of the effect is of higher level than the caster of *Nazzer's nullification*, subtract one from the chance of success for each level of difference. If the caster of the effect is of lower level, add one to the chance of success for each level of difference. For example, a 25th-level wizard's *stoneskin* that is the target of this spell cast by a 21st-level wizard would reduce the chance for success to a roll of 15 or higher on a d20. No matter what the adjustments, a roll of 1 is always a failure, and a roll of 20 is always a success.

Nazzer's nullification can be cast on a magical item to permanently render the item nonmagical. Most standard magical items are susceptible to this spell, since their effective level is 12th in most instances. Even if not successful, the item is rendered nonoperational for 1d4 rounds. Artifacts are not subject to this effect.

The material components for this spell are dust from a burned out *ioun stone* that has been ground to powder, a fire opal worth precisely 1,200 gp, and a dagger of the finest quality (an exceptional weapon). All are rare components.

Nazzer's nullification cloak: The secondary version of this spell remains in operation for one full turn after it has been cast, disrupting all magic entering it. Magic within the area of effect at the time the spell is cast is dispelled as described above, but magical items continue to function.

If a spell succeeds in resisting the dispel, it is immune to the remaining nine rounds' worth of dispelling unless it somehow exits the area of effect and then reenters. All magic that enters the area of effect after the initial round is subject to dispelling.

Spell and spell-like effects cannot be used within the area for the duration of the spell. If the caster is within the area of effect, his spells also fail. Neither version of this spell has a visible effect.

In addition to the material components detailed above, this spell also requires the dust gathered from an awakened demilich's lair.

Neja's Irresistible Plea

(Enchantment/Charm)

Type: Compel

Range: 20 Yards

Duration: Variable

Difficulty: 60

Final Difficulty: 0

Preparation Time: 1 Round

Casting Time: 1 Round

Area of Effect: 1 Creature

Saving Throw: Neg. (–3 to saving throws)

The wizard Neja didn't like to take "no" for an answer when requesting help with a problem. When this spell is cast, the victim is compelled to perform some task that takes 12 hours or less to complete. Anything that the victim can reasonably do, from ferrying

the caster across a lake to searching a river bottom for a lost trinket, is fair game.

The material components are a whiff of perfume (common), a piece of sweetcake made with the caster's own hands, a tear of sorrow, and a small, silver replica of any stringed instrument.

Neja's Toadstool

(Alteration)

Type: Transform

Range: 20 yards

Duration: 1 Day

Difficulty: 120

Final Difficulty: 3

Preparation Time: 1 Turn

Casting Time: 1 Round

Area of Effect: 1 Creature

Saving Throw: Neg.

A vengeful wizard is reputed to have favored this spell to teach people who insulted her a lesson. If the saving throw fails, the victim becomes a small toadstool (a rare condition, since the result is always a toadstool), retaining only their hit points for the duration of the spell.

Nazzer's nullification can—if successful—transform a character back into his original form. A system shock roll is required, with failure indicating death. A crushed toadstool—perhaps one that has been stepped on by an angry archmage—produces a likewise mangled character if successfully dispelled.

The spell requires a chunk of dead wood (common material component); a bit of dung from an unfettered, uncaged werebeast gathered by the caster in the dark of the moon; a wild moth's egg, live but unhatched; and a bit of truffle (two exotic components and one rare component).

Neja's Unfailing Contempt

(Conjuration/Summoning)

Type: Afflict

Range: 20 yards

Duration: Variable

Difficulty: 220

Final Difficulty: 3

Preparation Time: 1 Turn

Casting Time: 1 Round

Area of Effect: 1 Creature

Saving Throw: None

Not always satisfied with turning others into toadstools, Neja devised this spell to insure her point of view prevailed in any discussion. When this spell is cast on a creature who has made a remark detrimental to the caster or opposed to the caster's interests (this limitation qualifies as a rare condition), the target creature becomes irritating to all intelligent creatures whose alignment is similar to the caster's. The spell persists until the victim retracts the statement.

Creatures with the same alignment as the caster find the victim loathsome in the extreme and cannot bear the victim's presence. They flee, drive away, or belittle the victim as fits the situation. The victim is not actually attacked unless the surrounding creatures would ordinarily be hostile.

The effect is less severe if the creature's alignment only partially overlaps the caster's. For example, a lawful good caster generates a reduced effect in creatures whose alignments are lawful neutral, lawful evil, neutral good, and chaotic good. Such creatures tend to view the victim as a moronic windbag, and they generally refuse to take anything the victim says seriously unless there is overwhelming evidence that the victim is speaking the truth.

The spell's components are a bud of crushed garlic (common), a vial of giant skunk musk, a lump of harpy dung, the tongue from any giant, poisonous amphibian (rare), the intact pelt of an *aurumvorax*, and a lock of hair, freely given, from a succubus or lamia (exotic).

Ratecliffe's Deadly Finger

(Necromancy)

Type: Slay

Range: 1,500 Yards

Duration: Instantaneous

Difficulty: 190

Final Difficulty: 0

Preparation Time: 1 Round

Casting Time: 1 Round

Area of Effect: 40 HD of creatures in a 50-foot square area

Saving Throw: Special

This spell allows the caster to slay living creatures simply by pointing a finger. If the spell is insufficient to slay all the creatures in the area of effect, creatures closest to the caster are affected first. Creatures with less than 9 Hit Dice are not entitled to a saving throw. Creatures with 9 Hit Dice or more are allowed saves vs. death magic to avoid the effect. Creatures who succeed with their saving throws count toward the Hit Dice affected by the spell.

Creatures slain by this spell cannot be magically revived except by a wish, another true dweomer, or a deity's intervention.

The material components are an adder's head (common), a mummy's finger, a rusty nail drawn from a coffin or gallows (rare), the skull from a creature killed by a catoblepas hunting in its natural habitat, two copper coins surrendered by a will o' wisp, and a shard

from a lich's phylactery or a demilich's skull (exotic).

Tenser's Telling Blow

(Evocation/Invocation)

Type: Strike

Range: Line of Sight

Duration: Instantaneous

Difficulty: 160

Final Difficulty: -7

Preparation Time: None

Casting Time: 1 Round

Area of Effect: 50-foot square, 5' high (1,250 cubic feet)

Saving Throw: 1/2

This spell creates a blast of force that inflicts 20d8+20 points of damage to all creatures within the area of effect. At least one target creature must already be engaged in some form of combat (missile, melee, or offensive spellcasting); the spell cannot be used preemptively (a rare condition).

The material components are any weapon (common), a tooth or claw from a huge or gargantuan creature, a horseshoe worn into battle by a warhorse (rare), the shards of a diamond shattered by a single blow from a titan, and a bit of cloth dampened with a widow's tears (exotic).

Wulf's Erasure

(Abjuration)

Type: Dispel, Destroy

Range: 20 Yards

Duration: Instantaneous

Adjusted Difficulty: 85

Final Difficulty: 8

Preparation Time: 1 Day

Casting Time: 1 Turn

Area of Effect: 50-foot square, 5 feet high

Saving Throw: Special

The high priest Wulf used this spell to obliterate normal and magical writings such as *explosive runes*, *glyphs*, *symbols*, *illusory script*, and even spell scrolls (a rare condition). Normal writings—including spellbooks—save vs. disintegration or they are erased. Magical writings use the procedure for a 10th-level dispel effect. Items in a creature's possession cannot be affected unless the creature first fails a saving throw vs. spell.

When cast, all writings in the area of effect are subject to erasure unless protected by a 10th-level ward spell or similar construct. It makes no difference if writings are stored

in dimensional devices, such as *bags of holding*, *portable holes*, or other items.

The material components are ashes from a burned parchment that once bore writing (common) a platinum mirror, a hardened lump of sap gathered by the caster's own hand from a tropical tree, and a quill used by an unfriendly archmage of 20th level or higher to scribe a spell onto a scroll or spellbook. (Two rare and one exotic). The caster catches the reflection of one of the writings to be erased in the mirror, rubs the image with the hardened sap, then breaks the quill.

Wulf's Rectification

(Abjuration)

Type: Banish

Range: Touch

Duration: Instantaneous

Difficulty: 155

Final Difficulty: 2

Preparation Time: None

Casting Time: 1 Round

Area of Effect: 1d4+1 Creatures within a 50-foot diameter

Saving Throw: None, –20% to Magic Resistance

The high priest Wulf used this spell to remove extra-planar impostors and usurpers. Wulf is known to have employed reveal spells to identify potential targets. The spell is effective only against extra-planar creatures that have secured a title, property, or office that rightfully belongs to some other being (a rare condition).

The material components are a mirror (common), a sunstone worth at least 500 gp, a document signed or sealed by the original owner or title holder, a document signed or sealed by the usurper, a sworn accusation against the usurper recited by a character loyal to the original owner and recorded by a character who has benefited from the usurper's actions since the seizure, and a jewel, badge, or medal freely given by the usurper to the caster. (Three rare and two exotic components.) The caster bundles the material components together and strikes a creature to be banished with it.

Yunni's Herald

(Alteration, Enchantment/Charm, Illusion/Phantasm)

Type: Animate, Imbue, Image

Range: Touch

Duration: 1 Week

Difficulty: 140

Final Difficulty: –2

Preparation Time: None

Casting Time: 1 Round

Area of Effect: One object or group of objects weighing 50 pounds or less

Saving Throw: None

This spell creates an animated messenger that moves at a speed of 12 to the location specified by the caster and delivers a spoken message of any length in a loud, clear voice. If sufficient duration remains after the herald delivers its message, the caster can instruct it to return with a written reply, which some person must attach to the herald. The herald can be programmed to perform specific actions at certain times, subject to the spell duration.

If more than one object is affected by the spell, they all must be given the same message and instructions. Only total destruction of the object, by a *disintegrate* or similar spell, can stop the herald from delivering its message.

The material components are a seashell (common), a feather from a bird gifted with speech, a clock or other machine capable of independent operation, a powdered onyx worth at least 50 gp (rare), blood taken from a mimic while in an assumed form, and a leaf or seed from a tree animated by a treant and freely given (exotic).

Chapter 7: High-Level Characters

Chapter 1 explained that high-level characters are unusual and heroic. This chapter includes rules for giving high-level characters abilities that allow them to function as epic heroes that are truly different from lesser mortals. It also explains some limitations that even epic heroes must face.

Saving Throws All characters have the ability to resist hostile magic by rolling saving throws. This ability is quite potent at high levels. Chapter 1 discusses some of the problems this can cause in the campaign. This section includes rules to help ease some of those problems.

A Reminder: Every character group has a level beyond which saving throws cannot be further improved. Priests reach this limit at level 19, rogues reach it at level 21, warriors reach it at level 17, and wizards reach it at level 21. See Table 60 in the *Player's Handbook* for details.

Automatic Saving Throw Failure

Barring some special circumstance that makes a saving throw unnecessary, such as a successful magic resistance roll or immunity to a particular attack form, there is always a chance that a character can fail a saving throw. All characters and most other creatures fail their saving throws on rolls of 3 or less on 1d20, no matter how many bonuses they receive to the roll from magical items, spells, ability scores, and the like.

Some beings have lower failure numbers: Lesser deities fail their saving throws on rolls of 2 or less, intermediate deities fail on rolls of 1, and greater deities need not roll at all—they never fail their saving throws.

Table 36:
Saving Throws by Caster Level or Hit Dice

Target's Character Group	Target's Level ¹	Attack to be Saved Against		
		Paralyzation or Death Magic	Petrification or Polymorph	Spell*
Priest	–7 or more	10	13	15
	–4 to –6	9	12	14
	–1 to –3	7	10	12
	0	6	9	11
	+1 to +3	5	8	10
	+4 to +6	4	7	9
	+7 or more	2	5	7
Rogue	–9 or more	13	12	15
	–5 to –8	12	11	13
	–1 to –4	11	10	11
	0	10	9	9
	+1 to +4	9	8	7
	+5 or more	8	7	5
Warrior	–7 or more	16	17	19
	–5 to –6	14	15	17
	–3 to –4	13	14	16
	–1 to –2	11	12	14
	0	10	11	13
	+1 to +2	8	9	11
	+3 to +4	7	8	10
	+5 to +6	5	6	8
	+7 to +8	4	5	7
	+9 or more	3	4	6
Wizard	–6 or more	14	13	12
	–1 to –5	13	11	10
	0	11	9	8
	+1 to +5	10	7	6
	+6 or more	8	5	4

* Excluding those that cause death, petrification, or polymorph.

¹ Subtract the spellcaster's level or hit dice from the defender's level or hit dice. For example, a 15th-level priest resisting a *charm person* spell cast by a 16th-level wizard uses the –1 to –3 row of the priest table and has a base saving throw number 12.

In a few cases, Table 60 from the *Player's Handbook* and Table 36 from this book show a saving throw success number of 3 or less; these numbers refer to the character's

adjusted die roll, not the actual number rolled. For example, Wulf, a 21st-level priest, has a saving throw number of 2 against paralyzation, poison, or death magic. Wulf still automatically fails his saving throw against these attacks if his actual die roll is a 1, 2, or 3. However, if he encounters a particularly virulent poison that imposes a –3 penalty to the saving throw, his saving throw succeeds if Wulf rolls a 5 or higher on his saving throw die. (The roll, 5, is higher than the automatic failure number, and still equals a 2 after the –3 modifier is applied.)

Saving Throws by Caster Level

This rule allows the DM to change a character's saving throw number based on the levels or Hit Dice of the spellcaster and the target. Targets that are weaker than the spellcaster have worse saving throws than targets that are stronger, as shown on Table 36.

How to Use Table 36

Saving throws against poisons, breath weapons, or any other form of attack that is not a spell or spell-like ability from a creature or a device use the standard saving throw tables, not table 36. Rods, staves, wands, and other magical devices use the column from Table 36 that is closest to their effects. A *fireball* from a *wand of fire* uses the spell column, a paralyzation beam from a *wand of paralyzation* uses the paralyzation or death magic column, and so on. The type of device determines the attacker's level, since the wielder's level or Hit Dice is irrelevant when a device is used, as shown on Table 37.

During play, the DM should be careful to conceal the attacker's true level of power. That is, do not say, "Okay, the caster is four levels higher than the thief, so your saving throw number against the spell is an 11." Simply tell the players what the attack form is and then inform them if their characters succeed or fail based on their adjusted rolls.

Saving Throw Penalties by Caster Level

Using Table 36 can be somewhat cumbersome to use in regular play because the DM must perform a calculation each time a spell is cast. Table 36 is intended primarily for magical dueling (see Chapter 5).

A quicker and easier method to adjust saving throws by caster level is to assign a penalty based on the caster's level. Table 38 lists the penalties. If you use Table 38, do not use Table 36; use Table 60 from the *Player's Handbook* instead.

Table 37:

Device Casting Levels

Device	Level
Rod	12
Staff	8
Wand	6

Other Magical Item	12
Artifact	20

Table 38:
Saving Throw Penalties
by Caster Level

Caster Level	Penalty
1–12	0
13–15	–1
16–18	–2
19–21	–3
22–24	–4
25–27	–5
28–30	–6

Table 39:
THAC0 Limits

Character Group	THAC0 Limit
Priest	8
Rogue	11
Warrior	1
Wizard	14

Attack Rolls Like a saving throw, there is always a chance that a melee or missile attack can fail. No matter what the attacker's THAC0, an attack roll of 1 is always a miss. In addition, a character's THAC0 advancement is limited—professional skills and training only extend a creature's natural talents so far. Warriors, naturally, can improve THAC0 the most. Table 39 shows THAC0 limits for all four character groups. Monsters have no THAC0 limits.

Table 40:
Skills for High-Level Characters

Warriors

Skill	Requirement	Base Score	Relevant Ability	Cost
Adaptation	Warrior 10+	9	Intelligence/Reason	2 (6)
All-Around Attack	Warrior 10+	—	—	1 (3)
Bravery	Warrior 10+	4	Wisdom/Willpower	1 (3)
Captivate	Warrior 15+, Bravery	4	Charisma/Appearance	1 (3)
Death Blow	Warrior 15+	—	—	2 (6)
Frighten/Challenge	Warrior 10+, Bravery	4	Charisma/Leadership	1 (3)
Hardiness	Warrior 15+, Bravery	4	Constitution/Fitness	2 (6)
Inner Focus	Warrior 10+	4	Wisdom/Willpower	1 (3)

Signature Item	Warrior 10+	10	Wisdom/Intuition	2 (6)
Signature Mount	Warrior 10+	9	Wisdom/Intuition	1 (3)
Sense Danger	Warrior 15+	6	Wisdom/Intuition	2 (6)

Wizards

Skill	Requirement	Base Score	Relevant Ability	Cost
Mental Focus	Wizard 12+	4	Wisdom/Willpower	1 (3)
Signature Item	Wizard 12+	10	Wisdom/Intuition	2 (6)
Spell Sculpting	Wizard 12+	8	Intelligence/Knowledge	1 (3)

Priests

Skill	Requirement	Base Score	Relevant Ability	Cost
Divine Strength	Priest 10+, Eminence	4	Wisdom/Willpower	1 (3)
Divine Voice	Priest 15+, Eminence	4	Charisma/Leadership	
Divine Will	Priest 10+	4	Wisdom/Willpower	1 (3)
Detect Deception	Priest 15+, Eminence	6	Wisdom/Intuition	
Eminence	Priest 10+	6	Charisma/Leadership	1 (3)
Invincibility	Priest 21+, Eminence	4	Wisdom/Willpower	2 (6)
Loan	Priest 15+	4	Wisdom/Intuition	1 (3)
Smite	Priest 15+, Eminence	—	—	2 (6)

Rogues

Skill	Requirement	Base Score	Relevant Ability	Cost
Adaptation	Rogue 11+	10	Intelligence/Reason	2 (6)
Classify Traps	Rogue 11+	4	Intelligence/Knowledge	2 (6)
Evasion	Rogue 16+	—	—	1 (3)
Fall/Jump	Rogue 11+	11	Dexterity/Balance	1 (3)
Featherfoot	Rogue 11+	—	—	1 (3)
Improvised Attack	Rogue 16+	—	—	2 (6)
Inner Focus	Rogue 11+	5	Wisdom/Willpower	1 (3)
Nondetection	Rogue 16+	4	Wisdom/Willpower	2 (6)
Sense Danger	Rogue 16+	6	Intelligence/Reason	2 (6)
Shadow Flight	Rogue 21+, Shadow Travel	—	—	1 (3)
Shadow Travel	Rogue 16+	—	—	1 (3)

Table 41:

Ability Modifiers to Skills

Ability Score	Modifier
3 or less	−5
4	−4
5	−3
6	−2
7	−1
8-13	0
14	+1
15	+2
16	+3
17	+4
18+	+5

Skills for High-Level Characters Characters who become sufficiently advanced in their professions begin to develop bags of tricks that less-accomplished characters can't match. These special abilities are similar to nonweapon proficiencies, but characters cannot learn skills from outside their groups. Each skill has a much more dramatic effect than a proficiency and has a minimum level requirement associated with it.

Just like proficiencies, many skills require a die roll to determine if they work. Success is determined by rolling the number indicated or less on 1d20. In most cases, a character's ability scores can alter the chance for success; these adjustments are listed on Table 41. A skill's requirements, success numbers, and relevant abilities are listed after each skill description and are compiled in Table 40 for quick reference.

A few skills can be used a limited number of times each day. The success numbers for these skills drop by a fixed amount each time they are used. Once a skill's base score is reduced to zero or less, the character cannot use that skill for a set period of time, usually one day. Any other skill based upon the reduced skill is likewise unavailable. Even if the character's ability adjustment (from Table 41) raises the skill score above zero, the skill remains unavailable until the indicated time has passed. The skill's base score returns to normal after the listed time has elapsed.

Opposed Success Rolls: In some cases, a skill requires an opposed roll in which the two creatures involved both roll 1d20 against an ability score or skill success number. If one opponent fails the roll, the creature who succeeded wins the contest. If both make their rolls, the opponent with the higher roll wins. If both opponents fail, some unusual result usually occurs. All ties are re-rolled.

Acquiring and Improving Skills: Characters who meet a skill's level requirement can learn the skill by spending proficiency slots. If the character point system from the *Player's Option: Skills & Powers* book is in play, the character can spend points instead.

Each skill's cost is listed after the skill description. The first number is the cost in nonweapon proficiency slots unless otherwise indicated. The number in parentheses is the skill's character point cost.

A skill's base success number can be improved by devoting extra slots or character points to the skill (see the *Player's Handbook*, Chapter 5, and *Skills & Powers*, Chapter 6). No mortal can ever have a base score of more than 16 in any skill; *wishes* have no effect on this limit.

Warriors High-level warriors are formidable killing machines, especially when equipped with magical weapons and armor. Although their THAC0 ceases to improve once they reach level 20, they continue to receive extra proficiencies and hit points until level 30. In addition, warriors automatically receive special powers beginning at 21st level. These abilities vary according to the warrior's subclass. All warriors also have access to a host of special skills beginning at level 10.

Table 42:

Warrior Advancement Beyond 20th

Level	Experience Points		Proficiencies		Hit Points (d10)*
	Fighter	Paladin/Ranger	Weapon	Nonweapon	

20	3,000,000	3,600,000	10	9	9+33
21	3,250,000	3,900,000	11	10	9+36
22	3,500,000	4,200,000	11	10	9+39
23	3,750,000	4,500,000	11	10	9+42
24	4,000,000	4,800,000	12	11	9+45
25	4,250,000	5,100,000	12	11	9+48
26	4,500,000	5,400,000	12	11	9+51
27	4,750,000	5,700,000	13	12	9+54
28	5,000,000	6,000,000	13	12	9+57
29	5,250,000	6,300,000	13	12	9+60
30	5,500,000	6,600,000	14	13	9+63

* Bonus hit points from high Constitution scores are not added after 9th level.

Fighters Beyond 20th Level

Breach Immunity: Beginning at 21st level, a fighter using any weapon—including his bare hands—can harm creatures that are normally hit only by +1 or better magical weapons. The fighter does not actually get an attack or damage bonus but can harm creatures such as a lycanthropes with any physical attack. This power is not magical and is not diminished by factors such as planar distances or effects that disrupt magic.

At 24th level, a fighter can harm creatures that are hit only by +2 or better weapons. This ability increases to allow the fighter to strike creatures that require a +3 weapon at 27th level, and by 30th level, the warrior can strike creatures that require +4 weapons.

Intimidation: A fighter of 21st level or higher has the ability to shake an enemy's resolve before combat begins. To use this ability, the fighter must be in plain sight and close enough to see the opponent's face clearly (10 yards if the visibility is good). Use of this ability does not constitute an attack, nor is there any initiative modifier.

Opponents with 4+1 Hit Dice/levels or less automatically retreat from the confrontation. The creature does not flee in panic, but cautiously backs away. Intimidated creatures seek to avoid any confrontation with the fighter for the rest of the day. If the fighter or his party attacks, the creature is free to return the attack, suffering the penalties as detailed below.

If the opponent has more than 4+2 hit dice/levels, it is entitled to a saving throw vs. death magic to escape the effects. If the saving throw is failed, the creature can opt to retreat from the fighter or remain in the area, in which case it suffers a –2 penalty on all initiative, attack, saving throw, and ability check rolls as long as the fighter remains within 60 feet of the creature. The creature is free to leave the area to avoid the effects, launching missile attacks or directing other activities, but the penalties return once the creature gets within 60 feet of the fighter.

As a fighter increases in level, he becomes increasingly more intimidating. For every three levels that the fighter gains after receiving this ability, the opponent saves at an additional –2 penalty. Thus, after achieving 24th level, opponents save at –2, at 27th level the penalty increases to –4, and a 30th-level fighter inflicts a –6 saving throw adjustment.

Rangers Beyond 20th Level

Extra Followers: At 21st level, a ranger attracts 2d6 more followers. The ranger attracts another group of 2d6 followers at 26th level.

Scroll and Magical Item Use: At 21st level, a ranger can read priest scrolls. The ranger's level is considered to be 9th when determining the chance of spell failure. The ranger can also use priest magical items at this level.

Scroll Writing: At 24th level, a ranger can prepare scrolls of priest spells according to the rules in Chapter 4. The ranger's level for purposes of determining success or failure is considered to be 9th.

Scrying: At 27th level, a ranger can employ **crystal balls** and other scrying devices as a 9th-level wizard.

Paladins Beyond 20th Level

Scroll and Magical Item Use: At 21st level, a paladin can read priest scrolls. The paladin's level is considered to be 9th when determining the chance of spell failure. The paladin can also use priest magical items at this level.

Scroll Writing: At 24th level, a paladin can prepare scrolls of priest spells according to the rules in Chapter 4. The paladin's level for purposes of determining success or failure is considered to be 9th.

Disease Immunity: At 27th level, a paladin becomes immune to all forms of disease, even cursed afflictions, such as mummy rot and lycanthropy, but not disease inflicted by true dweomers (see Chapter 6) or the special powers of priests that are higher level than the paladin. At this level, the paladin's *cure disease* ability is potent enough to cure cursed afflictions, such as mummy rot and lycanthropy, and remove any form of curse or affliction cast by a character of lower level than the paladin. This applies to cursed magical items as well.

Skills For High-Level Warriors

The following skills are available to fighters, rangers, and paladins who meet the listed requirements.

Adaptation: A character with this skill has a trained mind that quickly analyzes unusual or unfavorable environments and a finely tuned body that can compensate for physical impediments to fighting.

Warriors who use this skill successfully do not suffer combat and initiative penalties for fighting in an unfavorable environment, most notably the +6 foreign environment penalty to initiative (see Chapter 9 of the *Player's Handbook*). If the environment also

includes special saving throws or ability checks due to physical conditions, such as a Dexterity/Balance check to avoid falling off a ladder when struck in melee, characters successfully using this skill receive a +3 (or +15%) bonus to the check.

The skill does not allow characters to ignore situational movement penalties, environmental factors that are not combat related, or conditions that are physically impossible to overcome. For example, no one can avoid sinking into quicksand without magical aid, and resistance from water still makes slashing and bludgeoning weapons almost useless without a *ring of free action* or a *free action* spell. Likewise, characters adapted to fighting underwater still have to find ways to breathe.

The skill has no effect on penalties derived from an environment's magical properties or on penalties based on vision or lighting. In fact, characters who cannot observe their surroundings suffer a –4 penalty to the skill check—it is very hard to size up battlefield in thick fog or pitch darkness.

To use this skill, a character must actually enter combat in a foreign or unfavorable environment. At the end of each round, the character checks the skill. The skill check requires only a moment's thought and can be checked every round until successful. It does not prevent other actions—melee attacks, spellcasting, etc.—during the round. Once the skill succeeds, the character temporarily ignores the environment's special effects, as described above. The effect lasts for the entire battle plus one day per character level thereafter, and this can be extended indefinitely if the character practices fighting in the environment for at least eight hours a week. At an extra cost of one weapon or nonweapon proficiency slot (or three character points), the character can become permanently adjusted to fighting in the environment, provided the additional cost is paid before the adaptation fades.

Requirement: Warrior 10+

Relevant Ability: Intelligence/Reason

Success: 9 **Cost:** 2 (6)

All-around Attack: A warrior with this skill is capable of launching a massive blow that can be extended into a whirlwind physical attack that damages every enemy within reach.

An all-around attack must be announced in a round's player determination step (see the *Player's Handbook*, Chapter 9). In the round's resolution step, the warrior makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow. If the damage is sufficient to kill the opponent, the hail of blows from the warrior automatically inflicts damage on every enemy within a 5-foot radius, as decided by the character. Enemies who are larger than the original target, or whose Armor Classes are better than the original target's, are not harmed. Invisible opponents within the radius can be harmed if their effective Armor Classes (after the –4 bonus for *invisibility*) is not better than the original target's.

An all-around attack is a measure of a warrior's skill and can be made with any type of melee weapon that the warrior is proficient with. However, opponents that would normally be immune to the weapon used cannot be harmed in an all-around attack. If the initial attack misses, the all-around attack fails. If the initial attack hits, the target suffers normal from the attack. If the damage inflicted fails to kill the original target, there is no radius effect.

The warrior cannot move or take another action during the round when he attempts an all-around attack. If the *Player's Option: Combat & Tactics* combat system is in use, an all-around attack cannot be used as an attack of opportunity or as part of a heroic fray.

Beyond determining if the initial attack succeeds, the warrior's combat bonuses are not a factor in an all-around attack. The damage inflicted on creatures within the 5-foot radius varies with the warrior's level as follows:

Warrior Level	Area Damage
10–14	1d8
15–19	2d8
20–24	3d8
25–29	4d8
30+	5d8

Requirement: Warrior 10+

Relevant Ability: N/A

Success: N/A **Cost:** 1 (3)

Bravery: Warriors with this skill can harness their own strength of will to resist any fear effect.

When subjected to any form of unnatural fear from a spell, creature, or magical item, a warrior can roll a skill check. If the check succeeds, the fear effect is negated—no saving throw is necessary. If the check fails, the warrior still gets a saving throw if one is normally allowed. Paladins with this skill can use it against turning attempts by evil priests.

This skill is a prerequisite for the captivate, frighten/challenge, and invulnerability skills. Each time one of these skills is used, the character's base bravery score is reduced by two for the rest of the day. Once the warrior's base bravery score falls to zero, the character cannot use bravery or any of the other three skills for the rest of the day.

Requirement: Warrior 10+

Relevant Ability: Wisdom/Willpower

Success: 4 **Cost:** 1 (3)

Captivate: Warriors with this skill have developed a strong personal presence that is attractive to members of their own races.

Even without a skill roll, children, members of the opposite sex, and other warriors tend to be friendly toward the character provided they are of the same race and their alignments are similar to that of the character. For purposes of this skill, alignments are similar when they share one common element: law, neutrality, chaos, good, or evil.

Friendly nonplayer characters tend to pay attention to the warrior and view what the warrior says or does in a favorable light as long as it is not obviously harmful or contrary to local customs. With a minimum of encouragement, a friendly NPC gives the warrior information, performs simple errands, makes introductions, and so on. The warrior is a celebrity in the friendly character's eyes.

The warrior can attempt a skill roll to make a suggestion (as the 3rd-level wizard

spell) to a friendly NPC if the warrior can speak to the person privately for a few minutes. The NPC automatically obeys the suggestion if it does not involve risk, loss, or potential embarrassment; otherwise, a save vs. spell applies. If the warrior gives the NPC an appropriate gift of modest value or does a useful favor, the saving throw is made at a –4 penalty. If the saving throw succeeds, the NPC tries to flee from the warrior's presence. Each attempt to plant a *suggestion* reduces the warrior's base bravery score by two. Once the base bravery score falls to zero, the warrior's captivate skill is lost for the day.

Creatures with 8 or more Hit Dice/levels are immune to this skill's effects. Any hostile act or threat by the warrior—including a failed suggestion—breaks this skill's effects.

If the warrior spends an extended period of time (a few hours or more) in personal contact with a single NPC who is susceptible to this skill, the DM can secretly roll a skill check. If the check succeeds, the NPC forms an attachment to the character and acts upon the attachment in some way. More often than not, these attachments prove to be troublesome to the character. A few suggestions are listed below:

Stows away in the PC's baggage.

Offers to serve the warrior.

Brag about relationship with hero.

Undertakes a dangerous task on the PC's behalf.

Unfavorably compares a powerful local figure—perhaps a deity—with the character.

Steals a trinket or minor item from the hero.

Seeks marriage with (or adoption by) the PC.

Claims to be the warrior's spouse or offspring.

Presents PC with an apparently useless gift.

Requirement: Warrior 15+, Bravery Skill

Relevant Ability: Charisma/Appearance

Success: 4 **Cost:** 1 (3)

Death Blow: This skill allows warriors to strike deadly blows that can fell an opponent in a single stroke.

A death blow must be announced in a round's player determination step. In the round's resolution step, the warrior makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow and must save vs. death magic or be slain immediately. The opponent's defensive bonuses from protective devices (such as magical armor and *rings of protection*) always apply to the saving throw. If the DM wishes, the optional saving throw modifiers from Table 36 or from Table 38 can be used as well.

Opponents with more Hit Dice/levels than the warrior are immune to the effect. Creatures that would not normally be vulnerable to damage from the weapon the warrior is using in the attack also are immune.

When a warrior attempts a death blow, that is the only attack a warrior can make during the round. Attacks of opportunity (see *Combat & Tactics*, Chapter 1) are allowed, however, and a warrior can combine a death blow with an all-around attack. Only the initial target of the all-around attack is subject to the instant death effect, but this might

allow the all-around attack to succeed when it otherwise might not.

Requirement: Warrior 15+

Relevant Ability: N/A

Success: N/A **Cost:** 2 (6)

Frighten/Challenge: Warriors with this skill can turn their personal energies outward, producing an aura of fright that forces fairly weak creatures to flee. This skill also allows warriors to issue challenges that draw powerful creatures into personal combat.

To create an aura of fright, the warrior must shout and charge a group of creatures of 4 Hit Dice/levels or less. The creatures must be able to see and hear the warrior to be affected. The warrior makes a skill roll, and, if it succeeds, the creatures scatter, fleeing for as long as the character pursues them. The creatures flee for 1d10 additional rounds after pursuit ends.

Undead and creatures with no morale scores, such as conjured or summoned creatures under the control of a spellcaster, are not affected. Creatures gain a saving throw vs. spell if they are within 30 feet of a friendly creature that is immune to the aura. A cloak of bravery spell negates the effect.

If the skill roll is a 20, the affected creatures attack the warrior instead. If the warrior flees, the creatures pursue as long as they can see him. If the warrior attacks, the creatures automatically pass any morale checks they might be required to make for the next 1d10 rounds.

To issue a *challenge*, the warrior must be able to speak to the target creature, which must have least 10 Hit Dice or levels. The creature must be close enough to see the warrior (about 100 yards if the light and visibility are good) and be able to understand what the warrior says. The skill check is an opposed roll using the warrior's Charisma/Leadership score and the target's Wisdom/Willpower score. If the character wins the opposed roll, the affected creature must immediately advance and engage the warrior in physical combat unless restrained by another creature (restraint breaks the compulsion to attack, but keeps the creatures involved occupied for a full round). Creatures that are unwilling to fight can attempt to save vs. spell each round to break off the fight, otherwise, they engage in melee combat with the warrior. The affected creature can employ spells or missile weapons if it wishes, but it must close to melee range before doing so.

If the target creature has no Wisdom/Willpower score, use Table 10 (page 59) to generate one or use the creature's Intelligence rating. The circumstances surrounding the challenge can alter the opposed die roll as follows:

–6 to the skill score if the player makes no attempt to role-play the challenge. For example, the player says "I challenge the dragon."

–4 to the skill score if the player makes only a feeble attempt to role-play the challenge. "Why don't you stop flying around and just fight you stupid dragon?"

+1 to the opponent's Wisdom/Willpower score for every companion accompanying the warrior.

+1 to the opponent's Wisdom/Willpower score if it has suffered any damage, and an additional +1 for every 10% of its original hit points it has lost.

+10 to the opponent's Wisdom/Willpower score if the creature has weak combat powers (THAC0 14 or higher, Armor Class 2 or worse, no physical attack that inflicts more than 6 hit points of damage).

Any roll of 20 is a failure, regardless of the modified score. If both the warrior and the opponent fail their ability checks, the warrior issuing the challenge suffers a loss of confidence and must retreat into cover—or move away from the target at top speed for a full round if no cover is available. The warrior stays away for 1d4 rounds. The bravery skill can be used to avoid this mandatory retreat.

The warrior is free to move and attack normally during the round when the skill roll or ability check is made. Each use of either form of this skill lowers the warrior's bravery skill by one for the rest of the day (each attempt depletes the warrior's inner strength slightly). This skill cannot be used once the bravery skill falls to zero.

A fighter can use his intimidation gaze while issuing a challenge, but only if the opponent is within range when the challenge is issued.

Requirement: Warrior 10+, Bravery Skill

Relevant Ability: Charisma/Leadership

Success: 4 **Cost:** 1 (3)

Hardiness: Warriors with this skill can use their inner strength to temporarily delay the harmful effects of special attacks, but not physical damage. If given sufficient time to rest, this skill allows warriors to recover from such attacks without additional aid.

When subjected to a harmful special effect from a spell, creature, or magical item, a warrior can roll a skill check. If the check succeeds, the effect is delayed for the period of time shown on the table below. If the check fails, the warrior suffers the effect normally. If the effect allows a saving throw, the warrior rolls the save before checking this skill.

Warrior Level	Delay
15–19	5 Rounds
20–24	10 Rounds
25–29	15 Rounds
30	20 Rounds

Hardiness does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of purely physical damage, such as severed limbs or broken bones. Nor does this skill protect against effects that are not directly harmful, such as magical charms, entanglement, or imprisonment.

If the skill succeeds, the warrior suffers no harm from the effect until the delay ends, but he is aware of what the effect is. If the warrior receives the appropriate cure before the delay ends, there is no harm to the character. If the harmful effect's duration is shorter

than the delay there also is no effect.

For example, a 17th-level fighter with 34 hit points left (from a total of 115) is battling a wizard who casts power word kill on him. After making his hardness skill roll, he delays the effects of the spell for five rounds. Two rounds later, after killing the wizard, the party priest casts heal on him. When the delay effect is over, the power word kill effect occurs, but his hit points are now over 60 and he is immune to the spell. If the priest had not healed him, he could have lapsed into unconsciousness in an effort to avoid the effect of the power word, as detailed below.

If the harmful effect has not expired or been cured when the delay ends, the warrior must either suffer the full force of the effect or lapse into unconsciousness while the character's body struggles to resist. The length of time the character remains unconscious depends on the extent of the injury, as noted on the table below.

Injury	Recovery Time
Minor	1 Day
Severe	1 Week
Extreme	1 Month

Minor: These effects impair—but do not incapacitate—the character, such as blindness, deafness, and ability score reductions. Spells such as *antipathy/sympathy* (antipathy effect), *cause blindness/deafness*, *color spray* (most of the time), *contagion*, and *holy word* are examples of minor effects.

Severe: Includes effects that incapacitate or completely transform the character, such as petrification, polymorphing, and death. Severe spell effects include *hold person*, *phantasmal killer*, *polymorph other*, *power word kill*, and *power word stun*.

Extreme: Includes effects that wrench the character's very being, such as energy drains (per level drained) and magical aging (per year aged). Two notable examples include the 9th-level wizard spell *energy drain* and the 6th-level priest spell *age* creature from the *Tome of Magic*.

At the end of the recovery time, the character attempts a system shock roll. If the roll succeeds, the character awakens—fully healed—and the effects of the delayed magic are nullified. If the roll fails, the character awakens, but suffers the full force of the effect. Thus, it is possible for a character to rest for months and then wake up only to die from the effects of the delayed magic.

For instance, if our fighter from the above example had decided to sleep off the effects of the *power word kill*, he would have been unconscious for a week. The player rolls the character's system shock roll (17 Constitution) and rolls 98%—1% over what he needed. Since the power word would have killed him at the time he lapsed into unconsciousness, the character awakens just long enough to be killed by the spell.

If a character is suffering from multiple effects, the character makes system shock rolls at the end of each recovery period. The player can choose the order in which the checks are made, but the character does not awaken until checks have been made for all the effects. For example, a character who was drained by a vampire and paralyzed by a

lich remains unconscious for nine weeks—one month to revive from each of the two levels the vampire drained and another week for the paralysis.

If an appropriate cure is applied while the character is unconscious, the character recovers immediately and automatically. For instance, the fighter sleeping off the effects of the *power word kill* spell from the previous example would recover after receiving healing sufficient to raise his hit points above 60.

Heroic Effort: As a last-ditch effort to continue a battle, a fighter can use the hardiness skill to extend his life. Instead of dying at zero hit points (or falling unconscious at zero hit points and dying at –10 if the optional *Hovering at Death's Door* rule is in play), a warrior who makes a successful hardiness check can continue fighting until reaching –20 hit points. The character can function in this state for a number of rounds equal to his delay effect, suffering the appropriate consequences for reduced hit points at the end of the delay.

Use of this skill is not without its drawbacks, however. If the warrior is reduced to –20 hit points or less, the character is struck unconscious and dies once the delay expires. Once a character's hit points drop to –20 or less, death is inevitable at the end of the delay period unless unusual conditions exist (see below).

Curative spells can allow a warrior struck unconscious by being reduced –20 hit points or less to rejoin a battle, but death still occurs at the end of the delay period. A *raise dead* or *resurrection* spell cast during the delay period prevents death from occurring.

It is possible that a character with the ability to regenerate (from a magical item or high Constitution score) can continue fighting even after being reduced to –20 hit points or less. If regeneration increases the warrior's hit points to –19 or more during the delay period, the character regains consciousness and does not die if he receives enough healing to restore him to positive hit points before the delay ends. Even if death occurs, regeneration usually restores a character much more quickly than the rest period the hardiness skill requires. A character returned to life through regeneration need not make a system shock roll.

An *amulet of life protection* also allows a warrior to continue fighting after being reduced to –20 hit points or less if the character receives sufficient healing to restore him to –19 hit points or more. The character still lapses back into death at the end of the delay period, but any form of magical healing can restore him to life (see page 79) and no system shock roll is required.

Each use of the hardiness skill lowers the warrior's base bravery score by two for the rest of the day. The skill is ineffective if the character's base bravery score has been reduced to zero or less.

Requirement: Warrior 15+, Bravery Skill

Relevant Ability: Constitution/Fitness

Success: 4 **Cost:** 2 (6)

Inner Focus: Warriors with this skill can marshal their personal energies to provide a temporary bonus to their Strength, Dexterity, or Constitution scores.

By concentrating for one round and making a successful skill check, the warrior can improve one of the three eligible ability scores to the value listed on the table below. The

improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. Reductions lower scores by two full points; an extraordinary Strength score (18/01–18/00) is reduced to 16. The warrior can end the boost—and restore the values of the other scores—at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

Warrior Level	Improved Score
10–14	18 (18/00)
15–19	19
20–24	20
25–29	21
30+	22

The warrior can take no other actions during the round spent concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two. The skill cannot be used once the base score falls to zero or less.

Bonuses are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a warrior who chooses to increase Constitution immediately gains bonus hit points but loses them again when the character's Constitution score returns to normal. Likewise, the effects from reduced ability scores are applied immediately but then restored when the improvement ends.

A character can have only one ability score improvement from this skill operating at any given time.

Requirement: Warrior 10+

Relevant Ability: Wisdom/Willpower

Success: 4 **Cost:** 1 (3)

Sense Danger: This skill allows warriors to discover threats that are not obvious to less perceptive characters.

The sense danger skill is actually five different subskills, as outlined below. The number of subskills the warrior knows depends on the character's level: one subskill at 15th–19th level, two at 20th–24th level, three at 25th–29th level, and four subskills at 30th level or higher. If the character purchases this skill twice, the warrior gains one extra subskill. Any improvement to the skill number improves all the subskills the character knows.

Each subskill gives the warrior the ability to detect danger in a different form:

Ambushes: The warrior can determine if hidden enemies are lurking in any area the character can see well (see Table 62 in the *Player's Handbook*). The warrior can scan an area roughly 200 yards square in a single round. An area can be scanned only once each turn, and a successful check reveals approximately how many creatures are hiding in the area and their approximate size.

Attack Readiness: With a successful skill check, the warrior can tell if a creature is prepared to attack. The skill does not tell the anything about the other being's actual intentions, just its readiness for combat. For example, a creature that is prepared for combat might attack soon, or it might simply be ready to respond to a hostile action. In one round, the warrior can determine the battle-readiness of every being in a 30-foot cube.

The warrior can also study a single creature to determine if it has any concealed weapons. A successful check reveals any hidden weapons (tucked into clothing, hidden nearby, etc). If faced with an unknown creature, a successful skill check allows the warrior to determine what its attack modes are (claws, teeth, etc.).

When the warrior detects a concealed weapon with this skill, the character notes its general size, location, and type—a sap tucked into the back of a character's breeches or a dagger hidden in a sleeve, for example. The character learns nothing else about the weapon. Note that the warrior must be aware of the creature before checking for concealed weapons. The warrior cannot detect weapons hidden by illusions or other magical means.

Back Attacks: When an enemy launches an attack at the warrior from the rear, the character can attempt a skill check to detect the assault. Success negates any chance for surprise and all special bonuses the attacker might gain from a rear attack, including a thief's backstab bonuses. A successful check allows the warrior to apply defensive bonuses from a high Dexterity/Balance score, even if the character does not turn to meet the attack. Shield bonuses are not applicable unless the character turns around. Unlike the barbarian's back protection ability (see *The Complete Barbarian's Handbook*, Chapter 1), this skill does not allow the warrior to make a free counterattack.

Hidden Enemies: The warrior has a sixth sense about hidden enemies in the immediate vicinity. Once a round, the character can make a skill check. If successful, the warrior learns the location of all invisible, ethereal, astral, out of phase, or hidden creatures within a 30-foot radius. The character does not know how the creature's are hidden—an ethereal creature is indistinguishable from an invisible one—but the character notes their locations and can track their movements so long as they remain within the radius. The warrior suffers a +1 initiative penalty on the round when he uses this ability.

This subskill does not reveal disguised creatures in plain sight or the intentions of creatures. For example, a golem posing as a statue is not revealed, nor can the character determine if an NPC is secretly hostile.

Size Up Opponent: With a successful skill check, the warrior can study a single creature each round and determine how dangerous the creature would be in physical combat. It does not give the warrior any indication of a creature's magical abilities, innate spell-like powers, breath weapons, and the like. If a creature's hit points and THAC0 qualify it for more than one category, the DM is free to choose which one the warrior detects.

Low: The creature's hit point total is 20% or less than the warrior's, and its THAC0 is at least 15 points higher.

Moderate: The creature has 21–50% of the warrior's hit points or its THAC0 is at least 10 points higher.

Significant: The creature has 51–70% of the warrior's hit points, and its THAC0 is at

least 5 points higher.

Dangerous: The creature has 71–100% of the warrior's hit points, and its THAC0 is less than 5 points higher, but not lower.

Deadly: The creature has more hit points and a lower THAC0 than the warrior.

With any subskill, the DM should roll the check secretly. If the roll fails on a roll of 19 or less, the character detects nothing. If the roll fails on a 20, the character gets a false indication—sensing an invisible figure where there is none, improperly sizing up an opponent, etc. A false indication has no effect on a back attack.

If the character also has the alertness proficiency, the character receives a +1 bonus to his skill score.

Requirement: Warrior 15+

Relevant Ability: Wisdom/Intuition

Success: 6 **Cost:** 2 (6)

Signature Item: A warrior with this skill chooses an item from the character's collection of equipment as a personal trademark that is specially protected from twists of fate.

The warrior designates a signature item by giving it a name and noting something distinctive about it. If the item has no distinguishing features, the character must hire an artisan with the appropriate skill—such as a weaponsmith for a sword—to add one. The alteration could be as simple as engraving the item's name somewhere upon its surface or as elaborate as the character desires (and can afford). No skill check is required to designate an item, and as soon as the item is designated, described, and named, the warrior forms an empathic link with it. It is possible to have more than one signature item, but the character must pay the full cost of this skill for each item. If the warrior improves the skill score, the improvement applies to all the character's signature equipment.

A signature item must be something the character has owned for an extended period of time and uses regularly. For example, a warrior cannot designate a friendly wizard's favorite spell book as a signature item. The DM is free to decide how long the character must own the item, but one level's worth of advancement is the usual period. Likewise, the DM must decide what constitutes regular use, but at least once during the majority of the character's adventures is the usual requirement. Only nonconsumable items can be signature items, but rechargeable items qualify.

If a signature item is ever required to roll an item saving throw (see the *Dungeon Master Guide*, Chapter 6), it automatically succeeds so long as the owner is carrying the item and the survives the event. For example, if Tana is subjected to a *fireball* and fails her saving throw vs. spell, all her equipment must save vs. magical fire or be destroyed. Tana's signature sword, *Windsinger*, does not have to roll the item saving throw, it succeeds automatically.

Deliberate actions that lead to item saving throws can destroy a signature item. For example, if Tana uses *Windsinger* as a brace to keep a trap from closing, the sword can break. Likewise, if an attacker deliberately targets a disintegrate spell at *Windsinger*, the sword can also be destroyed. Deliberate actions can destroy a signature item even if the owner is not aware of the danger. For example, if Tana slashes at what she thinks is a

giant spider, but the creature is really a rust monster, *Windsinger* could be destroyed.

If the character does not survive the event that caused the item saving throw, the item must make the roll normally. If the item survives the incident and the character is restored to life, the link is automatically reestablished. If the item is destroyed in the same event that killed the warrior, the link is broken.

If a signature item is ever lost or stolen, the link with the item allows the warrior to attempt a skill check once a day to receive a vision of the item's location. If successful, the character receives a visual image of the item's current surroundings and has a vague idea of the location's distance and direction. If the item lies on another plane, the warrior receives a vision of the plane, but can discern no other information unless he actually travels to the plane. If the item is magically hidden, the warrior learns this fact, along with the item's general location. For example, he would know that his signature item is hidden in King Snurre's great hall.

If a signature item is destroyed or irrecoverable, the character can use the link to obtain a replacement. This does not apply if both the signature item and the character were destroyed by the same event. If the signature item was nonmagical, the character need only acquire a similar item and give it the same name as the original. The character forms a link with the new item, which gradually begins to resemble the original until it becomes indistinguishable from the original after about one month.

If the item was magical, the character must obtain an item of quality (see the *Dungeon Master Guide*, Chapter 6) and roll a skill check. If the check succeeds, the link is strong enough to recreate the item. The character loses five times the item's experience point value and the nonmagical item is miraculously infused with an enchantment that exactly matches the original item after about one month. If the character is unwilling to pay the experience cost, the link is broken instead. If a magical item similar to the original item is used instead of an item of quality, its experience value is subtracted from warrior's experience loss. Artifacts cannot be restored in this manner, though the character gains the other benefits of the link.

Voluntarily giving away or not making a reasonable effort to recover a signature item that has been lost or stolen always breaks the link. The DM is the final judge of what constitutes a reasonable effort at recovery.

Warriors can have one signature item from each of the following categories: armor, weapon, shield, and miscellaneous magical item. Each signature item requires the expenditure of the appropriate number of proficiency slots or character points. At the DM's option, pairs of magical items might also qualify as a single signature item, such as the *twin blades of Ra*.

Requirement: Warrior 10+

Relevant Ability: Wisdom/Intuition

Success: 10 **Cost:** 2 (6)

Signature Mount: A warrior with this skill forms a special bond with a mount. When they are together, the mount gains considerable protection from attacks that might otherwise kill it.

A signature mount cannot have more than 10 Hit Dice and must have at least four hit points per Hit Die. For example, a heavy war horse has 5+5 hit dice; it cannot become a

signature mount unless it has at least 25 hit points. The mount must be tamed and recognize the warrior as its master. If the creature has an Intelligence score of 5 or more, it need not be trained if it willingly serves the warrior. The warrior must name the mount and provide it with something that makes it recognizable. This can be as simple as purchasing a saddle with the mount's name engraved in it or as elaborate as the character can afford.

When the link is established, the mount immediately gains one hit point per level of the character plus an additional hit point each time the warrior gains a level. When the warrior is riding the mount, the mount suffers no damage from area attacks (such as breath weapons and *fireballs*) if the rider successfully saves against the attack. If the rider fails the saving throw but survives the attack, the mount saves for half or no damage, using the rider's saving throw number. The mount also gains the rider's saving throw against effects targeted directly at it (such as *disintegrate* and the cold ray form of *Otiluke's freezing sphere*) as long as the rider is with the mount. Attacks such as power word spells must be potent enough to overcome the rider to have any effect, although they affect only the mount if that is where they are targeted. If the mount is alone, or the rider does not survive the attack, the mount must use its own saving throw number, and it suffers the normal effects from the attack.

If a signature mount is ever killed, the warrior can acquire a new one of the same type and hit points. Each day, the character can attempt a skill check to receive a vision of the new mount. If the check succeeds, the character sees the mount in its current surroundings and knows the approximate direction and distance to the location. If the mount is on another plane, the warrior receives a vision of the plane but can discern no other information unless the character actually travels to the plane. If the mount is magically hidden, the warrior learns this fact, along with the mount's general location. It is up to the character to seek out the replacement mount, but the mount willingly serves the warrior if the character obtains it.

A warrior can have one signature mount for each different type of terrain. For example, the character might have a young adult mercury dragon (airborne), heavy war horse (land), and a giant sea horse (water). Subterranean and desert mounts might also be allowed, at the DM's option. Each signature mount requires the expenditure of the appropriate number of proficiency slots or skill points.

Requirement: Warrior 10+

Relevant Ability: Wisdom/Intuition

Success: 9 **Cost:** 1 (3)

Wizards High-level wizards are unquestionably the most powerful characters in the campaign. While physically weak, the right combination of protective magical items can make them all but invulnerable to attack except by high-level warriors—who often have a hard time getting close enough to make melee attacks—and other high-level wizards. Wizards continue to receive extra proficiencies and hit points until level 30. Wizards receive very little in the way of special skills once they reach 20th level, as their ability to create magical items and cast an ever-increasing number of spells—including 10th-level spells—gives them a great deal of power already.

Table 43:**Wizard Advancement Beyond 20th**

Level	Experience Points	Proficiencies		Hit Points (d4)*
		Weapon	Nonweapon	
20	3,750,000	4	10	10+10
21	4,125,000	4	11	10+11
22	4,500,000	5	11	10+12
23	4,875,000	5	11	10+13
24	5,250,000	5	12	10+14
25	5,625,000	5	12	10+15
26	6,000,000	5	12	10+16
27	6,375,000	6	13	10+17
28	6,750,000	6	13	10+18
29	7,125,000	6	13	10+19
30	7,500,000	6	14	10+20

* Bonus hit points from high Constitution scores are not added after 9th level.

Wizards Beyond 20th Level

Sage Ability: At 21st level, a wizard has accumulated enough books and esoteric knowledge to function as a sage (see *Dungeon Master Guide*, Chapter 12). The wizard can answer general questions in two categories listed on table 61 in the *Dungeon Master Guide*, but one category must be Alchemy or Chemistry. This reflects the character's knowledge of magical potions and scroll inks. The player can choose the remaining category or the DM can assign one.

The character's base chance to answer a general question is 6 or less on 1d20, modified by the character's Intelligence/Knowledge bonus.

At 24th level, the character can answer specific questions after acquiring 1d6 books or scrolls at a cost of 1,000 gp each.

At 27th level, the character can answer exacting questions after acquiring 1d6 additional books or scrolls at a cost of 1,000 gp each.

It is always possible for a character to discover the answer to a difficult question by consulting another character, undertaking an adventure the DM has devised, or by engaging in very lengthy and expensive research. See the magical item creation rules in Chapter 4 of this book and the spell research rules in Chapter 7 of the *Dungeon Master Guide* for guidelines.

For example, a high-level wizard with a knowledge of history might discover the answer to a fairly simple, but specific, question (What was the name of King Rassmon's oldest daughter?) after 1d3+1 weeks of study at a cost of 100 gp a week. This is the same as the cost to discover a potion formula. A very difficult and esoteric question (Who made the carpet that lay in king Rassmon's great hall?) might require as much time and money to research as a 6th- or 7th-level spell. The chance to know the answer would be the same as that for successfully researching the spell.

Skills For High-Level Wizards

The following skills are available to mages and specialist wizards who meet the listed requirements.

Mental Focus: Wizards with this skill can marshal their personal energies to provide a temporary bonus to their Intelligence, Wisdom, or Dexterity scores.

By concentrating for one round and making a successful skill check, the wizard can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. The wizard can end the boost—and restore the values of the other scores—at any time. If the character's ability score is already equal to or higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

Table 44:
Wizard Spell Progression

Level	1	2	3	4	5	6	7	8	9	10
20	5	5	5	5	5	4	3	3	2	1
21	5	5	5	5	5	4	4	4	2	1
22	5	5	5	5	5	5	4	4	3	1
23	5	5	5	5	5	5	5	5	3	2
24	5	5	5	5	5	5	5	5	4	2
25	5	5	5	5	5	5	5	5	5	2
26	6	6	6	6	5	5	5	5	5	3
27	6	6	6	6	6	6	6	5	5	3
28	6	6	6	6	6	6	6	6	6	3
29	7	7	7	7	6	6	6	6	6	4
30	7	7	7	7	7	7	7	6	6	4

Wizard Level	Improved Score
12–16	18
17–20	19
21–25	20
26–29	21
30+	22

The wizard can take no other actions during the round the character is concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two; the skill cannot be used once the base score falls to

zero or less.

Bonuses from an increased score are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a wizard who chooses to increase Dexterity immediately gains an improved Armor Class bonus, but loses it again when the character's Dexterity score returns to normal. Likewise, the effects from reduced ability scores are applied immediately when the improvement ends.

A character can have only one ability score improvement from this skill operating at any given time.

Requirement: Wizard 12+

Relevant Ability: Wisdom/Willpower

Success: 4 **Cost:** 1 (3)

Signature Item: A wizard with this skill chooses an item from the character's collection of equipment as a personal trademark that is specially protected from twists of fate. Except as noted below, this skill operates exactly like the warrior skill of the same name.

The wizard is free to have as many signature items as he is willing to pay for, but no more than one of any type of item is allowed. For example, the wizard could not have two *staves of the magi* as signature items, but he could have a *staff of the magi*, *wand of magic missiles*, and a *rod of smiting* as signature items.

The wizard can choose items from the ring, rod, staff, wand, miscellaneous magic, and weapon categories.

Requirement: Wizard 12+

Relevant Ability: Wisdom/Intuition

Success: 10 **Cost:** 2 (6)

Spell Sculpting: A wizard with this skill knows one spell so well the character can alter its statistics when casting it.

To use this skill, the wizard must prepare an item to help focus and reshape the spell's magical energy. A focus item can be a small object such as a jewel, wand, or amulet. A focus item must be worth at least 500 gp per spell level.

When sculpting, the wizard must meet all the usual requirements to cast the spell; the wizard employs the focus item as an additional material component, which is normally not consumed. A successful skill roll allows the wizard to change the spell in a minor way, as listed below. If the roll fails, the spell is cast normally. If failure roll is a 20, the focus item is destroyed.

When a wizard successfully sculpts a spell, the character can choose one effect from the list below.

Increase Damage: The spell can inflict an extra two dice of damage of the type normally rolled to determine the damage the spell inflicts. For example, Neja, a 20th-level wizard, could sculpt a *burning hands* spell to inflict 3d3+20 points of damage. If Neja sculpted a *fireball* spell to increase damage, the spells would inflict 12d6 points of damage.

Spells that have individual damage dice, such as magic missile, are not increased individually. For example, Neja could cast a *magic missile* that inflicted a total of 7d4+7

points of damage. The additional damage could be added to a single missile or an additional die of damage could be added to two separate missiles.

Spells that do not use dice rolls to determine damage cannot be sculpted in this manner.

Extend Duration: The spell's total duration is doubled. This applies only to the actual time a spell lasts but not to any special durations a spell may have.

For instance, *invisibility* would last a total of 48 hours or until the creature made an attack. Neja's *stoneskin* would have a duration of 48 hours or until it had blocked 1d4+10 attacks (refer to the spell commentary for *stoneskin*). Spells with instantaneous durations cannot be sculpted in this manner.

Extend Range: The spell's range is doubled. If the spell has a range of touch or 0, its range cannot be extended.

Shorten Casting Time: The spell's casting time is cut in half, to a minimum of 1. If local conditions lengthen the spell's casting time (see page 47), apply the multiplier first, then cut the result in half.

It is not possible to sculpt a spell more than once. It is possible, however, to employ a metamagic spell, such as *extension* or *squaring the circle*, to a spell that has been sculpted provided that the sculpting effect does not duplicate the metamagic spell effect. For example, a wizard cannot extend a spell's duration and use an *extension* spell at the same time. A wizard could sculpt a spell to extend its range and use an *extension* spell to increase its duration.

The highest level spell a wizard can sculpt is limited by the character's level, as shown below:

Wizard's Level	Maximum Spell Level
12–14	1st
15–17	2nd
18–20	3rd
21–23	4th
24–26	5th
27–29	6th
30+	7th

A wizard can learn to sculpt more than one spell but must pay the full cost for this skill for each spell. If the wizard improves the skill's base score, the increase applies to all spells the wizard knows how to sculpt.

Requirement: Wizard 12+

Relevant Ability: Intelligence/Knowledge

Success: 8 **Cost:** 1 (3)

Priests High-level priests combine spellcasting abilities with combat power. Like warriors, priests equipped with magical armor and weapons are formidable in combat. Their primary strength, however, comes from their spells.

In addition, priests receive extra proficiencies and hit points through 30th level. Priests also have access to special skills beginning at 10th level.

Priests and 10th-Level Spells

All priests, even druids, gain the ability to cast true dweomers when they reach 20th level. (Although druids do not gain additional spells of levels 1–7 once they exceed 15th level, true dweomers represent a new approach to magic that very high-level druids can understand and use.) Note that the term “10th-level spell” is something of a misnomer. For a priest, a true dweomer might be called an 8th-level spell, but a true dweomer cast by a priest functions just like a wizard’s true dweomer does.

Unlike wizards, priests use divine power to create their true dweomers, and any true dweomer a priest casts must promote the deity’s interests in some way. This requires a judgment call for the DM. When deciding if a priest’s deity grants a true dweomer, consider the following:

The priest must be in good standing with the deity, having observed the requirements of both the character’s alignment and the deity’s ethos. This is true of all priest spells, and a priest who has strayed too far from the path might not be able to cast any spells at all.

Any true dweomer that impacts on the deity’s sphere of control or portfolio is likely to be granted unless it runs contrary to that power’s wishes. For example, a deity of agriculture is likely to grant a true dweomer that creates an abundant harvest unless the people who are going to benefit from the harvest have offended the deity. Similarly, a deity of war is very likely to grant a true dweomer that transports an entire army to a battlefield, whereas a deity of peace would be more likely to help transport troops away from a battle. The DM should always try to consider the problem from the deity’s point of view.

When in doubt, check the spheres of normal spells the priest is allowed to cast. If the proposed true dweomer contains effects found in those spells, it is probably acceptable. For example, a priest with access to the creation sphere probably can use true dweomers from the create, conjure, and animate areas.

Table 45:

Priest Advancement Beyond 20th

Level	Experience Points		Proficiencies		Hit Points (d8)*
	Cleric	Druid	Weapon	Nonweapon	
20	2,700,000	2,000,000	7	10	9+22
21	2,925,000	2,500,000	7	11	9+24
22	3,150,000	3,000,000	7	11	9+26
23	3,375,000	3,500,000	7	11	9+28
24	3,600,000	4,000,000	8	12	9+30
25	3,825,000	4,500,000	8	12	9+32
26	4,050,000	5,000,000	8	12	9+34
27	4,275,000	5,500,000	8	13	9+36
28	4,500,000	6,000,000	9	13	9+38

29	4,725,000	6,500,000	9	13	9+40
30	4,950,000	7,000,000	9	14	9+42

* Bonus hit points from high Constitution scores are not added after 9th level..

Priests Beyond 20th Level

Improved Access to Quest Spells: Any priest with access to true dweomers can receive a quest spell without sacrificing any spellcasting ability. All other requirements for receiving a quest spell must be met normally, see the *Tome of Magic* for details.

Improved Undead Turning: Upon reaching 21st level, a priest who receives the granted power to turn undead can use the power multiple times within the same encounter. The character may continue to turn undead so long as prior attempts against the same group of creatures were successful. Once an attempt fails, the priest cannot continue.

In the case of mixed groups of undead, where a single turning attempt succeeds against some creatures in the group but not others, further attempts to turn the unaffected creatures are useless. Weaker creatures continue to be affected as long as attempts against them succeed.

For example, Wulf meets a lich, six vampires, and a horde of skeletons and ghouls. Wulf is a 21st-level cleric and rolls a 7 on his turning attempt. Wulf automatically destroys 2d6+2d4 skeletons and 2d6+2d4 ghouls. The roll is sufficient to turn the vampires; Wulf rolls 2d6 and gets a 5, leaving one vampire unaffected. The turning roll of 7 is insufficient to turn the lich. The next round, Wulf can use his turning ability against the skeletons, ghouls, and the remaining vampire, but the lich is unaffected since Wulf's initial roll did not affect him.

Increased Spell Selection: At 21st level, the priest gains minor access to a sphere of spells the character previously did not have access to or gains access to another level of spells in a sphere the character already has minor access to.

For example, clerics do not have access to the plant, animal, or weather spheres, and they have only minor access to the elemental sphere. A 21st-level cleric could gain minor access to the plant, animal, or weather sphere or get access to 4th-level elemental spells. The DM can make the selection or let the player choose.

At 25th level, the priest gains minor access to another sphere of spells or adds access to another level of spells in one of the character's minor spheres, including the minor sphere the priest added or enhanced at 21st level.

At 27th level, the priest gains minor access to another sphere of spells or adds access to another level of spells in one of the character's minor spheres, including the minor spheres added or enhanced previously.

Holy Army: A priest of 21st level or higher can call up an army of dedicated followers to accomplish a single task. The task can be as simple or complex as the priest desires, but it must be something that can be accomplished through force of arms. Acceptable tasks include: destroying a particular castle, temple, or town; rescuing a captive; recovering a

stolen item; bringing a fugitive to justice; deposing a ruler; and so on. The task cannot violate the principles of the priest's alignment or ethos. A priest cannot summon a holy army if the character already has one in the field and cannot summon more than one each year.

A holy army can contain as many troops as the priest's experience point total divided by 1,000. For example, a priest who has just attained 21st level can summon 2,925 troops. Most troops are 0-level fighters, but there is one commander of half the priest's level (round down). The commander in turn has two assistants of half the commander's level, and each of those characters have two more assistants and so on. Each commander and assistant also has a priest or cleric of similar level. For example, a holy army summoned by a 21st-level priest has one commander of 10th level, two subcommanders of 5th level, four lieutenants of 2nd level, and eight sergeants of 1st level. Each officer is accompanied by a priest of similar level. If the priest is lawful good, there is a 10% chance that any given officer is a paladin. If the priest is of any good alignment, and the task involves activities in the wilderness, there is a 10% that any commander is a ranger.

To summon a holy army, the priest must be in a place where people worship the character's deity openly. A holy army takes two weeks to gather for every 500 people in it, though the priest can summon a smaller army. If worshippers of the character's deity are not common in the area where the priest is, the gathering time is doubled. An army usually stays together for a maximum of one month for each level of the priest summoning it. However, the priest can hold it together a little longer by paying the troops well (2–4 gp per 0-level trooper and 100 gp per level for commanders and priests) or by making a successful Charisma/Leadership check. In either case, the army's goal must be within easy reach, and the troops remain active for an additional 2d4 months.

When an army disbands, the troops may return home or they may decide to remain together as an independent force to pursue their own goals. It is best if the priest sees to it that the troops return home instead of giving a more radical element the opportunity to take control of the army.

Skills For High-Level Priests

The following skills are available to clerics, specialty priests, and druids who meet the listed requirements.

Divine Strength: Priests with this skill can marshal divine energies to provide a temporary bonus to their Wisdom, Strength, or Charisma scores.

By concentrating for one round and making a successful skill check, the priest can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. The priest can end the boost and restore the values of the other scores at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

Priest Level	Improved Score
10–14	18
15–19	19
20–24	20
25–29	21
30+	22

Table 47:

Priest Spell Progression

Level	1	2	3	4	5	6	7	*
20	9	9	9	8	7	5	2	1
21	9	9	9	9	8	6	2	1
22	9	9	9	9	9	6	3	2
23	9	9	9	9	9	7	3	2
24	9	9	9	9	9	8	3	2
25	9	9	9	9	9	8	4	3
26	9	9	9	9	9	9	4	3
27	9	9	9	9	9	9	5	4
28	9	9	9	9	9	9	6	4
29	9	9	9	9	9	9	7	4
30	9	9	9	9	9	9	8	4

* The number of true dweomers—10th-level spells—the character can prepare, have prepared, or cast in one day (see Chapter 6).

The priest can take no other actions during the round the character is concentrating on raising the selected ability score. Each attempt to raise an ability score, successful or not, during a single day lowers the base skill score by two; the skill cannot be used once the base score falls to zero or less.

Bonuses from an increased score are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a priest who chooses to increase Wisdom immediately gains saving throw bonuses against mental attacks but loses them again when the character's Wisdom score returns to normal. Likewise, the effects from altered ability scores are applied immediately. The priest does not gain any bonus spells from this skill but does gain immunity to certain spells for a Wisdom score of 19 or higher (see *Player's Handbook*, Table 5).

A character can have only one ability score improvement from this skill operating at any given time.

Requirement: Priest 10+, Eminence Skill

Relevant Ability: Wisdom/Willpower

Success: 4 **Cost:** 1 (3)

Divine Voice: Priests with this skill can speak with divine authority.

To use the skill, the priest must speak loudly and clearly for a full round. With a successful skill check (made at the end of the round), the priest's voice takes on a divine quality. Every creature within 180 feet can hear the priest speaking unless it has been magically deafened. The divine voice penetrates silence spells and up to 10 feet of solid rock or three inches of lead. *Antimagic shells*, *prismatic spheres*, *cubes of force*, and 10th-level ward spells shield their occupants.

Creatures that hear the voice are automatically *enthralled* (as the 2nd-level priest spell) if they have less than 5 Hit Dice or levels. Other creatures can save vs. spell to avoid the effect. Creatures do not have to understand the priest's words, they merely have to hear them. Undead and creatures normally immune to charm spells, such as golems and creatures with Wisdom/Willpower scores of 19 or more, are not affected.

The priest can hold an audience enthralled for up to one hour, as per the *enthral* spell, but excessive jeering can break the effects (see the spell description in the *Player's Handbook*). The priest can also utter a *mass suggestion* to creatures the character has enthralled; this functions as the 6th-level wizard spell of the same name except that it affects every creature currently enthralled regardless of the priest's level. There is no saving throw vs. the *mass suggestion* if it is completed before the *enthral* effect ends. The priest can issue only one *mass suggestion* per use of the divine voice skill.

Each use of this skill reduces the priest's base eminence score by two for one week. If the priest's eminence score is zero or less, the divine voice skill is ineffective.

Requirement: Priest 15+, Eminence Skill

Relevant Ability: Charisma/Leadership

Success: 4 **Cost:** 1 (3)

Divine Will: Priests with this skill can call upon divine aid to bolster their own strength of will and resist any form of compulsion imposed upon them.

When subjected to any form of unnatural compulsion from a spell, creature, or magical item, a priest can roll a skill check. If the check succeeds, the effect is negated, and no saving throw is necessary. If the check fails, the priest still gets a saving throw if one is normally allowed.

Divine will is effective against any effect that causes the priest to act according to another creature's will, including all forms of *charm*, *geas*, *quest*, *fear*, *magic jar* (the invading psyche is ejected), *beguiling*, *command*, etc.

Each use of this skill, successful or not reduces the priest's base eminence score by two for one day. This skill is ineffective when the character's eminence score has been reduced to zero or less.

Requirement: Priest 10+

Relevant Ability: Wisdom/Willpower

Success: 4 **Cost:** 1 (3)

Detect Deception: A priest with this skill can see through illusions and falsehoods of all sorts.

A successful skill roll allows the priest to uncover any falsehoods the character encounters, be it a false image from an illusion or a false statement from another creature.

This skill lasts for a short time, detailed on the table below:

Priest Level	Duration
15–17	1 Turn
18–20	2 Turns
21–23	3 Turns
24–26	4 Turns
27–30	5 Turns

If the skill check is unsuccessful, the priest is aware of the failure and must wait one turn to try the skill again. If the skill check succeeds, the priest detects all forms of spoken falsehoods automatically for the duration of the skill's effect. Unlike a *detect lie* spell, the priest knows when a creature is deliberately evading the truth. The skill does not tell the priest what the truth is, it only reveals that fact that the priest has heard a lie or evasion. If the priest encounters magic that allows falsehoods to be spoken, the priest is unable to hear the magically protected creature speak; this reveals the falsehood indirectly.

While the skill is in effect, the priest also gains an immediate saving throw vs. spell to see through any false vision or visual distortion created by a spell, magical item, or creature. The DM should make the roll secretly. If successful, the priest sees the false image as a fine, semi-transparent mist. This power works against all forms of false and misleading images, including *mirror image*, *blur*, *shadow door*, *phantasmal force*, and other spells that mislead or visually confuse viewers. Illusion spells that do not create an image, such as *invisibility*, are not affected. The power also defeats *cloaks of displacement*, *robes of blending*, and similar magical items. The skill has no power against effects that disguise things through physical changes, such as *polymorph self* or *shape change*.

Each use of this skill, successful or not, lowers the priest's base eminence score by two for one week. If the priest's base eminence score falls to zero or less, this skill is ineffective.

Requirement: Priest 15+, Eminence Skill

Relevant Ability: Wisdom/Intuition

Success: 6 **Cost:** 1 (3)

Eminence: This skill allows priests to wrap themselves in an aura of divine power.

A successful check creates an aura that lasts one round for each level the caster has attained. The aura is undetectable except by a *true seeing* spell, which reveals it as a bright silver, inky black, or pearl gray halo depending on the priest's alignment. The aura gives the priest a +4 encounter reaction bonus when dealing with worshippers of the priest's deity or creatures of the same alignment.

Any hostile creature feels a shudder of fear when within 30 feet of the priest. If the priest wills it, the fear takes hold, causing creatures of less than 4th level or 4 Hit Dice to flee until the priest is no longer in sight. More powerful creatures are allowed a saving throw vs. spell to negate the fear. The skill works against all types of creatures—even those normally immune to fear attacks, such as undead. A *cloak of bravery* or *remove*

fear spell breaks the effect, as does a successful use of the warrior skill bravery or the priest skill divine will. Once a creature has resisted the fear effect once, it is not subject to fear effects from the same priest for the rest of the day.

Creatures within 30 feet of an opposing priest using the eminence skill are not subject to the fear effect if the second priest's level is equal to or higher than the priest using the fear effect.

Each attempt to raise the aura, successful or not, reduces the priest's base eminence score by two for one week. When the character's base eminence score is reduced to zero or less, the skill is ineffective.

The eminence skill is a prerequisite for the divine strength, divine voice, divine will, detect deception, and invincibility skills. Each time one of these skills are used, the character's base eminence score is reduced by two for either one day or one week, depending on the skill used. Once the priest's base eminence score falls to zero, the character cannot use eminence or any of the other skills. The smite skill is also connected to the priest's eminence score, but can be used (at some risk to the priest) when the eminence skill has been reduced to zero or less, see page 167.

Requirement: Priest 10+

Relevant Ability: Charisma/Leadership

Success: 6 **Cost:** 1 (3)

Invincibility: Priests with this skill can draw upon divine power to temporarily delay the harmful effects of special attacks, but not physical damage. If given sufficient time to rest, this skill allows priests to recover from such attacks without additional aid. It is very similar to the warrior skill hardiness

When subjected to a harmful special effect from a spell, creature, or magical item, a priest can roll a skill check. If the check succeeds, the effect is delayed for the period of time shown on the table below. If the check fails, the priest suffers the effect normally. If the effect allows a saving throw, the priest rolls the save before checking this skill.

Priest Level	Delay
21–23	5 Rounds
24–26	10 Rounds
27–30	15 Rounds

Invincibility does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of purely physical damage, such as severed limbs or broken bones. This skill does not protect against effects that are not directly harmful, such as magical charms, entanglement, or imprisonment.

If the skill succeeds, the priest suffers no harm from the delayed effect until the delay ends, but he is aware of what the effect is. If the priest receives the appropriate cure before the delay ends, there is no harm to the character. If the harmful effect's duration is shorter than the delay there also is no effect.

For example, a 25th-level priest with 52 hit points left (from a total of 107) is battling a wizard who casts *power word kill* on him. After making his invincibility skill roll, he

delays the effects of the spell for 10 rounds. Four rounds later, after killing the wizard, he casts heal on himself. When the delay effect is over, the power word kill effect occurs, but his hit points are now over 60 and he is immune to the spell. If he had not healed himself, he could have lapsed into unconsciousness in an effort to avoid the effect of the power word, as detailed below.

If the harmful effect has not expired or been cured when the delay ends, the priest must either suffer the full force of the effect or lapse into unconsciousness while the character's body struggles to resist. The length of time the character remains unconscious depends on the extent of the injury, as noted on the table below.

Injury	Recovery Time
Minor	1 Day
Severe	1 Week
Extreme	1 Month

Minor: These effects impair—but do not incapacitate—the character, such as blindness, deafness, and ability score reductions. Spells such as *antipathy/sympathy* (antipathy effect), *cause blindness/deafness*, *color spray* (most of the time), *contagion*, and *holy word* are examples of minor effects.

Severe: Includes effects that incapacitate or completely transform the character, such as petrification, polymorphing, and death. Severe spell effects include *hold person*, *phantasmal killer*, *polymorph other*, *power word kill*, and *power word stun*.

Extreme: Includes effects that wrench the character's very being, such as *energy drains* (per level drained) and magical aging (per year aged). Two notable examples include the 9th-level wizard spell *energy drain* and the 6th-level priest spell *age* creature from the *Tome of Magic*.

At the end of the recovery time, the character attempts a system shock roll. If the roll succeeds, the character awakens—fully healed—and the effects of the delayed magic are nullified. If the roll fails, the character awakens, but suffers the full force of the effect. Thus, it is possible for a character to rest for months and then wake up only to die from the effects of the delayed magic.

For instance, if our priest from the above example had decided to sleep off the effects of the *power word kill*, he would have been unconscious for a week. The player rolls the character's system shock roll (15 Constitution) and rolls 96%—6% over what he needed. Since the power word would have killed him at the time he lapsed into unconsciousness, the character awakens just long enough to be killed by the spell.

If a character is suffering from multiple effects, the character makes system shock rolls at the end of each recovery period. The player can choose the order in which the checks are made, but the character does not awaken until checks have been made for all the effects. For example, a character who was drained by a vampire and paralyzed by a lich remains unconscious for nine weeks—one month to revive from each of the two levels the vampire drained and another week for the paralysis.

If an appropriate cure is applied while the character is unconscious, the character recovers immediately and automatically.

Heroic Effort: As a last-ditch effort to continue a battle, a priest can use the invincibility skill to extend his life. Instead of dying at zero hit points (or falling unconscious at zero hit points and dying at –10 if the optional *Hovering at Death's Door* rule is in play), a priest who makes a successful invincibility check can continue fighting until reaching –20 hit points. The character can function in this state for a number of rounds equal to his delay effect, suffering the appropriate consequences for reduced hit points at the end of the delay.

Use of this skill is not without its drawbacks, however. If the priest is reduced to –20 hit points or less, the character is struck unconscious and dies once the delay expires. Once a character's hit points drop to –20 or less, death is inevitable at the end of the delay period unless unusual conditions exist (see below).

Curative spells can allow a priest struck unconscious by being reduced –20 hit points or less to rejoin a battle, but death still occurs at the end of the delay period. A *raise dead* or *resurrection* spell cast during the delay period prevents death from occurring.

It is possible that a character with the ability to regenerate (from a magical item or high Constitution score) can continue fighting even after being reduced to –20 hit points or less. If regeneration increases the priest's hit points to –19 or more during the delay period, the character regains consciousness and does not die if he receives enough healing to restore him to positive hit points before the delay ends. Even if death occurs, regeneration usually restores a character much more quickly than the rest period the invincibility skill requires. A character returned to life through regeneration need not make a system shock roll.

An *amulet of life protection* also allows a priest to continue fighting after being reduced to –20 hit points or less if the character receives sufficient healing to restore him to –19 hit points or more. The character still lapses back into death at the end of the delay period, but any form of magical healing can restore him to life (see page 79) and no system shock roll is required.

Each use of the invincibility skill lowers the priest's base eminence score by two for the rest of the day. The skill is ineffective if the character's base eminence score is reduced to zero or less.

Requirement: Priest 21+, Eminence skill

Relevant Ability: Wisdom/Willpower

Success: 4 **Cost:** 2 (6)

Loan: Priests with this skill can transfer physical vitality between themselves and other living creatures.

With a successful skill roll, the priest transfers a small amount of his own hit points to a living creature (or vice versa). If the priest tries to borrow hit points from an unwilling donor, an attack roll is required before the character can make the skill roll. The number of hit points that are transferred depends on the priest's level:

Priest Level	Amount of Loan
15–19	1d8+2 Hit Points
20–24	2d6+4 Hit Points
25–29	3d6+6 Hit Points

30+

4d6+8 Hit Points

Transferred hit points are immediately subtracted from the donor's hit point total and added to the recipient's total. The hit points are lost to the donor, just as though the donor was subjected to a damaging attack. Donated hit points can be restored through rest or magical healing just as any other form of damage. If the donor has insufficient hit points to supply the transfer, only those available are transferred and the donor dies. Transferred hit points remain with the recipient for 24 hours or until lost in an attack.

Each attempt to use this skill lowers the base score by two for one week. The skill is useless once the base score falls to zero or less.

Requirement: Priest 15+

Relevant Ability: Wisdom/Intuition

Success: 4 **Cost:** 1 (3)

Smite: A priest with this skill is empowered to direct a wave of destruction at beings who have wronged the priest or offended the priest's deity.

When the priest uses this power, a cone of divine force issues from the priest's body in any direction the character wishes. The cone is 5' in diameter at the priest's body and 30' in diameter at the far end. Its maximum length depends on the priest's level as shown below:

Priest Level	Cone Length
18–20	30'
21–23	50'
24–26	70'
27–29	90'
30	110'

The priest has no control over the precise effect of the smiting, which the DM chooses from the list below. No matter what the effect, only the priest's enemies are harmed. Allies, innocent bystanders, and worshippers in good standing with the priest's deity are not affected.

Awestruck: This is the default effect when the deity does not feel the targets are offensive or threatening. It also is granted when the deity feels that a simple demonstration of its power is sufficient to handle the situation.

A two-dimensional depiction of the deity or the deity's symbol appears in front of the priest, causing the priest's enemies to stare at it in awe if they are within the cone. Creatures with more than 10 Hit Dice or levels are allowed a saving throw vs. spell. Even if the save succeeds, creatures are awestruck for one round, regardless of personal immunities granted by spell or high ability scores.

Creatures remain awestruck only as long as the priest remains motionless and concentrates on the effect, but no longer than one round per level of the priest, plus 1d8 rounds, in any case. Enemies who enter the cone after the image appears are fully subject to the awe effect, even if they avert their eyes. Any motion or the slightest break in the priest's concentration ends the effect, as does any offensive action by the priest's allies.

Distractions to the awestruck characters also end the effect. Loud noises, magical displays, attacks, or attempts to steal the awestruck creatures' equipment, damage their property, or otherwise cause them harm are sufficient to break the effect.

Blinded: Deities grant this effect when they find the target creatures offensive, but not particularly dangerous.

Only creatures with 12 or more levels or Hit Dice are allowed a saving throw vs. breath weapon to avoid the effect.

Blinded creatures move at 2/3 the normal rate and suffer a –4 penalty to attack rolls, saving throws, initiative rolls, and ability checks. Blinded spellcasters cannot cast spells unless they can touch their targets. Blindness lasts until the victim receives a *heal* or *cure blindness or deafness* spell.

Burned: This effect is granted when the targets are violent and pose an immediate physical threat to the priest, a sacred site, or to creatures friendly toward the priest. The cone fills with a mass of heatless flames that burn the priest's enemies for 6d8 points of damage, save vs. breath weapon for half. Creatures killed by the flames are reduced to piles of ash and no regeneration is possible. Though the heatless flames do not harm the area, they can affect the target's equipment. If a target creature fails the breath weapon saving throw or is killed by the flames, any equipment the creature carries must save vs. disintegration or be reduced to dust.

Deafened: This effect occurs when the targets have not greatly offended the deity or when the priest is not in significant peril. Only creatures with 12 or more levels or Hit Dice are allowed a saving throw vs. breath weapon to avoid the effect.

Deafened creatures move at 3/4 the normal rate and suffer a –2 penalty to attack rolls, initiative rolls, and ability checks. There is a 50% chance that any spell a deafened spellcaster attempts fails outright. Deafness lasts until the victim receives a *heal* or *cure blindness or deafness* spell.

Death: Deities grant this effect only when deeply offended or when the priest is in extreme danger. Enemies within the cone are immediately reduced to dust if they have 4 Hit Dice/levels or less. Other enemies suffer a doubled burning effect (12d8 points of damage, save vs. spells for half damage).

Immobilized: Deities commonly grant this effect when the targets are genuinely dangerous or offensive. Creatures of 6+1 Hit Dice/levels or less are automatically paralyzed, their flesh turning into a rigid, crystalline substance that is easily shattered. Other creatures are allowed a save vs. petrification to negate the effect. The immobility lasts 1d4+2 turns. *Free action* is useless against this effect.

Immobilized creatures can be killed by striking their crystalline bodies with any hard object. For each strike, the creature must make a saving throw as rock crystal versus crushing blow. Only bonuses granted from magical rings, cloaks, and armor count toward the saving throw. Failure results in death.

Plagued: The deity grants this effect when the targets are offensive, but do not pose any danger to the deity's interests. The priest's enemies are affected as if struck by a *cause disease* spell. The disease inflicted is debilitating (see the reversed form of the 3rd-level priest spell *cure disease*) and causes the victim to radiate a foul stench. The disease is neither contagious nor fatal. It can be cured by a *cure disease* or *breath of life* spell from a caster of higher level than the priest who called down the plague.

Slowed: This effect is granted when deity is offended, but the enemies pose no

immediate threat to a sacred site, the priest, or creatures friendly toward the priest or the deity. The effect is the same as the 3rd level wizard spell *slow*, except that creatures with less than 8+1 Hit Dice or levels get no saving throw. The slow effect lasts for 1d4+2 turns.

Each use of this ability reduces the base score for the priest's eminence skill by two for one week. As long the priest has a positive eminence score, the priest need not make a skill roll to smite enemies. If the priest's base eminence skill score is zero or less, however, the priest must roll an eminence check to successfully smite enemies. Note that this is possible only if the priest has a Charisma/Leadership bonus large enough to offset a negative base score. If the roll fails, the deity is displeased. At best, no smite effect occurs, at worst, the deity directs a smite effect upon the priest.

An example: Marissa has an eminence score of 4 and a Charisma/Leadership bonus of +4. She can freely smite enemies twice a week as long as her eminence base score is not reduced by using other skills. During an adventure, she uses her smite skill once and the divine voice skill once. This reduces her eminence skill to zero. If she wishes to use her smite skill again, she must roll a 4 or less on 1d20 to succeed.

Undaunted, Marissa smites a group of passing kobolds she has come upon. Her 1d20 roll is a 3, so the smite works. Marissa's deity isn't too worried about the kobolds, who were minding their own business when Marissa came along, and grants Marissa an awe effect. The kobolds are briefly entranced, but a fighter from Marissa's party wades into the kobolds, making an all-round attack. The attack breaks the awe effect.

Feeling threatened by the swarm of kobolds, Marissa foolishly tries to smite them again. Her base eminence score is now a -2, but her Charisma/Leadership bonus increases that to a 2. Melissa rolls an 18 and fails. The deity is getting a little tired of all Melissa's attempts to call for special aid and bestows a deafness effect on her. Fortunately, her saving throw succeeds. Marissa's base eminence score is now a -4, leaving her no chance to smite the kobolds again even if she was silly enough to try it again.

Requirement: Priest 15+, Eminence Skill

Relevant Ability: N/A

Success: N/A **Cost:** 2 (6)

Spell Talisman: This skill allows a priest to cast one or more spells at the beginning of each day, making them available for instant use.

When a priest with this skill is finished praying for spells, the character can attempt to cast the spell and direct its magical energy into a special container or talisman. A talisman is a small object such as a jewel, crystal bead, or holy symbol blessed by the priest. A talisman must be worth at least 100 gp per spell level.

A successful skill roll is required to place a spell into a talisman. If the roll fails, the spell is wasted. The priest must have all necessary material components on hand and must meet all the usual requirements to cast a spell. If casting the spell has an effect on the priest, such as unnatural aging, the priest suffers the effect even if the spell was not placed in the talisman.

The total levels of spells a priest can have stored in talismans cannot exceed the priest's level. The highest level spell a priest can place in a talisman depends on the

priest's level, as shown below:

Priest Level	Maximum Spell Level
12–14	1st
15–17	2nd
18–20	3rd
21–23	4th
24–26	5th
27–29	6th
30+	7th

For example, Wulf, a 21st-level priest, can have up to 21 levels of spells stored, but no stored spell can be higher than 4th level. Wulf might choose to store two spells of 4th level, two 3rd, and seven 1st-level spells.

To release a spell from a talisman, the priest must be holding or carrying the item and have the opportunity to concentrate briefly and utter a few words. Though the initiative modifier for releasing the spell is +2, the release cannot be disrupted (though a gagged or silenced priest could not release the spell). Once the spell is released, it functions as if cast normally in all respects, destroying the talisman in the process.

A spell can be stored in a talisman for a maximum of 24 hours. If not used in the allotted time, or if separated from the priest for more than one hour, the talisman crumbles into dust and the spell is lost. No being other than the priest who stored the spell can release the stored energy.

A portion of the spell stored in a talisman lingers in the priest's memory. If the priest memorizes spells again before the 24 hours have expired, the character cannot regain the spell stored in the talisman. The priest cannot transfer a spell from a talisman back into memory. If a talisman is destroyed, the spell is lost. A spell fades from the priest's memory when it is released or lost.

Spells stored in talismans can be cast on worlds where the local magical factor would not allow the spell to be cast (see Chapter 2). A spell cannot be stored in talisman, however, unless the local conditions allow the spell to be cast. The initiative modifier for releasing a spell from a talisman is never affected by the local magical factor.

Requirement: Priest 12+

Relevant Ability: Intelligence/Knowledge

Success: 4 **Cost:** 1 (3)

Rogues High-level rogues are masters of wit and misdirection. Although their special abilities are never more than 95% effective, they receive extra abilities at 21st level. They continue to receive extra proficiencies and hit points until level 30. In addition, rogues also have access to a host of special skills beginning at 11th level.

Thieving Abilities

Rogues of 10th level or lower are limited to scores of 95% or less in thieving skills such as pick pockets and find traps. Once a single skill reaches 95%, the character must spend discretionary points on other skills. If all the character's thieving skill scores are

95%, the discretionary points are lost.

Once a rogue reaches 11th level, however, this limitation is removed, and there is no limit to how far a character can improve a skill, although any discretionary points the character lost earlier are not regained. No matter what the skill score, any roll of 96% or higher is an automatic failure. Any penalties to the roll, however, are subtracted from the base score.

For example, if Jobare has a find/remove traps score of 120%, he has a 60% chance to find or remove a magical trap (magical traps reduce the score by half, see *Player's Handbook*, Chapter 3). Likewise, if Jobare's open locks score is 100%, he has a 40% chance to open a masterful lock (which imposes a penalty of –60%, see *Dungeon Master Guide*, Table 24).

Table 47:

Rogue Advancement Beyond 20th

Level	Experience Points	Proficiencies		Hit Points (d6)*
		Weapon	Nonweapon	
20	2,200,000	7	8	10+20
21	2,420,000	7	8	10+22
22	2,640,000	7	8	10+24
23	2,860,000	7	8	10+26
24	3,080,000	8	9	10+28
25	3,300,000	8	9	10+30
26	3,520,000	8	9	10+32
27	3,740,000	8	9	10+34
28	3,960,000	9	10	10+36
29	4,180,000	9	10	10+38
30	4,300,000	9	10	10+40

* Bonus hit points from high Constitution scores are not added after 10th level.

Table 48:

Thieving Skill Base Scores

Skill	Base Chance
Bribe	5%
Detect illusion	10%
Detect magic	5%
Escape bonds	10%
Tunneling	15%

Table 49:

Thieving Skill Racial Adjustments

Skill	Dwarf	Elf	Gnome	Half-elf	Halfling	Human
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Bribe	−5	+15	+5	+5	—	—
Detect illusion	+5	—	+10	+5	—	—
Detect magic	+5%	+10%	+5%	+5%	+5	—
Escape bonds	—	—	—	—	+10	—
Tunneling	+10	−10	+5	−5	+5	—

Table 50:
Dexterity/Aim Adjustments

Skill	9	10	11	12–16	17	18	19	20	21	22
Escape bonds	−15%	−10%	−5%	—	+5%	+10%	+15%	+20%	+25%	+30%
Tunneling	−10%	−5%	—	—	—	+5%	+10%	+15%	+20%	+30%

Table 51:
Thieving Skill Armor Adjustments

Skill	No Armor	Elven Chain	Padded or Studded Leather
Bribe	−10%	+5%	−5%
Escape bonds	+5%	−5%	−5%
Tunneling	+10%	−5%	−10%

Thieves Beyond 20th Level

Extra Thieving Skills: At 21st level, a thief gains five new skills. The skills have base scores as shown on Table 48 and the character can immediately apply discretionary points to the skills:

Bribe: A thief can bribe an NPC with minor gifts of money or merchandise. Only one bribe can be attempted per target. If the attempt fails, the DM should make a reaction roll for the target to determine how he counters the bribe.

The amount of money required for a bribe varies with the NPC's status, according to the table below:

NPC Status	Bribe
Peasant/Slave	2d4 cp
Freeman/Soldier	3d8 cp
Merchant/Officer	5d10 cp
Noble/General	5d100 cp

Bribery procedure: It is best to role play an attempt at bribery, but here are a few guidelines:

First, the DM must decide if the NPC in question can be bribed, not everyone is susceptible. No character can be bribed to do something that falls outside his job or

station. A simple peasant or a palace guard would not agree to assassinate his king or liege lord for a few coins. However, the peasant might offer a party shelter for the night or hide the thief from a search party. A guard might agree to look the other way while the party sneaks out the gate.

Likewise, a simple bribe never induces a character to compromise something he believes in or do something that places the character in danger. For instance, an acolyte cannot be bribed to look the other way while the party defiles a holy water font. In any case, an NPC bribed through the use of this skill does not perform any action that takes more than a few minutes of effort or places himself in danger—the task must strike the character as something that is quick and harmless.

Once the DM decides that the NPC can be bribed, use Table 59 (**Encounter Reactions**, from the *Dungeon Master Guide*) to determine how the NPC responds when meeting the thief. Secretly roll 1d20 and find the NPC's reaction on the table. Do not tell the player what the reaction is, simply role play the NPC's response to whatever the thief does.

If the die roll results in a friendly reaction, the NPC probably does what the thief wants without a bribe. If not, the thief has to offer something—money, services, a magical item, information, or anything else valuable—to sweeten the NPC's reaction. To determine the exact amount required, roll on the bribery table, above, and multiply the result by the difference between the reaction roll and the highest number on Table 59 that is a friendly result.

The player should never be told exactly the NPC's station, the base bribe value, or the initial reaction roll. Good role-playing on the DM's part should allow a perceptive player to guess the first and the last.

For example, Jobare, the King of Thieves, approaches a peasant in a friendly manner and starts fishing for information about the local baron. The DM rolls a 13 for the peasant's reaction and checks the number on the first column in Table 59 (because Jobare is acting friendly); the peasant is cautious. The DM decides that the peasant is suspicious, and thinks the thief is a spy or bandit. "Boy, stranger, you sure do ask a whole lot of questions," says the peasant while backing away slowly.

The DM secretly rolls 2d4 and discovers that the base value of the bribe is 5 cp. However, the highest number that gives a friendly result on the first column of Table 59 is a 7, the difference is 6 (13–7), so Jobare has to give at least 30 cp (5x6) to make an effective bribe. Once Jobare pays the required amount, the player can make a bribery roll. If it succeeds, Jobare can ask a few simple questions and get equally simple answers.

Detect illusion: Thieves, masters of deception themselves, can see through visible illusions within their line of sight, up to 90 feet away. They perceive the illusion as a translucent image, seeing through it as though it were a light mist. The more real the illusion, the more solid the image.

For example, *phantasmal force* would be totally translucent, while a *simulacrum* would be mostly solid. *Demishadow monsters* would be somewhere in between the two. *Invisibility* and other nonvisible effects cannot be discerned.

Detection is not automatic, and the thief must spend a round concentrating on the area of effect to discover its illusionary qualities. Knowing that something is an illusion is not necessarily a fail-safe defense against illusionary magic, such as in the case of a *simulacrum*.

Detect magic: Thieves can spot magical emanations within their line of sight, up to 60 feet away. They can determine the intensity of the magic—dim, faint, moderate, strong, and overwhelming. This ability can be blocked by the same things that prevent *detect magic* spells from operating.

Escape Bonds: There comes a time in every thief's career when his luck runs out and he is apprehended. The ability to escape bonds such as ropes, leather thongs, manacles, chains, and even straight jackets is a feat of contortion and determination. The thief must roll to break free of every device binding him. If he's tied at the wrists and at the ankles, he must make two successful rolls to free himself. This skill takes five rounds to use. A thief might hurry his efforts, but he suffers a –5% penalty for each round he tries to shave from the required time. Locked items also require the thief to successfully pick the locks. A failure on any attempt means that the thief cannot loosen that bond or pick the lock.

Tunneling: A thief might need to dig a tunnel to get to a cache of riches. His success at tunneling depends on several factors. The tunneling table below shows the time required to dig a 10-foot tunnel with adequate tools. Every 10 feet, the thief must make a skill check, failure means that the front of the tunnel collapses. It can be re-dug at the loose earth rate.

Type of Earth	Modifier	Time
Sand/loose earth	–10%	5 hours
Packed earth	—	10 hours
Rock	+10%	30 hours

Tables 49, 50, and 51 give racial, Dexterity/Aim, and armor adjustments for the skills.

If the character point system from the *Player's Option: Skills & Powers* book is in play, a thief may already have some or all of these new skills. In that case, the thief gains 50 bonus character points at 21st level. The character must use the points to buy thieving skills from Table 27 in *Skills & Powers*. If the thief already has 9 or more of the skills listed on Table 27, the character cannot spend all 50 points on thieving skills and is allowed to spend them on proficiencies and high-level rogue skills instead. The ability to acquire additional thieving skills is a special bonus for reaching 21st level; it is not normally possible to gain additional thieving skills after the character is created.

Improved Scroll Use: At 24th level, a thief begins to develop an understanding of magic. The character becomes enlightened enough to read some spell scrolls with no chance of failure, as follows:

Thief Level	Spell Level*
24–26	1st
27–28	2nd
29–30	3rd

* There is no chance for failure when reading a scroll of the listed level or less. Scroll spells of higher level have the standard 25% chance for a reversed or harmful effect.

Table 52:

Bard Spell Progression

Level	1	2	3	4	5	6	7	8
20	4	4	4	4	4	3	—	—
21	4	4	4	4	4	4	1	—
22	4	4	4	4	4	4	2	—
23	4	4	4	4	4	4	3	—
24	4	4	4	4	4	4	4	—
25	5	5	4	4	4	4	4	—
26	5	5	5	5	4	4	4	—
27	5	5	5	5	5	5	4	—
28	6	5	5	5	5	5	5	—
29	6	6	5	5	5	5	5	1
30	6	6	6	6	5	5	5	1

Bards Beyond 20th Level

Extra Thieving Skills: At 21st level, a bard gains two of the five new skills listed in the thief section. The skills have base scores as shown on Table 48, and the character can immediately apply discretionary points to the skills.

If the character point system from *Player's Option: Skills & Powers* is in play, a bard may already have some or all of these new skills. In that case, the bard gains 20 bonus character points at 21st level. The character must use the points to buy thieving skills from Table 27 in the *Skills & Powers* book.

Improved Scroll Use: Also at 21st level, a bard can read wizard spells from scrolls with no chance of failure provided that the bard is high enough level to cast the spell. The bard can read low-level spells from priest scrolls as follows:

Bard Level	Spell Level*
21–23	1st
24–26	2nd
27–29	3rd
30	4th

The bard has the standard 15% chance for a reversed or harmful effect when reading a scroll of wizard spells of higher level than the character can cast or priest spells of higher level than the table allows.

Improved Item Identification: At 21st level, a bard can analyze magical items and determine something about their specific powers.

For each hour a bard spends studying an item, the character has a 55% chance to determine a single power. The item's exact magical bonuses and number of charges are never revealed (see the 1st-level wizard spell *identify*). The bard need not handle the item or expend any materials; the character merely examines the item closely.

Magical Item Use: At 24th level, a bard can use wands, staves, and rods as a wizard of the same level.

Item Creation: At 27th level, a bard can write wizard spells the character knows and brew potions as a wizard of the same level.

Skills For High-Level Rogues

The following skills are available to thieves and bards who meet the listed requirements.

Adaptation: A character with this skill has a trained mind that quickly analyzes unusual or unfavorable environments and a finely tuned body that can compensate for physical impediments to fighting. Except where noted below, it is identical to the warrior skill of the same name.

Rogues who use this skill successfully do not suffer combat and initiative penalties for fighting in an unfavorable environment, most notably the +6 foreign environment penalty to initiative (see Chapter 9 of the *Player's Handbook*). If the environment also includes special saving throws or ability checks due to physical conditions, such as a Dexterity/Balance check to avoid falling off a ladder when struck in melee, characters successfully using this skill receive a +3 (or +15%) bonus to the check.

The skill does not allow characters to ignore situational movement penalties, environmental factors that are not combat related, or conditions that are physically impossible to overcome. For example, no one can avoid sinking into quicksand without magical aid, and resistance from water still makes slashing and bludgeoning weapons almost useless without a *ring of free action* or a *free action* spell. Likewise, characters adapted to fighting underwater still have to find ways to breathe.

The skill has no effect on penalties derived from an environment's magical properties or on penalties based on vision or lighting. In fact, characters who cannot observe their surroundings suffer a -4 penalty to the skill check—it is very hard to size up battlefield in thick fog or pitch darkness.

To use this skill, a character must actually enter combat in a foreign or unfavorable environment. At the end of each round, the character checks the skill. The skill check requires only a moment's thought and can be checked every round until successful. It does not prevent other actions—melee attacks, spellcasting, etc.—during the round. Once the skill succeeds, the character temporarily ignores the environment's special effects, as described above. The effect lasts for the entire battle plus one day per character level thereafter, and this can be extended indefinitely if the character practices fighting in the environment for at least eight hours a week. At an extra cost of one weapon or nonweapon proficiency slot (or three character points), the character can become permanently adjusted to fighting in the environment, provided the additional cost is paid before the adaptation fades.

Requirement: Rogue 11+

Relevant Ability: Intelligence/Reason

Success: 10 **Cost:** 2 (6)

Classify Traps: Rogues with this skill have made an exhaustive study of traps and may be able to apply their knowledge to any traps they find. The skill is useless without the find traps ability.

A successful skill roll reveals a trap's exact nature, not just its general principle. A successful skill roll shows how the trap works and what it does to people who trigger it. The rogue learns where any attacks the trap launches are aimed—provided he can observe those areas. The examination requires at least a turn for basic constructs and possibly much longer for very elaborate traps (DM's discretion). A magical or invisible trap reduces the rogue's success number, including ability score bonuses, by half, round fractions up.

A failed skill roll of less than 20 means that the rogue cannot determine anything special about this particular trap. A roll of 20 means the rogue has made a false assumption about what the trap does. As with any roll a rogue makes when finding or removing a trap, the DM should make the skill roll secretly.

If the rogue decides to disarm a trap after a successful examination, the character can make two remove traps rolls taking only the best result. Alternatively, the rogue can simply bypass the trap by standing in a safe place and triggering it, carefully avoiding the areas it targets. If the DM decides it is not possible to completely avoid the trap's effects, the rogue is allowed a saving throw vs. breath weapon. If successful, the rogue is unharmed; otherwise, the damage inflicted is reduced by half. If the rogue also has the evasion skill, the character gets a +2 bonus to the saving throw. If the rogue has companions, the character can mark or carefully explain what the trap does, allowing these characters to attempt breath weapon saving throws to avoid the effects. If the save fails, the victim suffers only half damage.

In many cases, a trap's attack cannot have a half effect. In these cases, the DM can require another saving throw against the trap's attack form or rule that character's are fully effected when they fail the breath weapon saving throw.

An example: Jobare analyzes a trap he has found on a door and discovers that opening the door is going to flood the corridor, and possibly chamber beyond, with poisonous gas. Jobare decides that plugging all the gas vents would require too much time, so he advises his colleagues to take deep breaths and tie damp cloths over their faces. When the preparations are complete, Jobare flings open the door. Because the party did not leave the area the gas is flooding into, the DM calls for saving throw checks to see if anyone is effected by the gas. Because it is difficult for someone to suffer a half effect from poison gas, the DM requires the characters who fail their breath weapon saving throws to roll a second saving throw vs. poison to see if they succumb to the gas they inadvertently inhaled. If the trap dropped a 20-ton block into the corridor instead of poison gas, the DM would have been justified in ruling that character who failed their breath weapon saving throws were crushed to death instead.

Requirement: Rogue 11+

Relevant Ability: Intelligence/Knowledge

Success: 4 **Cost:** 2 (6)

Evasion: Rogues with this skill can avoid damage from energy discharges such as breath weapons, *fireball* spells, and the like through a combination of superior reflexes and inner strength.

This skill operates automatically whenever a rogue is subjected to an energy attack that causes damage. The rogue rolls a normal saving throw vs. the effect and suffers no damage if it is successful. This skill is not effective against effects that do not inflict damage or that do not normally allow a saving throw. For example, the skill does not protect the rogue against a bronze dragon's repulsion breath weapon, a gorgon's petrifying breath, or *magic missile* spells.

The rogue can also avoid missiles fired from fixed points, such as traps and siege engines, but not from creatures. If not surprised, the rogue avoids the missile with a successful saving throw vs. breath weapon.

Requirement: Rogue 16+

Relevant Ability: N/A

Success: N/A **Cost:** 1 (3)

Fall/Jump: A rogue with this skill can safely break a fall if there is a vertical surface nearby to help slow the character's descent. A very accomplished rogue can fall or jump from amazing heights and not suffer the slightest injury.

A successful skill check allows the rogue to make contact with a nearby surface and safely descend. The maximum distance from a vertical surface and the maximum distance for a safe fall depends of the rogue's level:

Rogue Level	Surface Distance	Distance Fallen
11–13	1'	30'
14–16	2'	60'
17–19	3'	90'
20–21	5'	120'
22–24	7'	150'
25–27	9'	180'
28–30	11'	210'

Rogues who simply step off a precipice or fall while climbing are always within one foot of a vertical surface unless it has a negative slope (angled back under the place from which the rogue fell). Any surface that can provide a reasonable amount of friction when the rogue grabs it or places his hands or feet against it is sufficient (ropes, tree trunks, walls, etc.). Very smooth or slippery surfaces are useless (ice walls, greased poles, *walls of force*, etc.).

If the fall is longer than the safe distance allowed for the rogue's level, subtract the safe distance from the total distance before determining damage from the fall. For example, a trap door opens under Jobare, a 20th-level thief, and dumps him into a shaft 10 feet square. No matter what happens, Jobare is within five feet of one wall, so he can attempt to break his fall. His skill roll succeeds, however, the shaft goes down 150 feet and then opens into a chamber 30 feet high and several hundred feet across. Jobare can

break only the first 120 feet of his fall and suffers 6d6 points of damage for the final 60 feet. Even if he had been a 30th-level thief, Jobare would have suffered 3d6 points of damage because there was no surface within reach to break the final 30 feet of the fall.

Requirement: Rogue 11+

Relevant Ability: Dexterity/Balance

Success: 11 **Cost:** 1 (3)

Featherfoot: Rogues with this skill can make their footsteps as light as a feather, moving silently and exerting very little pressure on the surface they are moving over.

This skill is a function of the rogue's move silently ability, which is a requirement for using this skill. A rogue who makes a successful move silently roll can move a short distance over a surface fairly quickly and without exerting any appreciable weight on it, according to the table below.

Rogue Level	Surface	Distance*	Movement
11–13	Soft	30'	12
14–16	Very Soft	60'	15
17+	Liquid	120'	18

* The rogue must stop and make contact with the surface after moving this far.

Soft Surfaces: Mud, snow, sand, or other surfaces where normal humans would leave clear tracks.

Very Soft Surfaces: Quicksand, fine dust, or other surfaces where normal humans would sink slowly.

Liquid Surfaces: Water or other surfaces where normal humans would sink immediately.

A rogue using the featherfoot skill moves in complete silence and leaves no tracks on the ground. The character's weight does not press down upon the surface at all. The character does not set off any alarm or trap triggered by weight and does not trigger a *squeaking floors* spell.

Requirement: Rogue 11+

Relevant Ability: N/A

Success: N/A **Cost:** 1 (3)

Improvised Attack: Rogues with this skill can use unorthodox and unexpected maneuvers to achieve special results in combat. The more unusual the maneuver, the better its chance for success.

A rogue can use this skill only once a day, but the character can learn the skill multiple times. For example, a rogue who learns this skill three times can make three improvised attacks each day. An improvised attack can have one of the following effects:

Blinding: If the attack succeeds, the opponent must save vs. breath weapon or suffer blocked vision (from debris thrown into the eyes, an object wrapped around the victim's

head, or even a hat or helmet dropped over the eyes). The opponent suffers the full penalties for darkness (–4 to attacks, saving throws, and Armor Class and movement reduced to one-third; see the *Dungeon Master Guide*, Chapter 13). Because the opponent's situation is painful or awkward or both, the blindfighting proficiency does not reduce the penalties. Note that many creatures cannot be blinded in an improvised attack because they have no eyes or visual organs.

The blinding effect lasts until the opponent clears his vision, which requires a roll of 9 or less on 1d20. The opponent's Wisdom/Willpower or Dexterity/Balance score affects the roll—the DM decides which ability applies. The opponent can attempt to clear his vision at the beginning of each round, but doing so counts as a half move (see the *Player's Handbook*, Chapter 9, or *Combat & Tactics*, Chapter 1).

Disarm: If the attack is successful, the opponent must save vs. petrification or lose the use of one weapon (because it is dropped or has become stuck in something). Recovering a lost weapon takes a half move. If the weapon is stuck, the opponent must make a successful open doors roll to get it free.

Immobilize: If the attack succeeds, the opponent's entire body becomes entangled or trapped, and he must save vs. paralyzation or cease all meaningful movement. The opponent remains unable to move or attack until he works free, which requires a roll of 9 or less on 1d20. The creature's Strength/Muscle or Dexterity/Aim score applies to the roll—the DM decides which ability applies. The opponent can attempt to get free at the beginning of each round, but doing so counts as a half move.

Kill: If the attack succeeds, the opponent suffers a critical injury that reduces the creature's hit points to –10 instantly unless the opponent saves vs. death magic. If the save succeeds, there is no effect, but in some cases, the rogue can force the opponent to save again the following round by winning initiative and grappling the opponent.

For example, Jobare has attempted to kill an enemy warrior by slamming a shutter down on his neck. The warrior's saving throw was successful, but his head is still caught under the shutter. Jobare can attempt a grappling attack to get another chance to strangle the warrior.

Opponents with more Hit Dice or who are higher level than the rogue are immune to kill effects. In this instance, the thief inflicts normal damage.

Stun: If the attack is successful, the opponent must save vs. breath weapon or become stunned for 2d4 rounds. The character's Constitution/Fitness adjustment applies to the saving throw. A stunned character is unable to cast spells, attack, or move at more than half speed. The character suffers a –2 penalty to Armor Class, attack rolls, saving throws, and ability checks while stunned.

Trip: If the attack succeeds, the opponent suffers a misstep or other misfortune and must save vs. petrification or fall down. Dexterity/Balance bonuses apply to the saving throw. Creatures that fall while moving at speeds greater than 12 might suffer minor damage (1d3 or 1d6 points of damage, at the DM's option). In some cases, a fall might be inherently more dangerous, such as when a character falls when climbing or stumbles onto a sharp object. If a fall could result in instant death, use the rules for killing attacks instead. Getting up after a fall counts as a half move.

The improvised attack skill requires some imagination and role-playing ability from the player. An improvised attack must be announced in a round's player declaration phase. During the resolution phase, the player must describe exactly what unusual attack

the rogue is employing—a simple called shot never qualifies as an improvised attack. The rogue then makes a normal attack roll. Standard combat modifiers apply, as does the rogue's backstab bonus for rear attacks that qualify. In most cases, the rogue's missile bonus from Dexterity/Aim also applies, because most improvised attacks rely on precision and fast movement. Improvised attacks that involve a blow to the opponent are also subject to Strength/Muscle bonuses.

If the attack fails, the improvised attack has no effect. If the attack succeeds, the opponent suffers no damage but must roll a saving throw or suffer the improvised special effect. The cleverness and appropriateness of the attack affects the saving throw as follows:

+6 if the rogue player made no attempt to role-play or describe the attack. For example, the player says, "I blind the dragon with an improvised attack."

+4 if the rogue player makes only a feeble attempt to role-play or describe the attack. "Uh, I find some dirt and throw it in the dragon's eyes"

+2 to +6 if the attack described is physically unlikely to have the desired effect. Trying to trip a horse with a staff is not likely to be effective.

The save is automatic if the method described is completely inadequate. For example, no character can strangle a great wyrm dragon with a 12-inch leather thong, nor can a character blind a storm giant with a glob of oatmeal unless he can reach the giant's face.

+2 if the rogue has used the same trick earlier in the adventure. The bonus is +4 if the rogue has used the trick earlier in the same encounter, +6 if the rogue has used the trick on the same creature during this adventure, and +8 if the rogue has used the trick on the same creature this encounter. However, see the note on establishing tricks, below.

–2 if the opponent is surprised.

–4 if the attack described is particularly appropriate. For example, causing a fall from a wall by slamming a window down on the creature's fingers, entangling an opponent in a fishing net, blinding a creature by tricking it into looking at a dusty object and then blowing the dust into its face, etc.

The optional saving throw modifiers from Table 36 or from Table 38 can be applied to the saving throw if the DM wishes.

Establishing a Trick: If a rogue has successfully used the same improvised attack in three separate adventures, the character can purchase the improvised attack skill the next time he gains a level and make the trick a permanent part of the character's skills. An established trick can be used once per encounter without the usual penalty for multiple use; situational penalties still apply. Using an established trick does not count toward the character's daily allotment of improvised attacks unless the trick is used more than once in a single encounter, in which case the multiple use penalties also apply. Opponents who have fought the rogue previously and are prepared for an established trick gain a +6 saving throw bonus against it.

An Example: Jobare is collecting his ill-gotten gains after a game of chance in a seedy inn. When one of the players demands his money back, Jobare asks the fellow to hold out his hand. When the man complies, Jobare grabs his own feathered hat and clamps it over the man's face. The DM and the player agree that this is a blinding attack. The DM decides that a roll for surprise is in order, as the man is dutifully holding out his hand and not expecting attack. The man rolls a 2 on the surprise die, indicating surprise. Jobare rolls a normal melee attack, adjusts for his Dexterity/Aim score and the fact that the man is surprised. The attack succeeds, and the DM rules that the man must save. vs. breath weapon at -2 or be blinded. His saving throw fails, giving Jobare an opportunity to escape.

Later, Jobare has a special hat made that is lined with pleats of loose cloth that allow the hat to unfold into a small bag, and it contains a springy headband that helps hold the hat in place, whether the hat is on Jobare's head or on an opponent's face. Jobare uses his trick hat several times, and when he gains enough experience to advance a level, he decides establish it as a skill (spending one proficiency slot or three character points).

Requirement: Rogue 16+

Relevant Ability: N/A

Success: N/A **Cost:** 2 (6)

Inner Focus: Rogues with this skill can marshal their personal energies to provide a temporary bonus to their Dexterity, Intelligence, or Constitution scores; it is otherwise similar to the warrior skill of the same name.

By concentrating for one round and making a successful skill check, the rogue can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two points each. The rogue can end the boost—and restore the values of the other two ability scores—at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

Rogue Level	Improved Score
11–15	18
16–20	19
21–25	20
26–30	21

The rogue can take no other actions during the round spent concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two.

Bonuses from an increased score are applied immediately when the skill succeeds and are immediately lost when the boost's duration ends. Likewise, the effects from reduced ability scores are applied immediately but then restored when the improvement ends.

A character can have only one ability score improvement from this skill operating at

any given time.

Requirement: Rogue 11+

Relevant Ability: Wisdom/Willpower

Success: 5 **Cost:** 1 (3)

Nondetection: Rogues with this skill can shield themselves from many types of magical divination, as the 3rd-level wizard spell of the same name.

When subjected to a spell such as *ESP*, *clairaudience*, or *detect invisibility*, or to a magical item such as a *crystal ball*, a successful skill check defeats the spell or device. Even if the roll fails, the rogue is still entitled to any applicable saving throws.

This skill is also effective against the sense danger skill, the priest's detect deception skill, and the ability of intelligent or powerful creatures to detect invisible opponents. When subjected to one of these powers, the rogue can attempt an opposed Wisdom/Willpower check to remain undetected.

This skill is not effective against the spells *know alignment*, *true seeing*, *commune*, or *contact other plane*, nor is this skill effective against the detection abilities of legendary monsters, wyrms and great wrym dragons, and deities.

Requirement: Rogue 16+

Relevant Ability: Wisdom/Willpower

Success: 4 **Cost:** 2 (6)

Sense Danger: This skill allows rogues to discover threats that are not obvious to less perceptive characters. It is similar to the warrior skill of the same name, but relies on the rogue's intellect rather than on intuition and grants rogues a slightly different set of sensing abilities.

The sense danger skill is actually four different subskills, as outlined below. The number of subskills the rogue knows depends on the character's level: one subskill at 16th–20th level, two subskills at 21st–25th level, and three subskills at 26th–30th level. If the character purchases this skill twice, the rogue gains one extra subskill. Any improvement to the skill number improves all the subskills the character knows.

Each subskill gives the rogue the ability to detect danger in a different form:

Ambushes: The rogue can determine if hidden enemies are lurking in any area the character can see well (see Table 62 in the *Player's Handbook*). The rogue can scan an area roughly 200 yards square in a single round. An area can be scanned only once each turn, and a successful scan reveals approximately how many creatures are hiding in the area and their approximate size.

Concealed Weapons: The rogue can study a creature to determine if it has any concealed weapons. A successful check reveals any weapons hidden about the creature's person (tucked into clothing, hidden nearby, etc). If faced with an unknown creature, a successful skill check allows the rogue to determine what its attack modes are (claws, teeth, etc.).

When the rogue detects a concealed weapon with this skill, the character notes its general size, location, and type—a sap tucked into the back of a character's breeches or a dagger hidden in a sleeve, for example. The character learns nothing else about the

weapon. Note that the rogue must be aware of the creature before checking for concealed weapons—a rogue cannot attempt to search a statue for concealed weapons because the player suspects it might be a golem. Unlike the warrior’s version of this skill, a rogue can detect magically concealed weapons.

Hostile Intentions: A rogue can size up a living creature in plain sight and deduce its level of hostility toward the rogue and his party. A successful roll gives the rogue a general level of hostility: low (a suspicious merchant), medium (a thief from an opposing guild), or high (caught by the local wizard with his *staff of the magi* in your backpack). Unlike the warrior ability, the rogue skill does not reveal how well prepared for attack the creature is, just how much it would like to attack. This skill does not indicate how likely a creature is to attack, since a creature does not always act on its hostility.

Impending Attacks: The rogue develops a sixth sense about weapons and other forms of attack aimed at the character. Any time an undetected enemy is preparing an attack, the rogue can attempt a skill check to receive a vague impression about the attacker’s general direction (front, rear, left, right) and distance (close, far). In many cases, the attacker’s identity is obvious from the information the skill provides. A successful skill check gives the rogue a +2 bonus on surprise rolls and a +1 bonus to the initiative roll during the first round of combat if the character is not surprised. Unlike the warrior back protection subskill, the rogue must turn to face the attacker to negate any applicable rear attack bonuses. If the character is surprised in spite of this skill, the attacker receives all bonuses normally applied to rear attacks, including backstab adjustments.

With any subskill, the DM should roll the check secretly. If the roll fails on a roll of 19 or less, the character detects nothing. If the roll fails on a 20, the character gets a false indication—improperly analyzing a creature’s level of hostility, noting a concealed weapon where there is none, etc. A false indication has no effect on an impending attack.

If the character also has the alertness proficiency, he receives a +1 bonus to his skill score.

Requirement: Rogue 16+

Relevant Ability: Intelligence/Reason

Success: 6 **Cost:** 2 (6)

Shadow Flight: This ability is similar to the shadow travel skill, except that a successful hide in shadows roll allows the character to fly silently from shadow to shadow.

Like the shadow travel skill, the rogue must begin with a successful hide in shadows roll. Once in the shadows, the character’s movement rate and maneuverability class depend on the strength of the shadows:

Amount of Shadow	Rate/Maneuverability
None	Normal*
Weak	15/D
Strong	18/C
Very	24/B**

* Flight is not possible.

** Once an hour, the rogue can instantly move up to 360 yards, as a dimension door spell, as long as the destination is at least as shadowy as the rogue’s current position.

While flying or traveling instantaneously, the rogue can be no more than lightly encumbered. The rogue can carry other creatures if their weight does not exceed the rogue's light encumbrance limit.

Requirement: Rogue 21+

Relevant Ability: N/A

Success: N/A **Cost:** 1 (3)

Shadow Travel: This skill allows a rogue to move rapidly from one shadowy area to another, moving at seemingly blinding speed.

To use this skill, the rogue must first successfully hide in shadows, which is required to use this skill. After entering the area of shadow, the rogue can move into other shadows at increased speeds. The actual movement depends on the amount of shadow available, according to the table below.

Amount of Shadow	Movement Rate
No Shadows	Normal
Weak Shadows	15
Strong Shadow	18
Very Shadowy	24

No Shadows: The rogue is surrounded by multiple light sources, within a magical light or darkness spell, or in the open on a bright, clear day.

Weak Shadows: Outdoors at dawn or twilight, in a woods on a bright day, average indoor light, or outdoors on a moonless or overcast night are examples of these conditions.

Strong Shadows: The rogue is outdoors at night or in dim indoor light.

Very Shadowy: Most areas of near-darkness apply for this condition, including: in woods at twilight; in a windowless room with a single, flickering light source such as a torch, candle, or fire; outdoors at night along the edges of the circle of light thrown by an artificial light source (*Player's Handbook*, Table 63).

The rogue is visible when moving between shadows, but he remains hidden while within the shadows and able to move at an accelerated rate until the character attacks or the shadows get weaker. If the rogue leaves the shadows to attack, the character can enter them again and resume accelerated movement on any round when the rogue does not attack and there are shadows available. Shadow movement is not silent, but the rogue can attempt a move silently roll while moving through shadows and still move at the accelerated rate. Accelerated movement is subject to normal modifiers for terrain and encumbrance.

Requirement: Rogue 16+

Relevant Ability: N/A

Success: N/A **Cost:** 1 (3)

Demihumans in High-Level Play Demihuman characters are usually forced to retire or assume secondary roles in the campaign once human player characters begin to reach high levels and the demihuman characters reach their advancement limits. That is exactly what is supposed to happen. Many DMs are tempted to ignore demihuman advancement limits, especially when players are unwilling to retire their high-level demihuman characters.

Do not ignore demihuman advancement limits; they are the price players must pay for gaining demihuman advantages at lower levels. Ignoring the advancement limits unbalances play by placing high-level power in the hands of characters who already have extra abilities, and it is grossly unfair to players who have chosen human characters and have labored long and hard to get to the point where their choices begin to pay dividends in the form of unlimited advancement.

Some Solutions to the Demihuman Advancement Problem

Demihuman advancement limits are a fact of life in any AD&D game world. Nevertheless, the DM can solve the problem in several ways without forcing demihuman characters out of the game:

A demihuman character can use a *wish* or 10th-level transformation spell to become human. Such a character might still look and act like a demihuman, but has put aside the racial characteristics—and special racial abilities—that have held the character back.

A demihuman character can use a *wish* or 10th-level imbue spell to gain one level beyond the normal racial maximum. The character in question must have earned enough experience to actually gain the level. Each level gained beyond the maximum requires one *wish* or 10th-level imbue spell.

The DM can use the *Slow Advancement* rule from Chapter 2 of the *Dungeon Master Guide*. At low levels, slow advancement doesn't have much affect on play, but humans begin to pull ahead fairly rapidly once the characters reach 10th level or so.

The DM can apply the *Slow Advancement* rule only after demihuman characters reach their maximum levels. This represents their struggle to stay focused on their professional skills despite the distractions and difficulties of being a demihuman. To reflect a demihuman character's nonhuman viewpoint, it's a good idea to also require the character to complete some heroic task that furthers the interests of the character's race each time the character advances a level beyond the usual maximum. For example, an elf wizard might undertake a quest to protect a tract of virgin forest and perhaps establish a colony there. This kind of effort marks the character as a racial hero instead of a demihuman with human interests.

Beyond 30th Level All character advancement stops at 30th level, which represents the pinnacle of mortal achievement. At this level, even a wizard has more hit points than five normal men and characters of any class have powers greater than the avatars that

deities use to conduct business in the mortal world. Once a character has gotten this far, there is nowhere else to go. Or is there?

Divine Ascension

With the DM's approval, a character can abandon his or her profession and follow a different path to power. Divine ascension requires a great deal of attention and creativity from both DM and player. Only the barest guidelines are given here, because each character and campaign are unique.

A character can seek to ascend anytime after reaching 20th level (or earlier if the DM allows it). Once a character has reached 30th level, this is the only option that allows the character any further advancement.

Once the character embarks on the path to godhood, he can never turn back. The character ceases advancing in the original class. The character retains all class abilities but gives up normal adventuring and acts with a new purpose.

The character must seek a divine sponsor—usually a deity appropriate to the character's alignment, original class, and race—and prepare a special offering for that deity. The gift can be anything the character desires and the DM agrees to. The donation need not be a single item. In any case, the gift's monetary value must be at least equal to the character's experience point total.

While preparing the offering, the character receives experience points normally. For each 500,000 experience points gained, the character can lower one saving throw number one point, to a minimum saving throw of three.

The ability to reduce saving throw numbers below the normal minimum for the character's original class is special, and it is why the character must give up his or her original class. The character gains no other benefits from accumulated experience; no hit points, proficiencies, skills, etc.

When the offering is completed, the character must journey to the deity's abode and present the gift. If the character has been true to the principles of his or her alignment and profession, the deity probably accepts the gift. If in doubt, use Table 59, Encounter Reactions, from the *Dungeon Master Guide*. If the deity's alignment and portfolio match the character's alignment and profession—for example, a lawful good fighter petitioning a lawful good war deity—use the first column on the table. If the character and deity are slightly mismatched, use the second column. Otherwise, use the third column. If the reaction roll is friendly, the deity accepts the gift. If not, the deity destroys the gift and sends the character away. The character can try again with the same deity or with another deity.

Note that the character might not get an immediate audience with the deity. Just finding and entering the deity's abode could be an adventure in itself. The material in the *Planescape* setting can provide details about what the character might find.

Once the deity accepts the gift, it assigns some heroic task to the character. (In a *Planescape* campaign, the character becomes the deity's proxy, see *A Player's Guide to the Planes*.) Completing the task proves the character's mettle. It is up to the DM to create a suitable task and design a series of adventures so that the character can complete it. A few examples follow:

Found a dynasty.
Create a new magical item or spell that others seek to imitate.
Find and destroy an artifact from an opposing alignment.
Find and defeat the avatar of a rival deity.
Build a lasting monument to the deity.

The DM and the player must work out the exact details. In any case, the character must complete the task and earn enough experience to lower all saving throw numbers to three. In addition, the character cannot have any ability score (or subability score) lower than 13. When all of that is accomplished, the character becomes a demigod and companion to the sponsor. The character becomes an NPC under the DM's control.

Some players may be upset that they have worked so hard to improve their characters only to lose control of them to the DM. Remind them of their contributions to the campaign world—new characters can worship their “retired” heroes/demigods—and invite them to help construct the new powers’ portfolios. AD&D is a game of heroes, not gods.

Appendix Notations

P = Priest spell W = Wizard spell
PR = Power Rank MV = Movement

Spell Statistics

These are detailed on pages 99–100. Letters separated by a slash indicate spells that can be used in multiple ways; the caster must choose how the spell is to be used before the duel begins.

A = Attack D = Defense
L = Leech AD = Attack/Defense
M = Missile

[†] Spell from the *Tome of Magic*

^S Spell has a special effect; see Chapter 5.

A

Abi-Dalzim's Horrid Wilting[†] (W 8) A, PR 17, MV 2
Abjure (P 4) L, PR 13, MV 2
Accelerate Healing[†] (P 3) L, PR 12, MV 1
Acid Storm[†] (W 7) A, PR 16, MV 5
Adaptation[†] (P 3) L, PR 12, MV 5
Addition[†] (P 4) L, PR 13, MV 3
Advanced Illusion^S (W 5) Any, PR 14, MV 5

Aerial Servant (P 6) AD, PR 15, MV 2
 Affect Normal Fires (W 1) L, PR 10, MV 2–5
 Age Creature[†] (P 6) L, PR 15, MV 1
 Age Dragon[†] (P 7) L, PR 16, MV 3
 Age Object[†] (P 5) L, PR 14, MV 2
 Age Plant[†] (P 4) L, PR 13, MV 3
 Aid (P 2) D, PR 11, MV 1
 Airboat[†] (W 8) L, PR 17, MV 5
 Air Walk (P 5) L, PR 14, MV 1
 Airy Water (W 5) L, PR 14, MV 1
 Alacrity[†] (W 3) L, PR 12, MV 1
 Alamir's Fundamental BreakdownSt (W 3) L, PR 12, MV 1
 Alarm (W 1) L, PR 10, MV 2
 Alter Self (W 2) D, PR 11, MV 1
 Alternate Reality[†] (W 3) L, PR 12, MV 1
 Analyze Balance[†] (P 1) L, PR 10, MV 4
 Animal Friendship (P 1) L, PR 10, MV 2
 Animal Growth (P 5) L, PR 14, MV 4
 Animal Growth (W 5) L, PR 14, MV 4
 Animal Summoning I (P 4) AD, PR 13, MV 5
 Animal Summoning II (P 5) AD, PR 14, MV 5
 Animal Summoning III (P 6) AD, PR 15, MV 5
 Animate Dead (P 3) L, PR 12, MV 2
 Animate Dead (W 5) L, PR 14, MV 2
 Animate Object (P 6) AD, PR 15, MV 3
 Animate Rock (P 7) AD, PR 16, MV 3
 Antianimal Shell^S (P 6) D, PR 15, MV 1
 Antimagic Shell^S (W 6) AD, PR 15, MV 1
 Antiplant Shell^S (P 5) D, PR 14, MV 1
 Antipathy-Sympathy (W 8) L, PR 17, MV 3
 Anti-Vermin Barrier[†] (P 1) D, PR 10, MV 3
 Armor (W 1) L, PR 10, MV 1
 Astral Spell (P 7) L, PR 16, MV 1
 Astral Spell (W 9) L, PR 18, MV 1
 Astral Window[†] (P 3) L, PR 12, MV 2
 Atonement (P 5) L, PR 14, MV 1
 Audible Glamer (W 1) L, PR 10, MV 4–5
 Augmentation I[†] (W 3) L, PR 12, MV 1
 Augmentation II[†] (W 6) L, PR 15, MV 1
 Augury (P 2) L, PR 11, MV 1
 Aura of Comfort[†] (P 2) L, PR 11, MV 1
 Avoidance (W 5) L, PR 14, MV 2

B

Banishment (W 7) L, PR 16, MV 2
 Barkskin (P 2) D, PR 11 MV 1

Barrier of RetentionSt (P 5) D, PR 14, MV 1
 Bigby's Clenched Fist^S (W 8) AD, PR 17, MV 5
 Bigby's Crushing Hand^S (W 9) AD, PR 18, MV 5
 Bigby's Forceful Hand^S (W 6) AD, PR 15, MV 5
 Bigby's Grasping Hand^S (W 7) AD, PR 16, MV 5
 Bigby's Interposing Hand^S (W 5) AD, PR 14, MV 4–5
 Bind (W 2) L, PR 11, MV 3
 Binding (W 8) L, PR 17, MV 2
 Blade Barrier^S (P 6) AD, PR 15, MV 1
 Bless (P 1) D, PR 10, MV 4
 Blessed Abundance[†] (P 5) L, PR 14, MV 1
 Blessed WarmthSt (P 4) D PR 13, MV 1
 Blindness^S (W 2) A, PR 11, MV 3–5
 Blink (W 3) L, PR 12, MV 1
 Bloodstone's Frightful Joining[†] (W7) L, PR 16, MV 1
 Bloodstone's Spectral Steed[†] (W 6) L, PR 15, MV 2
 Blur (W 2) D, PR 11, MV 1
 Body Clock[†] (P 4) L, PR 13, MV 1
 Breath of Life[†] (P 7) L, PR 16, MV 5
 Burning Hands (W 1) A, PR 10, MV 1

C

Call Lightning (P 3) A, PR 12, MV 1
 Call Upon Faith[†] (P 1) D, PR 10, MV 1
 Call Woodland Beings (P 4) A, PR 13, MV 5
 Calm Chaos[†] (P 2) L, PR 11, MV 2
 CaltropsSt (P 3) D, PR 12, MV 4–5
 Cantrip (W 1) A/L/D, PR 10, MV 2
 Chain Contingency[†] (W 9) L, PR 18, MV 1
 Chain Lightning (W 6) M, PR 15, MV 4–5
 Champion's Strength[†] (P 5) L, PR 14, MV 1
 Change Self (W 1) D, PR 10, MV 1
 Changestaff (P 7) AD, PR 16, MV 1
 Chant^S (P 2) D, PR 11, MV 1
 Chaos (W 5) A, PR 14, MV 3–5
 Chaos Shield[†] (W 2) L, PR 11, MV 1
 Chaotic Combat[†] (P 4) L, PR 13, MV 3
 Chaotic CommandsSt (P 5) D, PR 14, MV 1
 Chaotic Sleep[†] (P 4) L, PR 13, MV 1
 Chariot of Sustarre (P 7) L, PR 16, MV 5
 Charm Monster (W 4) A, PR 13, MV 4
 Charm Person (W 1) A, PR 10, MV 5
 Charm Person or Mammal (P 2) A, PR 11, MV 4
 Charm Plants (W 7) L, PR 16, MV 3
 Chill Touch (W 1) A, PR 10, MV 1
 Choose Future[†] (P 3) D, PR 12, MV 1

Circle of Privacy^{S†} (P 4) D, PR 13, MV 1
Clairaudience (W 3) L, PR 12, MV 5
Clairvoyance (W 3) L, PR 12, MV 5
Claws of the Umber Hulk[†] (W 6) L, PR 15, MV 1
Clear Path[†] (P 5) L, PR 14, MV 1
Cloak of Bravery^S (P 4) D, PR 13, MV 1
Clone (W 8) L, PR 17, MV 1
Cloudkill^S (W 5) A, PR 14, MV 2
Cloud of Purification^{S†} (P 5) D, PR 14, MV 3
Color Spray (W 1) A, PR 10, MV 1
Combine (P 1) L, PR 10, MV 1
Command (P 1) A, PR 10, MV 3
Commune (P 5) L, PR 14, MV 5
Commune With Nature (P 5) L, PR 14, MV 5
Comprehend Languages (W 1) L, PR 10, MV 1
Compulsive Order^{S†} (P 4) A, PR 13, MV 2
Cone of Cold^S (W 5) A, PR 14, MV 4
Confusion (P 7) A, PR 16, MV 4
Confusion (W 4) A, PR 13, MV 5
Conjure Animals (P 6) AD, PR 15, MV 3
Conjure Animals (W 6) AD, PR 15, MV 3
Conjure Earth Elemental (P 7) AD, PR 16, MV 3
Conjure Elemental (W 5) AD, PR 14, MV 4
Conjure Fire Elemental (P 6) AD, PR 15, MV 4
Conjure Spell Component[†] (W 1) L, PR 10, MV 5
Consequence[†] (P 5) L, PR 15, MV 1
Contact Other Plane^S (W 5) L, PR 14, MV 5
Contagion (W 4) L, PR 13, MV 3
Continual Light^S (P 3) A, PR 12, MV 5
Continual Light^S (W 2) A, PR 11, MV 4
Control Temperature, 10' Radius^S (P 4) D, PR 13, MV 1
Control Undead (W 7) L, PR 16, MV 4
Control Weather (P 7) L, PR 16, MV 5
Control Weather (W 6) L, PR 15, MV 5
Control Winds (P 5) D, PR 14, MV 1
Courage^{S†} (P 1) D, PR 10, MV 5
Create Campsite[†] (P 3) L, PR 12, MV 1
Create Food & Water (P 3) L, PR 12, MV 2
Create Holy Symbol (P 2) L, PR 11, MV 1
Create Water (P 1) L, PR 10, MV 3
Creeping Doom (P 7) AD, PR 16, MV 1
Crushing Walls^{S†} (P 6) D, PR 15, MV 1
Crystalbrittle^S (W 9) L, PR 18, MV 1
Cure Blindness or Deafness^S (P 3) D, PR 12, MV 1
Cure Critical Wounds^S (P 5) D, PR 14, MV 1
Cure Disease^S (P 3) D, PR 12, MV 1

Cure Light Wounds^S (P 1) D, PR 10, MV 1
Cure Serious Wounds^S (P 4) D, PR 13, MV 1

D

Dancing Lights (W 1) L, PR 10, MV 3–5
Darkness, 15' Radius (W 2) L, PR 11, MV 2–5
Deafness (W 2) A, PR 11, MV 3
Death Fog (W 6) A, PR 15, MV 3
Death Spell (W 6) A/L, PR 15, MV 5
Deeppockets (W 2) L, PR 11, MV 1
Defensive Harmony[†] (P 4) L, PR 13, MV 2
Delayed Blast Fireball (W 7) M, PR 16, MV 5
Delude (W 3) L, PR 12, MV 1
Demand (W 8) L, PR 17, MV 5
Demishadow Magic^S (W 6) A/M/AD, PR 15, MV 5
Demishadow Monsters^S (W 5) AD, PR 14, MV 3
Detect Charm (P 2) L, PR 11, MV 3
Detect Evil (P 1) L, PR 10, MV 5
Detect Evil (W 2) L, PR 11, MV 4
Detect Invisibility (W 2) L, PR 11, MV 2–5
Detect Lie (P 4) L, PR 13, MV 3
Detect Magic^S (P 1) L, PR 10, MV 1
Detect Magic^S (W 1) L, PR 10, MV 1
Detect Poison (P 1) L, PR 10, MV 1
Detect Scrying^S (W 4) L, PR 13, MV 1
Detect Snares & Pits (P 1) L, PR 10, MV 1
Detect Undead (W 1) L, PR 10, MV 1
Dig (W 4) L, PR 13, MV 3
Dilation I[†] (W 4) L, PR 13, MV 1
Dilation II[†] (W 6) L, PR 15, MV 1
Dimension Door^S (W 4) L, PR 13, MV 1
Dimensional Folding^{S†} (P 4) L, PR 13, MV 5
Disbelief^{S†} (P 6) D, PR 15, MV 1
Disguise[†] (P 5) L, PR 19, MV 5
Disintegrate^S (W 6) A, PR 15, MV 5
Dismissal (W 5) L, PR 14, MV 2
Dispel Evil (P 5) D, PR 14, MV 1
Dispel Magic^S (P 3) AD, PR 12, MV 4
Dispel Magic^S (W 3) AD, PR 12, MV 5
Dissension's Feast (P 2) L, PR 11, MV 1
Distance Distortion (W 5) L, PR 14, MV 4–5
Divination (P 4) L, PR 13, MV 5
Divination Enhancement[†] (W 4) L, PR 13, MV 1
Divine Inspiration[†] (P 7) L, PR 16, MV 1
Domination (W 5) A, PR 14, MV 4–5
Dragonbane[†] (P 6) L, PR 15, MV 1

Draw Upon Holy Might (P 2) D, PR 11, MV 1
Drawmij's Instant Summons (W 7) L, PR 16, MV 5
Dream (W 5) L, PR 14, MV 1
Duo-Dimension^S (W 7) D, PR 16, MV 1
Dust Devil (P 2) AD, PR 11, MV 3

E

ESP (W 2) L, PR 11, MV 2–4
Earthquake^S (P 7) AD, PR 16, MV 5
Easy March[†] (P 5) L, PR 14, MV 2
Efficacious Monster WardSt (P 3) D, PR 12, MV 3
Elemental AuraSt (W 9) D, PR 18, MV 1
Elemental ForbiddanceSt (P 5) D, PR 14, MV 1
Emotion (W 4) D/A, PR 13, MV 4–5
Emotion ControlSt (P 3) D/A, PR 12, MV 2
Emotion Perception[†] (P 2) L, PR 11, MV 5
Emotion Read[†] (P 1) L, PR 10, MV 2–5
Enchant an Item (W 6) L, PR 15, MV 1
Enchanted Weapon (W 4) L, PR 13, MV 1
Endure Heat/Endure Cold^S (P 1) D, PR 10, MV 1
Energy Drain^S (W 9) A, PR 18, MV 1
Enervation^S (W 4) M, PR 13, MV 4–5
Enlarge (W 1) L, PR 10, MV 1–5
Ensnarement (W 6) L, PR 15, MV 2
Entangle (P 1) A, PR 10, MV 4
Enthrall^S (P 2) L/A, PR 11, MV 1
Erase (W 1) L, PR 10, MV 3
Estate Transference[†] (W 9) L, PR 18, MV 5
Evard's Black Tentacles (W 4) A, PR 13, MV 3
Exaction (P 7) L, PR 16, MV 2
Explosive Runes (W 3) L, PR 12, MV 1
Extension I (W 4) L, PR 13, MV 1
Extension II (W 5) L, PR 14, MV 1
Extension III (W 6) L, PR 15, MV 1
Extradimensional Detection[†] (P 3) L, PR 12, MV 2
Extradimensional Manipulation[†] (P 5) L, PR 14, MV 2
Extradimensional Pocket[†] (P 5) L, PR 14, MV 1
Eyebite^S (W 6) A, PR 15, MV 2

F

Fabricate (W 5) L, PR 14, MV 3–5
Faerie Fire (P 1) L, PR 10, MV 4
False Vision (W 5) L, PR 14, MV 1
Far Reaching I[†] (W 3) L, PR 12, MV 1
Far Reaching II[†] (W 4) L, PR 13, MV 1
Far Reaching III[†] (W 5) L, PR 14, MV 1

Fear (W 4) A, PR 13, MV 1
 Feather Fall (W 1) L, PR 10, MV 2–5
 Feeblemind (W 5) A, PR 14, MV 4–5
 Feign Death (P 3) L, PR 12, MV 1
 Feign Death (W 3) L, PR 12, MV 1
 Find Familiar (W 1) L, PR 10, MV 5
 Find Traps (P 2) L, PR 11, MV 3
 Find the Path (P 6) L, PR 15, MV 1
 Finger of Death (W 7) A, PR 16, MV 4
 Fireball (W 3) M, PR 12, MV 4–5
 Fire Burst[†] (W 1) A, PR 10, MV 2–5
 Fire Charm (W 4) L, PR 13, MV 2
 Fireflow[†] (W 3) L, PR 12, MV 3
 Fire PurgeSt (P 4) D, PR 13, MV 3–5
 Fire Seeds^S (P 6) M, PR 15, MV 3
 Fire Shield^S (W 4) D, PR 19, MV 1
 Fire Storm (P 7) A, PR 16, MV 5
 Fire Trap (P 2) L, PR 11, MV 1
 Fire Trap (W 4) L, PR 13, MV 1
 Fist of Stone[†] (W 1) A, PR 10, MV 1
 Flame Arrow (W 3) M, PR 12, MV 4–5
 Flame Blade (P 2) A, PR 11, MV 1
 Flame Strike (P 5) A, PR 14, MV 4
 Flame Walk^S (P 3) D, PR 12, MV 1
 Flaming Sphere (W 2) A, PR 11, MV 2
 Fly^S (W 3) L, PR 12, MV 1
 Focus[†] (P 4) L, PR 13, MV 1
 Fog Cloud (W 2) AD, PR 11, MV 2
 Fools' Gold (W 2) L, PR 11, MV 2
 Fool's Speech[†] (W 3) L, PR 12, MV 1
 Forbiddance (P 6) L, PR 15, MV 1
 Forcecage^S (W 7) AD, PR 16, MV 4–5
 Foresight^S (W 9) D, PR 18, MV 1
 Forest's Fiery Constrictor[†] (W 6) A, PR 15, MV 5
 Forget (W 2) L/A, PR 11, MV 3
 Fortify[†] (P 4) L, PR 13, MV 1
 Free Action^S (P 4) D, PR 13, MV 1
 Friends (W 1) L, PR 10, MV 1
 Frisky Chest (P 2) L, PR 11, MV 1
 Fumble (W 4) A, PR 19, MV 4–5

G

Gate (P 7) L, PR 16, MV 3
 Gate (W 9) L, PR 18, MV 3
 Gaze Reflection (W 1) D, PR 10, MV 1
 Geas (W 6) A, PR 15, MV 2

Genius[†] (P 4) L, PR 13, MV 1
 Giant Insect (P 4) AD, PR 13, MV 2
 Glassee (W 6) L, PR 15, MV 1
 Glassteel (W 8) L, PR 17, MV 1
 Glitterdust (W 2) A, PR 11, MV 2–5
 Globe of Invulnerability^S (W 6) AD, PR 15, MV 1
 Glorious Transmutation[†] (W 9) L, PR 18, MV 1
 Glyph of Warding^S (P 3) D, PR 12, MV 1
 Goodberry^S (P 2) D, PR 11, MV 1
 Gravity Variation[†] (P 6) L, PR 15, MV 5
 Grease (W 1) A, PR 10, MV 2
 The Great Circle[†] (P 6) L, PR 15, MV 1
 Greater Malison (W 4) L/A, PR 13, MV 2
 Grounding^{S†} (P 5) D, PR 14, MV 3
 Group Mind (P 6) L, PR 15, MV 1
 Guards and Wards (W 6) L, PR 15, MV 5
 Gunther's Kaleidoscopic Strike[†] (W 8) A, PR 17, MV 4–5
 Gust of Wind^S (W 3) L, PR 12, MV 1

H

Hallucinatory Forest (P 4) L, PR 13, MV 4
 Hallucinatory Terrain (W 4) L, PR 13, MV 5
 Haste^S (W 3) L, PR 12, MV 4
 Hatch the Stone from the Egg[†] (W 7) L, PR 16, MV 1
 Heal^S (P 6) D, PR 15, MV 1
 Heat Metal^S (P 2) M/A, PR 11, MV 3
 Helping Hand[†] (P 3) L, PR 12, MV 5
 Heroes' Feast (P 6) L, PR 15, MV 2
 Hesitation[†] (P 2) L, PR 11, MV 3
 Hold Animal (P 3) L, PR 12, MV 4
 Hold Monster (W 5) A, PR 14, MV 3–5
 Hold Person (W 3) A, PR 12, MV 5
 Hold Plant (P 4) L, PR 13, MV 4
 Hold Portal (W 1) L, PR 10, MV 3–5
 Hold Undead (W 3) L/A, PR 12, MV 2
 Holy Word^S (P 7) A, PR 16, MV 1
 Homunculus Shield[†] (W 8) L, PR 17, MV 1
 Hornung's Baneful Deflector^{S†} (W 2) AD, PR 11, MV 1
 Hornung's Guess[†] (W 1) L, PR 10, MV 5
 Hornung's Random Dispatcher[†] (W 8) L, PR 17, MV 3
 Hornung's Surge Selector[†] (W 7) L, PR 16, MV 1
 Hovering Road[†] (P 7) L, PR 16, MV 5
 Hypnotic Pattern (W 2) A/L, PR 11, MV 1
 Hypnotism (W 1) L/A, PR 10, MV 2

I

Ice Storm (W 4) A, PR 13, MV 4–5
 Idea[†] (P 2) L, PR 11, MV 1
 Identify (W 1) L, PR 10, MV 1
 Illusionary Script (W 3) L, PR 12, MV 1
 Illusionary Wall (W 4) AD, PR 13, MV 3
 Illusory Artillery[†] (P 5) L, PR 14, MV 5
 Illusory Fortification[†] (P 7) L, PR 16, MV 5
 Imbue With Spell Ability (P 4) L, PR 13, MV 1
 Impending Permission[†] (P 5) A, PR 14, MV 5
 Imprisonment (W 9) A, PR 18, MV 1
 Improved Invisibility (W 4) L, PR 13, MV 1
 Improved Phantasmal Force^S (W 2) Any, PR 11, MV 3–5
 Incendiary Cloud (W 8) A, PR 17, MV 3
 Infravision (W 3) L, PR 12, MV 1
 Insatiable Thirst[†] (W 2) A, PR 11, MV 2–5
 Insect Plague^S (P 5) A, PR 14, MV 5
 Intensify Summoning[†] (W 7) L, PR 16, MV 1
 Inverted Ethics (P 4) L, PR 13, MV 1
 Invisibility (W 2) D, PR 11, MV 1
 Invisibility to Animals (P 1) L, PR 10, MV 1
 Invisibility to Undead (P 1) L, PR 10, MV 1
 Invisibility, 10' Radius (W 3) D, PR 12, MV 1
 Invisibility Purge[†] (P 3) L, PR 12, MV 3
 Invisible Stalker (W 6) A, PR 15, MV 2
 Irritation (W 2) A, PR 11, MV 2–5
 Item (W 3) L, PR 12, MV 1

J

Join With Astral Traveler[†] (P 4) L, PR 13, MV 5
 Jump (W 1) L, PR 10, MV 1

K

Khazid's Procurement[†] (W 5) L, PR 14, MV 5
 Knock (W 2) L, PR 11, MV 3
 Know Age[†] (P 1) L, PR 10, MV 1
 Know Alignment (P 2) L, PR 11, MV 2
 Know Alignment (W 2) L, PR 11, MV 2
 Know Customs[†] (P 3) L, PR 12, MV 5
 Know Direction[†] (P 1) L, PR 10, MV 1
 Know Time[†] (P 1) L, PR 10, MV 1

L

Land of Stability^{S†} (P 6) D, PR 15, MV 5
 Lasting Breath[†] (W 1) L, PR 10, MV 2–5
 Leadership[†] (P 4) L, PR 13, MV 5
 Legal Thoughts^{S†} (P 6) A, PR 15, MV 2

Legend Lore (W 6) L, PR 15, MV 1
 Leomund's Lamentable Belaborment (W 5) A, PR 14, MV 2
 Leomund's Secret Chest (W 5) L, PR 14, MV 5
 Leomund's Tiny Hut (W 3) L, PR 12, MV 1
 Leomund's Trap (W 2) L, PR 11, MV 1
 Levitate^S (W 2) L, PR 11, MV 2–5
 Light^S (P 1) A, PR 10, MV 5
 Light^S (W 1) A, PR 10, MV 3
 Lighten Load (P 2) L, PR 11, MV 3
 Lightning Bolt (W 3) M, PR 12, MV 4–5
 Limited Wish^S (W 7) Any, PR 16, MV 5
 Line of Protection[†] (P 3) L, PR 12, MV 1
 Liveoak^S (P 6) AD, PR 15, MV 1
 Locate Animals or Plants (P 1) L, PR 10, MV 5
 Locate Creature[†] (W 4) L, PR 13, MV 5
 Locate Object (P 3) L, PR 12, MV 5
 Locate Object (W 2) L, PR 11, MV 2–5
 Log of Everburning[†] (P 1) L, PR 10, MV 1
 Lorloveim's Creeping Shadow[†] (W 3) L, PR 12, MV 1
 Lower Resistance[†] (W 5) L, PR 14, MV 4
 Lower Water (P 4) L, PR 13, MV 5
 Lower Water (W 6) L, PR 15, MV 4

M

Magic Font (P 5) L, PR 14, MV 5
 Magic Jar (W 5) A, PR 14, MV 4–5
 Magic Mirror (W 4) L, PR 13, MV 5
 Magic Missile (W 1) M, PR 10, MV 4–5
 Magic Mouth (W 2) L, PR 11, MV 2
 Magic Staff[†] (W 5) L, PR 14, MV 1
 Magical Stone^S (P 1) M, PR 10, MV 3
 Magical Vestment (P 3) D, PR 12, MV 1
 Major Creation (W 5) L, PR 14, MV 2
 Malec-Keth's Flame Fist[†] (W 7) A, PR 16, MV 1
 Mask of Death[†] (W 4) L, PR 13, MV 1
 Mass Charm (W 8) A, PR 17, MV 4–5
 Mass Invisibility (W 7) L, PR 16, MV 5
 Mass Suggestion (W 6) A, PR 15, MV 3
 Maximilian's Earthen Grasp[†] (W 2) A/L, PR 11, MV 3–5
 Maximilian's Stony Grasp[†] (W 3) A/L, PR 12, MV 4–5
 Massmorph (W 4) L, PR 13, MV 4–5
 Maze (W 8) A, PR 17, MV 4–5
 Meld[†] (P 5) L, PR 14, MV 2
 Meld Into Stone^S (P 3) D, PR 12, MV 1
 Melf's Acid Arrow (W 2) M, PR 11, MV 5
 Melf's Minute Meteors^S (W 3) M, PR 12, MV 5

Memory Read[†] (P 3) L, PR 12, MV 2
 Memory Wrack[†] (P 5) L, PR 14, MV 2
 Mending (W 1) L, PR 10, MV 3
 Mental Domination[†] (P 4) A, PR 13 MV 3
 Message (W 1) L, PR 10, MV 1
 Messenger (P 2) L, PR 11, MV 2–5
 Metamorphose Liquids[†] (W 1) L, PR 10, MV 1
 Meteor Swarm (W 9) M, PR 18, MV 5
 Mind Blank^S (W 8) D, PR 17, MV 2
 Mind Fog[†] (W 5) A/L, PR 14, MV 4
 Mind Tracker[†] (P 7) L, PR 16, MV 5
 Mind Read[†] (P 2) L, PR 11, MV 2–5
 Mindshatter[†] (P 5) A, PR 14, MV 3–4
 Minor Creation (W 4) L, PR 13, MV 1
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