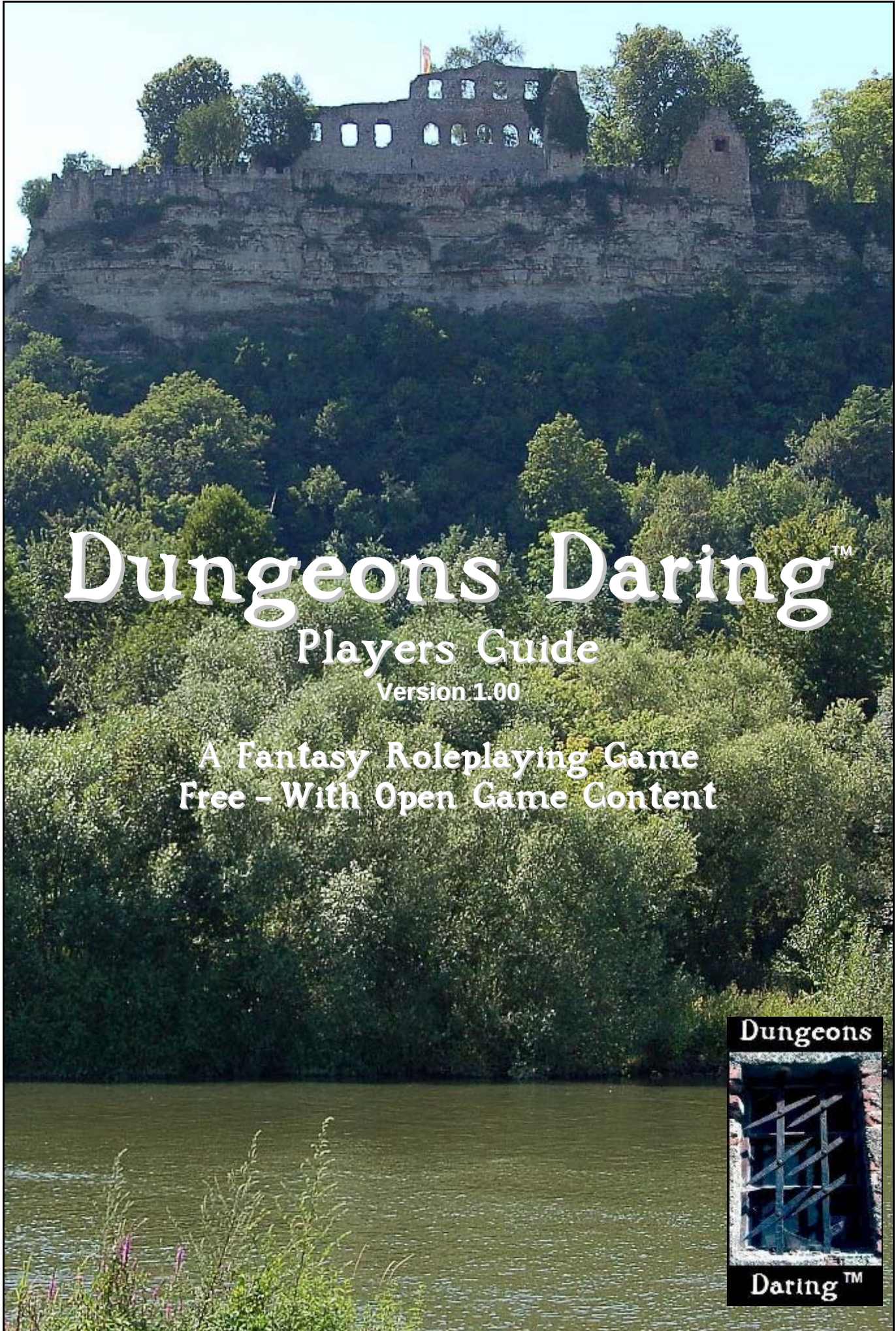




Dungeons Daring™

Players Guide

Version 1.00

A Fantasy Roleplaying Game
Free – With Open Game Content



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The *Dungeons Daring Reference Document* is available in editable form, and it contains the entire, uncut game system as presented in this book.

For more information please go to:

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A Fantasy Role Playing Game

Book 1 – Players Guide

Version 1.00

Authored by the *Vintyri™ Project*

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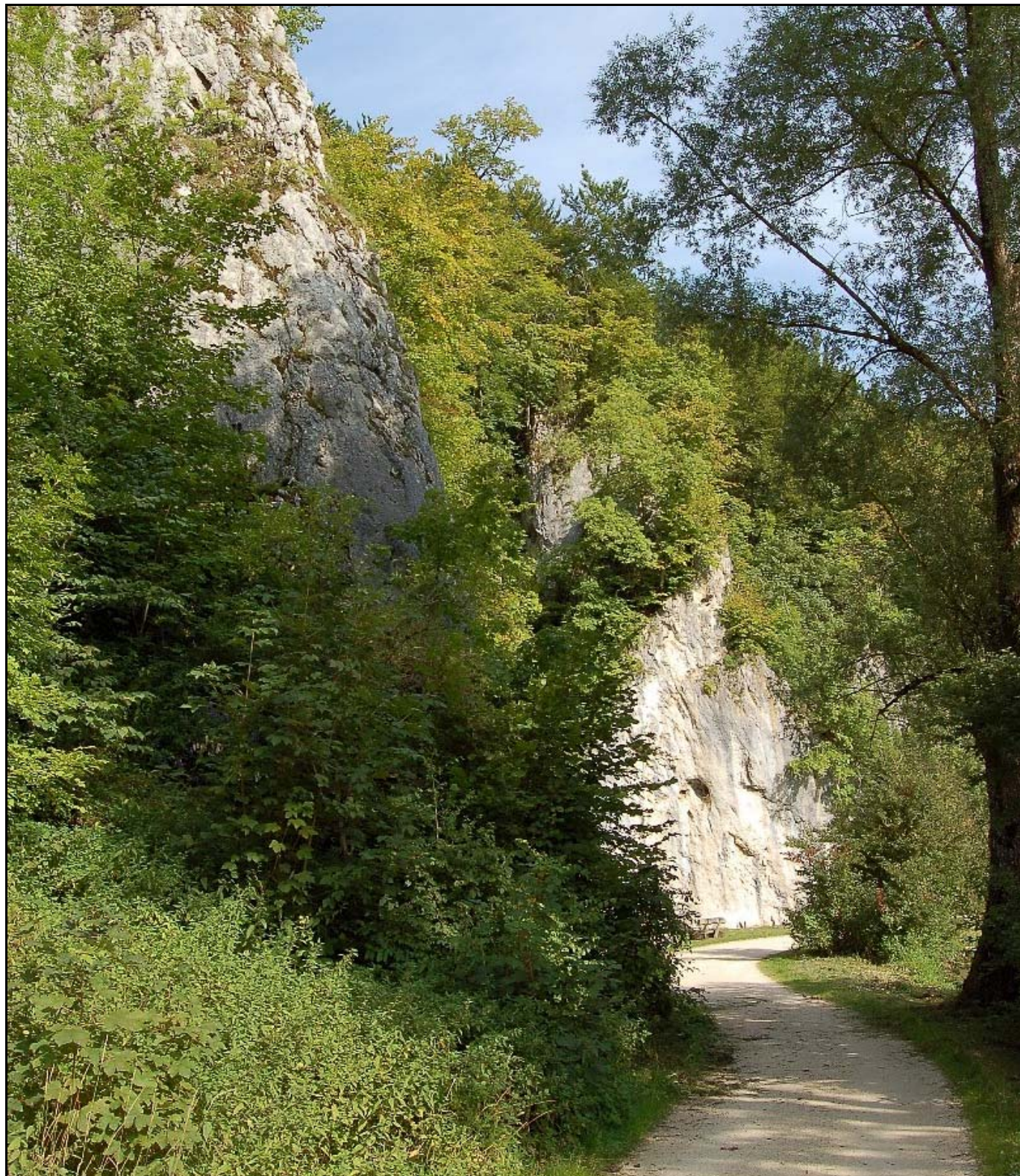
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J.R.R. Tolkien wrote it: The road goes ever on. Adventure lies ahead.

Product Identity

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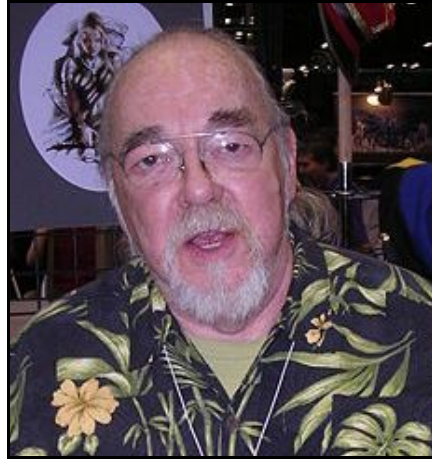


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Dungeons Daring™
is dedicated to the memory
of the Father of Gaming

E. Gary Gygax
1938-2008

Photo: Gary Gygax at GenCon 2007

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Foreword

1. What Kind of a Game am I Playing?

Dungeons Daring is a so-called *fantasy role-playing game*, often abbreviated as simply *Fantasy RPG*. A Fantasy RPG is not a board game, a card game or anything of similar nature. It is instead a game where you create a character in a mythical world and a mythical time frame. In the case of *Dungeons Daring*, that time frame probably will have elements similar to the Dark and Middle Ages of our own real world, and the things you'll find in that world might have roots in mythologies similar to those found in various parts of our own world.

If you already have a *Dungeons Daring* gaming group, one member of your group probably has identified him- or herself with a title like *game master*, *narrator*, *referee* or the like. He or she is a person apart from the others in your game. We'll use the term *game master*.

In a fantasy RPG, each member of the gaming group except the game master creates a character, or to be more specific, in game terms a *Player Character*, usually abbreviated as *PC*. You will assemble all kinds of statistical data about your PC's abilities, choose weapons, armor and supplies for him or her, etc. It will be your job to play the role of the character you create, somewhat as though you were acting the part in a radio play.

The game master is responsible for all of the other characters – those who aren't PCs – in your adventure. In game terms, these creatures are called *Non-Player Characters*, usually abbreviated as *NPC*.

Your job is to decide what the character you are playing does and then inform the game master what that is. Sometimes, when your character undertakes certain actions, you need to make a dice roll to determine what the results of those actions are. In most such cases, you'll use a special RPG 20-sided die commonly called a *d20*.

It's the job of the game master in your gaming group to tell you and your fellow adventurers where you are, what you see and what's happening around you. If you have an encounter with other creatures of some sort (i.e. NPCs), the game master also is responsible for taking the in-game actions necessary to determine what these other creatures do in response to you.

For instance, the game master may roll some dice and then tell you that the NPCs you encountered are friendly and are willing to give you some help. In other cases, the game master may determine that the encountered creatures are withholding judgment regarding you and your fellow adventurers. Depending upon what you do, they could react in either a friendly or hostile manner to you or continue be neutral in their attitude toward your party.

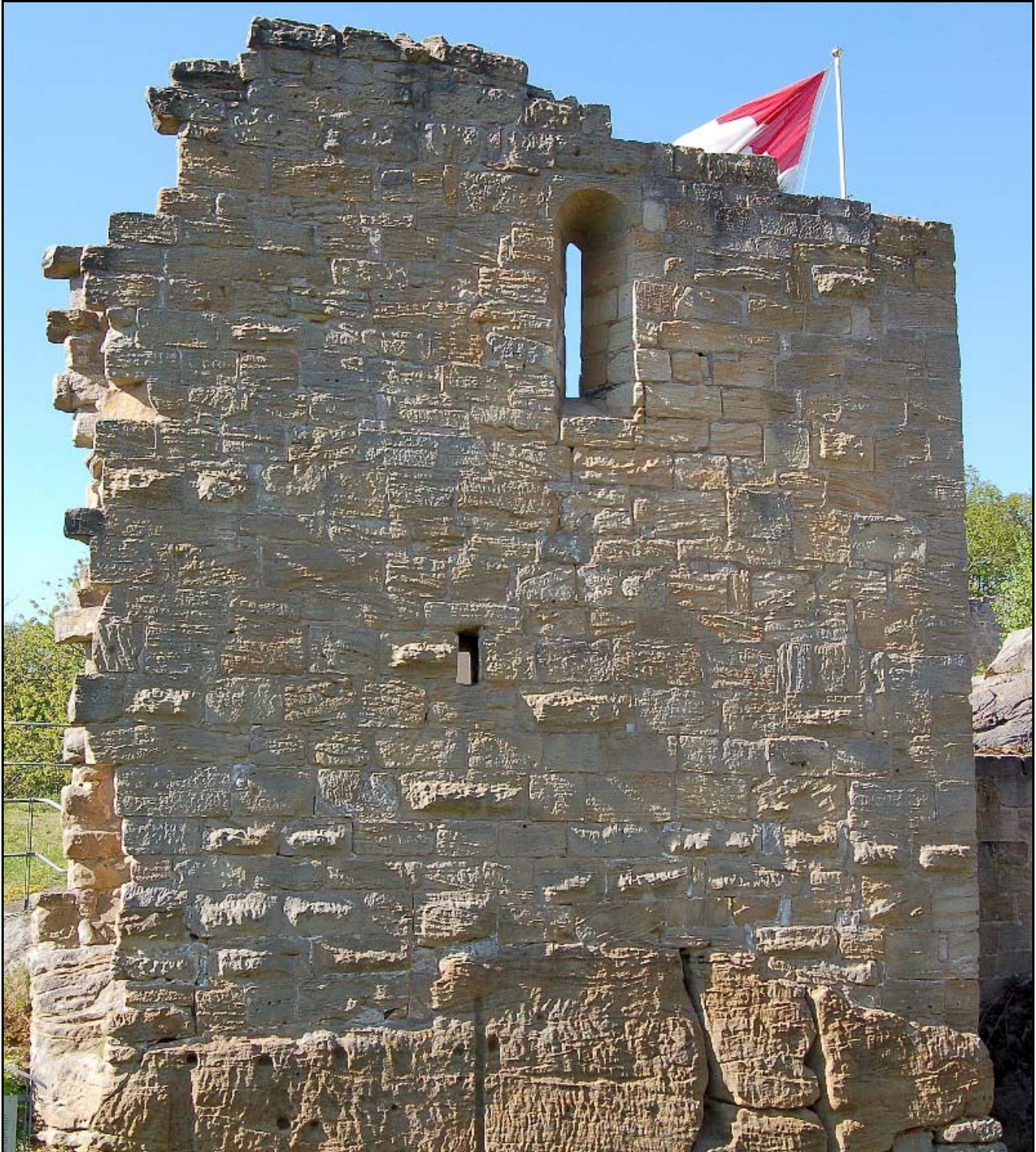
In most adventures, however, the chances are greatest that the creatures you encountered are hostile and they're ready to begin battling with you and your companions. In this case, you and the other adventurers in your group will make your own decisions on how you deal with these hostile beings, and you will make dice rolls to determine whether you succeed. At the same time, your game master will be making similar dice rolls to determine the outcome of your hostile foes' actions.

There isn't much "*hardware*" necessary to play this game. All you really need is this book and a set of six dice, with four, six, eight, ten, twelve and 20 faces, respectively. However, your game master may choose to add some additional material to his or her campaign. Here are some things that often are encountered:

- Maps and/or dungeon plans.
- A board of some sort that shows a dungeon plan or encounter layout. Tokens or small miniature figures representing you and your fellow adventures and also the creatures you encounter might stand on the board, ready to be moved to show you a bit better how the fantasy scene before your characters' eyes looks.
- A digital projector with screen that shows the same thing as the board mentioned above, but that allows for more flexible displays and quicker movement of figures than a board with miniatures.
- A laptop computer network that shows you the same thing as the digital projector, but even more efficiently. The game master feeds information from his or her laptop to the players' laptops.

You may wonder when such encounters occur what kind of creatures you'll meet. They could be other humans. Elves, giants and dwarves also are possible, although elves and dwarves are seen only rarely. Usually you'll run into giants only in their own mountain homelands.

There also are many kinds of so-called *monsters* or *beasts*: Dragons, orcs, trolls, ogres and the like as well as undead creatures such as vampires and ghosts. There also are a wide variety of natural animals, like those found in the real world. Your game master will inform you exactly whom and what you meet, when you have such encounters, and your job is to say how you respond.



The glory of days gone by ... ruins of a once mighty fortress

2. What are the Rules?



Only your game master can answer that for certain. This book and another volume for game masters called the *Dungeons Daring Game Masters Guide* make up the complete *Dungeons Daring* game system. Some game masters go 100% by these books. Others use a set of so-called house rules that modify the guidelines found here. *Dungeons Daring* has only one firm rule. It is a rule common to many other RPG systems as well. It's usually called *Rule Number One*.

Rule Number One:

The game master always is right!

There are no other rules. The rest of this book consists of guidelines.

The secret we should never let the game masters know is that they don't need any rules.

- Quote popularly attributed to E. Gary Gygax

I. *Dungeons Daring*™ Character Creation

It goes without saying that you must create your fantasy RPG character before you can begin to play his or her role. Character creation always is done with the guidance of the game master. You need to go through the following steps after he or she has given you the starting information you need.

First of all, you need a so-called character sheet. This is the tool that you'll use most of all during your adventures in *Dungeons Daring*. Your game master will tell you which character sheet to use. It will be one of the following options:

- The electronic *Dungeons Daring* character sheet, available in the *xlsx* format of *Microsoft® Excel* 2007, the *xls* format of *Microsoft® Excel* in Versions 2000 through 2003 and in the *ods* format used by *OpenOffice.org.Calc*.
- The paper *Dungeons Daring* character sheet. This is found on the following three pages. If your game master wants you to use this paper character sheet, simply print the following three pages.
- Another character sheet produced by a third party or personally by your game master.

In the illustrations, we're using the electronic *Dungeons Daring* character sheet. Visually, it's identical to the paper version on the following pages. The main difference is that you have to calculate and enter data with the paper version. Calculations are done automatically in the electronic versions.

Once you have your paper or electronic character sheet before you, you can begin developing your character. These are the necessary steps:

- Choose a race for your character.
- Determine the basic abilities of your character.
- Choose a character class for your character. In some cases, your game master may suggest that you make a multi-classed character. In that case, you need to choose more than one class.
- Pick the skills your character has learned.
- Choose the talents that your character has.
- If your game master wishes, choose the basic equipment to which your character is entitled, if any, based upon the guidelines established by your game master.

The various versions of the electronic character sheet are almost identical. You can see how they look on Pages 16 and 17.



Sea of grain at the foot of the mountain wilderness

1. The Paper Character Sheet for Printing

Product Identity

Player:

Skills

Skill	Prerequisites?	Check
Appraise (Applied Knowledge)		
Appraise (Perception)		
Arcane Knowledge (App. Knowledge)		
Arcane Knowledge (Arcane Magic)		
Armor Proficiency (Melee Combat)		
Armor Proficiency (Ranged Combat)		
Assimilate Stave		
Casting in Combat		
Cleave		
Concentration (Applied Knowledge)		
Concentration (Arcane Magic)		
Concentration (Naturalism)		
Concentration (Perception)		
Concentration (Religion)		
Craft		
Craft Toxins (Naturalism)		
Craft Toxins (Skulduggery)		
Create Complex Staves		
Create Herbal Medicines		
Decipher Magical Script		
Defend Mount		
Detect Magic		
Disable Device		
Dual-Handed Fighting		
Escape Bindings		
Flourish Spells		
Forge Runic Torque		
Forgery		
Gather Information		
Handle Animals		
Heal (Base Skill)	Base Skill	
Heal		
Herbalistic Knowledge (App. Knowl.)		
Herbalistic Knowledge (Naturalism)		
Interactive Reaction (Athletics)		
Interactive Reaction (Melee Combat)		
Interactive Reaction (Mounted Combat)		
Interactive Reaction (Ranged Combat)		
Interactive Reaction (Skulduggery)		
Interactive Speed (Athletics)		
Interactive Speed (Melee Combat)		
Interactive Speed (Mounted Combat)		
Interactive Speed (Ranged Combat)		
Interactive Speed (Skulduggery)		
Knowledge Architecture & Engineering		
Knowledge Dungeons (App. Know.)		
Knowledge Dungeons (Skulduggery)		
Knowledge Geography		
Knowledge History		
Knowledge Local (App. Knowledge)		
Knowledge Local (Skulduggery)		
Knowledge Nature		
Knowledge Nobility (App. Knowledge)		
Knowledge Nobility (Skulduggery)		
Make Diagnoses		
Master Sæma and Samein		
Mounted Archery		
Mounted Melee		
Notice Objects and Movement (Base)	Base Skill	
Notice Objects and Movement		
Open Locks		
Perform		
Point Blank Shot		
Power Attack		
Priest		
Profession		
Rapid Reload		
Rapid Shot		

Talents

Name	Status	Points
Applied Knowledge		
Arcane Magic		
Athletics		
Melee Combat		
Mounted Combat		
Naturalism		
Perception		
Ranged Combat		
Religion		
Runic Magic		
Skullduggery		

[illegible][illegible]

Name:

Player:

Total Spell Points:

Personal Equipment:

Magical Equipment:

Equipment in Saddlebag:

Weight Being Carried (pounds or kilograms):

Personal Data:

Date of Birth:

Home:

Height in feet/inches or centimeters:

Weight in pounds or kilograms:

Experience Points:

Notes:

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Character Sheet

Name: **Player:** **Character Level:**

Race: **Life Points:** **Inj. Points:** **Spell Points:**

Armor: **Endurance:** **Reflex:** **Will:**

Defenses:

Ability	Score	Modifier
Strength		0
Dexterity		0
Stamina		0
Magical Aptitude		0
Mechanical Aptitude		0
Knowledge		0

Injury Threshold:	Spell Point Loss:	Penalty:
Injured: 1 IP	Reduced by 0	-1
Serious: 1 IP	Reduced by 0	-2
Critical: 1 IP	Reduced by 0	-3
Mortal Danger: 0 IP	Reduced by 0	-4

Base Weapon Attack Bonus: **Initiative:** **Initiative Bonus:**

Basic Spell Attack Bonus:

Melee Weapon	Bonus	Base Damage	Attack Score	Damage
			0	0
			0	0
			0	0
			0	0

Modified Spell Attack:

Normal/Other	
Close Range	
Medium Range	
Long Range	

Range Weapon	Bonus	Range	Attack Score	Damage
			0	

Classes:

Character Sheet File CharacterSheet.ods in OpenOffice.org Calc 3.0 with Windows XP, classic view

3. Filling Out the Character Sheet

In this section, we'll be working together to fill out our new player character's data sheet. We'll be creating a fictitious new player character (PC) named *Lurga*, a human. At this point already, it's good to give some thought to what goals this new person you're creating will have.

If you don't do that, you may find later that it's difficult for you to have your PC develop in the way you want him or her to do, because you haven't given him or her the right balance of basic abilities that he or she will need to reach those future goals.

Our example character *Lurga* is not looking to become one of the great powers in *Dungeons Daring*, although he could be quite content becoming a rural baron or count at some fine future day. Instead, *Lurga* wants to become well-to-do, even rich, if possible, and he intends to go adventuring to finance his desired journey to wealth.

Lurga thinks that magic is his key to success. As a child already, he had slight talent for magic, and he always has been fascinated by the arcane art. So, *Lurga's* first and main class will be as a Wizard. Unlike many young magi, however, *Lurga* intends to become a Wizard-Warrior.

A PC who starts out as a 1st level wizard already has had basic training from one or more experienced Wizards, and he or she knows a few magical spells. During his training, however, *Lurga* took special note of tales told of other fine young Wizards who went forth to adventure and lost their head to an enemy swordsman's blade. *Lurga* doesn't care to share their fate.

Therefore, he decided to become both a Wizard and a Warrior, and once he gains a little experience, he plans to learn the Warrior's art as well.

The first basic choice we made for Lurga was his race. He's a human. There are three races that generally are available in Dungeons Daring: Humans, Halflings and Half-Elves. Your game master might make additional races available to you, too. Now, before you proceed with your character sheet, it's a good time to jump ahead to Section 4. *The Races*, and read what the advantages, disadvantages and abilities of the races are. If your game master has given you information on one or more other races, read that too. Then jump back to this page!

3.1 Race and Level

Perhaps you know what race you want for your PC. For Lurga, we've chosen the race *Human*. Most new PCs start at the 1st character level. If your game master has started you at a higher level, then you should enter that in your character sheet. For Lurga, we can enter his name, race and character level:

Character Sheet	Name:	Player:	Character Level:	
	Lurga	John Doe	1	
	Race:	Life Points:	Inj. Points:	Spell Points:
	Human			

Open Game Content

3.2 Abilities

At this point, we have to start using role-playing dice for the first time. So, before we start with the main topic of this section, let's take a look at what the standard dice are for most fantasy role-playing (FRPG) games:

- **20-sided-die:** This die probably is the one you'll use most frequently. Usually abbreviated as 1d20.
- **4-sided die:** Usually abbreviated as 1d4.
- **6-sided die:** Usually abbreviated as 1d6.
- **8-sided die:** Usually abbreviated as 1d8.
- **10-sided die:** Usually abbreviated as 1d10.
- **12-sided die:** Usually abbreviated as 1d12.
- **100-sided or % die:** These usually aren't dice in the normal sense. It's true that some manufacturers do indeed make dice with 100 sides, but they're rare at most FRPG game sessions. Instead, one rolls the d10 (10-sided) die twice. The first roll represents the 1st digit, the second roll the second. Two zeroes in a row represent 100% or simply 100. As an example, a roll of 3 and then 7 represents either 37 or 37%. These usually are abbreviated as 1d100 or 1d%.

Other jargon: In most FRPGs you also will see expressions like the following: 2d4, 3d8, etc. This simply means we roll the four-sided die twice in the first case and in the second that we roll the eight-sided die three times.

So ... now that we understand the FRPG dice, we can go on to the theme *Abilities*. This is an area where an inexperienced player needs to consider his or her choices carefully. The abilities chosen now will stick with your PC throughout his or her lifespan. With experience, you do get to increase ability scores a few times, but to a great extent, the decisions you make now will decide some high points and some limits for the rest of your PC's life.

Before we continue filling out the character sheet, it's time to jump ahead again, to Section 5. *The Abilities*. Please read that section, and after you've read it, come back to this point, where we'll continue to work with our character sheet.

Once you've read the *Abilities* section, you can pick up our character sheet thread here again. You, of course, need to make your own decisions about the abilities that are most important for your PC.

We start out with 60 points that we can award automatically to the various abilities. Your PC and our Lurga both are entitled to those 60 ability points + 1d20 more. That means it's time to get out the d20 (20-sided die) and roll it. In Lurga's case, we rolled 9, so we have a total of 69 points to distribute among 6 abilities.

Now, because Lurga wants to be a Wizard and a Warrior, we have to stock up the abilities that are advantageous to both classes as well as possible. A Wizard needs first and foremost strength with the ability Magical Aptitude along with Knowledge. A Warrior, which Lurga wants to become, needs first and foremost a good score in the ability *Strength*. Both classes also require as much Stamina as they can get, and every class can use Dexterity. A Wizard has little use for Mechanical Aptitude. Here's how we distributed Lurga's ability score points and how they look in his character sheet:

Ability	Score	Modifier
Strength	14	2
Dexterity	10	0
Stamina	12	1
Magical Aptitude	16	3
Mechanical Aptitude	1	-5
Knowledge	16	3

Lurga's initial ability scores

Please note that the modifiers for each of these abilities need to be entered in the third column, if you're using a paper character sheet. If you're using an electronic character sheet, they're entered automatically for you.

3.3 Choosing a Class

We've already chosen a class for Lurga. We're starting him as a 1st level Wizard, and we plan to give him the 1st level as a Warrior when he reaches the second character level.

Now ... in making such decisions, you have to understand a few perhaps confusing terms, what the general class parameters are, and what each of the available classes offers you. You also have to look at the character class needs of the adventure in which you'll be involved.

Let's look at the two types of levels that are discussed frequently in these guidelines:

- **Character Level:** This is the full level of a character regardless of classes. After your character has done some adventuring, your game master will award him or her experience points. With time, those experience points will earn your PC a new character level. A 1st level character gains the 2nd character level when he or she reaches a total of 100 experience points.
- **Class Level:** As we've already discussed, a player character can have more than one class. In Lurga's case, he's a 1st level Wizard, and when he earns 100 experience points, he'll be able to become a 1st level Warrior, which is his goal.

If we continue to use Lurga as an example, then we can see that he will have three different levels once he earns those 100 experience points:

- **Character Level:** 2
- **Class Level as a Wizard:** 1
- **Class Level as a Warrior:** 1

So, we've already made our decisions for Lurga. It's time for you to contemplate next what class (or classes, if your PC is starting at a character level above the 1st) you want to choose for your PC. In Section 6. *The Character Classes*, you'll find all you need to know to make class decisions for your PC.

You'll need to pay special attention to the table near the beginning of this Section 6 called *Character Progression Benefits*. It sets a lot of basic parameters for your PC. It shows you, among other things, what skills your PC can claim, when he or she can gain a new talent, and when his or her experience will allow the PC to increase one of those all-important ability scores.

We strongly urge you to read all of the character class descriptions in Section 6. *The Character Classes*, before continuing with the development of your PC. In your adventure, you will be in contact with members of many of these classes. If you already have sufficient life experience in the gaming world to have gained the 1st level in an adventuring class, you also will have a pretty good idea what the Non-Player Characters (NPCs) who are members of these other classes can and can't do.

You'll notice that several of the described classes are recommended only for NPCs. We strongly urge new players to avoid these classes. They can be difficult to play in a manner that you will enjoy, although experienced players sometimes have a knack for making unlikely classes useful and challenging.

Also, don't be surprised or upset if your game master has restricted the classes available to you. For most adventures to work, the PC party needs to include at least one member each from the Fighter, Magi and Specialist classes. When one or more of these class members fails, an adventuring party often finds itself unable to deal with the problems it's facing. For that reason, game masters often will insist that these three classes are represented before additional classes can be chosen.

With that said, it's time now for you to jump to Section 6. *The Character Classes*. Once you've finished reading that section and have chosen your PC's new character class (or classes), continue reading here. When you return, it's time to enter the data for your PC in his or her character sheet. Lurga is a 1st level Wizard. We'll enter that information under *Classes* on Page 1:

Classes:

Class:	Level:
Wizard	1

Lurga's Class

Using both the table *Character Progression Benefits* and the individual class descriptions, we can determine the various standard and special abilities, skills and talents that are available to the PC and enter these too into the character sheet. In Lurga's case:

- He has base weapon and spell attack bonuses of +1 each.
- He has 1 base spell point available + 3 points for his Magical Aptitude modifier for a total of 4 spell points. (Classes that use no spells can leave this field blank).
- At 1st level, a Wizard automatically has 1 life point and 6 injury points (maximum of 1d6). In Lurga's case, he gains a bonus of 1 to each due to the +1 modifier the Stamina score of 12 gives him. That means 2 life points and 7 injury points. At character levels starting with the 2nd, he would have to roll a die to determine the new, additional injury points. The automatic maximum is valid only for the first class at the 1st character level.

NOTE: If you're using the electronic character sheet, the modified spell attacks will be calculated automatically for you if your character casts spells. If you're using a paper character sheet and your character casts spells, you need to enter them by hand:

- **Normal/Other:** This is equal to your *Base Spell Attack Bonus* plus your *Magical Aptitude Bonus/Penalty*, as found in the table 5.2 *Ability Modifiers, Bonuses and Penalties* in Section 5, *The Abilities*. Lurga has an ability score of 16 for *Magical Aptitude*. Therefore, he adds his *Base Spell Attack Bonus* of +1 to his *Energy Bonus* of +6 for a total *Modified Normal Spell Attack* of 1d20+7.

- **Close Range:** 1d20 plus *Normal/Other*-Bonus minus 2. In Lurga's case, 1d20+5.
- **Medium Range:** 1d20 plus *Normal/Other*-Bonus minus 2. In Lurga's case, 1d20+4.
- **Long Range:** 1d20 plus *Normal/Other*-Bonus minus 2. In Lurga's case, 1d20+2.

The electronic character sheet will calculate your injury thresholds automatically. If you're using a paper character sheet, you need to calculate the values in the column *Injury Threshold* manually and enter them. To do this, see the topic *Class Statistics* in Section 6. *The Character Classes*.

NOTE: Later, when you learn about magical spells, you'll find out that you need to *hit* for some spells to do their work. That's when the close, medium and long ranges count. The farther away your target is, the harder it is to *hit* him, her or it.

As part of our class definition, we also have to decide what skills and talents our PC will have. Those will be our next steps. Right now, however, we should have the newly determined data in our character sheet:

Dungeons Daring™			Character Sheet																																						
			Name:		Player:		Character Level:																																		
			Lurga		John Doe		1																																		
			Race:		Life Points:		Inj. Points:		Spell Points:																																
			Human		2		7		4																																
			Armor:		Endurance:		Reflex:		Will:																																
Defenses:																																									
<table border="1"> <thead> <tr> <th>Ability</th> <th>Score</th> <th>Modifier</th> </tr> </thead> <tbody> <tr> <td>Strength</td> <td>14</td> <td>2</td> </tr> <tr> <td>Dexterity</td> <td>10</td> <td>0</td> </tr> <tr> <td>Stamina</td> <td>12</td> <td>1</td> </tr> <tr> <td>Magical Aptitude</td> <td>16</td> <td>3</td> </tr> <tr> <td>Mechanical Aptitude</td> <td>1</td> <td>-5</td> </tr> <tr> <td>Knowledge</td> <td>16</td> <td>3</td> </tr> </tbody> </table>			Ability	Score	Modifier	Strength	14	2	Dexterity	10	0	Stamina	12	1	Magical Aptitude	16	3	Mechanical Aptitude	1	-5	Knowledge	16	3	<table border="1"> <thead> <tr> <th>Injury Threshold:</th> <th>Spell Point Loss:</th> <th>Penalty:</th> </tr> </thead> <tbody> <tr> <td>Injured: 3-5 IP</td> <td>Reduced by 1</td> <td>-1</td> </tr> <tr> <td>Serious: 1-3 IP</td> <td>Reduced by 1</td> <td>-2</td> </tr> <tr> <td>Critical: 1 IP</td> <td>Reduced by 1</td> <td>-3</td> </tr> <tr> <td>Mortal Danger: 0 IP</td> <td>Reduced by 1</td> <td>-4</td> </tr> </tbody> </table>			Injury Threshold:	Spell Point Loss:	Penalty:	Injured: 3-5 IP	Reduced by 1	-1	Serious: 1-3 IP	Reduced by 1	-2	Critical: 1 IP	Reduced by 1	-3	Mortal Danger: 0 IP	Reduced by 1	-4
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Product Identity

The new class data entered in the character sheet

If you're using pencil and paper, and if, like Lurga, your PC is a spellcaster, we'll also have to go to Page 3 of the character sheet and enter the PC's spell points. We already can see on Page 1 that Lurga has a total of 4 spell points. If you're using the electronic character sheet, these scores will be entered automatically.

	A	B	C	D	E	F	G	H	I
1	Name:	Lurga			Player:		John Doe		
2									
3	Total Spell Points:	4							

Open Game Content

3.4 Picking Skills

The table *Character Progression Benefits* in Section 6. *The Character Classes* tells us that a PC with the 1st character level can have a maximum of 8 points per talent for primary talents and 4 points per talent for secondary talents. The guidelines for the Wizard class tell us that a 1st level Wizard at the 1st *character* level has (4 + Magical Aptitude modifier) x4 talent points available.

That means that Lurga has ...

$$(2 + 3^*) \times 4 \text{ or a total of } 20$$

*Magical Aptitude modifier

... talent points available. Before we proceed with our character sheet, we need to learn about Talents and Skills. Section 7. *The Talents and the Skills* begins with a table that lists all class groups and shows the Primary Talents for each class. While we're reading that, let's keep some other points in mind:

- Almost every creature automatically has certain Base Skills that are unrelated to Talents.
- At first level, a character automatically can claim at least two Talents.
- As a human, Lurga automatically has the additional Talent *Religion*.
- As a 1st level Wizard, Lurga automatically has the Talent *Arcane Magic*.

With that said, it's time now for you to read Section 7. *The Talents and the Skills* and to learn all of the details. After you've done that, return here and continue reading at this point.

At the start, we see that every human, half-elf, halfling, elf, dwarf and giant automatically has the Base Skills *Heal*, *Notice Objects and Movement*, *Ride Mount*, *Search*, *Sneak* and *Swim*.

Unlike Talent Skills, these Base Skills have neither prerequisites nor a Talent Point modifier. Their checks are calculated with the formula:

$$1d20 + \text{appropriate ability modifier}$$

If you're using the electronic character sheet, these checks will be calculated automatically for you. If you're using a paper Character Sheet, you need to calculate your own base skills. We already have determined Lurga's ability modifiers. They're listed on Page 1 of the Character Sheet. You can see Lurga's modifiers on the previous page. The following table shows how we make our calculations.

Base Skill	Key Ability	Lurga's Modifier	Lurga's Check
Heal	Knowledge	3	1d20+3
Notice Objects and Movement	Knowledge	3	1d20+3
Ride Mount	Strength	2	1d20+2
Search	Knowledge	3	1d20+3
Sneak	Dexterity	0	1d20+0
Swim	Strength	2	1d20+2

Lurga wants to get the most out of his 1st level skills. For every secondary talent he might choose, he must spend 2 talent points to claim 1 point in that skill. With primary talents, 1 point buys 1 point. He also wants to avoid undergoing more training later in Talents and Skills that are important for a wizard, so he'll concentrate first and foremost upon gaining those wizard Talents & Skills that require training.

As a human Wizard of 1st class level and 1st character level, Lurga already has the Talents *Arcane Magic* and *Religion*. He still can choose *Applied Knowledge* and *Perception* as Primary Talents. All other talents are available to him as Secondary Talents. If he picks any of those, he needs to use two of his Talent Points to buy one point in those talents. Lurga decides to skip Secondary Talents at this time and to invest his 20 points in Primary Talents.

24				0	0		Long Range	1d20+2
25								
26	Range Weapon	Bonus	Range	Attack Score	Damage		Classes:	
	Character	Talents & Skills	Magic & Equipment	Background Tables	Open Game Licen			
Bereit								Samstan

Open Game Content

Talents		
Name	Status	Points
Applied Knowledge	P	7
Arcane Magic	P	8
Athletics	No	0
Melee Combat	No	0
Mounted Combat	No	0
Naturalism	No	0
Perception	P	4
Ranged Combat	No	0
Religion	P	1
Runic Magic	No	0
Skulldugery	No	0

Open Game Content

We'll start by turning to Page 2 of the character sheet. Users of the electronic character sheet need to click the tab *Talents & Skills*. We go to the bottom of Page 2 of the character sheet, where we enter the letter *P* for *Primary Talent* in the column *Status* for the Talents *Applied Knowledge*, *Arcane Magic*, *Perception* and *Religion*. All of these are Primary Talents (*Religion* is an automatic Primary Talent for all humans) for a 1st level human Wizard. (See the graphic on the previous page.)

Lurga isn't particularly interested in a career in religion. He can assign as many as 8 Talent Points to a single Primary Talent at this point. He gives 8 points to *Arcane Magic* and *Perception* and seven to *Applied Knowledge*. Lurga could keep the one remaining point and assign it at a latter time, but he assigns it to *Religion* instead.

The next phase is a bit more work. We need to look up the Skills that belong to the chosen talents and see for how many of them we already fulfill the basic prerequisites. A 1st level character usually will not have developed his or her talents yet to the point where he already can use many of their skills. Let's examine Lurga's situation:

- **Applied Knowledge:** At present, Lurga has the prerequisites for 16 of the 19 skills offered by this talent. He lacks the prerequisites for the skills *Appraise*, *Concentration* and *Decipher Magical Script*.

We can go to the upper part of Page 2 and activate the 16 remaining skills. For each, we enter Yes in the column *Prerequisites*. If you do that with the electronic character sheet, it will calculate the checks automatically. If you're working with pencil and paper, we enter the check values for the Talent *Applied Knowledge* in the column check. That's equal to 1d20 + the number of points assigned to *Applied Knowledge* (7 in Lurga's case) + the modifier for the key ability score for the talent, in this case the modifier 3 for *Knowledge*. Lurga's check for these skills is then:

$$1d20 + 7 + 3 \text{ or } 1d20+11$$

- **Arcane Magic:** Lurga has the prerequisites for seven of the nine skills of this talent: *Arcane Knowledge*, *Detect Magic*, *Read and Wrote Magic*, *Sense Magic*, *Sense Mechanics*, *Spellcraft* and *Use Magical Device*. He needs a better Stamina score to use the skills *Casting in Combat* and *Concentration*.

We can activate the seven available skills by entering Yes in the column *Prerequisites*. If you do that with the electronic character sheet, it will calculate the checks automatically. If you're working with pencil and paper, we enter the check values for the Talent *Arcane Magic* in the column check. That's equal to 1d20 + the number of points assigned to *Arcane Magic* (8 in Lurga's case) + the modifier for the key ability score for the talent, in this case the modifier 3 for *Magical Aptitude*. Lurga's check for all seven skills is then:

$$1d20 + 8 + 3 \text{ or } 1d20+11$$

- **Perception:** This is a talent that Lurga still can develop more. He can claim five of this talent's eight skills: *Notice Objects and Movements*, *Search*, *Sense Magic*, *Sense Mechanics* and *Sense Motive*. He lacks the prerequisites for *Appraise*, *Concentration* and *Sense Traps*.

We can activate the five available skills by entering Yes in the column *Prerequisites*. If you're working with pencil and paper, we enter the check values for the Talent *Perception* in the column check. That's equal to 1d20 + the number of points assigned to *Perception* (4 in Lurga's case) + the modifier for the key ability score for the talent, in this case the modifier 3 for *Knowledge*. Lurga's check for all five skills is then:

$$1d20 + 4 + 3 \text{ or } 1d20+7$$

- **Religion:** Lurga has the prerequisites for five of the talent's six skills. He lacks the prerequisites only for *Concentration*. However, the benefits are limited. Other talents already have given him four of the five available skills. The one new skill, *Priest*, doesn't play a role in Lurga's character plans. To use the *Priest* skill, one must be an active clergyman of a certain faith. Lurga has no intention at present of becoming one.

We can activate the five available skills by entering Yes in the column *Prerequisites*. If you're working with pencil and paper, we enter the check values for the Talent *Religion* in the column check. That's equal to 1d20 + the number of points assigned to *Perception* (4 in Lurga's case) + the modifier for the key ability score for the talent, in this case the modifier 3 for *Knowledge*. Lurga's check for all five skills is then:

$$1d20 + 1 + 3 \text{ or } 1d20+4$$

You can see the final results on the next page. Although Lurga, at first glance, seems to have a large number of skills, many of them are duplicated because they are skills belonging to several talents. Remember that these duplicates do not stack. If Lurga wishes to apply the skill *Sense Magic*, for example, he has developed this skill through three talents:

Sense Magic (Arcane Magic)	Yes	1d20+11
Sense Magic (Perception)	Yes	1d20+7
Sense Magic (Religion)	Yes	1d20+4

Checks for Lurga's skill Sense Magic

Lurga cannot add the three bonuses and claim a check of 1d20+29. He must choose one of the three checks. Because *Religion* has a poorer check score, it would be a bad choice. If Lurga has to check to *Sense Magic*, his best bet would be to check with 1d20+11, using the skill from the Talent *Arcane Magic*.



A baker is sentenced to a dunking for making his rolls too small.

Skill	Prerequisites?	Check
Appraise (Applied Knowledge)	No	-
Appraise (Perception)	No	-
Arcane Knowledge (App. Knowledge)	Yes	1d20+10
Arcane Knowledge (Arcane Magic)	Yes	1d20+11
Armor Proficiency (Melee Combat)	No	-
Armor Proficiency (Ranged Combat)	No	-
Assimilate Stave	No	-
Casting in Combat	No	-
Cleave	No	-
Concentration (Applied Knowledge)	No	-
Concentration (Arcane Magic)	No	-
Concentration (Naturalism)	No	-
Concentration (Perception)	No	-
Concentration (Religion)	No	-
Craft	Yes	1d20+10
Craft Toxins (Naturalism)	No	-
Craft Toxins (Skullduggery)	No	-
Create Complex Staves	No	-
Create Herbal Medicines	No	-
Decipher Magical Script	No	-
Defend Mount	No	-
Detect Magic	Yes	1d20+11
Disable Device	No	-
Dual-Handed Fighting	No	-
Escape Bindings	No	-
Flourish Spells	No	-
Forge Runic Torque	No	-
Forgery	No	-
Gather Information	Yes	1d20+10
Handle Animals	No	-
Heal (Base Skill)	Base	1d20+3
Heal	No	-
Herbalistic Knowledge (App. Knowl.)	Yes	1d20+10
Herbalistic Knowledge (Naturalism)	No	-
Interactive Reaction (Athletics)	No	-
Interactive Reaction (Melee Combat)	No	-
Interactive Reaction (Mounted Combat)	No	-
Interactive Reaction (Ranged Combat)	No	-
Interactive Reaction (Skullduggery)	No	-
Interactive Speed (Athletics)	No	-
Interactive Speed (Melee Combat)	No	-
Interactive Speed (Mounted Combat)	No	-
Interactive Speed (Ranged Combat)	No	-
Interactive Speed (Skullduggery)	No	-
Knowledge Architecture & Engineering	Yes	1d20+10
Knowledge Dungeons (App. Know.)	Yes	1d20+10
Knowledge Dungeons (Skullduggery)	No	-
Knowledge Geography	Yes	1d20+10
Knowledge History	Yes	1d20+10
Knowledge Local (App. Knowledge)	Yes	1d20+10
Knowledge Local (Skullduggery)	No	-
Knowledge Nature	No	-
Knowledge Nobility (App. Knowledge)	Yes	1d20+10
Knowledge Nobility (Skullduggery)	No	-
Make Diagnoses	No	-
Master Sæma and Samein	No	-
Mounted Archery	No	-
Mounted Melee	No	-
Notice Objects and Movement (Base)	Base	1d20+3
Notice Objects and Movement	Yes	1d20+7
Open Locks	No	-
Perform	Yes	1d20+10
Point Blank Shot	No	-
Power Attack	No	-
Priest	Yes	1d20+4
Profession	Yes	1d20+10
Rapid Reload	No	-
Rapid Shot	No	-

Name	Status	Points
Applied Knowledge	P	7
Arcane Magic	P	8
Athletics	No	0
Melee Combat	No	0
Mounted Combat	No	0
Naturalism	No	0
Perception	P	4
Ranged Combat	No	0
Religion	P	1
Runic Magic	No	0
Skulldugger	No	0

[illegible][illegible]

3.5 Getting Equipment

This is another situation where your game master needs to play the lead card. Usually, when a PC goes off on an adventure, he or she needs money, weapons and perhaps some armor and equipment. However, when a new PC enters a campaign, it's up to the game master to determine what money and possessions the new PC has. There are quite a number of methods used by game masters. Here are the most frequent:

- The game master might determine that you have a certain amount of money to spend. It's up to you in the person of your PC to decide what you want to buy.
- Some game masters decide for their PCs what they do and don't have. It's not the friendliest method from a PC's point of view, but it's within the game master's rights.
- Some game masters tell the player to put together a list of desired possessions for the PC, and the player and game master together then decide which of those things the PC actually will have.

Once that issue's settled, the game master needs to tell you what is or isn't available at the time and location where his or her campaign is taking place. That means that you can't choose everything in the property and possessions lists. There also are some things in the lists that are almost impossible for you to obtain anywhere. Objects made of dwarven middle silver make excellent examples. There is a 99.99% chance that you won't be able to find anything made of middle silver for sale anywhere and an even worse chance that you can afford it if you do find it.

Basically, then, to fill out the next parts of your character sheet, you need to:

- Learn from your game master what the ground rules are.
- Read the section 8. *Possessions and Packing Up*. After that, return here.

We need to go now to the lower part of Page 3 of the character sheet and fill in the personal data for your PC. In most campaigns, the game master probably will decide what the home of your character is, or he or she may give you a choice of regions that make sense in terms of the campaign. In most cases, however, you'll be able to make your own decisions on the content of the remaining fields. In all cases, these fields should be filled in before picking the character's possessions, because they can have some effect upon carrying abilities.

Weight Being Carried (pounds or kilograms):		16 lbs., 4 oz.
Personal Data:		
Date of Birth:	03-13-1386	Home: Miðgarð
Height in feet/inches or centimeters:	5'10	Weight in pounds or kilograms: 170 pounds
Experience Points:	0	

Open Game Content

Now comes the time-consuming part. It's up to you to decide what you're going to take with you, but you can take only what you can carry. First take a good look at the three tables under the subheading *Traveling with Weight* on the second page of Section 8. *Possessions and Packing Up*.

In the first table, *Carrying Capacity by Strength*, you'll see at the first glance that your strength determines how much you can carry. When you look a little closer, you'll also see that there are *light*, *medium* and *heavy* carrying capacities.

A look at the next table, *Penalties for Carried weight*, shows us that we suffer some penalties when we load ourselves up to the medium or heavy levels. Dexterity penalties have a significant effect upon our ability to deal with things. We're less effective at defending ourselves, and many other skills and abilities are more difficult to use and apply. Anywhere where the Dexterity score plays a role, these penalties take their effect.

Furthermore, we see that a heavier load slows us down. Normally, a human, half-elf or halfling can move at a tempo of 30ft/9m per round or every 5 seconds. However, when the PC bears a medium load, we can see that he or she is slowed to 20ft/6m, and with a heavy load, the tempo is reduced to 10ft/3m.

Now, you may say that the things you want to have with you are so important that you're willing to put up with being slower. That might suit you just fine, but it might not suit the rest of your adventuring party, because if you can make only 20ft/6m every 5 seconds, everyone else has to go just as slowly so that you can keep up with them.

One solution would be to clip a few points off of your Stamina score and add them to your Strength score, but that can cause problems too. First of all, that may reduce the number of life and injury points you have. If you turn the page in Section 8, *Possessions and Packing Up*, you'll see that it also will shorten the time that you can travel without rest. If you're in territory where you constantly are being harassed by an enemy, this can be fatal.

Another point you have to consider is the bulk of the items you choose. On the third page of Section 8, *Possessions and Packing Up*, you'll find the theme *Traveling with Bulk*. In the tables that follow, you'll see bulk descriptions of small (S), medium (M) or large (L). The table *Bulk Limitations* shows you guidelines for the amount of bulk you, your backpack and your mount or pack horse can carry.

Please understand that these tables represent *guidelines* rather than *rules*. Even when a combination of items falls within the limits of a table, if one easily can see that the suggested bulk is more than the PC can carry, the game master will rule accordingly. He or she has the final judgment in these manners.

With these things in mind then, it's time for you to go through Section 8, *Possessions and Packing Up*, and pick your PCs' items, following your game master's guidelines. If you intend to have a riding mount, remember that you have to subtract the following from the mount's carrying capacity to know how many extra items the animal can carry for you:

Your weight (character sheet Page 3) + Weight of all you carry + Weight of saddle and saddlebags

When you decide which things your mount will carry for you, also ponder what you will do with them if your mount is slain and whether you can do without them if you lose your mount or if it's destroyed. After all, some evil Wizard might try to hit you with a disintegration spell but then get your horse instead. Once you've made up your list, return here.

With Lurga, we'll begin by filling out more of the fields on Page 1 of his character sheet. Lurga's game master started him out with 20 gold pieces (GP) to spend to equip himself. Among the things that Lurga *did not* buy are armor and shield. These things are sometimes more of an encumbrance than a help for Wizards anyway.

Until we know whether a PC has armor, we're unable to enter his or her initial defense class, Armor. Now that we know that Lurga has no armor, we can take care of that. The Armor Defense class equals 10 *plus* the bonus for the armor. Lurga has no armor. His formula is:

10 (base value) + armor bonus (zero), in other words, the sum 10.

The three remaining defenses classes, Endurance, Reflex and Will, are determined with these formulas:

- **Endurance:** 10 plus Strength modifier bonus + class bonus + level bonus.
- **Reflex:** 10 plus Dexterity modifier bonus + class bonus + level bonus.
- **Will:** 10 plus Stamina modifier bonus + class bonus + level bonus.

We now can enter the defense scores into Page 1 of the character sheet:

Lurga has a Strength of 14, so he's able to carry 40 pounds or 20 kilograms as a light load. His purchased goods cost 16 gold pieces, 1 silver piece and three copper pieces (in other words, 16.53 gold pieces). That leaves him with 3 gold pieces, 4 bronze pieces and 7 copper pieces (3.47 gold pieces). These coins have a weight of 1 pound, 6 ounces, or 680 grams. That needs to be calculated with his possessions, which we enter into Page 3 of the character sheet, along with all of Lurga's other equipment and their weights.

A		B	C	D	E	F	G	H					
1		Character Sheet		Name:		Player:		Character Level:					
2				Lurga		John Doe		1					
3				Race:		Life Points:		Inj. Points:		Spell Points:			
4				Human		2		7		4			
5				Armor:		Endurance:		Reflex:		Will:			
6				Defenses:		10		12		10		11	
7													

Product Identity

Personal Equipment:

Coins: 3 gold pieces, 4 bronze pieces and 7 copper pieces (1 lbs, 6 oz.), bronze knife (4 oz.), Backpack (1 lbs.), Bedroll (3 lbs.), Flint and Steel (2 oz.), Lantern (1 lbs.), Feather Pen (2 oz.), Vial Ink (6 oz.), 5 days' rations (5 lbs.), 3 Hand Torches (1.5 lbs.), Waterskin, full (2 pounds), Spellbook (8 oz.)

Open Game Content

Finally, we need to enter the data for our PC's weapons. Lurga chose only one, a knife, which is a melee weapon. When we use the electronic character sheet, we need to tip only the following information into the program:

- **Melee Weapon:** Name of the weapon.
- **Bonus:** Usually Zero, but if the weapon is magical or if it has other properties that give it a plus-value (+), that bonus is entered here.
- **Base Damage:** The damage that the weapon causes according to the weapons tables.

19	Melee Weapon	Bonus	Base Damage	Attack Score	Damage
20	Knife	0	1d4	1d20+3	1d4+2
21				0	0
22				0	0
23				0	0

Open Game Content

The fields *Attack Score* and *Damage* are filled out automatically when we use the electronic character sheet. If you're working with pencil and paper, you need to calculate them yourself.

The formulas are:

- **Attack Score** equals $1d20 + \text{Base Weapon Attack Bonus} + \text{Strength Modifier}$.
- **Damage** equals *Base Damage*.

That completes our character sheet. As far as statistics are concerned, our new player character has been defined. You can see Lurga's completed character sheet on the three following pages.

Ability	Score	Modifier	Injury Threshold:	
Strength	14	2	Injured: 3-5 IP	
Dexterity	10	0	Serious: 1-3 IP	
Stamina	12	1	Critical: 1 IP	
Magical Aptitude	16	3	Mortal Danger: 0 IP	
Mechanical Aptitude	1	-5		
Knowledge	16	3		
Base Weapon Attack Bonus:			Initiative:	Initiative Bonus:
1			1d20+0	
Melee Weapon	Bonus	Base Damage	Attack Score	Damage
Knife	0	1d4	1d20+3	1d4+2
			0	0

Open Game Content

However, in most cases your character isn't complete yet. There's still much more you need to know to play the role of your character properly. You need to go beyond the statistics and create a complete, three-dimensional person. You can do that only together with your game master. He or she can help you create a life story for your PC that, among other things, explains why your character has decided to go off adventuring rather than lead a normal life.

Most game masters will give their players information, often printed, about the city or village and region that they call home and sometimes even maps of areas that are familiar to the new PC due to his or her past experience.



A group of knights rides out to battle.

Product Identity



Character Sheet

Name:

Player:

Character Level:

Lurga

John Doe

1

Life Points:

Inj. Points:

Spell Points:

Human

2

7

4

Armor:

Endurance:

Reflex:

Will:

Defenses:

10

12

10

11

Ability	Score	Modifier
Strength	14	2
Dexterity	10	0
Stamina	12	1
Magical Aptitude	16	3
Mechanical Aptitude	1	-5
Knowledge	16	3

Injury Threshold:	Spell Point Loss:	Penalty:
Injured: 3-5 IP	Reduced by 1	-1
Serious: 1-3 IP	Reduced by 1	-2
Critical: 1 IP	Reduced by 1	-3
Mortal Danger: 0 IP	Reduced by 1	-4

Base Weapon Attack Bonus:	1

Initiative:	1d20+0
Initiative Bonus:	0

Basic Spell Attack Bonus:	1

Melee Weapon	Bonus	Base Damage	Attack Score	Damage
Knife	0	1d4	1d20+3	1d4+2
			0	0
			0	0
			0	0

Modified Spell Attack:	
Normal/Other	1d20+7
Close Range	1d20+5
Medium Range	1d20+4
Long Range	1d20+2

Range Weapon	Bonus	Range	Attack Score	Damage
			0	
			0	
			0	
			0	

Classes:	
Class:	Level:
Wizard	1

Name:

Player:

Lurga

John Doe

Skills

Skill	Prerequisites?	Check
Appraise (Applied Knowledge)	No	-
Appraise (Perception)	No	-
Arcane Knowledge (App. Knowledge)	Yes	1d20+10
Arcane Knowledge (Arcane Magic)	Yes	1d20+11
Armor Proficiency (Melee Combat)	No	-
Armor Proficiency (Ranged Combat)	No	-
Assimilate Stave	No	-
Casting in Combat	No	-
Cleave	No	-
Concentration (Applied Knowledge)	No	-
Concentration (Arcane Magic)	No	-
Concentration (Naturalism)	No	-
Concentration (Perception)	No	-
Concentration (Religion)	No	-
Craft	Yes	1d20+10
Craft Toxins (Naturalism)	No	-
Craft Toxins (Skullduggery)	No	-
Create Complex Staves	No	-
Create Herbal Medicines	No	-
Decipher Magical Script	No	-
Defend Mount	No	-
Detect Magic	Yes	1d20+11
Disable Device	No	-
Dual-Handed Fighting	No	-
Escape Bindings	No	-
Flourish Spells	No	-
Forge Runic Torque	No	-
Forgery	No	-
Gather Information	Yes	1d20+10
Handle Animals	No	-
Heal (Base Skill)	Base	1d20+3
Heal	No	-
Herbalistic Knowledge (App. Knowl.)	Yes	1d20+10
Herbalistic Knowledge (Naturalism)	No	-
Interactive Reaction (Athletics)	No	-
Interactive Reaction (Melee Combat)	No	-
Interactive Reaction (Mounted Combat)	No	-
Interactive Reaction (Ranged Combat)	No	-
Interactive Reaction (Skullduggery)	No	-
Interactive Speed (Athletics)	No	-
Interactive Speed (Melee Combat)	No	-
Interactive Speed (Mounted Combat)	No	-
Interactive Speed (Ranged Combat)	No	-
Interactive Speed (Skullduggery)	No	-
Knowledge Architecture & Engineering	Yes	1d20+10
Knowledge Dungeons (App. Know.)	Yes	1d20+10
Knowledge Dungeons (Skullduggery)	No	-
Knowledge Geography	Yes	1d20+10
Knowledge History	Yes	1d20+10
Knowledge Local (App. Knowledge)	Yes	1d20+10
Knowledge Local (Skullduggery)	No	-
Knowledge Nature	No	-
Knowledge Nobility (App. Knowledge)	Yes	1d20+10
Knowledge Nobility (Skullduggery)	No	-
Make Diagnoses	No	-
Master Sæma and Samein	No	-
Mounted Archery	No	-
Mounted Melee	No	-
Notice Objects and Movement (Base)	Base	1d20+3
Notice Objects and Movement	Yes	1d20+7
Open Locks	No	-
Perform	Yes	1d20+10
Point Blank Shot	No	-
Power Attack	No	-
Priest	Yes	1d20+4
Profession	Yes	1d20+10
Rapid Reload	No	-
Rapid Shot	No	-

Talents

Name	Status	Points
Applied Knowledge	P	7
Arcane Magic	P	8
Athletics	No	0
Melee Combat	No	0
Mounted Combat	No	0
Naturalism	No	0
Perception	P	4
Ranged Combat	No	0
Religion	P	1
Runic Magic	No	0
Skulduggery	No	0

[illegible][illegible]

Name:

Player:

Total Spell Points:

Personal Equipment:

Coins: 3 gold pieces, 4 bronze pieces and 7 copper pieces (1 lbs, 6 oz.), bronze knife (4 oz.), Backpack (1 lbs.), Bedroll (3 lbs.), Flint and Steel (2 oz.), Lantern (1 lbs.), Feather Pen (2 oz.), Vial Ink (6 oz.), 5 days' rations (5 lbs.), 3 Hand Torches (1.5 lbs.), Waterskin, full (2 pounds), Spellbook (8 oz.)

Magical Equipment:

None

Equipment in Saddlebag:

None

Weight Being Carried (pounds or kilograms):

Personal Data:

Date of Birth:

Home:

Height in feet/inches or centimeters:

Weight in pounds or kilograms:

Experience Points:

Notes:

4. The Races

At this point, your game master has the first word again. It may be that the current phase of his or her adventure takes place in a part of the world where there are only humans, and there is no reason for a member of any race to be there. In that case, he or she may tell you that only humans are allowed.

It's also possible that he or she is running an adventure that has some special circumstances. As a result of them, he or she may allow some races that aren't defined in this book but rather in his or her book. Elves, giants and dwarves are three possibilities. In that case, the game master will provide you with the additional information that you need.

In most Dungeons Daring adventures, the characters whose roles are being played usually are humans or halflings, a subset of the human race. In some cases, a player also might have a character who is a half-elf, although these seldom are encountered. There is no guideline in *Dungeons Daring* that says you *cannot* play a character of a race other than these three, but in most cases, such characters will have a great deal of difficulty serving as members of an adventuring party.

If you wish to play an elf, giant, dwarf or something else, discuss it with your game master. He or she also can tell you what the disadvantages of choosing such a race are.

So ... before you proceed, you should decide what the race and gender of your new PC will be. The following are the differences between the three main PC races described in this book:

- **Humans** by and large are just like people in our own real world. They define the average for PCs in all respects.
- **Halflings** are a mutated subset of the human race. They usually range in height between 3 and 4 feet, in other words, 90 to 120 cm. In comparison to humans, halflings tend on the average to make somewhat poorer targets for attackers, but they also tend to have a bit less strength than humans. Most halflings tend to be noticeably weaker than humans but that's often offset by their greater agility. Halflings are good at hiding, escaping from activity and being stealthy.
- **Half-elves** share many of the characteristics of humans, but the force of the Light is stronger in half-elves than in humans. Half-elves live longer than humans. They have a mix of elven and human characteristics. The first class level of a half-elf *always* is as a sorcerer. This is a natural characteristic of a half-elf. On the average, half-elves tend to be a bit weaker than humans and they also have a much poorer aptitude for mechanics than humans. On the other hand, they're a bit more agile than humans and have a better capacity for learning magic.



Dance on the village green



A land of castles

4.1 Humans

Most humans in the *Dungeons Daring* world know a bit about their history. They know that the world is theirs to inherit. That notwithstanding, humans also tend to be dissatisfied with their lot. Mortality is the destiny of humans. There was a time when a human's years might number 1,000 before death called. Few humans today reach the age of 100, and the trend is downward.

Although most humans never have seen an elf or a dwarf, they have heard of them. They know that the members of these races never die a natural death, although they may be slain. They know that giants too began with an average lifespan of about 1,000 years, and although their numbers have diminished, giants still can expect to live for so long.

Historically, mortality has had many effects upon the human race. For many centuries, the dissatisfaction with death's certainty has led many humans into the futile search for the secret of elves and dwarves. The shortness of life leads humans to take on many more things at the same time than members of their other races usually do, and their actions often tend to be rash in the viewpoint of elves and dwarves.

On the positive side, perhaps, humans are the most ambitious, flexible and adaptable of all races. There is no predominant alignment among humans. They are Children of the Balance, and they can be equally inclined to do good or evil or both in the course of their lifetimes.

The human race is different from elves, dwarves and giants in other respects as well. Humans are taught that they have souls – not spirits, like other races. When a human dies, his or her soul eventually goes to a place called Deep Hell, where a mysterious and powerful but non-human female figure named Hela decides the soul's fate. Most humans are convinced that their souls may live on in some manner after death, but usually no human soul is sent back to life by Hela in its previous form.

Unlike other races, humans seem to have a need for gods. Most areas with human settlers worship either a deity, a pantheon of deities or a body of demigods or demipowers. These deities are real and can bestow certain powers upon their worshippers, but a god's power is limited only to those areas of the world where he or she has a strong body of worshippers.

Most humans live in societies that include only their own folk, although halflings or half-elves at times may be accepted too. However, this does not mean that they're afraid to interact with other races. Humans always are ready to deal or fight with elves, giants and dwarves or other humans – whichever the circumstances warrant.

Gaming Data:

Size: Medium

Life expectancy: Usually 80-100 years

Speed: 30ft/9m per round

Alignment inclination: none

Resistances: None

Base Defenses: Armor 10, Endurance 10, Reflex 10, Will 10

Attacks: Fists, Weapons, Spells

Skills: no racial bonuses or penalties

Other racial bonuses and penalties: none

Special racial abilities: All humans are born with the Talent *Religion*. Most humans believe in and worship one or more deities.

Mating: Humans can mate with other humans, elves, half-elves and halflings

Bonus Talent Religion: In *Dungeons Daring*, only humans believe in deities and religion. As a result, all humans have the talent *Religion* from birth and with it, have the ability to become *Priests* of their faith. *Priest* is a skill of the Talent *Religion*. Priests should not be confused with Clerics.

4.2 Halflings

In most respects except for height, halflings are identical to humans. With the following exceptions, the general information for humans given above also is valid for halflings.

The small folk came into being in lands bordering upon elven domains. Lights elves believe that the humans there who rather suddenly became halflings were reduced in size through a fluke contact between magic and mechanical power. That may be. Neither the elves nor any other magi have found a way to reverse the effect, and few halflings would want it reversed now. They tend to be quite content with their lot.

There are some so-called renegade halflings who live in human settlements, but most who live outside of the halfling homelands dwell in halfling communities not far but a bit removed from human settlements. Although they tend to live among their own, halflings are ready and willing to form trade relations and in some case even personal relationships with humans. However, most halflings are slightly reserved in their dealings with the larger folk, believing that the human race is not quite able to focus itself upon the truly important things in life, at least as halflings see them.

What is a good life to a halfling? Peace, comfort, plenty to eat and drink and leisure time to enjoy it all. It's easy to understand why a folk with this outlook not only has little tendency to go adventuring but also looks strangely upon those who do so.

However, if one destroys a halfling's peace and comfort, lifts the roof from his head and makes food scarce, one can expect to find a formidable and slippery enemy in him. Most halflings will do all they can to destroy this enemy and rebuild their own lives and, if necessary, their homes as well as possible.

Humans who know anything about halflings at all usually understand the desire of the small folk to live in their own communities. As a result, the so-called renegade halflings who live outside their own folk's settlement, particularly those few halflings who are adventurers, are looked upon with some suspicion by the larger folk.

"Normal" halflings who live in their own settlements of small folk are even less merciful. They think that any unfortunate halfling who goes adventuring is simply insane. Unlike humans, the halflings never have felt a need for deities or religions, although they certainly are willing to use the healing abilities of human Clerics or priests.

Gaming Data:

Size: Small

Life expectancy: Usually 90-110 years

Speed: 30ft/9m per round

Alignment inclination: good predominant but all alignments are possible

Resistances: None

Base Defenses: Armor 10, Endurance 8, Reflex 12, Will 10

Attacks: Fists, Weapons, Spells

Skills: Escape Artist +2, Sneak +2, Jump -2, Sneak +2, Swim -2.

Other racial bonuses and penalties: -2 Strength, +2 Dexterity, Maximum strength 18, Maximum Dexterity 22.

Special racial abilities: Foot Immunity to Cold

Mating: Halflings can mate with other halflings, elves, half-elves and humans

Religion: None

Foot Immunity to Cold: Halflings can tolerate cold below their ankles to temperatures as low as -30°F/-34°C without discomfort or pain. They suffer from cold when the temperature is between -31°F and -35°F/-35°C and -37°C, but they can withstand such cold without injury for 2d4 hours. After that time or at temperatures of -36°F/-38°C and lower, their reactions are the same as those of humans and half-elves.

4.3 Half-elves

Half-elves came into being when light elves discovered that humans and elves could mate. They also discovered that natural mating between elves and humans produced normal humans as offspring. This also will be the case in the unlikely event that an elf and a human simply meet and mate. The offspring always will be purely human.

The hybrid half-elven race resulted from strong magical influences that the light elves exerted during the original mating between humans and elves in ancient days. Only the true blood descendants of the originally born half-elves can give birth to true half-elves.

The human genes of half-elves are stronger than their elven genes. Half-elves are longer-lived than humans, but they are mortal. Like humans, they have souls rather than elven spirits. When a half-elf dies, it does not ascend to become a star in the heavens, as elves do, but rather goes to Hela in Deep Hell for judgment, just as humans and halflings do.

Half-elves seldom are found outside of their own societies. Those who are elsewhere usually have explanations for their journey into *foreign* lands. However, most half-elves would balk at the idea of leaving their homeland. Most who have done so usually have had some tragic or perhaps evil motivation for leaving departing.

In some cases, expatriate half-elves have gone out into the world as a result of family disputes, unfulfilled love, disagreements with the ruling hierarchy, personal disappointments, etc. A larger element of most half-elves' souls consists of the Light than is the case with humans, but in some half-elves the Light is weak and the character tends toward evil rather than good.

There is little for evil-bent half-elves in the homelands. Such half-elves tend to wander to other parts of the world to seek their fate and fortune. Such half-elves – the disappointed and the evilly-inclined – make up only a small part of the world's half-elven population. Most half-elves have a much different personal perspective.

True blood half-elves were bred by the light elves as a reaction to the introduction of iron into the world. Iron is fatal to elves. After the dwarves discovered iron and began forging it, both the forces of evil and weak-scrupled humans began spreading items made of the new, cold and lifeless metal throughout the world, seriously limiting the ability of the remaining elves to conduct their own dealings. Most elves were forced by the spread of iron to remain within their own shielded enclaves.

The light elves believed that fate required some elves to continue playing an important role in the world's development, and they bred true-blood half-elves to overcome the threat of spreading iron. True blood half-elves have many of the characteristics and abilities of the elven race, above all their natural affinity for magic. On a physical level, however, their human genes are dominant. Half-elves are completely immune to the effects of iron that are fatal to elves.

The light elves brought their half-elven offspring up to be proud and capable defenders of the role fate had charted for the fair folk, and the majority of the half-elves in the homelands continue to see themselves in that light today. The half-elves believe themselves to be superior to humans as a race. However, they do so in a patronizing manner rather than being arrogant.

Most half-elves have considerable difficulty forming strong relationships with humans or halflings. The longer lifespan of half-elves makes such relationships difficult. Whether they wish to or not, humans and halflings tend to envy half-elves for their long lives, and half-elves, on the other hand, tend to be troubled by the seemingly rapid and fleeting lives of humans and halflings.

Because of their elven blood, half-elves have a strong, natural talent for magic. On the other hand, half-elves have considerable difficulty learning how to deal with pure physical or mechanical energy, particularly when it is converted from one form of energy to another. A half-elven miller would have many natural hurdles to overcome. The complexity of harnessing flowing water to turn a waterwheel that in turn rotates a stone which grinds grain is beyond the ability of many half-elves to understand.

Magic and nature are the domains of the half-elf, in the best traditions of his or her elven ancestors. Every half-elf is a sorcerer upon birth. In game terms, this means that every half-elf who goes off to adventure begins his or her career as a 1st level sorcerer.

However, based upon his or her interests and goals, a half-elf can decide not to further hone his or her magical talents. In that case, the half-elf will begin attaining levels in other classes upon reaching the 2nd level as a character. Most half-elves tend to be Wizards, Sorcerers, Rangers, Skáld, Nature Druids, Warriors and/or Scouts. Thieves, Assassins, Spies and the like are rare.

Gaming Data:

Size: Medium

Life expectancy: Usually 100-120 years

Speed: 30ft/9m per round

Alignment inclination: Good, but some aberrations are possible

Resistances: None

Base Defenses: Armor 9, Endurance 10, Reflex 11, Will 10

Attacks: Fists, Weapons, Spells

Other racial bonuses and penalties: -1 Strength, +1 Dexterity, +4 Magical Aptitude, -4 Mechanical Aptitude. Maximum strength 19, Maximum Dexterity 21, Maximum Magical Aptitude 24, Maximum Mechanical Aptitude 16.

Special racial abilities: Starvision, Elvensight

Mating: Half-elves can mate with other half-elves, elves, halflings and humans

Religion: No organized religion or deities.

Starvision: Under moonshine and starlight half-elves can see just as they do in the daylight. At the time of the New Moon or when the stars are visible but not the moon, they can perceive nearer objects as by daylight but they lose the abilities of Elvensight. When the night sky is overcast and neither moon nor stars are visible their night sight is limited to 300ft/180m.

Elvensight: When not obscured by fog or similar obstacles, a half-elf can adjust his or her eyes somewhat like a zoom camera lens to clearly make out larger objects and creatures at a distance of up to 3 miles/5 km.



Half-elves forge their own paths, usually away from human civilization.

4.4 Interracial Mating

Elves, half-elves, humans and halflings can mate with one another. The following tables show how the race of offspring is determined.

Elves

Mating with:	Offspring:
Elf	No offspring
Half-Elf	Half-Elf
Human	Human
Halfling	Halfling

Half-Elves

Mating with:	Offspring:
Elf	Half-Elf
Half-Elf	Half-Elf
Human	Human
Halfling	Halfling

Humans

Mating with:	Offspring:
Elf	Human
Half-Elf	50% Half-Elf, 50% Human ¹
Human	Human
Halfling	50% Human, 50% Halfling ²

Halflings

Mating with:	Offspring:
Elf	Halfling
Half-Elf	50% Half-Elf, 50% Halfling ³
Human	50% Human, 50% Halfling ²
Halfling	Halfling

For Mixed Chances:

Roll 1d20.

¹ 1-10 Half-Elf, 11-20 Human.

² 1-10 Human, 11-20 Halfling.

³ 1-10 Half-Elf, 11-20 Halfling.

5. The Abilities

Once you've picked your PC's race, you need to determine his or her basic physical and mental abilities. Each new PC starts out with a total of ability points available between 61 and 80. Whether that total is 61, 80 or something in between is a matter of chance. The starting score is 60. The result of a throw of the 20-sided die is added to that. During a PC's adventuring career, he or she can gain up to 10 more ability score points that can be assigned according to the player's wish.

You should consider carefully what things you want your PC to be able to do best before you make your final distribution of ability scores. They affect a great number of the things your character will want to do. They cannot be changed after they have been decided finally.

Abilities in a System with Role-Playing Emphasis

The *Dungeons Daring*™ RPG guidelines system was designed intentionally to give much more emphasis to role playing than to pure role-created and dice-roll-determined decision-making. Many popular RPG rules sets just as intentionally do the opposite.

Despite many heated arguments to the contrary in Internet forums and blogs and on mailing lists, we doubt that either approach can be right or wrong. The right approach is the one that makes the most enjoyment for the members of your gaming group.

Some groups love role-playing and do their best to avoid the rules whenever possible. Other groups make no effort to play roles. Their members do their best to know the rules and bend them to their best advantage. Most gaming groups can be found somewhere between these two extremes.

That notwithstanding, the *Dungeons Daring*™ RPG guidelines system is balanced much more in favor of the role-players than the dice rollers. In choosing to run his or her campaign with these guidelines, one must assume that your game master also is inclined toward the role-playing side of the scales.

If this is the first time you've played an RPG, this may not mean much to you. If you have played other RPGs, a number of familiar things may be missing in these guidelines:

- There are no ability scores for such attributes as Comeliness, Charisma, Wisdom, Intelligence, etc. Whether a PC succeeds in attempting to use such abilities depends upon his or her player's ability in role-playing. No dice throws or statistics are available to help a PC whose player can't role-play such things well.

This system already is one that draws strong, divided reactions. Many who prefer an emphasis on role-playing support this system. Others argue that it makes it impossible for a dumb player to play the role of a smart PC well. Those who disagree argue that this is better than letting a smart NPC be swayed by a player's dumb argument. The only way to resolve such disputes is for the game master to choose the system that best suits his or her group's needs.

- For similar reasons, skills or other abilities that determine through dice rolls whether a PC or NPC succeeds in fooling, intimidating, deceiving, etc., other PCs and NPCs are missing in *Dungeons Daring*™. In this game system such dealings are left to role-playing.
- There has been an increasing tendency in recent years for commercial fantasy RPG settings and worlds to be driven by deities and high level NPCs. Priests and clerics who serve deities often are among the most powerful characters in such realms. *Dungeons Daring*™ doesn't eliminate such elements, but both have been designed above all with the goal of being PC-driven.

In this respect, both *Dungeons Daring*™ substantially reduces the role played by deities and their clergy. PCs are likely to encounter high level NPCs *only* when they seek them out or when the game master has a reason for them to do so.

5.1 Overview

In this section we'll look at the individual main abilities available to a character and what they contribute to dealings inside of an adventure. After reading these basic descriptions, it's then time for you to determine the individual ability scores for your character.

Strength	Dexterity	Stamina	Magical Aptitude	Mechanical Aptitude	Knowledge
Combat abilities, lifting weight, etc.	Quick, agile reflexive actions	Ability to press on and endure	Natural skill for magic	Natural skill for mechanics	Ability to learn, perceive and understand

Each of these abilities determines modifiers, bonuses and penalties for certain attributes of a character and his skills and talents. These are shown on the table in Section 2.2.

Strength

Your score in this category affects the following:

- Your ability to successfully strike an opponent in close combat or melee, as it sometimes is called. You add your Strength modifier to your basic attack bonus to determine the effective result of your attack rolls.
- The amount of damage you deal when you successfully strike an opponent in close combat (melee) or with a thrown weapon. You add your Strength modifier to the basic damage that the weapon can deal.
- Your success in certain skill checks that are based upon Strength. Where Strength is the deciding factor, your skill check usually equals your Strength modifier plus the result of a 1d20 roll.
- Your effective defense class for Endurance. You add your Strength modifier to the basic defense score for Endurance.
- Your ability to carry out strength-based deeds, such as striking down doors. In such cases, your Strength check usually equals your Strength modifier plus the result of a 1d20 roll.

Dexterity

Your score in this category affects the following:

- Your ability to successfully strike an opponent with ranged or missile-type weapons, as they sometimes are called. You add your Dexterity modifier to your basic attack bonus to determine the effective result of your attack rolls.
- Your effective defense Reflex. You add your Dexterity modifier to the basic defense score for Reflex. In most cases when you are attacked, you defend with your Reflex defense score. If you are subjected to attacks such as spells where the effects can be dodged, the attacker must make an attack roll against which you can defend with your Reflex defense.
- Your success in certain skill checks that are based upon Dexterity. Where Dexterity is the deciding factor, your skill check usually equals your Dexterity modifier plus the result of a 1d20 roll.

Stamina

Your score in this category affects the following:

- Your effective defense class for Will.
- Your ability to concentrate when casting spells.
- The amount of damage you can sustain without dying. Your Stamina score can give you a bonus to the number of injury points you sustain. With the following table, you calculate your bonus injury points:

Stamina Score	Injury Points Bonus
1-12	0
13-15	+1/level
16-18	+2/level
19-21	+3/level
22-23	+4/level
24-25	+5/level

Energy

In the Dungeons Daring world, there are two types of energy that, to a certain extent, exclude and oppose one another. One energy source is magic, called into the world from the sun by the elves. A spellcaster or skáld uses abilities inherent in his or her soul or spirit to bind this magical power into spells and the like.

The second source of energy is based upon the normal rules of physics as we know them in the real world. In this case, the conversion of one kind of physical energy into another is critical. Examples are the use of a mill's waterwheel to turn the stone that grinds flour or a boiler with steam harnessed to operate a machine.

These two types of energy clash with each other. No person can master both. One must choose the path of magic or mechanics. One who chooses an ability in magic can have an ability score no higher than 10 in mechanics and, likewise, one who chooses an ability in mechanics can have a score no higher than 10 in magic.

Magical Aptitude

Your score in this category affects the following:

- The number and power of spells you can cast.
- The number of undead you can repel, if any.
- Your success in certain skill checks that are based upon magic. Where Magical Aptitude is the deciding factor, your skill check usually equals your Magical Aptitude modifier plus the result of a 1d20 roll.

Mechanical Aptitude

Your score in this category affects the following:

- The number and strength of mechanical devices you can build and control.
- Your ability to study and learn to understand a heretofore unknown device.
- Your success in certain skill checks that are based upon mechanics. Where Mechanical Aptitude is the deciding factor, your skill check usually equals your Mechanical Aptitude modifier plus the result of a 1d20 roll.

Knowledge

Your score in this category affects actions and the development of talents and skills that reflect what you have learned and how well. It also reflects your ability to observe things, perceive what is taking place and to learn from these observations. Many of the Skills that you develop with your Talents are directly dependent upon your Knowledge score.

The Defenses

These values determine how well you can defend yourself against attacks in combat, from magic and of other types. They are derived values based upon your racial base scores and your ability scores. The racial base scores are:

- **Humans:** Armor 10, Endurance 10, Reflex 10, Will 10
- **Halflings:** Armor 10, Endurance 8, Reflex 12, Will 10
- **Half-Elves:** Armor 9, Endurance 10, Reflex 11, Will 10

The Ability Modifiers are:

Score	Strength, Dexterity and Stamina Modifier
0	Incompetent*
1	-5
2	-4
3	-4
4	-3
5	-3
6	-2
7	-2
8	-1
9	-1
10	0
11	0
12	+1
13	+1
14	+2
15	+2
16	+3
17	+3
18	+4
19	+5
20	+5
21	+6
22	+6
23	+7
24	+7
25	+8

Using this information, we can calculate the four defenses as follows:

- **Armor Defense:** Base Racial Score for Armor + Class Bonus + Bonus of the armor, if any.
- **Endurance Defense:** Base Racial Score for Endurance + Class Bonus + Strength bonus.
- **Reflex Defense:** Base Racial Score for Reflex + Class Bonus + Dexterity bonus.
- **Will Defense:** Base Racial Score for Will + Class Bonus + Stamina bonus.

5.2 Ability Modifiers, Bonuses and Penalties

Score	Strength, Dexterity and Stamina Modifier	Magic, Mechanics and Knowledge Modifier
0	Incompetent*	Incompetent*
1	-5	-9
2	-4	-8
3	-4	-7
4	-3	-6
5	-3	-5
6	-2	-4
7	-2	-3
8	-1	-2
9	-1	-1
10	0	0
11	0	+1
12	+1	+2
13	+1	+3
14	+2	+4
15	+2	+5
16	+3	+6
17	+3	+7
18	+4	+8
19	+5	+9
20	+5	+10
21**	+6	+11
22**	+6	+12
23**	+7	+13
24**	+7	+14
25**	+8	+15

* A character who is *incompetent* in any category is not capable of carrying out proper actions. Such a character is helpless and cannot take part in normal action in an adventure.

** Ability scores above 20 are available only through increased character level bonuses. The highest score in any ability that can be reached by a character is his or her racial maximum for that ability at 1st level plus 5, but to no total higher than 25. Thus, a halfling, with a maximum Strength of 18 at 1st level, never can reach a Strength score higher than 23 (18+5). Likewise, a half-elf, with a maximum Magical Aptitude score of 23 at 1st level, never can reach an Magical Aptitude score higher than 25 (maximum limit 25).

Maximums and Minimums

Any character with a score of less than 1 in Strength, Dexterity, Stamina, Magical Aptitude, Mechanical Aptitude or Knowledge is unable to act reliably and is helpless in an adventure. In other words, for a new character to be able to do anything, he or she must have a score of at least 1 in each ability.

A 1st level character being created cannot assign more than 18 points to any single ability during creation. (Additional points can be gained later with new levels.) This does not mean, however, that a first level character cannot have more than 18 points in a single ability. To the points that the player assigns to a specific ability are added any bonuses that are available. In some cases, during character creation, this can lead to the character having more than 18 points in certain abilities.

A half-elf, for example, has a racial bonus of 43 points for the ability score for Magical Aptitude. At 1st level character creation, he or she can assign 18 points to the ability Magical Aptitude for a total score of 22 (18+4) at 1st level.

Advanced Age Levels

The bodies of elves, dwarves and draugs do not degenerate with time. Elves and dwarves are semi-immortal. Draugs are kept animate and undead through magic, which also stabilizes their unliving bodies. However, human, halfling and half-elf characters age, just as we humans do in real life. Reality shows us two facets that affect abilities with age:

- At some point, a being reaches his or her ultimate physical limits. The body takes one no farther.
- Until possible mental degeneration sets in at advanced age, a person continues to learn more with the years, not less.

Dungeons Daring deals with these realities as follows:

- No fixed system is defined to deal with possible mental degeneration setting in at an advanced age. This is an individual problem, and it may or may not occur. To the extent that this becomes an issue in your campaign, it should be worked out between you and your game master.
- Creatures that experience physical deterioration through aging begin to lose ability points for Strength, Dexterity and Stamina, and y move these *lost* points over to the abilities Magical Aptitude, Mechanical Aptitude and/or Knowledge. See the following table.

Race	Threshold Ages
Human	50, 60, 70, 80, 90
Halfling	55, 65, 75, 85, 95
Half-Elf	70, 80, 90, 100, 110

When a human, halfling or half-elf reaches the first Threshold Age, he or she no longer can assign new ability points to Strength, Dexterity or Stamina. With each additional Threshold Age, he or she subtracts one point from Strength, Dexterity or Stamina and adds it to Magical Aptitude, Mechanical Aptitude or Knowledge.

This subtraction must take place in rotation. The character must subtract one each from Strength, Dexterity and Stamina before he or she can take another point from a single one of these abilities. However, no rotation is required for reassigning the point. For example, a character could, with time, take one point each from Strength, Dexterity and Stamina and then assign all three points to Knowledge.

The reassignment of points cannot give a character more points in any one ability than the maximum allowed for his or her race. If the maximums for Magical Aptitude, Mechanical Aptitude or Knowledge all have been reached, then points lost for Strength, Dexterity and Stamina simply are lost.

If the loss of ability points in Strength, Dexterity or Stamina through aging reduces a character to 0 points in one or more of these abilities, the character dies of old age.



The river city, seen from the castle above

5.3 Determining Abilities

Fill out the following table with pencil to assemble the ability scores of a new character.

Strength	Dexterity	Stamina	Magical Aptitude	Mechanical Aptitude	Knowledge

Step 1:

Fill out each of the six fields with the value 0 (zero) +/- the bonuses and penalties for your character's race. Samples of starting tables for each of the three recommended races follow.

Step 2:

Determine the total number of starting points available to your character. You do that by adding the number 60 to a dice roll of 1d20.

Step 3:

Enter the points in the table above.

How does that work? Some step-for-step samples follow.

Some Sample Staring Characters

Step 1:

We'll determine the total number of starting points available to our sample characters. We do that by adding the number 60 to a dice roll of 1d20.

Example: We roll 1d20. The result is 2. We add 2 to the number 60. The sum is 62. We have 62 points to divide among the abilities in the tables.

Step 2a – Human Warrior Example:

Our sample human will be a warrior. First of all, we check whether he or she has any racial bonuses and penalties that apply to ability scores:

Other racial bonuses and penalties: none

In the case of a human there are none. Our sample continues to look like this:

Sample Human Warrior

Strength	Dexterity	Stamina	Magical Aptitude	Mechanical Aptitude	Knowledge
0	0	0	0	0	0

Because a human has no special racial bonuses or penalties, no starting ability score can be higher than 18. To be competent, no score may be lower than 1. We're designing a warrior who has no interest in magic. Therefore, we give him or her only one point in Magical Aptitude, the minimum for the character to be competent. That leaves us another 61 points to distribute.

For a warrior, Strength, Dexterity and Stamina all are important, but a bit of Mechanical Aptitude and General Knowledge also are necessary. In the second (white) line of the following table, you can see how we divided those 62 points.

Sample Human Warrior

Strength	Dexterity	Stamina	Magical Aptitude	Mechanical Aptitude	Knowledge
18	14	16	1	6	7

Step 2b – Halfling Thief Example:

Our next sample will be a halfling thief. First of all, we check whether he or she has any racial bonuses and penalties that apply to ability scores:

Other racial bonuses and penalties: -2 Strength, +2 Dexterity, Maximum strength 18, Maximum Dexterity 22.

In the case of a halfling, we have a bonus, a penalty and two maximums. The maximums mean that in no case may a halfling have a higher score in these abilities than listed. So, let's begin by filling in the basic abilities including bonuses and penalties. At the start, our table looks like this:

Halfling Thief Example

Strength	Dexterity	Stamina	Magical Aptitude	Mechanical Aptitude	Knowledge
-2	2	0	0	0	0

We have a penalty of -2 in Strength, and we have zeroes at present for Stamina, Magical Aptitude, Mechanical Aptitude and Knowledge. We must assign points to all of these categories so that they are at least at 1, or our thief will be incompetent.

Let's start with minimums and use 7 points. The second (white) row shows racial bonuses and penalties. The third (green) row shows the first seven points that we've assigned. The fourth (white) row shows the temporary totals.

Halfling Thief Example

Strength	Dexterity	Stamina	Magical Aptitude	Mechanical Aptitude	Knowledge
-2	2	0	0	0	0
(3)	(0)	(1)	(1)	(1)	(1)
1	2	1	1	1	1

We've used seven of our 62 points. Each ability has a score of at least one. Our potential halfling thief is competent to handle, although only to a very limited extent at present.

Another 55 points remain available. To complete our work, we need to consider that the importance of the remaining abilities for a thief is, in this order, Dexterity, Mechanical Aptitude, Stamina and Strength. Dexterity can go as high as 22 for a halfling, but for a 1st level character we can assign only a maximum of 18 points. More can come later.

The following table shows a possible final distribution of ability points. The second (white) row shows the current levels. The third (green) row shows how we distribute the remaining 55 points. The fourth (white) row shows the new totals.

Halfling Thief Example

Strength	Dexterity	Stamina	Magical Aptitude	Mechanical Aptitude	Knowledge
1	2	1	1	1	1
(9)	(18)	(13)	(0)	(13)	(3)
10	20	14	1	14	4

At the start, our thief won't be much good in a fight, with his or her low strength, and his or her knowledge is rather limited. However, he or she can get stronger and know more with experience. In the remaining respects, he or she is in pretty good shape for thieves' work.

Step 2c – Half-Elf Sorcerer Example:

Our next sample will be a half-elf sorcerer. First of all, we check whether he or she has any racial bonuses and penalties that apply to ability scores:

Other racial bonuses and penalties: -1 Strength, +1 Dexterity, +4 Magical Aptitude, -4 Mechanical Aptitude. Maximum strength 19, Maximum Dexterity 21, Maximum Magical Aptitude 24, Maximum Mechanical Aptitude 16.

In the case of a half-elf, we have two bonuses, two penalties and four maximums. The maximums mean that in no case may a half-elf have a higher score in these abilities than listed. So, let's begin by filling in the basic abilities including bonuses and penalties. At the start, our table looks like this:

Half-Elf Sorcerer Example

Strength	Dexterity	Stamina	Magical Aptitude	Mechanical Aptitude	Knowledge
-1	1	0	4	-4	0

We have bonuses of +1 in Dexterity and +4 in Magical Aptitude and penalties of -1 in Strength, -4 in Mechanical Aptitude. We must assign points to all of these categories so that they are at least at 1, or our sorcerer will be incompetent.

Let's start with minimums and use nine points. The second (white) row shows the current levels. The third (green) row shows how we distribute the nine points. The fourth (white) row shows the temporary totals.

Half-Elf Sorcerer Example

Strength	Dexterity	Stamina	Magical Aptitude	Mechanical Aptitude	Knowledge
-1	1	0	4	-4	0
(2)	(0)	(1)	(0)	(5)	(1)
1	1	1	4	1	1

We've used nine of our 62 points. Another 53 points remain available. To complete our work, we need to consider that the importance of the remaining abilities for a sorcerer is, in this order, Magical Aptitude, Dexterity, Knowledge, Stamina and Strength. Magical Aptitude can go as high as 23 for a sorcerer, but for a 1st level character we can assign only a maximum of 18 points. More can come later.

The following table shows a possible final distribution of ability points. The second (white) row shows the current levels. The third (green) row shows how we distribute the remaining 54 points. The fourth (white) row shows the new totals.

Half-Elf Sorcerer Example

Strength	Dexterity	Stamina	Magical Aptitude	Mechanical Aptitude	Knowledge
1	1	1	4	1	1
(2)	(15)	(9)	(17)	(0)	(10)
3	16	10	21	1	11

At the start, our sorcerer won't be much good in a physical fight, with his or her low strength. But that's not his or her job anyway, and he or she can gain strength with experience. In the remaining respects, he or she is in pretty good shape for sorcerers' work.

5.4 Other Abilities

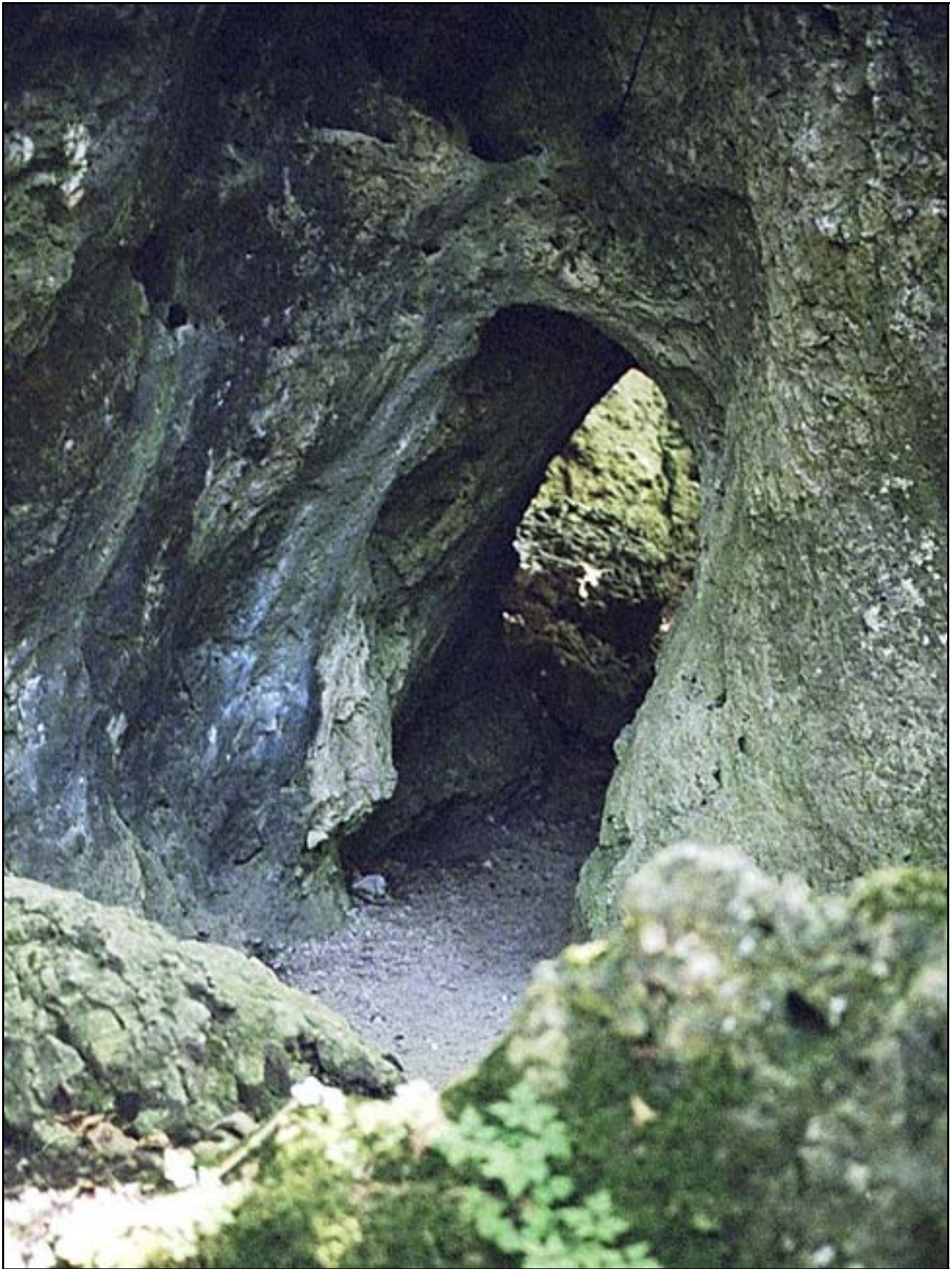
Your player character also will have a number of other abilities. Most of these need to be determined in consultation with your game master. In this game system, your intelligence, your wisdom and your ability to make an impression upon others are a matter of your role-playing. They aren't the business of these guidelines, your fellow players, the game master or anyone else.

Languages are an important issue. Different people in the various parts of the Dungeons Daring world have various native tongues. Your character probably speaks the local tongue of his or her native land and a common tongue as well, but that is something to be determined together with your game master.

Literacy is another important issue. In a *Dungeons Daring* world, most Commoners speak one or more languages, but they have little talent for reading and writing. Player characters, on the other hand, usually are literate in one or more languages. That, too, is a matter to work out with your game master.



A smith employs his talents at the market



In the land of the giants – a tunnel into the unknown

6. The Character Classes

In the *Dungeons Daring* world, the occupations of an adventurer or other character are defined in classes, and these often are divided into subsets. In that case, each class and subset can have its own basic requirements and benefits. The advancement of a character is measured in levels. Player characters often advance from levels 1 through 30.

Some game masters may run campaigns that require class levels higher than 30. If you are involved in such a campaign, your game master can give you the information you need for characters higher than the 30th level. There are characters of high level in many *Dungeons Daring* campaigns, although they seldom are encountered by PCs.

Class Level vs. Character Level vs. Caster Level

These terms often are confusing to new players, because they sound similar:

- **Character Level:** This is the sum of all levels that a character has in all classes. In the example of a PC who is a 5th level Warrior and a 3rd level Sorcerer, he or she has a Character Level of 8 (5+3), a Class Level as a Warrior of 5, and a Class Level as a Sorcerer of 3.
- **Class Level:** This is the level a character has reached in a certain class. If he or she has only one class, the Class Level and the Character Level are equal.
- **Caster Level:** This is the level a character has in a spellcasting or other magic-using class.

Multi-Classed Characters

When a character begins adventuring, he or she claims the 1st level in a single class. As soon as he or she reaches the 2nd character level, he or she can claim a new level in the current, single class, or claim the first level in a new, second additional class, provided that the combination of the two (or more) classes is allowed. That decision rests with the game master. Thus, upon reaching the second *Character Level*, a half-elf with Level 1 as a Sorcerer could choose the 1st level as a Warrior rather than advancing to the 2nd level as a Sorcerer. Each time the half-elf gains a new Character Level, he or she can decide to which class it is assigned.

Class Definitions

In this section, we define all of the official *Dungeons Daring* classes. Please note that *Dungeons Daring* classes are *not balanced*. Among the classes players are likely to choose, there are no artificial balancing mechanics to see that everyone has about the same degree of ability. Balance or lack of it results from a player's decisions in the development of his or her PC. The Commoner class, recommended only for NPCs, has only one level. It is not balanced against the Wizard or Warrior classes, with up to 30 levels each. The idea of a 30th level Commoner makes little sense. However, it also would make little sense for an adventuring PC to choose the class Commoner.

They also are not totally divided between PC and NPC classes. Characters with the classes *Aristocrat*, *Artisan*, *Cleric*, *Commoner*, *Merchant*, *Noble* and *Runestainer* generally make poor player characters because their abilities are geared more to the support of regional areas or simple activities than to adventuring. Sometimes, however, one of these borderline classes might be just what you need. In certain adventures, for instance, a pairing of the classes Thief and Merchant might be useful. Your game master alone can decide whether PCs of these classes are suited to his or her campaign. In all cases, the game master has the final decision whether a certain class or class combination is allowed.

Character Progression

With experience and time, a character gains new levels and additional skills and talents. In addition, a PC or NPC also can improve his or her ability scores at least six times. How that works is shown in the table on the following page. Experience awards are made by the game master.

Character Progression Benefits

Character Level	Experience Points	Campaign Time	Primary Talent Max Points*	Secondary talent Max Points*	Primary Talents	Ability Score Increases
1	0	0	8	4	1 st , 2 nd *	-
2	100	2 months	10	5	-	-
3	200	6 months	12	6	-	-
4	300	1 year	14	7	-	-
5	500	2 years	16	8	-	1 st
6	800	3 years	18	9	3 rd *	-
7	1100	4 years	20	10	-	-
8	1400	5 years	22	11	-	-
9	1800	6 years	24	12	-	-
10	2200	7 years	26	13	-	2 nd
11	2600	8 years	26	13	4 th *	-
12	3000	9 years	28	14	-	-
13	3400	10 years	28	14	-	-
14	3800	11 years	30	15	-	-
15	4200	12 years	30	15	-	3 rd
16	4600	13 years	32	16	5 th *	-
17	5000	14 years	32	16	-	-
18	5400	15 years	34	17	-	-
19	5800	16 years	34	17	-	-
20	6200	17 years	36	18	-	4 th
21	6600	18 years	36	18	6 th *	-
22	7000	19 years	38	19	-	-
23	7400	20 years	38	19	-	-
24	7800	21 years	40	20	-	-
25	8200	22 years	40	20	-	5 th
26	8600	24 years	42	21	-	-
27	9000	27 years	42	21	-	-
28	9400	30 years	44	22	-	-
29	9800	33 years	44	22	-	-
30	10200	35 years	46	23	-	6 th

- These primary talents can be gained only if they are available to a creature's Character Class.
 -
 - **Character Level:** This value represents the total value of all levels combined. As an example, a player character who has the 5th level as a Warrior and the 3rd level as a Sorcerer has character level 8 (5+3).
 - **Experience Points:** Awarded by the game master according to the *Game Master's Guide*.
 - **Campaign Time :** Maximum game time experience recommended for this level.
 - **Primary Talent Max Points*:** This shows the maximum number of talent points a character may have in a primary talent for a particular class.
 - **Secondary Talent Max Points*:** Any skill that not is a primary talent is a secondary talent. This shows the maximum number of talent points a character may have in a secondary talent for a particular class. All PCs and any humans, half-elves and halflings can choose any Talents except Religion as Secondary Talents.
- * If a PC or NPC combines his or her Craft points with the Profession points or the Profession points with the Craft points, the maximum doubles for the combined skill only.
- **New Talents:** At the levels indicated, all PCs and NPCs are entitled to choose an additional Primary Talent if one remains available for the Character Class(es).
 - **Ability Score Increase:** At each level indicated, a PC or NPC may improve *one* of his or her ability scores by 1 point.

Multi-Classing and Talent points: It may occur at times that a multi-classed character is entitled to primary talent points in a single skill for one class and in non-class talent points for the same skill in another class. In that case, the two skill point entitlements are combined and he or she is entitled to full primary talent scores regardless of the Talent's root class.

Life Points

A character has a number of life points equal to his or her Stamina bonus (or penalty) plus one life point per Character Level, with a minimum of 1. The number of life points is independent of the chosen Character Class(es).

Qualifying for New Abilities

With additional character levels, PCs can gain new weapon and armor proficiencies, new spells, new talents and skills and even additional character classes, however, *few* of these benefits come automatically. If you're a player running a PC who's heading towards character level advancement, you should weigh carefully what new benefits your PC will be able to gain, in order that he or she can begin training to qualify for them. The benefits of a new character level are possibilities, not automatic benefits that fall from the heavens.

Here are some examples:

- **Warrior:** A 1st level member of the Warrior class can look forward to gaining a better attack bonus, more talent points and an additional weapon proficiency upon reaching the 2nd level as a Warrior. The attack bonus and the talent points in skills already claimed by the Warrior are gained automatically through experience. The additional weapon proficiency is a different matter. While still at 1st level, the Warrior should be taking steps visible to the game master to learn what he or she needs to know or to train him- or herself for these new abilities. A Warrior who never has held a spear in his or her hand does not become proficient in its use through the abstract miracle of a new character level. He or she should practice with that weapon while still at the 1st level to be able to claim proficiency with it at the 2nd level.
- **Wizard:** A 1st level member of the Wizard class can look forward to gaining more spell points and the ability to use spells that expend 2 spell points upon reaching the 2nd level as a Wizard. The spell points claimed by the Wizards are gained automatically through experience. However, a Wizard who knows no spells that expend 2 spell points does not gain them through the abstract miracle of a new character level. He or she should start seeking after the secrets of such spells before gaining the new level.

Gaining Delayed Benefits

At times the game master may rule that due to lack of training a PC may not yet claim new benefits normally accrued by gaining a new character level. Such benefits are not lost, but the PC gains them only after he or she undergoes the necessary training or other learning experiences that are required. Your game master can give you the full details.

Class Statistics

The following statistics are used to describe the abilities associated with the various classes. At the 1st character level, a PC does not roll dice to determine the number of injury points available. He or she automatically has the maximum number for the class of the 1st **character** level (not for each 1st **class** level). These are the definitions:

- **Life Points:** A new Level 1 character starts with life points equal to his or her Stamina bonus +1, however in all cases with at least one point. When a character reaches 0 (zero) life points and remains at that level for more than a gaming minute (12 five-second rounds), he or she dies. After the 13th round begins, only magic can help bring back a human, halfling or half-elf who is dead.
- **Injury Points:** The more injured a character becomes, the less able he or she is to fight, use spells, use certain skills, etc. The injury point thresholds should be calculated separately for each character. The percentages should be calculated and rounded down. After a character reaches 0 injury points, each additional point of damage inflicted is directly subtracted from the remaining life points. The penalties shown apply to attack rolls, damage rolls, success checks and base defenses. See the injury point table below.

- **Spell points or Magic Points:** This statistic applies only to spellcasters, Skáld and Clerics. Members of classes who use spells, sing magical songs or perform magical rites lose spell or magic points each time that they use a spell. However, being injured also robs a spellcaster of some of his or her power to use spells. See the injury point table below.
- **Penalty:** The penalty for attack rolls, damage rolls, base defenses and the use of certain skills, etc.

Injury Point Effects

You should calculate the thresholds for your PC and enter them into your Character Sheet. The thresholds are calculated as followed, with all calculations rounded down:

- **Fully capable:** 76-100% of original injury points remain.
- **Injured:** 51-75% of original injury points remain.
- **Seriously injured:** 26-50% of original injury points remain.
- **Critically injured:** 1-25% of original injury points remain.
- **In mortal danger:** No injury points remain

Injury Point Table

Injury Point Threshold	Spell Point Loss (non-cumulative)	Attack, Damage, Skill and Defense Penalty
Fully capable	None	None
Injured	5%, rounded down	-1
Seriously injured	10%, rounded down	-2
Critically injured	15%, rounded down	-3
In mortal danger	20%, rounded down	-4

Exhaustion Points – Temporary Injury Points

If you have many encounters or difficult situations in a day's time, your game master might begin assessing you Exhaustion Points to represent the degree to which you are tiring. Exhaustion Points are almost exactly like Injury Points, except that they are temporary. Rest and some healing methods relieve exhaustion. You should tally Exhaustion Points like Injury Points, because they have the same effect on the day that you receive them as if you had been injured. Your Stamina bonus always is subtracted from your Exhaustion Point total.

If you have seven hours of sleep, you lose **all** of your Exhaustion Points. For every two hours that you rest at anytime (sleep not necessary) you lose a 25% of your Exhaustion Points. Otherwise, your Exhaustion Points are carried on into the new day.

Alignment inclination

These describe the usual alignments of NPCs within this class. Every NPC has an alignment, which serves as a guideline to the game master on how to develop and portray the NPC's character in role-playing. PCs are not bound to a specific alignment, but most players define an alignment inclination as a guideline for their own role-playing. PC alignment definitions are optional and are not binding when they are made. However, some alignments are forbidden for some character classes simply because they contradict the nature of the class itself. Alignment inclinations are defined through nine basic alignments:

- **Lawful Good:** The character acts as a good person is expected or required to act. He or she combines a commitment to oppose evil with the discipline to fight it relentlessly. The character tells the truth, keeps his or her word, helps those in need and speaks out against injustice. A lawful good character hates to see the guilty go unpunished. Lawful good combines honor and compassion.

- **Neutral Good:** The character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them. Neutral good means doing what is good without bias for or against order.
- **Chaotic Good:** The character acts as his or her conscience directs with little regard for what others expect. He or she makes his or her own way, but the character is kind and benevolent. He or she believes in goodness and right but has little use for laws and regulations. He or she hates it when people try to intimidate others and tell them what to do. The character follows his or her own moral compass, which, although good, may not agree with that of society. The chaotic good alignment combines a good heart with a free spirit.
- **Lawful Neutral:** The character acts as law, tradition, or a personal code directs. Order and organization are paramount to him or her. The character may believe in personal order and live by a code or standard, or he or she may believe in order for all and favor a strong, organized government. Lawful neutral makes one reliable and honorable without being a zealot who works for good or evil.
- **Neutral:** (Also called *True Neutral*). The character does what seems to be a good idea. He or she does not feel strongly one way or the other when it comes to issues of good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil — after all, he or she rather would have good neighbors and rulers than evil ones. Still, the character is not personally committed to upholding good in any abstract or universal way. Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run. They consider neutral to be the best alignment because they believe it means to live naturally, without prejudice or compulsion.
- **Chaotic Neutral:** The character follows his or her whims. He or she is an individualist first and last. The character values his or her own liberty but doesn't strive to protect others' freedom. He or she avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he or she would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his or her behavior is not totally random. The character is not as likely to jump off a bridge as to cross it. Chaotic neutral represents freedom from society's restrictions, a do-gooder's zeal and tyranny.
- **Lawful Evil:** The character methodically takes what he or she wants within the limits of his or her code of conduct without regard for whom it hurts. The character cares about tradition, loyalty, and order but not about freedom, dignity, or life. He or she plays by the rules but without mercy or compassion. The character is comfortable in a hierarchy and would like to rule, but is willing to serve. He or she condemns others not according to their actions but according to race, religion, homeland, or social rank. He or she is loath to break laws or promises. This reluctance comes partly from his or her nature and partly because he or she depends upon order for protection from those who oppose him or her. Some lawful evil persons have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master. Lawful evil is a dangerous alignment because it represents methodical, intentional, and frequently successful evil.
- **Neutral Evil:** The character does whatever he or she can get away with doing. The character is out for him- or herself, pure and simple. He or she sheds no tears for those killed, whether for profit, sport, or convenience. The character has no love of order and holds no illusion that following laws, traditions, or codes would make him or her any better or more noble. On the other hand, he or she lacks the restless nature or love of conflict that a chaotic evil person has. Some neutral evil characters hold up evil as an ideal, committing evil for its own sake. Most often, such persons are devoted to evil deities or secret societies. Neutral evil is a dangerous alignment because it represents pure evil without honor and without variation.

- **Chaotic Evil:** The character does whatever his or her greed, hatred, and lust for destruction drive him or her to do. The character is hot-tempered, vicious, arbitrarily violent, and unpredictable. If the character simply is out for whatever he or she can get, he or she is ruthless and brutal. His or her plans are haphazard. Any groups the character joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force and their leader lasts only as long as he or she can thwart attempts to topple or assassinate him or her. Chaotic evil is a dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

Additional Class Statistics

Resistances: Any special resistances enjoyed by members of the class.

Attacks: The types of attacks that members of the class can make.

Magical Attacks: The types of magical attacks that members of the class can make, if any.

Magical Items Useable: The types of magical items that members of the class can use, if any, without the skill *Use Magic Device*.

Armor inclination: The types of armor usually worn by members of the class. Any PC or NPC can wear any armor, but some types carry penalties. In other cases, members of classes such as Green and Nature Druids limit themselves to mostly natural armor due to their beliefs.

Key Ability: Each class has its own key ability.

Levels available: Indicates the maximum number of levels a character can reach in a certain class.

Some classes also have other gaming data. The Cleric class, for instance, also has racial limitations.



A burgomaster has his duties on festival days.

6.1 The Aristocratic and Burgher Classes

The members of the aristocratic and burgher classes range from the people below the higher levels of nobility and royalty who make the world run and continue downward to regularly employed laborers with a trade. Many abilities differ among the various classes of this group, while others are common to members of this group. We'll look at first at those things that are common to the group.

6.1.1 The Artisan (recommended NPC only)

The Artisan Class sometimes can be a useful second class choice for a PC, but in most campaigns, it will serve only as an NPC class.

Artisans are common laborers in a specific trade, and the better artisans are masters of their trade. The term artisan encompasses a wide variety of people including tradesmen such as smiths, painters, carpenters, sawyers, butchers, tanners, roofers, boatmen, shoemakers, tailors and ... the list can go on and on.

What all artisans have in common is their ability to work with their hands. Many artisans in larger settlements are organized in guilds. To become a true, acknowledged master in any trade, an artisan must pass tests at a guild, although if he or she is traveling from a smaller settlement to a city or village with a guild to be tested, he or she need not be a member of that guild.

A member of the Artisan class can take guild tests upon reaching the 5th Level to become a master in his or her craft. Only a master can create items of masterwork quality. Until those tests are passed, an Artisan remains a journeyman.

Gaming Data:

Injury Points: 1d8 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus of armor; Endurance 10 + Strength bonus; Reflex 10 + Dexterity bonus; Will 10 + Stamina bonus. Progression: Will +1 per two levels, Endurance and Reflex + 1 per four levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: None

Magic Items Useable: None without the skill *Use Magic Device*.

Armor inclination: Light armor or none

Key ability: Depends upon the nature of the artisan's work

Levels available: 1-10

The key ability of an artisan depends upon the nature of his work. With a stonemason it's probably Strength. With a locksmith, it would be Dexterity. For a sawyer or a miller, it well might be Mechanical Aptitude. The choice of the key ability decides how many talent points an artisan has.

Primary talents of an artisan are: Applied Knowledge and Perception. The number of available Talent Points is calculated as follows:

- **Talent Points at 1st Character Level:** (2 + Key Ability Modifier) x 4.
- **Talent Points at each additional level:** (2 + Key Ability Modifier).

Table: The Artisan

Level	Attacks	Special
1	+1	Journeyman
2	+1	-
3	+1	Master
4	+1	-
5	+2	-
6	+2	-
7	+2	-
8	+2	-
9	+3	-
10	+3	-

Weapon and armor proficiency: Proficient in two simple weapons of choice.

Journeyman – A journeyman is fully trained and competent to work under a master in his or her trade, however, in areas where there are guilds, a journeyman is not qualified to run his or her own business. (Apprentices have not yet attained the Artisan class. They usually are Commoners.)

Master - A master has the highest qualification in his or her trade. In areas where there are guilds, only masters are qualified to run their own businesses.



A weaponsmith offers his wares at the fair.

6.1.2 The Healer (recommended PC and NPC class)

The *Healer* is a combination herbalist and spellcaster, usually a second class in the case of PCs. Healers have a strong respect for nature and knowledge and an understanding of nature, its cycles, and the balances between plants and animals.

Healers are trained professionals who learn how to use both herbal cures and a special type of magic that can cure, regenerate and even restore life if certain conditions are fulfilled. Because they are taught only by other Healers, they have no intensive magical training, in contrast to Wizards, Sorcerers, White Druids, Green Druids, Nature Druids and such.

Natural, herbal cures are the method preferred by most Healers. Magic is a secondary alternative. Healers know that their spell powers are limited, that they sooner or later will run out of spells. However, they can continue using herbal cures for as long as they wish, as long as the necessary materials remain available. They have the following particular abilities. They can:

- Identify herbs by sight, smell, taste, or touch (though rarely would a Healer be asked to know an herb by any one sense alone). They succeed without having to make checks.
- Create and prepare herbal spell components.
- Create and prepare non-magical herbal medicines and substances for quick healing;
- Prepare herbal or natural components for item creation, from drying and treating wood for staves and wands to knowing the methods for preparing herbs for infusion within candles or incense.
- Know enough about the effects of plants to identify when a person has been poisoned or affected by herbs and plants and have a sense of how to alleviate those effects before they become fatal. They succeed without having to make checks.

Gaming Data:

Injury Points: 1d6 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus of armor; Endurance 12 + Strength bonus; Reflex 10 + Dexterity bonus; Will 13 + Stamina bonus. Progression: Will +1 per two levels, Endurance and Dexterity + 1 per four levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: With Magical Aptitude bonus, when magical attacks are available

Magic Items Useable: Those which duplicate Healer spells. The skill *Use Magic Device* is required for other items. *Use Magic Device* is not required to use devices that duplicate the effect of spells on the Healer Spell List or of higher level healing and life restoration rites on the Cleric Rites List.

Armor inclination: Light armor or none

Key ability: Stamina

Levels available: 1-10

Spells: A Healer casts spells that are drawn from the *Healer* spell list and he or she uses the herbal catalog in this book. Magical spells require the expenditure of personal energy which is measured in spell points. Based upon their class level, Healers are limited in the number of points they can expend upon a single spell. The column *Spell Points* in the table above shows first the number of base spell points based upon class level that are available to a Healer at that level. The second number, prefaced by *Max*, lists the maximum number of spell points that the Healer can expend per spell. With each level, a Healer gains an increasing number of spell points, and with new levels, he or she also may be able to use spells that require the expenditure of a higher number of points. To prepare or cast a spell, a *Healer* must have a Stamina score equal to at least 10 + the spell level. A Healer can cast any spells on the Healer spell list up to a total of the spell points that he or she has available for that day. That total is the number of spell points for his or her level as a healer plus his or her bonus/penalty for the ability Stamina.

Each Healer must choose a time at which he or she must spend 1 hour each day in quiet contemplation to refresh his or her daily allotment of spells. Time spent resting has no effect on whether a Healer can prepare spells.

Primary talents of a Healer are Applied Knowledge, Naturalism and Perception

- **Talent points at 1st Character Level:** $(2 + \text{Stamina modifier}) \times 4$
- **Talent points at Each Additional Level:** $2 + \text{Stamina modifier}$

Weapon and Armor Proficiency: None.

Table: The Healer

Level	Attacks	Spell Points	Herbs known	Special
1	+0	4 – Max 2	14	-
2	+1	6 – Max 2	18	-
3	+1	8 – Max 3	22	-
4	+2	10 – Max 3	26	-
5	+2	12 – Max 4	30	-
6	+3	14 – Max 4	34	-
7	+3	16 – Max 8	40	-
8	+4	18 – Max 8	50	-
9	+4	20 – Max 10	unlimited	-
10	+5	22 – Max 10	unlimited	-



Herbs are a Healer's main tools.

Product Identity

6.1.3 The Herbal Witch (recommended NPC only)

The *Herbal Witch* usually is the type of local healer in fantasy literature who lives off in a corner of a village, somewhat suspect and a bit feared by other villagers, who nonetheless is the source of healing and cures to whom most locals go. However, an Herbal Witch can go far beyond those limits. In cities, they may have rather impressive healing abilities and some also work in temples that offer healing and curing services in return for payment.

Herbal Witches almost always will be NPCs. PCs who seek healing abilities usually will choose the more powerful class Healer.

An Herbal Witch is a combination herbalist and spellcaster. Herbal Witches have a strong respect for nature and knowledge and an understanding of nature, its cycles, and the balances between plants and animals. In many senses, they are similar to Healers, although their talents are more limited.

Herbal Witches usually are practitioners of folk medicine of a sort, although they also have some ability to use healing and curing spells, and they can produce magical items with the properties of the spells they know. That notwithstanding, natural cures are the method preferred by most Herbal Witches. Magic is a secondary alternative. Herbal Witches know that their spell powers are limited, that they sooner or later will run out of spells. However, they can continue using herbal cures for as long as they wish, as long as the necessary materials remain available. They have the following particular abilities. They can:

- Identify herbs by sight, smell, taste, or touch (though rarely would an Herbal Witch be asked to know an herb by any one sense alone). They succeed without having to make checks.
- Create and prepare herbal spell components.
- Create and prepare non-magical medicines and substances for quick healing;
- Prepare herbal or natural components for item creation, from drying and treating wood for staves and wands to knowing the methods for preparing herbs for infusion within candles or incense.
- Know enough about the effects of plants to identify when a person has been poisoned or affected by herbs and plants and have a sense of how to alleviate those effects before they become fatal. They succeed without having to make checks.

Gaming Data:

Injury Points: 1d4 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 12 + Strength bonus; Reflex 10 + Dexterity bonus; Will 12 + Stamina bonus. Progression: Will +1 per two levels, Endurance and Reflex + 1 per five levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: None. *Use Magic Device* is not required to use devices that duplicate the effect of spells on the Healer Spell List.

Magic Items Useable: Only those which duplicate Healer spells. The skill *Use Magic Device* is not required for these items.

Armor inclination: None

Key ability: Stamina

Levels available: 1-10

Spells: An Herbal Witch casts spells that are drawn from the *Healer* spell list, and he or she uses the herbal catalog in this book. Magical spells require the expenditure of personal energy which is measured in spell points. Based upon their class level, Herbal Witches are limited in the number of points they can expend upon a single spell. The column *Spell Points* in the table above shows first the number of base spell points based upon class level that are available to an Herbal Witch at that level.

The second number, prefaced by *Max*, lists the maximum number of spell points that the Herbal Witch can expend per spell. With each level, an Herbal Witch gains an increasing number of spell points, and with new levels, he or she also may be able to use spells that require the expenditure of a higher number of points.

To prepare or cast a spell, an Herbal Witch must have a Stamina score equal to at least 10 + the spell level. An Herbal Witch can cast any spells on the Healer spell list up to a total of the spell points that he or she has available. That total is the number of spell points for his or her level as a healer plus his or her Energy Bonus/Penalty for the ability Stamina. Each Herbal Witch must choose a time at which he or she must spend 1 hour each day in quiet contemplation to refresh his or her daily allotment of spells. Time spent resting has no effect on whether a Healer can prepare spells.

Primary talents of an Herbal Witch are Applied Knowledge, Naturalism and Perception.

- **Talent points at 1st Character Level:** $(2 + \text{Stamina modifier}) \times 4$
- **Talent points at Each Additional Level:** $2 + \text{Stamina modifier}$

Weapon and Armor Proficiency: None.

Table: The Herbal Witch

Level	Attacks	Spell Points	Herbs known	Special
1	+0	4 – Max 2	18	-
2	+1	5 – Max 2	22	-
3	+1	6 – Max 3	26	-
4	+2	8 – Max 3	30	-
5	+2	9 – Max 3	34	-
6	+3	11 – Max 5	38	-
7	+3	12 – Max 5	42	-
8	+4	14 – Max 5	46	-
9	+4	15 – Max 6	50	-
10	+5	18 – Max 6	unlimited	-



Oregano and thyme in the garden of an Herbal Witch

6.1.4 The Merchant (recommended NPC only)

The *Merchant* is a broad class that covers anyone from the owner of a large business in a city to simple shopkeepers and bookkeepers. However, people at the lowest level of the sales chains – peddlers and market stand owners – usually will be Commoners rather than Merchants. With this exception, almost anyone who does business can be a member of the Merchants class.

Merchant is in most cases an NPC class. It can, however, be a useful secondary class for Spies and Thieves of the Specialist Classes, if the circles of commerce are the area where all or a part of their action is taking place. Even when there are no PC Merchants in a group, NPC Merchants can be a prime source of good information.

Merchants have a great need to know what's happening in areas where they operate. They need to know the value of things that they might wish to offer or sell and the price of things that they might wish to acquire. They need to understand how local political powers and their goals might influence the merchants' own activities, and they also need to know what bandits, rebels or criminals might be a threat to them.

This knowledge is not necessarily limited to the Merchant's home area. Many Merchants are involved in trade in distant areas, which involves the transportation of goods and wares over long distances. A good merchant knows not only what might endanger his business in his home area but also what threats there are along the routes to the destinations to which his or her merchandise travels.

Gaming Data:

Injury Points: 1d8 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 10 + Dexterity bonus; Will 12 + Stamina bonus. Progression: Will +1 per level, Endurance and Reflex+ 1 per two levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: None

Magic Items Useable: None without the skill *Use Magic Device*.

Armor inclination: Light armor or none

Key ability: Knowledge

Levels available: 1-20

Spells: None

Primary talents of a Merchant are Applied Knowledge, Perception and Skullduggery.

- **Talent points at 1st Character Level:** (2 + Dexterity modifier) x 4
- **Talent points at Each Additional Level:** 2 + Dexterity modifier

Weapon and Armor Proficiency: Two simple weapons of choice.



Meeting of the merchants

Table: The Merchant

Level	Attacks	Special
1	+1	-
2	+1	-
3	+2	-
4	+2	-
5	+3	-
6	+3	-
7	+4	-
8	+4	-
9	+5	-
10	+5	Skill Mastery
11	+6	-
12	+6	-
13	+7	-
14	+7	-
15	+8	-
16	+8	-
17	+9	-
18	+9	-
19	+10	-
20	+10	-

Skill Mastery: The Merchant becomes so certain in the use of some skills that he or she can use them reliably even under adverse conditions. Upon gaining this ability, the Merchant selects a number of skills equal to 3 + his or her Knowledge modifier. When making a skill check with one of these skills, he or she may take 10 even if stress and distractions would normally prevent that. A Merchant may gain this special ability multiple times, selecting additional skills for it to apply to each time.



A trader, left, makes a proposal to a merchant and his wife.

6.1.5 The Petty Noble (recommended NPC only)

PCs seldom will choose this class. Its members have little to contribute to an adventuring group, although they can at times be annoying and irritating. When they are encountered, they almost always will be NPCs.

For the most part, petty nobles are members of royal and noble-blooded families who aren't expected ever to rule anything. Most are second and third sons or daughters who are likely to marry or already are married to other second and third sons and daughters. The only exceptions usually are isolated, rural margraves, counts and barons who know little of the fineries of court life and who are unimportant outside of their own jurisdictions.

Among the non-ruling petty nobility one finds a collection of squires, nobility with important titles who serve only as puppets for more important higher members of the nobility or royalty and non-inheriting princes and princesses. In many cases, because of their noble relatives, they can have some influence in matters that are not politically decisive.

It is not, for instance, unusual to find a count seeking more influence with and power from the crown to have a non-inheriting prince as a permanent guest in his castle or palace. The count who is host to such a guest will see to it that the prince gets his way in most things, even when that way is outside the bounds of justice, as long as it does not interfere with politics.

When such a prince has desires that jeopardize political plans, the count who is his host usually will inform the king in a tactful manner that results in the king reprimanding the wayward son, perhaps even threatening to throw him in the royal hunger tower if the prince continues to stick his nose into political affairs.

Gaming Data:

Injury Points: 1d6 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 10 + Dexterity bonus; Will 10 + Stamina bonus. Progression: Will +1 per two levels, Endurance and Reflex + 1 per three levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: None

Magic Items Useable: None without the skill *Use Magic Device*.

Armor inclination: Light armor or none

Key ability: Dexterity

Levels available: 1-10

Primary talents of a Petty Noble are Applied Knowledge, Melee Combat, Skullduggery

- **Talent points at 1st Character Level:** (2 + Dexterity modifier) x 2
- **Talent points at Each Additional Level:** 2 + Dexterity modifier

Weapon and Armor Proficiency: Two simple weapons of choice.

Table: The Petty Noble

Level	Attacks
1	+1
2	+1
3	+2
4	+2
5	+3
6	+3
7	+4
8	+4
9	+5
10	+5



Petty nobles gather on tournament day.

6.1.6 The Scholar (recommended NPC only)

In most cases, Scholars also will be NPCs, although some adventuring groups that rely heavily on information that's difficult to learn or gain may consider Scholars to be very valuable PC members of a group. Skáld and Green Druids of the Sidhe usually have close ties to Scholars and make the better information-gathering PCs. NPC Sages often tend to have classes as Magi and Scholars.

Such NPC Sages combine the Magi and Scholar classes to learn the information they sell to adventurers. That, in turn, provides the income they use to gain new knowledge. Such characters, however, represent only a part of the field of Scholars.

Many Scholars are teachers in schools. Others are keepers of the libraries maintained by royalty, noblemen and schools. Some trusted Scholars even work as librarians for Magi. Those with a dishonest bent also gather information for such employers as crooked businessmen and thieves or assassins guilds.

Gaming Data:

Injury Points: 1d4 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 10 + Dexterity bonus; Will 10 + Knowledge bonus. Progression: None.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: None

Magic Items Useable: None without the skill *Use Magic Device*.

Armor inclination: Light armor or none

Key ability: Knowledge

Levels available: 1-30

Spells: None

Primary talents of the Scholar are Applied Knowledge, Perception and one other Primary Talent of your choice.

- **Talent points at 1st Character Level:** $(4 + \text{Knowledge modifier}) \times 2$
- **Talent points at Each Additional Level:** $4 + \text{Knowledge modifier}$

Weapon and Armor Proficiency: A Scholar uses no weapons other than knives or daggers.



Schools – a rarity found only in cities and reserved for the wealthy

Table: The Scholar

Level	Attacks	Special
1	+1	-
2	+1	-
3	+1	-
4	+1	-
5	+1	Knowledge +1
6	+1	-
7	+1	-
8	+1	-
9	+1	-
10	+1	Knowledge +1
11	+1	-
12	+1	-
13	+1	-
14	+1	-
15	+1	Knowledge +1
16	+1	-
17	+1	-
18	+1	-
19	+1	-
20	+1	Knowledge +1
21	+1	-
22	+1	-
23	+1	-
24	+1	-
25	+1	-
26	+1	-
27	+1	-
28	+1	-
29	+1	-
30	+1	-


The halls of learning in the city

6.2 The Bardic Classes

Members of the Bardic Classes receive a certain amount of combat training and they learn some spells, but above all, they are masters of magical song and verse. Both Blue Druids and Skáld tend to be popular PC classes, although there also are many NPC Blue Druids and Skáld.

There is little difference between Blue Druids and Skáld. The Blue Druids are part of a semi-religious organization. They work closely with the White and Green Druids (*Naturalists* and *Magi*) of their homelands as well as the Scholars who follow their druidic ways.

As such, Blue Druids have organizational druidic obligations uncommon to the Skáld, and the two subset classes of the Bardic Class also have some slight differences in abilities. However, both Bardic Classes have much more in common than not.

The Bardic art was developed by the elves and taught by them to the early human generations. There are no evil Blue Druids or Skáld. The magic that members of the Bardic Class use is of elven origin and completely magic of the Light. The Darkness never has taken an interest in magical song, poetry or prose and never has developed such magic on its own. Because Blue Druids and Skáld are creatures of free will, they could, of course, turn evil. However, it is doubtful that with evil souls or spirits they would continue to be able to access the magic of the Light.

A Skáld or a Blue Druid thirsts for knowledge, and once he or she gains it, wants nothing more than to share it with interested ears. It is no wonder that followers of the druidic circles consider the Blue Druids to be their high teachers. It also is no wonder that the taverns and inns of the rest of the world tend to fill when word gets around that a Skáld is in town and performing.

Indeed, there is no *Dungeons Daring* that comes so close to being able to violate free will as the Skáld or the Blue Druid. When PCs or NPCs are anything but totally antagonistic toward a Skáld or a Blue Druid, his or her poetry is so mesmerizing that it actually can lead the listener to change his or her attitude to a certain degree. Not even the most powerful members of the Magi Class can do that.

A willing audience, of course, is automatically affected by a Blue Druid's or Skáld's music, prose and poetry. In this manner, members of the Bardic Classes can be very valuable to their comrades, because they can substantially increase their morale in battle, improving their fighting ability.

The influence of members of the Bardic Classes goes beyond intelligent creatures of free will. Blue Druids and Skáld also are very good at involuntarily charming creatures that do not have absolute free will. That includes the simplest of animals to the highest of beasts and mutations, including dragons and unicorns.

Greater members of the Bardic Class also may learn song, prose and diction that can delude some undead into believing that the Blue Druid or Skáld is their master. Once deluded, the undead will obey the commands of the Blue Druid or Skáld.

Special Abilities of the Bardic Classes

Bardic Knowledge: When at home, Blue Druids and Skáld mix their time, spending part of it with local Burghers and Commoners, and part of it with Scholars. They also spend considerable time traveling and gaining knowledge when under way from the many people they meet and the experiences they have. When a PC group needs information about local lore, legends, people, places etc., there is a good chance that members of the Bardic Class will have this knowledge or can gain it.

The basic condition is that the Blue Druid or Skáld has some reason to know what is being sought. If a Blue Druid who never has left his or her home area is asked some obscure bit of information about something in a distant land, the game master probably will rule that he or knows nothing at all about the matter. On the other hand, if the same Blue Druid is asked about victories and losses in the great wars, those matters are parts of widespread tales and legends, and there is a chance that he or she has the knowledge being sought.

If the game master determines that the Blue Druid or Skáld might have the knowledge that is being sought, the Blue Druid or Skáld makes a Knowledge skill check in the appropriate skill category. He or she is entitled to a bonus of 1 for every three levels in the Bardic Class, with the first bonus at Level 1, the second at Level 4, etc. The Difficulty Levels for such checks are:

- **5:** Common knowledge in areas or legends familiar to the character.
- **10:** Uncommon knowledge or legends in areas familiar to the character or common knowledge in areas or legends only partly familiar to the character.
- **20:** Obscure knowledge or legends in areas familiar to the character or uncommon knowledge in areas or legends only partly familiar to the character.
- **30:** Secret knowledge or legends in areas familiar to the character or obscure knowledge in areas or legends only partly familiar to the character.

This ability does not make it possible for the Blue Druid or Skáld to know anything that in the mind of the game master is outside the scope of the character's knowledge.

Bardic Magic: Blue Druids and Skáld may use a number of magical songs, prose or poetry recitals or spells daily with a magic point total equal to or less than the number of magic points available to him or her. Based upon their class levels, Blue Druids and Skáld are limited in the number of points they can expend upon a spell, song, etc. The column *Magic Points* in the class tables shows first the number of base spell points based upon class level that are available to a Blue Druid or Skáld at that level. The second number, prefaced by *Max*, lists the maximum number of spell points that the Blue Druid or Skáld can expend per spell, song, etc. The total number of magic points available is equal to the base number + the bonus/penalty for his or her ability score in Magical Aptitude. Thus, a 10th level Skáld with a Magical Aptitude score of 18 has 34 Magic Points available, 26 for his or her 10th level as a Skáld plus 8 for his or her bonus from the Magical Aptitude ability score of 18. A Blue Druid or Skáld must study his or her spells, songs and texts for at least half a day every week. For each week without study, there is a cumulative loss of 10% of the available magic points. Neither a Blue Druid nor a Skáld must choose his or her songs, texts and spells in advance. *Members of the Bardic Classes are unable to use magic of the School Black Necromancy or other spells of the Darkness.*

Bardic Music and Diction: This category covers the singing of songs, the playing of an instrument or the recitation of inspiring prose or poetry. With this ability, the Blue Druid or Skáld can stop scuffles, barroom fights, loud arguments and the like and cool tempers in such situations. It will not stop a battle in a war or combat where the sides already are prepared to fight to the death. On this simplest level, the game master sets a Difficulty Level between 10 and 30, based upon the situation, and the Blue Druid or Skáld makes a Perform check against that DL. The higher forms of Bardic Music and Diction are:

- **Countersong:** With this form of Bardic Music and Diction, the Blue Druid or Skáld can attempt to cancel the effects of any sonic-based magic. A Perform check is necessary against the following Difficulty Levels:
 - ♦ **Against a Spell:** 1d20 + (Caster level minus bardic level minus Magical Aptitude modifier of the Blue Druid or Skáld).
 - ♦ **Against an Object:** DL 10 + (Caster level of object minus bardic level minus modifier of the Blue Druid or Skáld).

Present Attitude	The target's modifier for Will defense
Utterly antagonistic*	+5
Antagonistic	+3
Unfriendly	+1
Neutral	0
Friendly	-1
Quite friendly	-3
Very friendly*	-5

* Targets that are more than *very friendly* or more hostile than *utterly antagonistic* are not affected, nor can targets be pushed beyond the range of this table.

- **Influence Attitude:** With this form of Bardic Magic and Diction, the Blue Druid or Skáld can improve or worsen the attitude of one listener by one step. The power of the music or diction is so strong that it convinces the target listener to reduce or heighten his or her attitude without violating free will. If the target normally would resist the attempt, the Bardic character must make an attack roll with his or her bonus for Magical Aptitude against the target's base defense for Will as modified in the table on the bottom of the previous page. No attack roll is necessary for a willing target. *Mass Influence Attitude* is identical except that it affects one chosen target per level of the Blue Druid or Skáld.
- **Influence Draugs:** This ability functions only when the Necromancer that commands the draug is not present or when the Necromancer level of the character controlling the draugs is *lower* than the Blue Druid's or Skáld's Bardic level. With this ability, the Blue Druid or Skáld can attempt to delude the draug into believing that he or she is the draug's master. To take control of a draug, the Blue Druid or Skáld must make a successful spell attack against the basic Will defense of the Draug. The Blue Druid or Skáld acquires this ability with the 5th level and gains a cumulative bonus of +1 every 5 levels thereafter, beginning with +1 at Level 10 (see the table *The Bardic Classes*). If the Necromancer who controls the draug is present, the Blue Druid or Skáld also must make a successful magical attack against the Necromancer's basic Will defense at a penalty of -5. This penalty is offset by the number of levels the Necromancer has more than the Blue Druid or Skáld has in his or her Bardic Class. In other words, if the Blue Druid or Skáld is of Level 15 and the necromancer of Level 13, the bonus is +2, reducing the penalty from -5 to -3.
- **Inspire Courage:** A Blue Druid or Skáld can use song or poetics to inspire courage in his or her allies (including him- or herself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six Bardic levels thereafter, this bonus increases by 1 (see the table *The Bardic Classes*).
- **Inspire Competence:** A Blue Druid or Skáld can use his or her music or poetics to help an ally succeed at a task. The ally must be within 30ft/9m and able to see and hear the Bardic character. The Bardic character also must be able to see the ally. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. However, certain uses of this ability may not be feasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in him- or herself.
- **Inspire Greatness:** A Blue Druid or Skáld can use music or poetics to inspire greatness in himself or a single willing ally within 30ft/9m, granting him or her extra fighting ability. For every three levels a bard attains beyond the 9th, he can target one additional ally with a single use of this ability (see the table *The Bardic Classes*). To inspire greatness, the bard must sing and the ally must hear him or her sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus d10 Hit Dice of injury points. Apply the target's Stamina modifier, if any, to these bonus injury points. The target also gains a +2 competence bonus on attack rolls, and a +1 competence bonus on the base defense for Endurance. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant.
- **Inspire Heroics:** A Blue Druid or Skáld can use his or her music or diction to inspire tremendous heroism in himself or a single willing ally within 30ft/9m. For every three Bardic levels the character attains beyond 15th, he or she can inspire heroics in one additional creature (see the table *The Bardic Classes*). To inspire heroics, the Blue Druid or Skáld must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 defense bonus to Armor, Endurance, Reflex and Will. The effect lasts for as long as the ally hears the Blue Druid or Skáld sing and for up to 5 rounds thereafter.

6.2.1 The Blue Druid (recommended PC and NPC class)

The Blue Druids are the loremasters among the followers of druidic circles. The name comes from the color of the robes they wear. One of their main tasks is to carry the news and messages of the high druidic circles to lower druidic circles and their news and messages in turn to the common folk. But beyond that, Blue Druids are great bearers of verbal history, carrying the old tales of the years even before the great wars on into the present.

Gaming Data:

Injury Points: 1d8 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 12 + Dexterity bonus; Will 13 + Stamina bonus. Progression: Will +1 per level, Endurance and Reflex, +1 per two levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: Spells, Bardic Magic (with Magical Aptitude bonus)

Magical Items: All that duplicate Bardic Magic. For others a *Use Magic Device* skill check is required.

Armor inclination: Light armor or none

Key ability: Magical Aptitude

Levels available: 1-30

Spells and Songs: From the Bardic list.

Table: Blue Druid

Level	Attacks	Magic Points	Special
1	+1	2 – Max 2	Bardic music, bardic knowledge bonus +1, countersong, inspire courage
2	+2	3 – Max 2	
3	+3	4 – Max 3	Inspire competence
4	+4	6 – Max 3	Bardic knowledge bonus +2
5	+4	7 – Max 3	Influence draug
6	+5	10 – Max 4	Influence attitude
7	+6	13 – Max 4	Bardic knowledge bonus +3
8	+7	17 – Max 5	Inspire courage +2
9	+8	21 – Max 5	Inspire greatness
10	+8	26 – Max 5	Influence draug +1, Bardic knowledge bonus +4
11	+9	31 – Max 6	
12	+10	39 – Max 6	
13	+11	39 – Max 7	Bardic knowledge bonus +5
14	+12	42 – Max 7	Inspire courage +3
15	+12	45 – Max 8	Inspire heroics, Influence draug +2
16	+13	45 – Max 8	Bardic knowledge bonus +6
17	+14	48 – Max 9	
18	+15	48 – Max 9	Mass influence attitude
19	+16	48 – Max 10	Bardic knowledge bonus +7
20	+16	48 – Max 10	Inspire courage +4, Influence draug +3
21	+17	51 – Max 11	
22	+18	52 – Max 11	Bardic knowledge bonus +8
23	+19	57 – Max 12	-
24	+20	60 – Max 12	
25	+20	60 – Max 13	Influence draug +4, Bardic knowledge bonus +9
26	+21	60 – Max 13	Inspire courage +5
27	+22	60 – Max 14	
28	+23	61 – Max 14	Bardic knowledge bonus +10
29	+24	63 – Max 15	-
30	+24	64 – Max 15	Influence draug +5

Primary talents of a Blue Druid are Applied Knowledge, Arcane Magic, Melee Combat and Perception.

- **Talent points at 1st Character Level:** $(4 + \text{Magical Aptitude modifier}) \times 4$
- **Talent points at Each Additional Level:** $4 + \text{Magical Aptitude modifier}$

Weapon and Armor Proficiency: Blue Druids usually wear no armor except when they knowingly go to a war site or when they go on adventure. In these cases, members of the Bardic class wear armor no heavier than 40 pounds/20kg and sometimes helmets as well. Blue druids are proficient in all simple weapons and may be proficient in one martial weapon.



Music is the language of the Blue Druid.

6.2.2 The Skáld (recommended PC and NPC class)

The Skáld are individuals who chart their own course in the world, seeking knowledge, legends and lore before adventure for its own sake. Nonetheless, they tend to spend a great deal of their time on adventures, because they often are the best way to gain new knowledge and to learn legends and lore.

Most Skáld have the well-earned reputation of trying to sing for their supper rather than paying for it. But then, performing in public and constantly being in contact with new persons is second nature to members of this class. A Skáld who is a hermit would be a contradiction.

For the burgher and common folk, the Skáld are a main source of news from other places and peoples. A Skáld seldom stays in any one place. Just about every Skáld has a place that he or she calls home, but home is a place where the Skáld hasn't been in years, although he or she talks lovingly and frequently about it.

Some readers may be familiar with the old hit song by Lee Marvin in the 1960s, *I Was Born Under a Wandering Star*, from the Broadway and film musical *Paint Your Wagon*. Few things could describe a Skáld as well as this song. Particularly pertinent are the verses:

*Home is made for coming from, for dreams of going to,
Which with any luck will never come true.*

In their travels Skáld not only bring the news to others but they also are great bearers of verbal history, carrying the old tales of the world's formative years and legends to their audiences.

Gaming Data:

Injury Points: 1d8 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 12 + Dexterity bonus; Will 13 + Stamina bonus. Progression: Will +1 per level, Endurance and Reflex + 1 per two levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: Spells, Bardic Magic (with Magical Aptitude bonus)

Magical Items: All that duplicate Bardic Magic. For others a *Use Magic Device* skill check is required.

Armor inclination: Light armor or none

Key ability: Magical Aptitude

Levels available: 1-30

Spells and Song: Songs from the Bardic list, Spells from the Sorcerers and Wizards list.

Primary talents of a Skáld are Applied Knowledge, Arcane Magic, Melee Combat, Perception.

- **Talent points at 1st Character Level:** (4 + Magical Aptitude modifier) x 4
- **Talent points at Each Additional Level:** 4 + Magical Aptitude modifier

Weapon and Armor Proficiency: Skáld usually wear no armor except when they knowingly go to a war site or when they go on adventure. In these cases, members of the Bardic class wear armor no heavier than 40 pounds/20kg and in some cases helmets. Skáld are proficient in all simple weapons and may be proficient in one martial weapon and one martial range weapon.

Table: Skáld

Level	Attacks	Magic Points	Special
1	+1	2 – Max 2	Bardic music, bardic knowledge bonus +1, countersong, inspire courage
2	+2	3 – Max 2	-
3	+3	4 – Max 3	Inspire competence
4	+4	6 – Max 3	Bardic knowledge bonus +2
5	+4	7 – Max 3	Influence draug
6	+5	10 – Max 4	Influence attitude
7	+6	13 – Max 4	Bardic knowledge bonus +3
8	+7	17 – Max 5	Inspire courage +2
9	+8	21 – Max 5	Inspire greatness
10	+8	26 – Max 5	Influence draug +1, Bardic knowledge bonus +4
11	+9	31 – Max 6	-
12	+10	39 – Max 6	-
13	+11	39 – Max 7	Bardic knowledge bonus +5
14	+12	42 – Max 7	Inspire courage +3
15	+12	45 – Max 8	Inspire heroics, Influence draug +2
16	+13	45 – Max 8	Bardic knowledge bonus +6
17	+14	48 – Max 9	-
18	+15	48 – Max 9	Mass influence attitude
19	+16	48 – Max 10	Bardic knowledge bonus +7
20	+16	48 – Max 10	Inspire courage +4, Influence draug +3
21	+17	51 – Max 11	-
22	+18	52 – Max 11	Bardic knowledge bonus +8
23	+19	57 – Max 12	-
24	+20	60 – Max 12	
25	+20	60 – Max 13	Influence draug +4, Bardic knowledge bonus +9
26	+21	60 – Max 13	Inspire courage +5
27	+22	60 – Max 14	
28	+23	61 – Max 14	Bardic knowledge bonus +10
29	+24	63 – Max 15	-
30	+24	64 – Max 15	Influence draug +5

**Skáld ply their trade on the marketplace.**

6.3 The Cleric Class (recommended NPC only)

In most campaigns, Clerics are NPCs. Their abilities are too limited to make them good candidates for PCs in most adventuring groups.

A Cleric is a clergyman, shaman, witch doctor (but not Druid) or other clerical representative of a religion, much as in the real world. Most Clerics work in temples and churches or they serve their tribes as chief religious representatives. Some will travel with larger military units, playing a role similar to that of a combined modern day chaplain and medic. However, Clerics who are adventurers or combatants are rare.

If a Cleric is a combatant and effective in combat, he or she will have a second class, probably either as a Warrior or Knight. Most Clerics, however, are the leaders of their faith. They represent the hierarchy above the priests, who work first and foremost to draw new believers to the faith and to convince their followers to lead lives that reflect the will of their deity or deities. Clerics set the standards and define the dogma of their churches.

Clerics can use a limited range of magical religious rites that produce effects similar to spells. With the rite *Ensoer* *Magical Items* they also can manufacture magical items that are within the range of their rites. Most Clerics use these abilities first and foremost to earn money for their temples, churches or tribes, although some evilly aligned clerics do so strictly for their own personal gain.

Gaming Data:

Racial limitation: Only humans have religions, deities and Clerics

Injury Points: 1d4 + Stamina bonus/level

Alignment inclination: Same as that of deity or pantheon worshipped (mandatory)

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 11 + Strength bonus; Reflex 10 + Dexterity bonus; Will 12 + Stamina bonus. Progression: Will +1 per level, Endurance and Reflex + 1 per three levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: Rites and special abilities

Magical Items Useable: Only those which duplicate the effects of Cleric rites. All others require the skill *Use Magic Device*.

Armor inclination: Light armor or none

Key Ability: Stamina

Rites: A Cleric conducts magical rites, which are drawn from the *Cleric* rite list. He or she also gains additional rites of the Faith Magic List of the deity he or she serves. A cleric's alignment restricts him or her from conducting certain rites that are opposed to his or her moral or ethical beliefs.

To conduct magical rites, a Cleric must have a Stamina score equal to at least 10 + the rite level. Clerics meditate or pray for the ability to conduct their magical rites. Each Cleric must choose a time at which he or she must spend 1 hour each day in quiet contemplation or supplication to regain his or her daily ability to conduct rites. Time spent resting has no effect on whether a Cleric can prepare his or her rites.

Rites are complex undertakings that involve prayer, costly offerings in the form of money to the church and materials which must be burned or otherwise consumed and, sometimes in some churches, sacrifices. Magical rites do not work quickly like spells. Most rites take one hour for each magic point used, another factor that limits the usefulness of Clerics in adventures.

A Cleric may conduct any rites known to him or her without choosing them in advance. Each day, he or she may expend magic power equal to his or her number of magic points plus his or her Stamina bonus.

Area of Influence: A Cleric receives his or her ability to use rites only through the deity or deities whom he or she serves. When the Cleric is in an area where that deity is not worshipped, these abilities are not available. A deity who is dissatisfied with a Cleric can withdraw all or part of this power.

Primary talents: The primary talents of a Cleric are Applied Knowledge, Religion and one Talent of Choice.

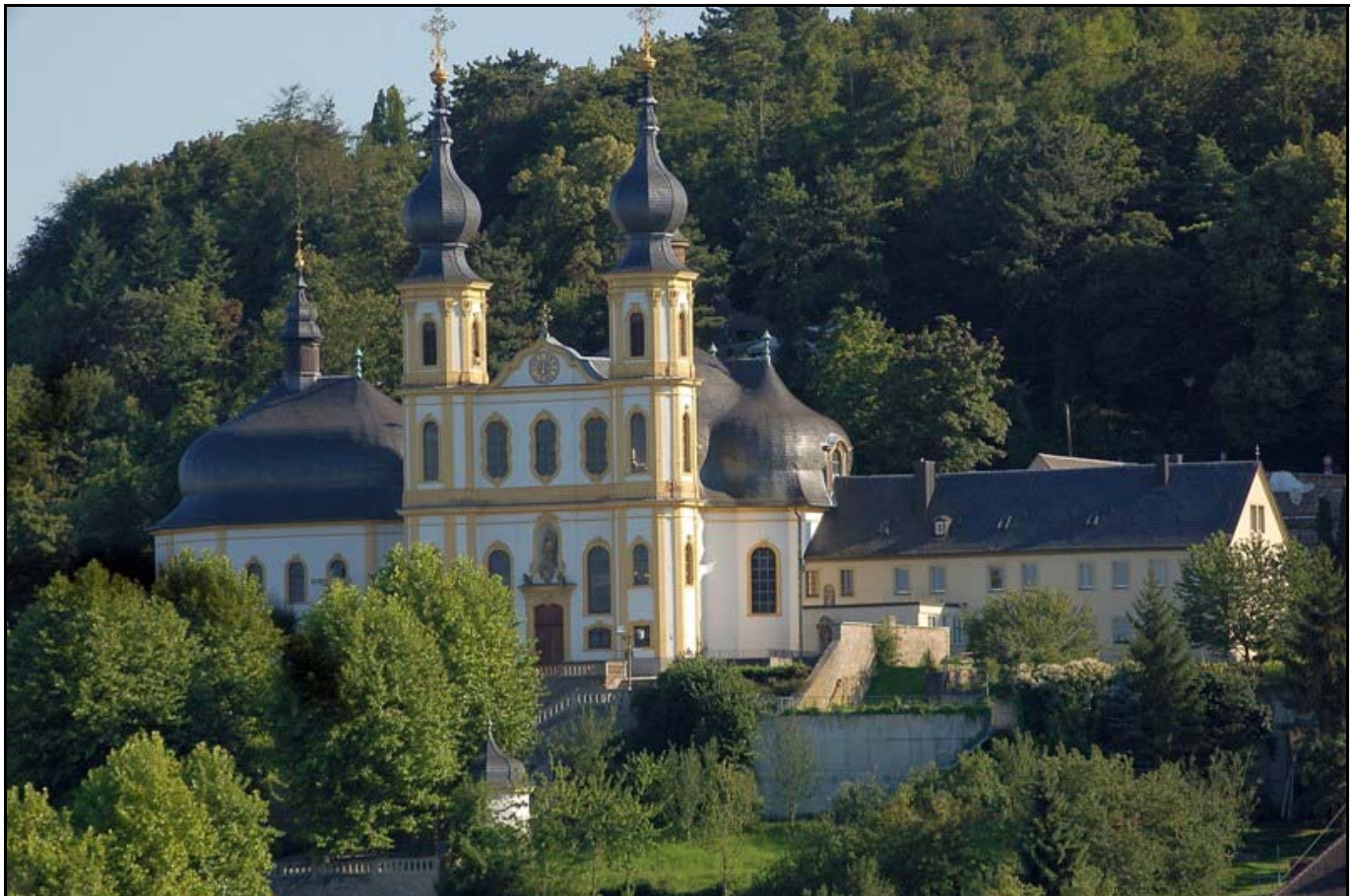
- **Talent points at 1st Character Level:** (Stamina modifier) x 2
- **Talent points at Each Additional Level:** Stamina modifier

Weapon/Armor Proficiency: one simple weapon

Table: The Cleric

Level	Base Attack Bonus	Magic points	Special
1	+0	+2 – Max 2	-
2	+1	+4 – Max 2	-
3	+1	+7 – Max 3	-
4	+1	+13 – Max 4	-
5	+1	+21 – Max 5	-
6	+2	+31 – Max 6	-
7	+2	+43 – Max 7	-
8	+2	+57 – Max 8	-
9	+2	+74 – Max 9	-
10	+2	+92 – Max 10	-

A Cleric performs rites that are drawn from the *Cleric Rite* list. Rites require the expenditure of personal energy which is measured in magic points. Based upon their class level, Clerics are limited in the number of magic points they can expend upon a single rite. The column *Magic Points* in the table above shows first the number of base magic points based upon class level that are available to a Cleric at that level. The second number, prefaced by *Max*, lists the maximum number of magic points that the Cleric can expend per rite.



Clerics usually are found only in city temples.

6.4 The Commoner Class (recommended NPC only)

Commoners almost always are NPCs. They are the people who make your cities and settlements run, who harvest the food you eat on their farms, who mine the ore used to make their tools and your weapons, etc. They usually are not trained or proficient in any of the skills needed by adventurers. They do not know how to work magical spells or items. They are poor with weapons. They are the common folk who try to avoid adventures and wars like the black plague.

In gaming terms, any human or halfling NPC who has no other class is a Commoner. The same is true of mutations, beasts, etc., that are assigned standard classes.

Gaming Data:

Injury Points: 1d4 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 10 + Dexterity bonus; Will 10 + Stamina bonus. Progression: None.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: None

Magic Items Useable: None without the skill *Use Magic Device*.

Armor inclination: none

Key ability: None

Levels available: 1 only. Commoners do not advance in level.

Spells: None

Primary Talents of the Commoner are Applied Knowledge and Athletics.

- **Talent points at 1st Character Level:** 8

Weapon/Armor proficiency: None

Table: The Commoner

Level	Attacks
1	+1



Commoners plead their case before the town court.

6.5 The Fighter Classes (recommended PC and NPC class)

There are two subset classes for fighters: Warriors and Knights. The majority of Fighters are Warriors. Knights usually are noblemen and –women. Most but not all are of lower nobility. They come in two classes, Born Knights and Dubbed Knights.

Born Knights were of noble blood at birth, in most cases non-inheriting sons and daughters of emperors, kings and nobles. Because they were not destined for a throne or a noble seat of rule, they were trained to be commanders of military units or to be heroes who saw that justice ruled in places too remote for soldiers and militia to assert control.

Dubbed Knights differ little in statistics from Born Knights. The key difference is that they were not of noble birth, but they were dubbed as knights by an emperor, king or other nobleman with the authority to dub knights.

6.5.1 The Warrior

Most members of the Fighter class are warriors. A Warrior usually is a well-armed and armored adventurer or soldier who fights for a living. Upon reaching the 1st level, Warriors already are proficient in the use of any four weapons of choice.

People become Warriors with many goals in mind. Some are abjectly poor, but they're fit. They simply become sellswords or they join an army, which is the only occupation they can find. Others respect the defensive role that the host of their lord, king or emperor plays and are proud to be a part of it.

Most PC Warriors simply are people who learned at sometime to use weapons well and who have decided to team up with other talented folk to seek their fortune adventuring. But there also are Warriors who are purely evil. Some serve in the illegal armies that follow robber barons or knights, and others are members of brigand and bandit bands who rob, kidnap and kill.

Gaming Data:

Injury Points: 1d12 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 12 + bonus for armor; Endurance 12 + Strength bonus; Reflex 12 + Dexterity bonus; Will 12 + Stamina bonus. Progression: Endurance +1 per level, Reflex and Will + 1 per two levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: None

Magic Items Useable: None without the skill *Use Magic Device*.

Armor inclination: Any

Key ability: Strength

Levels available: 1-30

Spells: None.

Primary talents of a Warrior are Athletics, Melee Combat, Mounted Combat and Ranged Combat.

- **Talent points at 1st Character Level:** (2 + Strength modifier) x 4
- **Talent points at Each Additional Level:** 2 + Strength modifier

Weapon/Armor Proficiency: With each new level, the Warrior gains an additional proficiency in a weapon or a type of armor of his or her choice.

Table: The Warrior

Level	Base Attack Bonus	Special
1	+2	Weapon or Armor Proficiency
2	+3	Weapon or Armor Proficiency
3	+4	Weapon or Armor Proficiency
4	+6	Weapon or Armor Proficiency
5	+7	Natural Defense Bonus +1, Weapon or Armor Proficiency
6	+8	Weapon or Armor Proficiency
7	+10	Weapon or Armor Proficiency
8	+11	Weapon or Armor Proficiency
9	+12	Weapon or Armor Proficiency
10	+14	Natural Defense Bonus +2, Weapon or Armor Proficiency
11	+15	Weapon or Armor Proficiency
12	+16	Weapon or Armor Proficiency
13	+18	Weapon or Armor Proficiency
14	+19	Weapon or Armor Proficiency
15	+20	Natural Defense Bonus +3, Weapon or Armor Proficiency
16	+22	Weapon or Armor Proficiency
17	+23	Weapon or Armor Proficiency
18	+24	Weapon or Armor Proficiency
19	+26	Weapon or Armor Proficiency
20	+27	Natural Defense Bonus +4, Weapon or Armor Proficiency
21	+28	Weapon or Armor Proficiency
22	+30	Weapon or Armor Proficiency
23	+31	Weapon or Armor Proficiency
24	+32	Weapon or Armor Proficiency
25	+34	Natural Defense Bonus +5, Weapon or Armor Proficiency
26	+35	Weapon or Armor Proficiency
27	+36	Weapon or Armor Proficiency
28	+38	Weapon or Armor Proficiency
29	+39	Weapon or Armor Proficiency
30	+40	Natural Defense Bonus +6, Weapon or Armor Proficiency

*Warriors in their camp.*

6.5.2 The Born Knight (recommended PC and NPC class)

The simple description of a Knight – born or dubbed - is that he or she is a Warrior who's a member of the nobility.

Born Knights are fighters of noble birth who have been trained since childhood to defend in combat their family's or liege's rule. A Knight always is addressed with the title *Sir* or *Dame*. In the points of nobility, a Born Knight who has no other title is lower than a baron and higher than a squire. Most Born Knights are of good alignment and serve what we think of as noble causes, but evil royalty and noblemen also have Born Knights in their service who are just as dedicated to evil ends as the scion of good-aligned royalty.

There also are Born Knights who have fallen out of favor with the ruling nobility or royalty. Many of these Knights become robber barons or robber knights. Most have their own castles atop mountains, where they are difficult to attack or threaten. Such Knights, at a minimum, tend to stop travelers and trade caravans to demand private taxes of them.

When they have a chance to do so, such outlawed Knights will attempt to capture members of royal and noble families with whom they are on the outs and demand ransom for their safe return. Others wage small, private wars against the higher nobility with whom they are at sword's edge.

Gaming Data:

Injury Points: 1d12 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 12 + bonus for armor; Endurance 12 + Strength bonus; Reflex 12 + Dexterity bonus; Will 12 + Stamina bonus. Progression: Endurance+ 1 per level, Reflex and Will, +1 per two levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: None

Magic Items Useable: None without the skill *Use Magic Device*.

Armor inclination: Any

Key ability: Strength

Levels available: 1-30

Spells: None.

Primary talents of a Born Knight are Athletics, Melee Combat, Mounted Combat and Ranged Combat.

- **Talent points at 1st Character Level:** (2 + Strength modifier) x 4
- **Talent points at Each Additional Level:** 2 + Strength modifier

Table: The Born Knight – see next page.

Weapon or Armor Proficiency: Because of his or her other training, a Born Knight has the following weapon proficiencies upon reaching 1st level: Lance (all), Long Sword, Great Sword and one weapon of choice (any type or class). With each new level, the Knight gains an additional proficiency in a weapon or type of armor of his or her choice.

Table: The Born Knight and the Dubbed Knight

Level	Base Attack Bonus	Special
1	+2	-
2	+3	Weapon or Armor Proficiency
3	+4	Weapon or Armor Proficiency
4	+6	Weapon or Armor Proficiency
5	+7	Weapon or Armor Proficiency
6	+8	Weapon or Armor Proficiency
7	+10	Weapon or Armor Proficiency
8	+11	Weapon or Armor Proficiency
9	+12	Weapon or Armor Proficiency
10	+14	Weapon or Armor Proficiency
11	+15	Weapon or Armor Proficiency
12	+16	Weapon or Armor Proficiency
13	+18	Weapon or Armor Proficiency
14	+19	Weapon or Armor Proficiency
15	+20	Weapon or Armor Proficiency
16	+22	Weapon or Armor Proficiency
17	+23	Weapon or Armor Proficiency
18	+24	Weapon or Armor Proficiency
19	+26	Weapon or Armor Proficiency
20	+27	Weapon or Armor Proficiency
21	+28	Weapon or Armor Proficiency
22	+30	Weapon or Armor Proficiency
23	+31	Weapon or Armor Proficiency
24	+32	Weapon or Armor Proficiency
25	+34	Weapon or Armor Proficiency
26	+35	Weapon or Armor Proficiency
27	+36	Weapon or Armor Proficiency
28	+38	Weapon or Armor Proficiency
29	+39	Weapon or Armor Proficiency
30	+40	Weapon or Armor Proficiency

*Knights prepare for tournament jousting.*

6.5.3 The Dubbed Knight (recommended PC and NPC class)

The simple description of a Knight – born or dubbed - is that he or she is a Warrior who's a member of the nobility. However, Dubbed Knights are not born nobles. Dubbed Knights were fighters of common birth who were dubbed as Knights by royalty or an authorized noble as a result of heroic and loyal service.

A Knight always is addressed with the title *Sir* or *Dame*. Once a Commoner Warrior (or Commoner of another class) has been knighted, he or she becomes a member of the nobility. In the points of noblemen, a Knight is above a squire and below a baron. The offspring of Dubbed Knights also are of born nobility, but their birth does not make a Knight of them, nor are they addressed as *Sir* or *Dame*. They begin as Squires and become Knights only when dubbed as such by royalty or a member of the nobility who is authorized to do so.

Most Dubbed Knights have been trained as Warriors, not as Knights. Many Dubbed Knights are of good alignment and serve what we think of as noble causes, but evil royalty and noblemen also have Dubbed Knights in their service who are dedicated to evil ends.

There also are Dubbed Knights who have fallen out of favor with the ruling nobility or royalty. Many of these Knights become robber barons or robber knights. Most have their own castles atop mountains, where they are difficult to attack or threaten. Such Knights, at a minimum, tend to stop travelers and trade caravans to demand private taxes of them.

When they have a chance to do such, such outlawed Knights will attempt to capture members of royal and noble families with whom they are on the outs and demand ransoms for their safe return. Others wage small, private wars against the higher nobility with whom they are at sword's edge.

Gaming Data:

Injury Points: 1d12 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 12 + bonus for armor; Endurance 12 + Strength bonus; Reflex 12 + Dexterity bonus; Will 12 + Stamina bonus. Progression Endurance+ 1 per level, Reflex and Will, +1 per two levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: None

Magic Items Useable: None without the skill *Use Magic Device*.

Armor inclination: Any

Key ability: Strength

Levels available: 1-30

Spells: None.

Primary talents of a Dubbed Knight are Athletics, Melee Combat, Mounted Combat and Ranged Combat.

- **Talent points at 1st Character Level:** (2 + Strength modifier) x 4
- **Talent points at Each Additional Level:** 2 + Strength modifier

Table: The Dubbed Knight – see *previous page*.

Weapon Proficiency: Beginning with the 1st level, a Dubbed Knight has free choice among all weapons. Usually, at the latest a level or two after being knighted, a Dubbed Knight will learn to use a lance in order that he or she may take part in tournaments. With each new level, the Knight gains an additional proficiency in a weapon or type of armor of his or her choice.

6.6 The Magi Classes

The most powerful *Dungeons Daring* magic users belong to one of the four Magi classes:

- **Runestainers:** For all practical purposes, Runestainers or Runecutters, as they also are called, should be viewed as members of a dwarven or giant NPC class. Only in the most unusual of campaigns would it serve any purpose for a PC to be a Runestainer. In general, only dwarves and giants have the affinity for stone and earth that one needs to draw upon their magic. Runestainers neither know nor use spells and they have no access to other types of magic. Instead, they cut their runes into wooden or stone tablets and stain them. Together, dwarven Runestainers and master smiths also cut and stain runes into weapons that are being forged.
- **Sorcerers:** Members of this class have a natural talent for magic. They study spells only to learn them for the first time. After that, they can access their magic without having to review the spells more than occasionally. Sorcerers are not specialists. They can access most kinds of spells, but they tend to have fewer spell points than wizards.
- **Wizards:** Members of this class were born with Sorcerer talents. However, at an early stage in their careers, they decided to take up the study of magic in certain schools and then specialized in the magic of these schools. Wizards know fewer kinds of magic than Sorcerers, but they usually have more spell points than a Sorcerer.
- **White Druids:** The only members of this class are humans who follow druidic philosophy. In most respects White Druids are Wizards. The only difference is that they begin their study of magic at the beginning of their careers, and they have somewhat different primary talents than other Wizards. White Druids rule the druidic lands.



Many magi and sages are based in city towers.

6.6.1 The Runestainer (or Runecutter, recommended NPC only)

Only the dwarven folk has the unlimited ability to become full Runestainers. Giants' talents are limited, keeping them from advancing beyond the 15th level as Runestainers. Giant Runestainers tend to practice their art hidden and well guarded in deep mountain caves. Dwarven Runestainers live hidden and protected in the depths of their clan halls where they practice their art, sometimes working together with master smiths.

Runestainers cut and stain their magical symbols in rune tablets of beech wood and in runestones. When a dwarven Runestainer works together with a master smith (Artisan class), the Runestainer can guide the smith in his or her cutting of runes into weapons which the Runecutter then stains. Thus are the mighty magical weapons of dwarves forged.

The Runecutter class is recommended only for NPCs. A Runecutter is not trained or prepared for adventuring. Runecutters shape and stain the runes that other adventurers bear. The Runecutter's life is devoted to the search for knowledge and understanding of the foundations of the world as well of his or her art of gaining access to the powers within these foundations through their inscription in stained runes. The Runecutter does not normally cut and stain runes for his or her own use, but rather for the use of the leaders, warriors and merchants of his or her dwarven clan or giant tribe.

Gaming Data:

Injury Points: 1d4 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 10 + Dexterity bonus; Will 10 + Stamina bonus. Progression: Will +1 per level, Endurance and Reflex + 1 per four levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: Runic staves

Magic Items Useable: Use only items of runic magic. The skill *Use Magic Device* produces no benefits.

Armor inclination: Chain mail, usually middle silver in the case of dwarven Runecutters

Key ability: Magical Aptitude

Levels available: 1-30

Spells: The Runecutter casts no spells. Instead, he or she uses Runic staves.

- **Basic Radicals:** The first four radicals learned by a Runecutter are the four prime elemental radicals *Jörð* (Earth), *Loft* (Air), *Vatn* (Water) and *Eldr* (fire). These radicals are in addition to those shown in the tables. They do not count toward the first two radicals learned by a Level 1 Runecutter.
- **Runestone Cutting:** A Runecutter can cut an unlimited number of runestones containing staves that he or she has defined successfully. The time it takes to cut a runestone is based upon the stave's level. Successfully cut runestones can be used by anyone who has been taught by the Runecutter how to do so.

Primary talents of a Runecutter are Applied Knowledge, Perception and Runic Magic.

Talent points at 1st Character Level: (2 + Magical Aptitude modifier) x4.

Talent points at Each Additional Level: 2 + Magical Aptitude modifier

Table: The Runecutter

Level	Base Attack	Radicals Learnable	Staves per Radical	Maximum Staves	Special	Max Stave Points
1	1	2	2	2	-	2
2	1	3	2	4	-	3
3	1	3	2	6	-	4
4	1	3	3	8	-	6
5	1	4	3	10	-	7
6	1	4	3	12	-	10
7	1	4	4	14	-	13
8	1	5	4	15	-	17
9	1	5	4	18	-	21
10	1	5	5	21	-	26
11	1	6	5	24	-	31
12	1	6	5	27	-	39
13	1	6	6	30	-	43
14	1	7	6	33	-	50
15	1	7	6	36	-	57
16*	2	7	7	40	-	66
17*	2	8	7	44		74
18*	2	8	7	48		83
19*	2	8	8	50		92
20*	2	9	8	52	-	101
21*	2	9	8	52	-	103
22*	2	10	9	54	-	105
23*	2	10	9	56	-	110
24*	2	10	9	58	-	113
25*	2	11	10	60	-	117
26*	2	11	10	62	-	122
27*	2	11	10	64	-	126
28*	2	12	11	66	-	127
29*	2	12	11	68	-	129
30	2	12	11	70	-	130

* Not available to giants

Weapon/Armor Proficiency: Small, simple weapons such as knives and daggers are allowed. Any armor is allowed.



Runestainers are found among the dwarves and giants of the mountains.

6.6.2 The Sorcerer (recommended PC and NPC class)

Sorcerers are born with a natural talent for learning magic. They continue to be Sorcerers if they develop that magic on their own or in working together with other Magi. Only those Sorcerers who undergo long and formal training become specialized Wizards.

In practice, most Sorcerers tend to be multi-classed characters. They appreciate their natural abilities and use them, but they believe in developing non-magical abilities as well. Where Wizards specialize in certain schools out of the full body of magic, a Sorcerer learns spells of any school without any particular focus. The only important restriction upon the spells a sorcerer can use is that he or she cannot learn both the magic of the Light and that of the Darkness. He or she must choose one path or another among the two.

Gaming Data:

Injury Points: 1d6 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 10 + Dexterity bonus; Will 14 + Stamina bonus. Progression: Will +1 per level, Endurance and Reflex + 1 per three levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: Spells, Energy Blast

Magic Items Useable: Any that use Sorcerer/Wizard magic. For all others the skill *Use Magic Device* is required.

Armor inclination: None

Key ability: Magical Aptitude

Levels available: 1-30

Energy Blast: Once each round, a Sorcerer can unleash an Energy Blast against a single opponent as a full one-round action. To succeed, the Sorcerer must make a successful spell attack against the target's Endurance defense. If the blast succeeds, it has two effects:

- It causes damage equal to 1d4 plus the Sorcerer's Magical Aptitude bonus.
- It magically stuns the target, preventing it from acting in the next five seconds (one round). This effect begins at the exact point in the round in which the target is hit and ends at exactly the same point in the following round.

Spells: A Sorcerer casts spells that are drawn from the *Magi* spell list. Magical spells require the expenditure of personal energy which is measured in spell points. Based upon their class level, Sorcerers are limited in the number of points they can expend upon a single spell. The column *Spell Points* in the table on the next page shows first the number of base spell points based upon class level that are available to a Sorcerer at that level. The second number, prefaced by *Max*, lists the maximum number of spell points that the Sorcerer can expend per spell. With each level, a Sorcerer gains an increasing number of spell points, and with new levels, he or she also may be able to use spells that require the expenditure of a high number of points. Once a Sorcerer learns a spell, it remains in his or her memory. The Sorcerer does not have to study spells on a daily basis, but he or she must devote at least 15 minutes per level once weekly to reviewing the spells in his or her repertory. When a Sorcerer uses spells, he or she needs at least seven hours of uninterrupted sleep to regain lost spell powers. When a Sorcerer uses his or her full complement of spell points in a single day, he or she is considered to be exhausted and unable to tap his or her magical resources further. *Sorcerers must choose between using spells of the School White Necromancy and spells of the Light or using spells of Black Necromancy and spells of the Darkness.*

Spell Points: The full number of spell points available to a Sorcerer is equal to the base number of spell points for his or her level in the table above plus his or her Magical Aptitude Bonus or Penalty.

Primary talents of a Sorcerer are Applied Knowledge, Arcane Magic and Perception.

Talent points at 1st Character Level: (2 + Magical Aptitude modifier) x4.

Talent points at Each Additional Level: 2 + Magical Aptitude modifier

Weapon/Armor Proficiency: Sorcerers use only small weapons such as daggers or knives. They wear no armor.

Table: The Sorcerer

Level	Attacks	Spell Points	Special
1	+1	3 – Max 2	Summon Familiar, Automatic Talent <i>Arcane Magic</i>
2	+1	4 – Max 2	-
3	+1	5 – Max 3	-
4	+1	6 – Max 3	-
5	+1	7 – Max 3	-
6	+2	10 – Max 3	-
7	+2	13 – Max 4	-
8	+2	17 – Max 4	-
9	+2	21 – Max 5	-
10	+2	26 – Max 5	-
11	+3	31 – Max 6	-
12	+3	39 – Max 6	-
13	+3	43 – Max 7	-
14	+3	50 – Max 7	-
15	+3	57 – Max 8	-
16	+4	66 – Max 8	-
17	+4	74 – Max 9	-
18	+4	83 – Max 9	-
19	+4	92 – Max 10	-
20	+4	101 – Max 10	-
21	+5	103 – Max 11	-
22	+5	105 – Max 11	-
23	+5	110 – Max 12	-
24	+5	113 – Max 12	-
25	+5	117 – Max 13	-
26	+6	122 – Max 13	-
27	+6	126 – Max 14	-
28	+6	127 – Max 14	-
29	+6	129 – Max 15	-
30	+6	130 – Max 15	-



A Sorceress can be the most dangerous member of an adventurers' band.

Product Identity

6.6.3 The Wizard (recommended PC and NPC class)

Wizards are people who focus upon certain branches of magic, study them and learn them thoroughly, to the exclusion of other magical schools. Wizards usually focus completely upon their magic; a multi-classed Wizard is a rarity. To qualify for training as a Wizard, a person must be born with the natural talents of a Sorcerer. Once most reach the 4th level as a Sorcerer, at the latest, they switch classes and begin their studies in Wizardry. After reaching their first new level as a Wizard, all of their previous Sorcerer levels become Wizard levels.

Many Wizards spend most of their time in their towers, learning old magical secrets and developing new magic which they then teach to their younger student Wizards and also to Sorcerers who pay to be taught certain spells. Other Wizards spend much of their time making magical items, many of which they sell to pay their research costs.

Wizards who go off on adventure also tend to spend considerable time between adventures in their towers. After all, the main reason that many wizards go on adventures is to gain the riches that they need to finance their magical research. Of course, there also are those adventuring Wizards who have a land, a town or a principle to defend, and they go forth for this reason.

Gaming Data:

Injury Points: 1d6 + Stamina bonus/level

Alignment inclination: any

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 10 + Dexterity bonus; Will 14 + Stamina bonus. Progression: Will +1 per level, Endurance and Reflex + 1 per three levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: Spells, Energy Blast

Magic Items Useable: Any that use Sorcerer/Wizard magic. For all others the skill *Use Magic Device* is required.

Armor inclination: None

Key ability: Magical Aptitude

Levels available: 1-30

Energy Blast: Once each round, a Wizard can unleash an Energy Blast against a single opponent as a full one-round action. To succeed, the Wizard must make a successful spell attack against the target's Endurance defense. If the blast succeeds, it has two effects:

- It causes damage equal to 1d4 plus the Wizard's Magical Aptitude bonus.
- It magically stuns the target, preventing it from acting in the next five seconds (one round). This effect begins at the exact point in the round in which the target is hit and ends at exactly the same point in the following round.

Spells: A Wizard casts spells that are drawn from the *Magi* spell list. Magical spells require the expenditure of personal energy which is measured in spell points. Based upon their class level, Wizards are limited in the number of points they can expend upon a single spell. The column *Spell Points* in the table on Page 91 shows first the number of base spell points based upon class level that are available to a Wizard at that level. The second number, prefaced by *Max*, lists the maximum number of spell points that the Wizard can expend per spell. With each level, a Wizard gains an increasing number of spell points, and with new levels, he or she also may be able to use spells that require the expenditure of a high number of points. Once a Wizard learns a spell, it remains in his or her memory. The Wizard does not have to study spells on a daily basis, but he or she must devote at least 15 minutes per level once weekly to reviewing the spells in his or her repertory. When a Wizard uses spells, he or she needs at least seven hours of uninterrupted sleep to regain lost spell powers. When a Wizard uses his or her full complement of spell points in a single day, he or she is considered to be exhausted and unable to tap his or her magical resources further. *Wizards must choose between using spells of the School White Necromancy and spells of the Light or using spells of Black Necromancy and spells of the Darkness.*

Spell Points: The full number of spell points available to a Wizard is equal to the base number of spell points for his or her level in the table on the next page plus his or her Magical Aptitude Bonus or Penalty.

Specialization: The following are the specialty classes among which Wizards must choose. They may learn spells of other schools only as listed:

- **Abjurer:** In addition to Abjuration and Universal, an Abjurer may learn any three of the following: Conjunction or Evocation, Divination/Enchantment, Illusion and Transmutation.
- **Conjurer:** In addition to Configuration and Universal, a Conjurer may learn any three of the following: Abjuration, Divination/Enchantment, Transmutation and White or Black Necromancy.
- **Diviner/Enchanter:** In addition to Divination/Enchantment and Universal, a Diviner/Enchanter may learn any three of the following: Abjuration, Conjunction or Evocation, Illusion and Transmutation.
- **Evoker:** In addition to Evocation and Universal, an Evoker may learn any three of the following: Abjuration, Divination/Enchantment, Transmutation and White or Black Necromancy.
- **Illusionist:** In addition to Illusion and Universal, an Evoker may learn any three of the following: Abjuration, Conjunction or Evocation, Divination/Enchantment and Transmutation.
- **Black Necromancer:** In addition to Black Necromancy and Universal, a Black Necromancer may learn any three of the following: Abjuration, Conjunction or Evocation, Divination/Enchantment and Transmutation.
- **White Necromancer:** In addition to White Necromancy and Universal, a White Necromancer may learn any three of the following: Abjuration, Conjunction or Evocation, Divination/Enchantment and Transmutation.
- **Transmuter:** In addition to Transmutation and Universal, a Transmuter may learn any three of the following: Abjuration, Conjunction or Evocation, Divination/Enchantment and Illusion.

Primary talents of the Wizard are Applied Knowledge, Arcane Magic and Perception.

Talent points at 1st Character Level: $(2 + \text{Magical Aptitude modifier}) \times 4$.

Talent points at Each Additional Level: $2 + \text{Magical Aptitude modifier}$

Weapon/Armor Proficiency: Small, simple weapons such as knives and daggers are allowed. No armor is allowed.



Wizard's tower and garden

Table: The Wizard

Level	Attacks	Spell Points	Special
1	+1	4 – Max 2	Summon Familiar, Automatic talent <i>Arcane Magic</i>
2	+1	5- Max 2	-
3	+1	6 – Max 3	-
4	+1	7 – Max 3	-
5	+1	10 – Max 3	-
6	+1	15 – Max 3	-
7	+1	20 – Max 4	-
8	+1	27 – Max 4	-
9	+1	34 – Max 5	-
10	+1	43 – Max 5	-
11	+1	52 – Max 6	-
12	+1	67 – Max 6	-
13	+1	74 – Max 7	-
14	+1	87 – Max 7	-
15	+1	100 – Max 8	-
16	+1	115 – Max 8	-
17	+1	130 – Max 9	-
18	+1	147 – Max 9	-
19	+1	163 – Max 10	-
20	+1	180 – Max 10	-
21	+1	183 – Max 11	-
22	+1	186 – Max 11	-
23	+1	195 – Max 12	-
24	+1	201 – Max 12	-
25	+1	208 – Max 13	-
26	+1	216 – Max 13	-
27	+1	225 – Max 14	-
28	+1	226 – Max 14	-
29	+1	228 – Max 15	-
30	+1	231 – Max 15	-

***The dragon downspout of a Wizard's castle might spout fire!***

6.6.4 The White Druid (recommended NPC only)

White Druids almost always are NPCs. White Druids are in principle Wizards, but at the same time, they're also the priests and ruling class of the druidic lands. They are called White Druids because they wear white robes.

To qualify for training as a White Druid, a person must be born with the natural talents of a Sorcerer. White Druid candidates usually begin studying magic in childhood. Unlike Wizards they have temples rather than towers and they spend much of their time there. In their temples, they do learn old magical secrets and develop new magic for the good of their folk, but they also have to spend considerable time doing their priestly tasks and handling the matters of government. In addition, they make magical items.

Because White Druids have less time to devote to their study of magic, they have access to fewer spell powers than a Wizard. They also delegate the work with certain schools of magic to the Sorcerers among the followers of the Sidhe.

Gaming Data:

Injury Points: 1d6 + Stamina bonus/level

Alignment inclination: lawful, non-evil

Resistances: None

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 10 + Dexterity bonus; Will 14 + Stamina bonus. Progression: Will +1 per level, Endurance and Reflex + 1 per three levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: Spells, Energy Blast

Magic Items Useable: Any that use Sorcerer/Wizard magic. For all others the skill *Use Magic Device* is required.

Armor inclination: None

Key ability: Magical Aptitude

Levels available: 1-30

Energy Blast: Once each round, a White Druid can unleash an Energy Blast against a single opponent as a full one-round action. To succeed, the White Druid must make a successful spell attack against the target's Endurance defense. If the blast succeeds, it has two effects:

- It causes damage equal to 1d4 plus the White Druid's Magical Aptitude bonus.
- It magically stuns the target, preventing it from acting in the next five seconds (one round). This effect begins at the exact point in the round in which the target is hit and ends at exactly the same point in the following round.

Spells: A White Druid casts spells that are drawn from the *Sorcerers and Wizards* spell list. Magical spells require the expenditure of personal energy which is measured in spell points. Based upon their class level, White Druids are limited in the number of points they can expend upon a single spell. The column *Spell Points* in the table above shows first the number of base spell points based upon class level that are available to a White Druid at that level. The second number, prefaced by *Max*, lists the maximum number of spell points that the White Druid can expend per spell. With each level, a White Druid gains an increasing number of spell points, and with new levels, he or she also may be able to use spells that require the expenditure of a high number of points. Once a White Druid learns a spell, it remains in his or her memory. Nonetheless, the White Druid needs to select his or her spells for the day and review these. He or she may select spells with a spell point value equal to 150% of the spell points available to the White Druid (rounded up). A White Druid needs to devote at least 10 minutes per level once daily reviewing the spells he or she had prepared. If a White Druid fails to review his or her spells on a given day, there is a 50% chance (1-10 on 1d20) that each spell used will fail. When a White Druid uses spells, he or she needs at least seven hours of uninterrupted sleep to regain lost spell powers. When a White Druid uses his or her full complement of spell points in a single day, he or she is considered to be exhausted and unable to tap his or her magical resources further.

Spell Points: The full number of spell points available to a White Druid is equal to the base number of spell points for his or her level in the table above plus his or her Magical Aptitude Bonus or Penalty.

Specialization: White Necromancy is the main school of a White Druid. His or her secondary schools are:

- **Abjuration**
- **Conjuration**
- **Evocation**

Among the Sidhe following, Sorcerers and not White Druids tend to concentrate their learning upon Divination/Enchantment, Illusion and Transmutation.

Primary talents of the White Druid are Applied Knowledge, Arcane Magic, Naturalism and Perception.

Talent points at 1st Character Level: (2 + Magical Aptitude modifier) x4.

Talent points at Each Additional Level: 2 + Magical Aptitude modifier

Weapon/Armor Proficiency: White Druids may use knives, daggers and long swords as well as weapons made of natural materials. They wear no armor.

Table: The White Druid

Level	Attacks	Spell Points	Special
1	+1	4 – Max 2	Summon Familiar, Automatic talent <i>Arcane Magic</i>
2	+1	5- Max 2	-
3	+1	6 – Max 3	-
4	+1	7 – Max 3	-
5	+1	9 – Max 3	-
6	+1	13 – Max 3	-
7	+1	18 – Max 4	-
8	+1	24 – Max 4	-
9	+1	30 – Max 5	-
10	+1	38 – Max 5	-
11	+1	43 – Max 6	-
12	+1	57 – Max 6	-
13	+1	64 – Max 7	-
14	+1	77 – Max 7	-
15	+1	90 – Max 8	-
16	+1	105 – Max 8	-
17	+1	120 – Max 9	-
18	+1	137 – Max 9	-
19	+1	153 – Max 10	-
20	+1	170 – Max 10	-
21	+1	173 – Max 11	-
22	+1	176 – Max 11	-
23	+1	185 – Max 12	-
24	+1	191 – Max 12	-
25	+1	198 – Max 13	-
26	+1	206 – Max 13	-
27	+1	215 – Max 14	-
28	+1	216 – Max 14	-
29	+1	218 – Max 15	-
30	+1	221 – Max 15	-

6.7 The Naturalist Classes

The three subset classes of the Naturalist Class usually have similar goals, and they often work together. Green Druids are found only in the druidic ruling circles in druidic societies. They have wider responsibilities than Nature Druids and Rangers, and they have some things in common with Rangers. In addition, the Green Druids are prophets and legal judges in their societies.

Nature Druids are found in other parts of the world where there are no societies ruled by formal druidic circles. They are a sort of nature priest, although they do not necessarily acknowledge or serve gods. Rangers, on the other hand, tend more to be warriors for the cause of nature and nature's caretakers.

6.7.1 The Green Druid (recommended PC and NPC class)

The name Green Druid refers to the color of robes that the Druid wears. Outside of campaigns directly involving the lands ruled by druidic circles, Green Druids almost always are NPCs rather than PCs. Even in the Sidhe lands, a Green Druid PC might take part in an adventure that takes place within his or her local area, but he or she certainly would not go off elsewhere on an adventure.

Usually they are found only in those lands that are guided, led and governed by a three-branched druidic system of government and religion combined. Where the White Druids serve as rulers and wizards and the Blue Druids as teachers and news-bearing bards, the Green Druids are the priests of nature with a clear understanding that men not only are at the center of nature but also are an integral part of it.

In addition to these responsibilities, the Green Druid's deep roots in nature and his or her knowledge to a certain degree of the nature of all things has won for him or her additional responsibilities within the druidic circles. As philosophers, Green Druids serve as the key advisors and counselors of the ruling White Druids. In addition, Green Druids also serve as the judges in the legal system of their lands.

Gaming Data:

Injury Points: 1d8 + Stamina bonus /level

Alignment inclination: lawful good or neutral

Resistances: None

Base Defenses: Armor 13 + bonus for armor; Endurance 13 + Strength bonus; Reflex 11 + Dexterity bonus; Will 11 + Stamina bonus. Progression: Endurance +1 per level, Reflex and Will + 1 per two levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: Spells

Magical Items: All that use Green and Nature Druid spells. All others require the skill *Use Magic Device*.

Armor inclination: Light armor to and including chain mail

Key ability: Magical Aptitude

Levels available: 1-30

Spells: A Green Druid casts spells that are drawn from the *Green and Nature Druids* spell list. Magical spells require the expenditure of personal energy which is measured in spell points. Based upon their class level, Green Druids are limited in the number of points they can expend upon a single spell. The column *Spell Points* in the table below shows first the number of base spell points based upon class level that are available to a Green Druid at that level. The second number, prefaced by *Max*, lists the maximum number of spell points that the Green Druid can expend per spell. With each level, a Green Druid gains an increasing number of spell points, and with new levels, he or she also may be able to use spells that require the expenditure of a high number of points. Once a Green Druid learns a spell, it remains in his or her memory. The Green Druid does not have to study spells on a daily basis, but he or she must devote at least 15 minutes per level once weekly to reviewing the spells in his or her repertory. When a Green Druid uses spells, he or she needs at least seven hours of uninterrupted sleep to regain lost spell powers. When a Green Druid uses his or her full complement of spell points in a single day, he or she is considered to be exhausted and unable to tap his or her magical resources further. *Green Druids have no access to spells of the School Illusion.*

Spell Points: The full number of spell points available to a Green Druid is equal to the base number of spell points for his or her level in the table above plus his or her Magical Aptitude Bonus or Penalty. Green Druids learn spells from the list for Naturalists.

Primary talents of the Green Druid are Applied Knowledge, Arcane Magic, Naturalism, Perception.

Talent points at 1st Character Level: (3 + Magical Aptitude modifier) x4.

Talent points at Each Additional Level: 3 + Magical Aptitude modifier

Weapon/Armor Proficiency: Knife, Dagger, Dart, Long sword and weapons made mainly of natural materials. Light armor to and including chain mail.

Table: The Green Druid

Level	Attacks	Spell Points	Special
1	+1	2 – Max 2	Animal companion, nature sense, wild empathy
2	+1	3 – Max 2	Woodland stride
3	+2	4 – Max 3	Sense the truth
4	+2	7 – Max 3	Trackless step, Make Elderberry-Mistletoe-Yew Poultice
5	+3	10 – Max 3	Sense type of truth
6	+3	15 – Max 4	Resist nature's lure
7	+4	20 – Max 4	Sense full truth
8	+4	27 – Max 4	Wild shape (1x daily)
9	+5	34 – Max 5	Wild shape (large)
10	+5	43 – Max 5	Venom immunity
11	+6	53 – Max 6	Wild shape (2x daily)
12	+6	64 – Max 6	Wild shape (tiny)
13	+7	77 – Max 7	Wild shape (plant)
14	+7	90 – Max 7	1,000 faces
15	+8	106 – Max 8	Wild shape (3x daily)
16	+8	121 – Max 8	Timeless body, Wild shape (huge)
17	+9	140 – Max 9	-
18	+9	157 – Max 9	Wild shape (4x daily)
19	+10	178 – Max 10	-
20	+10	195 – Max 10	Wild shape (6x daily)
21	+11	198 – Max 11	-
22	+11	201 – Max 11	-
23	+12	210 – Max 12	-
24	+12	216 – Max 12	Wild shape (7x daily)
25	+13	223 – Max 13	-
26	+13	231 – Max 13	Wild shape (8x daily)
27	+14	240 – Max 14	-
28	+14	241 – Max 14	Wild shape (9x daily)
29	+15	243 – Max 15	-
30	+15	246 – Max 15	-

Special abilities for Green and Nature Druids:

- **Animal Companion:** A 1st level Green or Nature Druid may select an animal companion from the following list: Badger, bear, boar, camel, deer, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (small or medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, medium shark, and squid. This animal is a loyal companion that accompanies the druid on his or her adventures as appropriate for its kind.

A 1st-level Green or Nature Druid's companion is completely typical for its kind except as noted below. As a Green or Nature Druid advances in level, the animal's power increases as shown on the table. If a Green or Nature Druid releases his or her companion from service, he or she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of meditation. This ceremony can also replace an animal companion that has perished.

A Green or Nature Druid of 4th level or higher may select from alternative lists of animals (see below). Should he or she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's Naturalist level and compare the result with the Green or Nature Druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, he or she cannot have that animal as a companion.)

Druid Level	Companion Level Bonus	Natural Armor	Str/Dex Bonus	Bonus Tricks	Special
1-2	0	0	0	1	Link, Share Spells
3-5	+2	+2	+1	2	Evasion
6-8	+4	+4	+2	3	Devotion
9-11	+6	+6	+3	4	Multi-Attack
12-14	+8	+8	+4	5	-
15-17	+10	+10	+5	6	Improved evasion
18-20	+12	+12	+6	7	-
21-23	+14	+14	+8	8	-
25-27	+16	+16	+10	9	-
28-30	+18	+18	+12	10	-

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes.

- **Druid Level:** The character's level as a Green or Nature Druid. The druid's class levels stack with levels of any other possible classes that also are entitled to an animal companion for the purpose of determining the companion's abilities and the alternative lists available to the character.
- **Companion Level Bonus:** The animal companion's level is increased by this amount.
- **Natural Armor:** The animal companions Base Defense scores for Armor, Endurance, Reflex and Will are increased by this amount.
- **Str/Dex Bonus:** The animal companion's Strength and Dexterity scores are increased by this amount.
- **Bonus Tricks:** The value given in this column is the total number of *bonus tricks* that the animal knows in addition to any that the druid might choose to teach it (see the *Handle Animal* skill). These bonus tricks don't require any training time or *Handle Animal* checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.
- **Link:** A Green or Nature Druid can handle his or her animal companion as a free action, or push it as a move action, even if he or she has no points in the *Handle Animal* skill. The druid gains a +4 circumstance bonus on all wild empathy checks and *Handle Animal* checks made regarding an animal companion.

- ♦ **Share Spells:** At the Green or Nature Druid's option, he or she may have any spell (but not any spell-like ability) she casts upon him- or herself also affect the animal companion. It must be within 5ft/150cm of the Green or Nature Druid at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5ft/150cm away from the Green or Nature Druid and it will not affect the animal again, even if it returns to the druid before the duration expires. The Green or Nature Druid also may cast a spell with a target of *You* upon the animal companion (as a touch range spell) instead of upon him- or herself. A druid and the animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).
- ♦ **Evasion:** If an animal companion is subjected to an attack that normally causes half damage, it sustains no damage if the Reflex defense succeeds.
- ♦ **Devotion:** An animal companion gains a +4 morale bonus on the Will defense against enchantment spells and effects.
- ♦ **Multi-Attack:** An animal companion gains Multi-Attack as a bonus skill if it has three or more natural attacks and does not already have that talent. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.
- ♦ **Improved Evasion:** When subjected to an attack that normally causes half damage with a successful Reflex defense, an animal companion takes no damage. It takes only half damage if the Reflex Defense fails.

ALTERNATIVE ANIMAL COMPANIONS: A Green or Nature Druid of sufficiently high level can select his or her animal companion from one of the following lists, applying the indicated adjustment to the druid's level (in parentheses) for purposes of determining the companion's characteristics and special abilities.

4th Level or Higher (Level –3)

Ape
Bison
Cheetah
Crocodile ¹
Leopard
Lizard, monitor
Shark, Large ¹
Snake, constrictor
Snake, Large viper
Wolverine

7th Level or Higher (Level –6)

Crocodile, giant
Lion
Rhinoceros
Snake, Huge viper
Tiger

10th Level or Higher (Level –9)

Bear, polar
Shark, Huge ¹
Snake, giant constrictor
Whale, orca ¹

13th Level or Higher (Level –12)

Elephant
Octopus, giant ¹

16th Level or Higher (Level –15)

Squid, giant ¹

¹ Available only in an aquatic environment.

- **Wild Empathy:** A druid can improve the attitude of an animal. The druid rolls 1d20 and adds his or her Druid level and Magical Aptitude modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals usually are unfriendly. To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30ft/9m of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute.

- **Make Elderberry-Mistletoe-Yew Poultice:** This special herbal poultice has extensive healing abilities. A Green or Nature Druid does not need the talent *Create Herbal Medicine* to make this poultice. For more details see Section 4.2.7 *A Catalog of Herbs and Herbal Medicines*.
- **Nature Sense:** A Green or Nature Druid gains a +2 bonus on Knowledge of Nature and Wilderness Survival checks. He or she automatically can sense directions accurately in daylight except fog and checks at +5 in fog and at night.
- **Woodland Stride:** The Green or Nature Druid may move through any sort of undergrowth such as natural thorns, briars, overgrown areas, and similar terrain at his or her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him or her.
- **Trackless Step:** The Green or Nature Druid leaves no trail in natural surroundings and cannot be tracked. However, he or she may choose to leave a trail if desired.
- **Resist Nature's Lure:** The Green or Nature Druid gains a +4 defense bonus against the spell-like abilities of all creatures in the Nymph group.
- **Wild Shape:** The Green or Nature Druid gains the ability to turn him- or herself into any Medium or smaller animal and back again. With higher levels, other sizes also are possible as talents. The options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until he or she changes back. Changing form (to animal or back) is a standard action. The form chosen must be that of an animal with which the druid is familiar. The Green or Nature Druid loses his or her ability to speak while in animal form because he or she is limited to the sounds that a normal, untrained animal can make, but the druid can communicate normally with other animals of the same general grouping as his or her new form.
- **Venom Immunity:** The Green or Nature Druid gains immunity to all animal poisons.
- **A Thousand Faces:** The Green or Nature Druid gains the ability to change his or her appearance at will, but only while in his or her normal form.
- **Timeless Body:** The Green or Nature Druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he or she already has incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when his or her time is up.
- **Sense the Truth:** (*Green Druids only*). The Green Druid can automatically sense whether a person is telling what he or she believes to be the truth.
- **Sense the Type of Truth:** (*Green Druids only*). The Green Druid can automatically sense whether a person is telling the real truth or merely believes that he or she is telling the truth.
- **Sense the Full Truth:** (*Green Druids only*). The Green Druid can automatically sense whether a person is telling the real truth or merely believes that he or she is telling the truth. In addition, if a link to the real truth is hidden somewhere in the person's memory, even when he or she is unaware of it, the Green Druid also can fathom out the real truth.

6.7.2 The Nature Druid (recommended PC and NPC class)

Nature Druids are quasi-religious characters who revere nature in much the same manner as others worship gods. They have many of the same statistical characteristics as Green Druids, but their characters usually are different. Nature Druids are equally likely to be PCs or NPCs.

Nature druidism began with the nature teachings of the elves. The fair folk recognize no gods and did not include nature gods, demigods or the like in their teachings. When the teachings of the elves grew into ruling druidism with its white, green and blue branches, the human druids themselves began to view the elves as being nature demipowers, although the elves never honored this practice.

Many other humans who were taught by the elves wandered off to work alone to do the work taught by the elves, teaching only apprentices who in their own time attained the same affinity for nature and nature magic and also became Nature Druids. Others forged enclaves to work together, often with the help of Rangers and, in some cases, elven Tree Herders as well.

Still others were Green Druids who left the domains ruled by druidic circles, learned how druidism is practiced in other lands and then returned to their homelands with the intent of leading the people to accept the new Nature Druidism in the place of what had become the demipower-rooted ruling druidism.

With all human Nature Druids, man – meaning the *human being* – is the center of nature. In this sense, the concept of *man* also includes halflings, and many human Nature Druids include half-elves as well.

Although most *Dungeons Daring* PCs most likely never will meet one, there also are elves left in the world, hidden in their enclaves within their alternate dimension. As always, the elves still have Nature Druids among their numbers. Elven Nature Druids view the Children of the Light – elves, giants, humans and even dwarves – as the center of nature. There is a difference, but the elves are right. In both cases, however, the meaning of this viewpoint is somewhat abstract.

Above all, it means that the belief that there are humans or Children of the Light on one side and nature standing separate on the other is absolutely false. Humans or Children of the Light, according to these teachings, are as much a part of nature as anything else, because they are in the center of it. Both humans and Children of the Light in general are equally capable of protecting nature and bringing it to flourish or of absolutely destroying nature.

This is the heart of the knowledge a player needs to play the role of a Nature Druid. The goal of the Nature Druid is to bring all of nature into harmony. That includes all mankind in some cases and all Children of the Light in others. In all cases, however, a Nature Druid *never* will work for the Darkness. It is the seeker of entropy, the opposite of the harmony that a Nature Druid seeks. A Druid of the Darkness would be a contradiction.

Gaming Data:

Injury Points: 1d10 + Stamina bonus /level

Alignment inclination: usually good or neutral (never aligned with the Darkness)

Resistances: None

Base Defenses: Armor 13 + bonus for armor; Endurance 13 + Strength bonus; Reflex 11 + Dexterity bonus; Will 11 + Stamina bonus. Progression: Endurance +1 per level, Reflex and Will + 1 per two levels.

Attacks: Fists, Weapons (with Strength bonus)

Magical Attacks: Spells

Magical Items: All that use Green and Nature Druid spells. All others require the skill *Use Magic Device*.

Armor inclination: Natural armor, no metal armor

Key ability: Magical Aptitude

Levels available: 1-30

Spells: A Nature Druid casts spells that are drawn from the *Green and Nature Druids'* spell list. Magical spells require the expenditure of personal energy which is measured in spell points. Based upon their class level, Nature Druids are limited in the number of points they can expend upon a single spell. The column *Spell Points* in the table below shows first the number of base spell points based upon class level that are available to a Nature Druid at that level. *Nature Druids have no access to spells of the School Illusion.*

The second number, prefaced by *Max*, lists the maximum number of spell points that the Nature Druid can expend per spell. With each level, a Nature Druid gains an increasing number of spell points, and with new levels, he or she also may be able to use spells that require the expenditure of a high number of points. Once a Nature Druid learns a spell, it remains in his or her memory. The Nature Druid does not have to study spells on a daily basis, but he or she must devote at least 15 minutes per level once weekly to reviewing the spells in his or her repertory. When a Nature Druid uses spells, he or she needs at least seven hours of uninterrupted sleep to regain lost spell powers. When a Nature Druid uses his or her full complement of spell points in a single day, he or she is considered to be exhausted and unable to tap his or her magical resources further.

Spell Points: The full number of spell points available to a Nature Druid is equal to the base number of spell points for his or her level in the table above plus his or her Magical Aptitude Bonus or Penalty. Nature Druids learn spells from the list for Green and Nature Druids.

Primary talents of the Nature Druid are Applied Knowledge, Arcane Magic, Naturalism, Perception.

Talent points at 1st Character Level: (3 + Magical Aptitude modifier) x4.

Talent points at Each Additional Level: 3 + Magical Aptitude modifier

Weapon Proficiencies: Knife, Dart, Long sword and weapons made mainly of natural materials.

Table: The Nature Druid

Level	Attacks	Spell Points	Special
1	+1	2 – Max 2	Animal companion, nature sense, wild empathy
2	+1	3 – Max 2	Woodland stride
3	+2	4 – Max 3	Trackless step, Make Elderberry-Mistletoe-Yew Poultice
4	+2	7 – Max 3	Resist nature's lure
5	+3	10 – Max 3	Wild shape (1x daily)
6	+3	15 – Max 3	Wild shape (large)
7	+4	20 – Max 4	Venom immunity
8	+4	27 – Max 4	Wild shape (2x daily)
9	+5	34 – Max 5	Wild shape (tiny)
10	+5	43 – Max 5	Wild shape (plant)
11	+6	53 – Max 6	1,000 faces
12	+6	64 – Max 6	Wild shape (3x daily)
13	+7	77 – Max 7	Timeless body, Wild shape (huge)
14	+7	90 – Max 7	-
15	+8	106 – Max 8	Wild shape (4x daily)
16	+8	121 – Max 8	-
17	+9	140 – Max 9	Wild shape (6x daily)
18	+9	157 – Max 9	-
19	+10	178 – Max 10	-
20	+10	195 – Max 10	-
21	+11	198 – Max 11	Wild shape (7x daily)
22	+11	201 – Max 11	-
23	+12	210 – Max 12	Wild shape (8x daily)
24	+12	216 – Max 12	-
25	+13	223 – Max 13	Wild shape (9x daily)
26	+13	231 – Max 13	-
27	+14	240 – Max 14	Wild shape (10x daily)
28	+14	241 – Max 14	-
29	+15	243 – Max 15	Wild shape (11x daily)
30	+15	246 – Max 15	-



Druid's grove in winter

6.7.3 The Ranger (recommended PC and NPC class)

One is equally likely to find PC and NPC Rangers. They often are viewed as the armed brothers of the Nature or Green Druids. Most of the time this is true, although Rangers tend to focus more upon issues of man (or Children of the Light, in the case of elven Rangers) and nature than upon the question of harmony.

Rangers tend to view nature as a great chest of treasures for the world's inhabitants. They believe that treasure chest should be cherished and nourished, so that it flourishes, and their foes, in general, are all whose actions damage nature. That includes first and foremost agents of the Darkness, whose goal is entropy, the absolute destruction of nature.

Rangers are most at home in wilderness areas or uninhabited corners of forests, where the eyes of others who should be watchful are too seldom inclined to look. A Ranger knows that a marching host of orcs loyal only to the Darkness is a threat not only to the reigning emperor, king, duke count or baron but also to the forests, the soils and the waterways. They bring death to anything, not just to military foes.

As a result, Rangers also tend to be voluntary sentinels in the wilderness who are capable of raising a timely alarm in the concentrated centers of population that personally prefer to avoid. Unfortunately, those they would warn look too easily upon Rangers as suspicious men of the wilderness whose word is questionable. Not all alarms raised by Rangers have been passed on to ears intelligent enough to know the value of a Ranger and his or her warnings.

All Rangers are herbalists who can heal a number of things including humans. A Ranger can continue to use herbal cures for as long as he or she wishes, as long as the necessary materials remain available.

A Ranger also can stand next to any Warrior when it comes to combat abilities. In addition to their battle skills, Rangers have a strong respect for nature and knowledge and an understanding of nature, its cycles, and the balances between plants and animals. Rangers can:

- Identify herbs by sight, smell, taste, or touch (though rarely would a Ranger be asked to know an herb by any one sense alone). They succeed without having to make checks.
- Create and prepare non-magical medicines and substances for quick healing.
- Know enough about the effects of plants to identify when a person has been poisoned or affected by herbs and plants and have a sense of how to alleviate those effects before they become fatal. They succeed without having to make checks.

Gaming Data:

Injury Points: 1d12 + Stamina bonus /level

Alignment inclination: any but seldom evil and no service to the Darkness

Resistances: none

Base Defenses: Armor 13 + bonus for armor; Endurance 131 + Strength bonus; Reflex 11 + Dexterity bonus; Will 11 + Stamina bonus. Progression: Endurance +1 per level, Reflex and Will + 1 per two levels.

Attacks: Fists, all weapons (with Strength bonus)

Magical Attacks: None

Magical Items: None without the skill *Use Magic Device*.

Weapon restrictions: Any weapon proficiency, number depends upon level and class

Armor inclination: Natural materials or light metal up to and including chain mail

Key ability: Strength

Levels available: 1-30

Primary talents of the Ranger are Melee Combat, Naturalism, Perception and Ranged Combat.

- **Talent points at 1st Character Level:** $(4 + \text{Strength modifier}) \times 4$
- **Talent points at Each Additional Level:** $4 + \text{Strength modifier}$

Weapon/Armor proficiency: All weapons allowed. Armor up to chain mail allowed, natural armor preferred.

Table: The Ranger

Level	Base Attack Bonus	Special
1	+2	Track, wild empathy, sense direction
2	+3	-
3	+4	-
4	+6	Weapon proficiency
5	+7	Animal companion
6	+8	-
7	+10	Woodland stride
8	+11	Swift tracker
9	+12	Evasion
10	+14	Weapon proficiency
11	+15	Talent: Craft Powders and Dusts
12	+16	Bonus weapon proficiency
13	+18	Camouflage
14	+19	Talent: Brew Potion (herbal)
15	+20	Bonus weapon proficiency
16	+22	Talent: Craft Herbal Restorative
17	+23	Hide in plain sight
18	+24	Bonus weapon proficiency
19	+26	-
20	+27	Bonus weapon proficiency
21	+28	-
22	+30	-
23	+31	-
24	+32	Bonus weapon proficiency
25	+34	-
26	+35	-
27	+36	-
28	+38	Bonus weapon proficiency
29	+39	-
30	+40	-

Special Abilities:

- **Track:** The Ranger gains Track as a bonus skill.
- **Sense Direction:** The Ranger automatically can sense directions accurately in daylight except fog and checks at +5 in fog and at night.
- **Wild Empathy:** The Ranger can improve the attitude of an animal. The Ranger rolls 1d20 and adds his or her Ranger level and his or her Strength bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals usually are unfriendly. To use wild empathy, the Ranger and the animal must be able to study each other, which means that they must be within 30ft/9m of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute.

♦ **Difficulty Leveles:**

Attitude Shift	DL
Hostile to unfriendly	10
Hostile to neutral	20
Hostile to friendly	30
Hostile to very friendly	40
Unfriendly to neutral	10
Unfriendly to friendly	20
Unfriendly to very friendly	30
Neutral to friendly	10
Neutral to very friendly	20
Friendly to very friendly	10

- **Animal Companion:** The Ranger can gain an animal companion selected from the following list: Badger, camel, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (small or medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the Ranger's list of options: Crocodile, porpoise, medium shark, and squid. This animal is a loyal companion that accompanies the Ranger on his or her adventures as appropriate for its kind. This ability functions like the Green or Nature Druid ability of the same name, except that the Ranger's effective Green or Nature Druid level is one-half his or her Ranger level. A Ranger may select from the alternative lists of animal companions just as a Green or Nature Druid can, though again his or her effective Green or Nature Druid level is half his or her Ranger level. Like a Green or Nature Druid, a Ranger cannot select an alternative animal if the choice would reduce his or her effective Green or Nature Druid level below 1st.
- **Woodland Stride:** The Ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his or her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him or her.
- **Swift Tracker:** The Ranger can move at his or her normal speed while following tracks without taking the normal penalty. He or she takes only half of the normal penalty when moving at up to twice normal speed while tracking.
- **Evasion:** The Ranger can avoid even magical and unusual attacks with great agility. If his or her Reflex defense succeeds in an attack that normally would deal half damage on a successful Reflex defense, he or she takes no damage. Evasion can be used only if the Ranger is wearing light armor or no armor. A helpless Ranger does not gain the benefit of evasion.
- **Camouflage:** The Ranger can use the Sneak skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.
- **Hide in Plain Sight:** While in any sort of natural terrain, the Ranger can use the Sneak skill even while being observed.

6.8 The Specialist Classes

Both PCs and NPCs are members of the Specialist classes. Most tend to be characters with something of a shady past, even if they now serve good purposes. The most questionable members of the class, of course, are those of the Assassins and Thieves subsets.

Whether there can be such a thing as a good assassin or a good thief is a question we won't attempt to answer. Suffice it to say that members of both classes tend to serve rulers and organizations that most observers would consider to be "*good*." However, when they kill in such cases, assassins carry out death sentences that were pronounced without a fair trial and thieves confiscate property without due process. Among NPCs, you're unlikely to find a member of either class with the alignment *lawful good*.

Scouts and spies are information gatherers. At the root, their work is less evil, but the training and experience through which they gained their abilities often stemmed from earlier careers as thieves or even assassins.

Members of each of these classes have different specialties:

- **Assassins** know a number of ways of killing others. They often master the secrets of brewing poisons. They're good at concealing themselves, disguising themselves and slipping into and out of a location without being noticed.
- **Scouts** work for large units – such as armies – as well as adventuring bands that intend to enter dangerous territories. They're excellent at finding signs of things that might be a threat on the trail ahead and at concealing their own movements.
- **Spies** lead perhaps the most dangerous lives of all Specialists. They need to go where the enemy is without the enemy realizing that they – the enemy's enemy – are in his presence. Once they're in the enemy's domain, be it a foreign country or merely a room in an inn, the spy needs to gather information that the enemy doesn't want disclosed and then succeed in bringing that information back across the enemy lines into friendly or home territory. Most spies lead relatively short lives.
- **Thieves** are expert at getting into locations where there are things to steal, stealing them and then getting back out safely again. They also have to know what to steal, which requires at least a good bit of practical education, although not the kind one might get in a school.



Most Specialists prefer working at night.

6.8.1 The Assassin (recommended NPC only)

Except for bands of evil PCs, one almost never finds an Assassin in a PC group. Most are NPCs. Even if your campaign has some medieval counterpart of James Bond working in his majesty's secret service, the times when most adventuring groups have use for a true assassin are limited. In addition, most people who make their way through life by killing other people usually draw the suspicion of others, including those that they purport to serve. The rare assassins who are in PC groups tend to be subjects of their fellow adventurers' suspicions too.

To do his or her work, an assassin must have all the special talents it takes to actually reach his or her target unnoticed or without the target taking particularly notice of him or her. Sometimes that requires quiet and stealthy movement. Sometimes that requires a knack for hiding. Sometimes that requires an ability to disguise oneself. It also requires some athletic abilities at times.

To reach a target successfully, an assassin also needs to know what the telltale signs of a set trap are and how to get around the trap without setting it off or how to disarm it.

Once the assassin reaches his or her target, he or she has to know how to kill the target quickly, efficiently and silently. The preferred murder weapon of an assassin is poison, because it does its work quietly and often a bit after the assassin already has vanished.

If circumstances make it impossible to secretly slip poison to an unwitting victim, the assassin's next preferred step will be to use a weapon that bears a fast-acting poison. That's understandable, when one considers what weapons an assassin is likely to bear. Most of the time, an assassin's weapons are a matter of knives, daggers, garrotes and the like. All can kill, to be sure, but their chances of wounding without killing also are high.

Assassins are experts with such weapons and can cause more damage with them than most people, but if an assassin fails in his or her initial death blow, he or she also may face a more powerful opponent in 1-on-1 melee fighting. That can be deadly for an assassin. A poisoned blade can help him or her avoid such unpleasantnesses as dying in such a fight.

Gaming Data

Injury Points: 1d6 + Stamina bonus /level

Alignment inclination: any but seldom good

Resistances: none

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 14 + Dexterity bonus; Will 14 + Stamina bonus. Progression: Reflex +1 per level, Endurance and Will + 1 per two levels.

Attacks: Fists, all weapons (with Strength bonus)

Magical Attacks: None

Magical Items: None without the skill *Use Magic Device*.

Weapon restrictions: All allowed

Armor inclination: Usually no armor

Key ability: Dexterity

Levels available: 1-30

Primary talents of the Assassin are Athletics, Melee Combat, Perception, Skullduggery.

- **Talent points at 1st Character Level:** (4 + Dexterity modifier) x 4
- **Talent points at Each Additional Level:** 4 + Dexterity modifier

Weapon/Armor proficiency: All weapons allowed. No armor used.

Table: The Assassin

Level	Base Attack Bonus	Special
1	+1	Sneak attack +1d6
2	+2	Craft Toxins
3	+3	Trapfinding
4	+4	Evasion
5	+5	Sneak attack +2d6
6	+6	Death attack
7	+7	Trap Sense +1
8	+8	Uncanny dodge
9	+9	Trap Sense +2
10	+10	Improved uncanny dodge
11	+11	Sneak attack +3d6
12	+12	Trap sense +3
13	+13	-
14	+14	Extraordinary ability
15	+15	Sneak attack +4d6
16	+16	Trap sense +4
17	+17	-
18	+18	Extraordinary ability
19	+19	Trap sense +5
20	+20	Sneak attack +5d6
21	+21	Extraordinary ability
22	+22	-
23	+23	Extraordinary ability
24	+24	-
25	+25	
26	+26	
27	+27	
28	+28	
29	+29	
30	+30	

Special Abilities:

- Sneak Attack:** If an Assassin can catch an opponent when he or she is unable to defend him- or herself effectively from the attack, the Assassin can strike a vital spot for extra damage. The Assassin's attack deals extra damage any time the target would be denied a Dexterity bonus to Reflex (whether the target actually has a Dexterity bonus or not). If the Assassin scores a critical hit with a sneak attack, this extra damage is not multiplied. With a blackjack or an unarmed strike, an Assassin can make a sneak attack that deals non-lethal damage instead of lethal damage. He or she cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, not even with the usual –4 penalty. An Assassin can sneak attack only living und undead creatures with discernible anatomies. The Assassin must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. The Assassin cannot make a sneak attack while striking a creature with concealment or a target whose vital organs are out of reach.
- Craft Toxins:** The Assassin gains the *Craft Toxins* talent if he or she has 6 points or more in the skill *Herbalistic Knowledge*.
- Trapfinding:** Assassins can use the Search skill to locate traps when the task has a DL higher than 20. Finding a non-magical trap has a DL of at least 20, or higher if it is well hidden. Finding a magical trap has a DL of 25 + the level of the spell used to create it. Assassins can use the Enable/Disable Device skill to disarm magic traps, if they are traps that can be disarmed. An Assassin who beats a trap's DL by 10 or more with a Enable/Disable Device check can study a trap, figure out how it works, and bypass it (with his or her party) without disarming it, if that is physically possible.

- **Evasion:** The Assassin can avoid magical and unusual attacks with great agility. If his or her Reflex defense succeeds against an attack that normally deals half damage on a successful defense, the Assassin instead takes no damage. A helpless Assassin does not gain the benefit of evasion.
- **Death Attack:** If an Assassin studies his or her victim for 3 minutes and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (Assassin's choice). While studying the victim, the Assassin can undertake other actions so long as his or her attention stays focused on the target and the target either does not notice the assassin or does not recognize the Assassin as an enemy. The Assassin must make such an attack against the target's Endurance defense. If the attack succeeds, the target is paralyzed and is helpless for 1d6 rounds (5-30 seconds) plus 1 round (5 seconds) per level of the Assassin. If the attack against the Endurance defense misses, the target will be fully aware of the Assassin and can prepare to combat him or her. If the Assassin wishes to slay the target after paralyzing it, he or she must study the victim for another 3 minutes before attacking. Once the Assassin has completed this period of study, he or she must make the death attack within the next 3 rounds (15 seconds), again against the target's Endurance defense. If a death attack fails or if the Assassin does not launch the attack within 3 rounds (15 seconds) of completing the study, 3 new minutes of study are required before he or she can attempt another death attack.
- **Trap Sense:** The Assassin gains an intuitive sense that alerts him or her to danger from traps, giving him or her a +2 bonus on the Reflex defense against traps. Trap sense bonuses gained from multiple classes stack.
- **Uncanny Dodge:** The Assassin can react to danger before his or her senses normally would allow. He or she retains his or her Dexterity bonus to the Reflex Defense (if any), even if she is caught flat-footed or struck by an invisible attacker. However, the Assassin still loses his or her Dexterity bonus to the Reflex defense if immobilized. If an Assassin already has uncanny dodge from a different class he or she automatically gains improved uncanny dodge (see below) instead.
- **Improved Uncanny Dodge:** The Assassin no longer can be the victim of a Sneak Attack or a Death Attack. If the Assassin already has uncanny dodge (see above) from another class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack.
- **Extraordinary Abilities:** The Assassin gains a special ability of his or her choice from among the following options.
 - ♦ **Crippling Strike:** The Assassin can sneak attack opponents with such precision that his or her blows weaken and hamper the target. An opponent damaged by a sneak attack also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.
 - ♦ **Defensive Roll:** The Assassin can roll with a potentially lethal blow to take less damage from it than he or she otherwise would sustain. Once daily, when he or she would be reduced to 0 life points by damage in combat from a weapon or other blow (but not from not a spell or special ability), the Assassin can attempt to roll with the damage. To use this ability, the Assassin must make a Dexterity check against a Difficulty Level equal to the damage dealt. If the check succeeds, the Assassin takes only half damage from the blow; if it fails, he or she takes full damage. The Assassin must be aware of the attack and able to react to it in order to use a defensive roll. If he or she is denied his or her Dexterity bonus to the Reflex defense, this ability cannot be used. The Assassin's evasion ability does not apply to the defensive roll.
 - ♦ **Improved Evasion:** This ability works like evasion, except that while the Assassin still takes no damage on a successful Reflex defense against attacks, he or she also takes only half damage on a failed Reflex defense. A helpless Assassin does not gain the benefit of improved evasion.
 - ♦ **Skill Mastery:** The Assassin becomes so certain in the use of some skills that he or she can use them reliably even under adverse conditions. Upon gaining this ability, the Assassin selects a number of skills equal to 3 + his or her Dexterity modifier. When making a skill check with one of these skills, he or she may take 10 even if stress and distractions would normally prevent that. An Assassin may gain this special ability multiple times, selecting additional skills for it to apply to each time.



A scout must now how to pass any type of terrain.

6.8.2 The Scout (recommended PC and NPC class)

Scouts frequently are found as both PCs and NPCs. Adventuring groups that work mostly in the outdoor world are better served by a Scout than a Thief. On the other hand, those groups that concentrate upon dungeoneering would be well advised to seek a Thief rather than a Scout.

Experienced Scouts tend to be former members of another subset of the Specialist class or Warriors who choose Scout as a second class. Those PCs who choose to start out their adventuring career as 1st level Scouts usually are people who as Commoners or Merchants already have had considerable experience traveling in different lands and landscapes and have a good intuitive grasp of varying terrains.

Although the outdoors serve as the main classroom for a Scout, he or she can learn to understand dungeon terrain quickly too and perform useful services in such an environment, but a Thief remains more valuable in a dungeon, because the Thief is good at opening locks, disabling traps and the like.

In most cases, the Scout's main job is to move into enemy territory, survey and understand what is there and then move back safely to home ground, to report what he or she has learned.

Gaming Data

Injury Points: 1d8 + Stamina bonus /level

Alignment inclination: any

Resistances: none

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 14 + Dexterity bonus; Will 14 + Stamina bonus. Progression: Reflex +1 per level, Endurance and Will + 1 per two levels.

Attacks: Fists, all weapons (with Strength bonus)

Magical Attacks: None

Magical Items: None without the skill *Use Magic Device*.

Weapon restrictions: All allowed, smaller weapons preferred to avoid being spotted

Armor inclination: Light up to chain mail

Key ability: Dexterity

Levels available: 1-30

Primary talents of the Scout are Melee Combat, Perception, Ranged Combat and Skullduggery.

- **Talent points at 1st Character Level:** (4 + Dexterity modifier) x 4
- **Talent points at Each Additional Level:** 4 + Dexterity modifier

Weapon/Armor proficiency: All weapons allowed. No armor used.



*What's in the mountains above? Does something lair in the tower ruin?
A scout needs to know.*

Table: The Scout

Level	Base Attack Bonus	Special
1	+1	Track, Sense Direction
2	+2	Evasion
3	+3	Uncanny dodge
4	+3	Wild Empathy
5	+4	-
6	+5	Woodland Stride
7	+6	Swift Tracker
8	+6	Camouflage
9	+7	Hide in Plain Sight
10	+8	Improved uncanny dodge
11	+9	
12	+9	-
13	+10	
14	+11	Extraordinary ability
15	+12	
16	+12	
17	+13	
18	+14	Extraordinary ability
19	+15	
20	+15	-
21	+16	
22	+17	Extraordinary ability
23	+18	
24	+18	
25	+19	
26	+20	-
27	+21	
28	+21	
29	+22	
30	+23	

Special Abilities:

- **Track:** The Scout gains Track as a bonus skill.
- **Sense Direction:** The Scout automatically can sense directions with a bonus of +5 in daylight except fog and checks at +2 in fog and at night..
- **Wild Empathy:** The Scout can improve the attitude of an animal. The Scout rolls 1d20 and adds his or her Scout level and his or her Scout bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals usually are unfriendly. To use wild empathy, the Ranger and the animal must be able to study each other, which means that they must be within 30ft/9m of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

♦ **Difficulty Levels:**

Attitude Shift	DL
Hostile to unfriendly	10
Hostile to neutral	20
Hostile to friendly	30
Hostile to very friendly	40
Unfriendly to neutral	10
Unfriendly to friendly	20
Unfriendly to very friendly	30
Neutral to friendly	10
Neutral to very friendly	20
Friendly to very friendly	10

- **Woodland Stride:** The Scout may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him or her.
- **Swift Tracker:** The Scout can move at his or her normal speed while following tracks without taking the normal penalty. He or she takes only half of the normal penalty when moving at up to twice normal speed while tracking.
- **Evasion:** The Scout can avoid even magical and unusual attacks with great agility. If his or her Reflex defense succeeds in an attack that normally would deal half damage on a successful Reflex defense, he or she takes no damage. Evasion can be used only if the Scout is wearing light armor or no armor. A helpless Scout does not gain the benefit of evasion.
- **Camouflage:** The Scout can use the Sneak skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.
- **Hide in Plain Sight:** While in any sort of natural terrain, the Scout can use the Sneak skill even while being observed.
- **Uncanny Dodge:** The Scout can react to danger before his or her senses normally would allow. He or she retains his or her Dexterity bonus to the Reflex defense (if any), even if he or she is caught flat-footed or struck by an invisible attacker. However, the Assassin still loses his or her Dexterity bonus to the Reflex defense if immobilized. If a Scout already has uncanny dodge from a different class he or she automatically gains improved uncanny dodge (see below) instead.
- **Improved Uncanny Dodge:** The Scout no longer can be the victim of a Sneak Attack or a Death Attack. If the Scout already has uncanny dodge (see above) from another class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack.
- **Extraordinary Abilities:** The Scout gains a special ability of his or her choice from among the following options.
 - ♦ **Defensive Roll:** The Scout can roll with a potentially lethal blow to take less damage from it than he or she otherwise would sustain. Once daily, when he or she would be reduced to 0 life points or less by damage in combat from a weapon or other blow (but not from not a spell or special ability), the Scout can attempt to roll with the damage. To use this ability, the Scout must make a Dexterity check against a Difficulty Level equal to the damage dealt. If the check succeeds, the Scout takes only half damage from the blow; if it fails, he or she takes full damage. The Scout must be aware of the attack and able to react to it in order to use a defensive roll. If he or she is denied his or her Dexterity bonus to the Reflex defense, this ability cannot be used. The Scout's evasion ability does not apply to the defensive roll.
 - ♦ **Improved Evasion:** This ability works like evasion, except that while the Scout still takes no damage on a successful Reflex defense against attacks, he or she also takes only half damage on a failed Reflex defense. A helpless Scout does not gain the benefit of improved evasion.
 - ♦ **Skill Mastery:** The Scout becomes so certain in the use of some skills that he or she can use them reliably even under adverse conditions. Upon gaining this ability, the Scout selects a number of skills equal to 3 + his or her Dexterity modifier. When making a skill check with one of these skills, he or she may take 10 even if stress and distractions would normally prevent that. A Scout may gain this special ability multiple times, selecting additional skills for it to apply to each time.

6.8.3 The Spy (recommended NPC only)

A PC playing the role of a Spy is rare, above all because he or she is away from the rest of the adventuring group much of the time, if he or she is doing his or her job. NPC Spies, on the other hand, can be key figures in an adventure, regardless of whether they're serving an ally of the PCs or spying upon the PCs instead.

Most Spies tend to be well-paid albeit short-lived. Spies tend to spend a certain part of their income to pay for magical items that they have commissioned magi to make to help them in their trade. The key to a spy's success is her or her ability to come into the presence of the enemy without the latter knowing that an opponent is in his or her midst, gaining whatever secrets that enemy possesses and then making his or her way safely back to home territory to deliver whatever he or she has learned.

In this respect, a Spy is quite similar to a thief. A key difference is that the Spy operates in a different environment than most thieves, and he or she needs to know that terrain and its rules.

Gaming Data

Injury Points: 1d6 + Stamina bonus /level

Alignment inclination: any but seldom good

Resistances: none

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 14 + Dexterity bonus; Will 14 + Stamina bonus. Progression: Reflex +1 per level, Endurance and Will + 1 per two levels.

Attacks: Fists, all weapons (with Strength bonus)

Magical Attacks: None

Magical Items: None without the skill *Use Magic Device*.

Weapon restrictions: All allowed, very small usually preferred.

Armor inclination: None

Key ability: Dexterity

Levels available: 1-30

Primary talents of the Spy are Athletics, Melee Combat, Perception, Skullduggery.

- **Talent points at 1st Character Level:** (4 + Dexterity modifier) x 4
- **Talent points at Each Additional Level:** 4 + Dexterity modifier

Weapon/Armor proficiency: All weapons allowed, smaller preferred. Armor light up to and including chain mail.

Special Abilities:

- **Craft Toxins:** A Spy gains the *Craft Toxins* talent if he or she has 6 points or more in the skill *Herbalistic Knowledge*. Spies tend to specialize in sleep poisons rather than lethal poisons.
- **Trapfinding:** Spies can use the Search skill to locate traps when the task has a DL higher than 20. Finding a non-magical trap has a DL of at least 20, or higher if it is well hidden. Finding a magical trap has a DL of 25 + the level of the spell used to create it. Spies can use the Enable/Disable Device skill to disarm magic traps. A Spy who beats a trap's DL by 10 or more with a Enable/Disable Device check can study a trap, figure out how it works, and bypass it (with his or her party) without disarming it, if that is physically possible.
- **Evasion:** The Spy can avoid magical and unusual attacks with great agility. If his or her Reflex defense succeeds against an attack that normally deals half damage on a successful defense, the Spy instead takes no damage. A helpless Spy does not gain the benefit of evasion.
- **Trap Sense:** The Spy gains an intuitive sense that alerts him or her to danger from traps, giving him or her a +1 bonus on the Reflex defense against traps and a +1 dodge bonus to the Reflex defense against attacks made by traps. Trap sense bonuses gained from multiple classes stack.

Table: The Spy

Level	Base Attack Bonus	Special
1	+1	Craft Toxins
2	+2	Trapfinding
3	+3	Trap Sense +1
4	+4	Evasion
5	+5	Camouflage
6	+6	Uncanny dodge
7	+7	Trap Sense +2
8	+8	Improved uncanny dodge
9	+9	Hide in Plain Sight
10	+10	Trap sense +3
11	+11	
12	+12	Extraordinary ability
13	+13	Trap sense +4
14	+14	-
15	+15	Extraordinary ability
16	+16	Trap sense +5
17	+17	
18	+18	-
19	+19	Trap Sense +6
20	+20	
21	+21	
22	+22	-
23	+23	Trap Sense +7
24	+24	
25	+25	
26	+26	-
27	+27	Trap Sense +8
28	+28	
29	+29	
30	+30	-

- **Uncanny Dodge:** The Spy can react to danger before his or her senses normally would allow. He or she retains his or her Dexterity bonus to the Reflex defense (if any), even if she is caught flat-footed or struck by an invisible attacker. However, the Spy still loses his or her Dexterity bonus to the Reflex defense if immobilized. If a Spy already has uncanny dodge from a different class he or she automatically gains improved uncanny dodge (see below) instead.
- **Improved Uncanny Dodge:** The Spy no longer can be the victim of a Sneak Attack or a Death Attack. If the Spy already has uncanny dodge (see above) from another class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack.
- **Camouflage:** The Spy can use the Sneak skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.
- **Hide in Plain Sight:** While in any sort of natural terrain or in a crowded room, etc., the Spy can use the Sneak skill even while being observed. However, this ability does not work when the Spy is standing alone, apart from other people.
- **Extraordinary Abilities:** The Spy gains a special ability of his or her choice from among the following options.
 - ♦ **Improved Evasion:** This ability works like evasion, except that while the Spy still takes no damage on a successful Reflex defense against attacks, he or she also takes only half damage on a failed Reflex defense. A helpless Spy does not gain the benefit of improved evasion.

- ♦ **Skill Mastery:** The Spy becomes so certain in the use of some skills that he or she can use them reliably even under adverse conditions. Upon gaining this ability, the Spy selects a number of skills equal to 3 + his or her Dexterity modifier. When making a skill check with one of these skills, he or she may take 10 even if stress and distractions would normally prevent that. A Spy may gain this special ability multiple times, selecting additional skills for it to apply to each time.



Spies always are active in the world's great cities

6.8.4 The Thief

Thief is a widespread class among PCs and NPCs alike. Although many common Thieves begin their lives in the poverty quarter and steal to survive, the character class knows no social class boundaries. Sons and daughters of kings sometimes have a bent toward thievery too.

Adventuring groups that spend much of their time in dungeons or buildings usually will not want to do without a Thief. Members of this class usually are the only ones in the group with a talent for finding and disarming traps or opening locked objects.

Thieves are by no means Warriors, but they are agile and scrappy fighters. Herbal Witches and Assassins are the main crafters of poison, although some Thieves do so too. However, Thieves are not above buying and using poisons if that's what it takes to get them out of a deadly situation. Most of the time, however, if a Thief has a choice between fighting or fleeing, he or she will flee.

If caught in a tight situation or if going against an opponent that's occupied with other things, a Thief knows how to strike vital organs and do often deadly damage.

Gaming Data

Injury Points: 1d8 + Stamina bonus /level

Alignment inclination: any, good infrequent

Resistances: none

Base Defenses: Armor 10 + bonus for armor; Endurance 10 + Strength bonus; Reflex 14 + Dexterity bonus; Will 14 + Stamina bonus. Progression: Reflex +1 per level, Endurance and Will + 1 per two levels.

Attacks: Fists, all weapons (with Strength bonus)

Magical Attacks: None without the skill *Use Magic Device*.

Magical Items: None

Weapon restrictions: All allowed, small preferred

Armor inclination: Light armor or none

Key ability: Dexterity

Levels available: 1-30

Primary talents of the Thief are Athletics, Melee Combat, Perception and Skullduggery.

- **Talent points at 1st Character Level:** (4 + Dexterity modifier) x 4
- **Talent points at Each Additional Level:** 4 + Dexterity modifier

Weapon/Armor proficiency: All weapons allowed. Usually light or no armor used.

Special Abilities:

- **Sneak Attack:** If a Thief can catch an opponent when he or she is unable to defend him- or herself effectively from the attack, the Thief can strike a vital spot for extra damage. The Thief's attack deals extra damage any time the target would be denied a Dexterity bonus to Reflex (whether the target actually has a Dexterity bonus or not). With a blackjack or an unarmed strike, a Thief can make a sneak attack that deals non-lethal damage instead of lethal damage. He or she cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, not even with the usual –4 penalty. A Thief can sneak attack only living and undead creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Thief must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. The Thief cannot make a sneak attack while striking a creature with concealment or a target whose vital organs are out of reach.

Table: The Thief

Level	Base Attack Bonus	Special
1	+1	Sneak attack +1d6
2	+1	Trapfinding
3	+2	Evasion
4	+2	Uncanny dodge
5	+3	Sneak attack +2d6
6	+3	Trap Sense +1
7	+4	Improved uncanny dodge
8	+4	-
9	+5	Trap Sense +2
10	+5	Sneak attack +3d6
11	+6	
12	+6	Trap sense +3
13	+7	-
14	+7	Extraordinary ability
15	+8	Trap sense +4
16	+8	
17	+9	Extraordinary ability
18	+9	Trap sense +5
19	+10	Extraordinary ability
20	+10	-
21	+11	Trap sense +6
22	+11	
23	+12	
24	+12	
25	+13	
26	+13	-
27	+14	
28	+14	
29	+15	
30	+15	-

- Trapfinding:** Thieves can use the Search skill to locate traps when the task has a DL higher than 20. Finding a non-magical trap has a DL of at least 20, or higher if it is well hidden. Finding a magical trap has a DL of 25 + the level of the spell used to create it. Thieves can use the Enable/Disable Device skill to disarm magic traps. A Thief who beats a trap's DL by 10 or more with a Enable/Disable Device check can study a trap, figure out how it works, and bypass it (with his or her party) without disarming it, if that is physically possible.
- Evasion:** The Thief can avoid magical and unusual attacks with great agility. If his or her Reflex defense succeeds against an attack that normally deals half damage on a successful defense, the Thief instead takes no damage. A helpless Thief does not gain the benefit of evasion.
- Trap Sense:** The Thief gains an intuitive sense that alerts him or her to danger from traps, giving him or her a +1 bonus on the Reflex defense against traps and a +1 dodge bonus to the Reflex defense against attacks made by traps. Trap sense bonuses gained from multiple classes stack.
- Uncanny Dodge:** The Thief can react to danger before his or her senses normally would allow. He or she retains his or her Dexterity bonus to the Reflex defense (if any), even if she is caught flat-footed or struck by an invisible attacker. However, the Thief still loses his or her Dexterity bonus to the Reflex defense if immobilized. If a Thief already has uncanny dodge from a different class he or she automatically gains improved uncanny dodge (see below) instead.
- Improved Uncanny Dodge:** The Thief no longer can be the victim of a Sneak Attack or a Death Attack. If the Thief already has uncanny dodge (see above) from another class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack.

- **Extraordinary Abilities:** The Thief gains a special ability of his or her choice from among the following options.
 - ♦ **Defensive Roll:** The Thief can roll with a potentially lethal blow to take less damage from it than he or she otherwise would sustain. Once daily, when he or she would be reduced to 0 or less life points by damage in combat from a weapon or other blow (but not from not a spell or special ability), the Thief can attempt to roll with the damage. To use this ability, the Thief must make a Dexterity check against a Difficulty Level equal to the damage dealt. If the check succeeds, the Thief takes only half damage from the blow; if it fails, he or she takes full damage. The Thief must be aware of the attack and able to react to it in order to use a defensive roll. If he or she is denied his or her Dexterity bonus to the Reflex defense, this ability cannot be used. The Thief's evasion ability does not apply to the defensive roll.
 - ♦ **Improved Evasion:** This ability works like evasion, except that while the Thief still takes no damage on a successful Reflex defense against attacks, he or she also takes only half damage on a failed Reflex defense. A helpless Thief does not gain the benefit of improved evasion.
 - ♦ **Skill Mastery:** The Thief becomes so certain in the use of some skills that he or she can use them reliably even under adverse conditions. Upon gaining this ability, the Thief selects a number of skills equal to 3 + his or her Dexterity modifier. When making a skill check with one of these skills, he or she may take 10 even if stress and distractions would normally prevent that. A Thief may gain this special ability multiple times, selecting additional skills for it to apply to each time.



A safe is a thief's great challenge.



The dark corners of the cities are the thieves' domain.

Product Identity

7. The Talents and the Skills

Class Group	Class	Primary Talents (Religion can be a Primary Talent for All Classes)
Aristocrat/ Burgher	Artisan	Applied Knowledge, Perception
	Healer	Applied Knowledge, Naturalism, Perception
	Herbal Witch	Applied Knowledge, Naturalism, Perception
	Merchant	Applied Knowledge, Perception, Skullduggery
	Petty Noble	Applied Knowledge, Melee Combat, Skullduggery
	Scholar	Applied Knowledge, Perception, One of Choice
Bardic	Blue Druid	Applied Knowledge, Arcane Magic, Melee Combat, Perception
	Skáld	Applied Knowledge, Arcane Magic, Melee Combat, Perception
Cleric	Cleric	Applied Knowledge, Religion, One of Choice
Commoner	Commoner	Applied Knowledge, Athletics
Fighters	Warrior	Athletics, Melee Combat, Mounted Combat, Ranged Combat
	Born Knight	Athletics, Melee Combat, Mounted Combat, Ranged Combat
	Dubbed Knight	Athletics, Melee Combat, Mounted Combat, Ranged Combat
Magi	Runecutter	Applied Knowledge, Perception, Runic Magic
	Sorcerer	Applied Knowledge, Arcane Magic, Perception
	Wizard	Applied Knowledge, Arcane Magic, Perception
	White Druid	Applied Knowledge, Arcane Magic, Perception
Naturalist	Green Druid	Applied Knowledge, Arcane Magic, Naturalism, Perception
	Nature Druid	Applied Knowledge, Arcane Magic, Naturalism, Perception
	Ranger	Melee Combat, Naturalism, Perception, Ranged Combat
Specialist	Assassin	Athletics, Melee Combat, Perception, Skullduggery
	Scout	Melee Combat, Perception, Ranged Combat, Skullduggery
	Spy	Athletics, Melee Combat, Perception, Skullduggery
	Thief	Athletics, Melee Combat, Perception, Skullduggery

Gaining Skills

In *Dungeons Daring*, PCs and NPCs do not automatically gain new character classes, skills or talents as a result of gaining new levels. A character's ability in a character class, skill or talent that he or she already commands will, of course, grow through experience, and the experience of adventuring helps a character develop untested talents and give him or her new skills, but training often is necessary too..

At the start, most creatures in *Dungeons Daring* have certain Base Skills. These skills are natural and are not based upon the creature's talents. For humans, half-elves, halflings, elves, dwarves and giants, the Base Skills are *Heal*, *Notice Objects and Movement*, *Ride Mount*, *Search*, *Sneak* and *Swim*. The checks for Base Skills are calculated only as 1d20 + the ability modifier for the skill's key ability as listed in the following table.

Base Skill	Key Ability
Heal	Knowledge
Notice Objects and Movement	Knowledge
Ride Mount	Strength
Search	Knowledge
Sneak	Dexterity
Swim	Strength

All other skills in *Dungeons Daring* develop from talents that a character has. Talents are there from birth but they must be developed before they result in skills. Sometimes that occurs through experience; sometimes training is required. There is no need for a PC who has had trail experience to go to a school to learn to use a rope. That's true of most untrained skills. However, most skills that are available with training only as well as some that are untrained do require that a *Dungeons Daring* PC take the time to develop a talent or learn a new skill before he or she can claim it at a time after the character already has been created.

Some skills fit closely to the needs of certain Character Classes, indeed, some are really necessary for certain classes. A Warrior or Knight who lacks combat talents probably will have a short-lived career. A Sorcerer or Wizard without a talent for Arcane Magic already has one foot in the grave.

As a new, 1st Level character, you have base skills and you can claim to already have two developed primary talents and possibly more. You also can use any of the skills that belong to that talent, as long as you fill certain prerequisites. Some skills, for instance, require a minimum Strength score. If you lack that Strength, you can't use the skill yet, even though it's normally inherent to a talent that you've developed.

After selecting your primary talents, you may chose whatever secondary talents you wish, provided that you have points to apply to them. You cannot choose a secondary talent with 0 (zero) points. However, humans have Religion as a bonus primary talent and can assign zero talent points to the Religion primary talent, if they wish. Other creatures have no religions but may choose Religion as a Secondary Talent in case they seek knowledge of human religions.

As you progress through your adventuring career in a *Dungeons Daring* campaign, you develop talents and gain their skills with experience. At certain levels you may be entitled to claim new talents, however, your game master may require you to take actions to train yourself before you can make full use of the new talent and its attendant skills.

Character Progression Benefits

Character Level	Experience Points	Campaign Time	Primary Talent Max Points*	Secondary talent Max Points*	Primary Talents	Ability Score Increases
1	0	0	8	4	1 st , 2 nd *	-
2	100	2 months	10	5	-	-
3	200	6 months	12	6	-	-
4	300	1 year	14	7	-	-
5	500	2 years	16	8	-	1 st
6	800	3 years	18	9	3 rd *	-
7	1100	4 years	20	10	-	-
8	1400	5 years	22	11	-	-
9	1800	6 years	24	12	-	-
10	2200	7 years	26	13	-	2 nd
11	2600	8 years	26	13	4 th *	-
12	3000	9 years	28	14	-	-
13	3400	10 years	28	14	-	-
14	3800	11 years	30	15	-	-
15	4200	12 years	30	15	-	3 rd
16	4600	13 years	32	16	5 th *	-
17	5000	14 years	32	16	-	-
18	5400	15 years	34	17	-	-
19	5800	16 years	34	17	-	-
20	6200	17 years	36	18	-	4 th
21	6600	18 years	36	18	6 th *	-
22	7000	19 years	38	19	-	-
23	7400	20 years	38	19	-	-
24	7800	21 years	40	20	-	-
25	8200	22 years	40	20	-	5 th
26	8600	24 years	42	21	-	-
27	9000	27 years	42	21	-	-
28	9400	30 years	44	22	-	-
29	9800	33 years	44	22	-	-
30	10200	35 years	46	23	-	6 th

* These primary talents can be gained only if they are available to a creature's Character Class.

- **Character Level:** This value represents the total value of all levels combined. As an example, a player character who has the 5th level as a Warrior and the 3rd level as a Sorcerer has character level 8 (5+3).
- **Experience Points:** Awarded by the game master according to the *Game Master's Guide*.
- **Campaign Time :** Maximum game time experience recommended.

- **Primary Talent Max Points*:** Each class definition on the following page also lists the official primary talents for each class. This shows the maximum number of talent points a character may have in a primary talent for a particular class.
- **Secondary Talent Max Points*:** Any skill that not is a primary talent is a secondary talent. This shows the maximum number of talent points a character may have in a secondary talent for a particular class. PCs can choose any secondary talents that they wish, provided that they assign at least two points to each chosen talent..

* If a PC or NPC combines his or her Craft points with the Profession points or the Profession points with the Craft points, the maximum doubles for the combined skill only.
- **Primary Talents:** At the levels indicated, all PCs and NPCs are entitled to add a new Primary Talent if it is available to one of their Character Classes.
- **Ability Score Increase:** At each level indicated, a PC or NPC may improve *one* of his or her ability scores by 1 point.

Multi-Classing and Talent points: *It may occur at times that a multi-classed character is entitled to primary talent points in a single skill for one class and in non-class talent points for the same skill in another class. In that case, the two skill point entitlements are combined and he or she is entitled to full primary talent scores regardless of the Talent's root class.*

Using Talents

There are four determining factors that decide how well you can make use of a talent. These factors work together with data in the table *Character Progression Benefits*, which we've repeated on the previous page for your convenience.

1. Is it a primary or secondary talent? Secondary talents develop much more slowly than primary talents, and it's more difficult to use the skills that are associated with that talent. The table a few pages back shows which talents are primary talents for your Character Classes. Those that aren't listed for your class still are available but only as secondary talents.
2. The key ability score for a talent is important. It's that score that will determine how successful you are in using that talent's skills.
3. The number of points that are available for the given talent also determines in part how successful you are in using that talent's skills.
4. The prerequisites for a talent's skills determine whether you are qualified to use the skill. This is a simple yes-or-no situation.

Once you've established most of the basic statistics for your PC, you know how many Talents and Talent Points he or she has available. It's time then to establish the number of total Talent Points for your character. Follow these steps:

- Divide up the total of regular Talent Points for your PC among those Talents you wish to choose. Use this formula and keep an eye on the table on the previous page:
 - ♦ If it is a Primary Talent, one Talent Point buys you one full point in this Talent.
 - ♦ If it is a Secondary Talent, two Talent Points buy you one full point in this Talent.
- Watch the maximums on the table on the previous page! There are maximum numbers of Primary and Secondary Talent Points allowed for your class level. The number of points that you assign to any Talent may not exceed these maximum for your class level.

- The limit on Talent Points per class level does not apply to those additional bonus Talent Points that you gain for your basic abilities! The total number of Talent Points includes those you've assigned from your class entitlements plus your modifier (bonus or penalty) for the Talent's key ability. You'll find that in Section 1.5.2 *Ability Modifiers, Bonuses and Penalties*.

Using Skills

When your character uses a talent's skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a Difficulty Level or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

A skill check takes into account a character's training (Talent Points), natural talent (ability modifier), and luck (the die roll). To make a skill check, roll 1d20 and add your character's Talent Points for that skill and then add the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply.

Some checks are made against a Difficulty Level (DL). The DL is a number that is set using the skill definitions as a guideline. You must score that number or higher in your skill check in order to succeed.

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

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

- **Taking 10:** When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for you to take 10. In most cases, taking 10 is purely a safety measure. You know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.
- **Taking 20:** When you have plenty of time (240 rounds or 20 minutes), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes 240 rounds or 20 minutes time.

Duplicate Skills

Some skills develop from various talents. These duplicate skills do not stack. However, you can choose from which talent you use a duplicated skill. It's usually the one that will give you the highest score when you have to make a skill check.

Elevating Talents

It may be that your PC has chosen a Secondary Talent because it was not available to his or her Character Class as a Primary Talent. However, with time, he or she acquires a second Character Class for which this Talent is a Primary Talent. In that case, you may reclaim the extra Talent points you spent on the basis of their belonging to a Secondary Talent. These points then are free to distribute among your talents as you wish, as long as the maximum points are not exceeded.

Skills with No Checks or Optional Checks

Some skills such as Armor Proficiency, Weapon Proficiency, Interactive Reaction and Interactive Speed make little or no use of the bonuses attributed to them. With Weapon and Armor Proficiency skills, the number of proficiencies is significant, not the standard skill bonus. Likewise, with Interactive Reaction and Interactive Speed, whether the character has the skill is significant, not the skill bonus. With these two skills, fixed initiative bonuses are defined and the standard skill bonus is ignored.



The cook of a traveling Artisans' group prepares food for the noon hour.



The locksmith is an artisan with a Craft skill.

7.1 Base Skills

There are certain skills that all humans, half-elves, halflings, dwarves, giants and elves have, regardless of what Talents the character has developed. These base skills always are available, but they have no Talent bonus. A check for these skills is 1d20 + the applicable ability bonus or penalty, if any.

The prerequisites defined for these skills do not need to be fulfilled to use these skills on a base level. The prerequisites come into play only in the decision of whether these skills have been further developed through Talents.

The following are the skills that qualify as base skills independent of talents:

- Heal
- Notice Objects and Movements
- Ride Mount
- Search
- Sneak
- Swim

NOTE: This list applies *only* to humans, half-elves, halflings, dwarves, giants and elves. It also applies to human draugs with the exception that they lack the base skill Swim. Draugs cannot enter or cross running water and do not willingly enter any water. Draugs also have no access to white necromancy and therefore lack the base skill Heal.

The skills available to all other creatures are limited to those found in their descriptions in the *Dungeons Daring Creatures Guide*.

7.2 The Talent Groups

Talent: Applied Knowledge

Key ability: Knowledge

Important to Classes: This talent is quite important for some members of the Aristocrat/Burgher classes and for all members of the Bardic Classes.

This talent reflects your general degree of knowledge of and understanding for the world you live in and the way it works. This class includes a number of so-called *Knowledge Skills*. These are *Arcane Knowledge*, *Knowledge of Architecture and Engineering*, *Knowledge of Dungeons*, *Knowledge of Geography*, *Knowledge of History*, *Knowledge of Local Customs and Occurrences*, *Knowledge of Nobility and Royalty*, *Religious Knowledge* and *Runic Knowledge*. As a 1st Level character, you may claim only one of these *Knowledge Skills*. When you reach the 4th Level, you can claim an additional *Knowledge Skill*, if you can convince your game master that you have gained the experience necessary to warrant it. From that point on, you can claim a new *Knowledge Skill* with every three new Character Levels, continuing at the 7th, 10th etc. All the other skills attendant to this talent are available immediately, if you fulfill the prerequisites.

Skill: Appraise
Prerequisite Knowledge 17
Description: You can estimate the value of objects.

Skill: Arcane Knowledge
Prerequisite Magical aptitude 13, one knowledge skill per 3 levels beginning with the Level 1
Description: Knowledge of ancient mysteries, magic traditions, arcane symbols, magical creatures, etc.

Skill: Concentration
Prerequisite Stamina 13
Description: You are able to concentrate despite distractions.

Skill:	Craft
Prerequisite	Knowledge 13
Description:	You are able to craft artisan's items with the same quality as that of a new journeyman.
Skill:	Decipher Magical Script
Prerequisite	Knowledge 18
Description:	You can read magic script.
Skill:	Gather Information
Prerequisite	Knowledge 16
Description:	You a gain a general idea of local news and goings-on.
Skill:	Herbalistic Knowledge
Prerequisite	Knowledge 13, one knowledge skill per 3 levels beginning with Level 1
Description:	You have knowledge of herbs and their medicinal and other uses.
Skill:	Knowledge of Architecture and Engineering
Prerequisite	Knowledge 13, one knowledge skill per 3 levels beginning with Level 1
Description:	You have knowledge of buildings, aqueducts, bridges, fortifications.
Skill:	Knowledge of Dungeons
Prerequisite	Knowledge 13, one knowledge skill per 3 levels beginning with Level 1
Description:	You have knowledge of aberrations, caverns, oozes, spelunking and dungeon types.
Skill:	Knowledge of Geography
Prerequisite	Knowledge 13, one knowledge skill per 3 levels beginning with Level 1
Description:	You have knowledge of lands, terrain, climate, people, etc.
Skill:	Knowledge of History
Prerequisite	Knowledge 13, one knowledge skill per 3 levels beginning with Level 1
Description:	You have knowledge of royalty, wars, colonies, migrations, founding of cities, etc.
Skill:	Knowledge of Language
Prerequisite	Knowledge 13
Description:	You can speak, read and write an additional language.
Skill:	Knowledge of Local Customs, Events and Occurrences
Prerequisite	Knowledge 13, one knowledge skill per 3 levels beginning with Level 1
Description:	You have knowledge of legends, personalities, inhabitants, laws, customs, traditions, events, etc.
Skill:	Knowledge of Nobility and Royalty
Prerequisite	Knowledge 13, one knowledge skill per 3 levels beginning with Level 1
Description:	You have knowledge of lineages, heraldry, family trees, mottoes, personalities, etc.
Skill:	Perform
Prerequisite	Knowledge 14
Description:	You have oratorical, theatrical or musical skills.
Skill:	Profession
Prerequisite	Knowledge 13
Description:	You are a qualified member of a profession
Skill:	Religious Knowledge
Prerequisite	Knowledge 13, one knowledge skill per 3 levels beginning with Level 1
Description:	Knowledge of gods and goddesses, demipowers, mythic history, ecclesiastic tradition, holy symbols.

Skill: Runic knowledge
Prerequisite Knowledge 13, one knowledge skill per 3 levels beginning with Level 1
Description: Understand the basic meanings of runic staves.

Skill: Spellcraft
Prerequisite Arcane knowledge, Knowledge 14
Description: You can identify cast spells.

Talent: Arcane Magic

Key ability: Magical Aptitude

Important to Classes: This talent is quite important for some members of the Aristocrat/Burger and Naturalist Classes and for all members of the Bardic and Magi Classes.

Skill: Arcane Knowledge
Prerequisite Magical aptitude 13
Description: Knowledge of ancient mysteries, magic traditions, arcane symbols, magical creatures, etc.

Skill: Casting in Combat
Prerequisite Magical aptitude 13, Stamina 14
Description: Increases your ability to concentrate while casting in combat.

Skill: Concentration
Prerequisite Stamina 13
Description: You are able to concentrate despite distractions.

Skill: Detect Magic
Prerequisite Arcane knowledge, Magical aptitude 13
Description: You can sense the presence of magic.

Skill: Read and Write Magic
Prerequisite Arcane knowledge, Magical aptitude 15
Description: You can read and write magical script.

Skill: Sense Magic
Prerequisite Magical Aptitude 11
Description: You can sense the presence of magic.

Skill: Sense Mechanics
Prerequisite Magical Aptitude 13
Description: You can sense the presence of mechanics.

Skill: Spellcraft
Prerequisite Arcane knowledge, Magical aptitude 14
Description: You can identify cast spells.

Skill: Use Magical Device
Prerequisite Magical aptitude 14
Description: You can use magical devices that contain magic foreign to your class.

Talent: Athletics

Key ability: Strength

Important to Classes: This talent is important for some members of the Fighter and Specialist Classes.

Skill: Interactive reaction

Prerequisite Melee Weapon Proficiency, Dexterity 15

Description: Initiative Bonus +4.

Skill: Interactive speed

Prerequisite Melee Weapon Proficiency, Dexterity 15, Character Level 6

Description: Initiative Bonus +8 (improves Interactive Reaction by +4).

Skill: Ride Mount

Prerequisite Dexterity 13, Strength 13

Description: Versatile abilities as a rider.

Skill: Swim

Prerequisite Strength 12

Description: You can keep yourself afloat and moving in water.

Skill: Tumble

Prerequisite Strength 14, Dexterity 14

Description: You can land softly when you fall or tumble past opponents. You also can perform as a tumbler

Skill: Use Rope

Prerequisite Dexterity 12

Description: You can perform difficult tasks with rope.

Talent: Melee Combat

Key ability: Strength

Important to Classes: This talent is very important for members of the Fighter and Specialist Classes and for Rangers of the Naturalist Class.

Skill: Armor Proficiency

Prerequisite None

Description: Use one type of armor or shield.

Skill: Cleave

Prerequisite Melee Weapon Proficiency, Strength 15

Description: Extra melee attack after dropping foe.

Skill: Dual-Handed Fighting

Prerequisite Melee Weapon Proficiency, Strength 15, Dexterity 15, Character Level 6

Description: Use two melee weapons simultaneously with equal skill.

Skill: Interactive reaction

Prerequisite Melee Weapon Proficiency, Dexterity 15

Description: Initiative Bonus +4.

Skill: Interactive speed

Prerequisite Melee Weapon Proficiency, Dexterity 15, Character Level 6

Description: Initiative Bonus +8 (improves Interactive Reaction by +4).

Skill: Power Attack
Prerequisite Melee Weapon Proficiency, Strength 15
Description: Make powerful melee attacks.

Skill: Two-Weapon Fighting
Prerequisite Melee Weapon Proficiency, Strength 15, Dexterity 15
Description: Use two melee weapons simultaneously.

Skill: Weapon Proficiency
Prerequisite None
Description: Use one type of melee weapon.

Talent: Mounted Combat

Key ability: Dexterity

Important to Classes: This talent is very important for members of the Fighter Classes and for Rangers of the Naturalist Class.

Skill: Defend Mount
Prerequisite Dexterity 15
Description: Negate hit against your mount.

Skill: Interactive reaction
Prerequisite Melee Weapon Proficiency, Dexterity 15
Description: Initiative Bonus +4.

Skill: Interactive speed
Prerequisite Dexterity 15, Character Level 6, Battle Speed
Description: Initiative Bonus +8 (improves Interactive Reaction by +4).

Skill: Mounted Archery
Prerequisite Bow Weapon Proficiency, Dexterity 15
Description: Reduces penalty for ranged combat while riding.

Skill: Mounted Melee
Prerequisite Melee Weapon Proficiency, Dexterity 15
Description: Reduces penalty for melee attack while riding.

Skill: Ride Mount
Prerequisite Dexterity 13, Strength 13
Description: Versatile abilities as a rider.

Talent: Naturalism

Key ability: Knowledge

Important to Classes: This talent is very important for some members of the Aristocrat/Burgher Classes and for members of the Naturalist Class.

Skill: Concentration
Prerequisite Stamina 13
Description: You are able to concentrate despite distractions.

Skill:	Craft Toxin
Prerequisite	Knowledge 13
Description:	You are able to make poisons.
Skill:	Create Herbal Medicines
Prerequisite	Knowledge 13
Description:	You understand how to apply herbs medicinally and you can make herbal potions.
Skill:	Flourish Spells
Prerequisite	.Knowledge 16
Description:	Alter spells to heal or change plants.
Skill:	Handle Animals
Prerequisite	Knowledge 13
Description:	You can handle and train animals.
Skill:	Heal
Prerequisite	Knowledge 14
Description:	You are can heal by natural (non-magical) methods.
Skill:	Herbalistic Knowledge
Prerequisite	Knowledge 12
Description:	You have knowledge of herbs and their medicinal and other uses
Skill:	Knowledge of Nature
Prerequisite	Knowledge 12
Description:	You have knowledge of plants, animals, mutations and weather
Skill:	Make Diagnoses
Prerequisite	Knowledge 14
Description:	Increases natural healing abilities.
Skill:	Swim
Prerequisite	Strength 12
Description:	You can keep yourself afloat and moving in water.
Skill:	Track
Prerequisite	Knowledge of Nature, Knowledge 12
Description:	You can follow trails over most kinds of terrain
Skill:	Wild Shape, Greater
Prerequisite	Knowledge 20, Wild Shape 5x daily.
Description:	You can take various Wild Shapes.
Skill:	Wild Shape Spells
Prerequisite	Magical Aptitude 18, Wild Shape ability
Description:	You can cast spells while in a Wild Shape
Skill:	Wilderness Survival
Prerequisite	Knowledge 13
Description:	You can keep yourself and others safe and fed in the wilderness.

Talent: Perception

Key ability: Knowledge

Important to Classes: This talent is very important for some members of the Aristocrat/Burgher, Magi, Naturalist and Specialist Classes.

Skill: Appraise

Prerequisite Knowledge 17

Description: You can estimate the value of objects.

Skill: Concentration

Prerequisite Stamina 13

Description: You are able to concentrate despite distractions.

Skill: Notice objects and movement

Prerequisite Knowledge 10

Description: You can spot things that are attempting to hide or to move unseen.

Skill: Search

Prerequisite Knowledge 13

Description: You are talented at finding traps, secret and hidden doors, etc.

Skill: Sense Magic

Prerequisite Knowledge 15

Description: You can sense the presence of magic.

Skill: Sense Mechanics

Prerequisite Knowledge 15

Description: You can sense the presence of mechanics.

Skill: Sense Motive

Prerequisite Knowledge 14

Description: You can avoid being fooled.

Skill: Sense Traps

Prerequisite Knowledge 18

Description: Find traps, even without specifically seeking them.

Talent: Ranged Combat

Key ability: Dexterity

Important to Classes: This talent is very important for members of the Fighter Classes and for Rangers of the Naturalist Class.

Skill: Armor Proficiency

Prerequisite None

Description: Use one type of armor or shield.

Skill: Interactive reaction

Prerequisite Ranged Weapon Proficiency, Dexterity 15

Description: Initiative Bonus +4.

Skill: Interactive speed

Prerequisite Ranged Weapon Proficiency, Dexterity 15, Character Level 6

Description: Initiative Bonus +8 (improves Interactive Reaction by +4).

Skill:	Point blank shot
Prerequisite	Ranged Weapon Proficiency, Dexterity 13
Description:	Make ranged attacks at short range.
Skill:	Rapid Reload
Prerequisite	Crossbow Weapon Proficiency, Dexterity 13
Description:	Speeds reload time for crossbows.
Skill:	Rapid shot
Prerequisite	Ranged Weapon Proficiency, Dexterity 15, Character Level 6
Description:	Make ranged attacks at double normal rate.
Skill:	Weapon Proficiency
Prerequisite	None
Description:	Use one type of ranged weapon.

Talent: Religion

Key ability: Knowledge

Important to Classes: This talent is very important for members of the Cleric Class and to members of all other classes who wish to be Priests.

Skill:	Concentration
Prerequisite	Stamina 13
Description:	You are able to concentrate despite distractions.
Skill:	Priest
Prerequisite	Knowledge 15, Human and member of the faith
Description:	You are a trained, ordained priest of your faith. You can perform services and repel undead.
Skill:	Religious Knowledge
Prerequisite	Knowledge 13
Description:	Knowledge of gods and goddesses, demipowers, mythic history, ecclesiastic tradition, holy symbols.
Skill:	Sense Magic
Prerequisite	Knowledge 15, Human and member of the faith
Description:	You can sense the presence of magic.
Skill:	Sense Motive
Prerequisite	Knowledge 14
Description:	You can avoid being fooled.
Skill:	Use Magical Device
Prerequisite	Knowledge 14, Human and member of the faith
Description:	You can use magical devices that contain magic foreign to your class.

Talent: Runic Magic

Key ability: Magical Aptitude

Important to Classes: This talent is very important for Runestainers of the Magi Class.

Skill:	Assimilate Stave
Prerequisite	Magical aptitude 20
Description:	Read, understand and duplicate another runestainer's stave.

- Skill:** Create Complex Staves
Prerequisite: Magical aptitude 18, cut staves with 3 radicals
Description: Create runic staves with more than three radicals.
- Skill:** Master Senda and Samein
Prerequisite: Magical aptitude 19, Create Complex Staves
Description: You understand and can use the two most difficult runic radicals.
- Skill:** Research Radicals
Prerequisite: Magical aptitude 19
Description: You can attempt to reconstruct lost runic radicals.
- Skill:** Runic knowledge
Prerequisite: Magical aptitude 12
Description: Understand the basic meanings of runic staves.

Talent: **Skullduggery**

Key ability: Dexterity

Important to Classes: This talent is very important for members of the Specialist Class.

- Skill:** Craft Toxins
Prerequisite: Knowledge 13
Description: You are able to make poisons.
- Skill:** Enable/Disable Device
Prerequisite: Dexterity 17
Description: Disarm traps and similar devices.
- Skill:** Escape Bindings
Prerequisite: Dexterity 15
Description: Free yourself from rope and similar bindings.
- Skill:** Forgery
Prerequisite: Knowledge 14
Description: You can forge documents.
- Skill:** Interactive reaction
Prerequisite: Melee Weapon Proficiency, Dexterity 15
Description: Initiative Bonus +4
- Skill:** Interactive speed
Prerequisite: Melee Weapon Proficiency, Dexterity 15, Character Level 6, Battle
Description: Initiative Bonus +8 (improves Interactive Reaction by +4).
- Skill:** Knowledge of Dungeons
Prerequisite: Knowledge 13, one knowledge skill per 3 levels beginning with Level
Description: You have knowledge of aberrations, caverns, oozes, spelunking and dungeon types.
- Skill:** Knowledge of Local Customs, Events and Occurrences
Prerequisite: Knowledge 13, one knowledge skill per 3 levels beginning with Level
Description: You have knowledge of legends, personalities, inhabitants, laws , customs, traditions, events, etc.
- Skill:** Knowledge of Nobility and Royalty
Prerequisite: Knowledge 13, one knowledge skill per 3 levels beginning with Level
Description: You have knowledge of lineages, heraldry, family trees, mottoes, personalities, etc.

Skill:	Open Locks
Prerequisite	Dexterity 16
Description:	You can open non-magical locks.
Skill:	Sense Traps
Prerequisite	Specialist's Trap-Finding Abilities
Description:	You can find traps, even without specifically seeking them.
Skill:	Sleight of Hand
Prerequisite	Dexterity 14
Description:	You can pick pockets, palm objects and hide small items.
Skill:	Sneak
Prerequisite	Dexterity 13
Description:	You can hide well and move quietly.
Skill:	Use Rope
Prerequisite	Dexterity 12
Description:	You can perform difficult tasks with rope.

7.3 The Skill Descriptions

Key Ability

Please note that the Key Ability for determining checks is the Key Ability for the Talent from which the Skill developed. Skills do not have their own Key Ability categories.

Appraise

Talents and Key Abilities: Applied Knowledge, Knowledge. Perception, Knowledge.

Prerequisites: Knowledge 17

You can appraise the value of items. Appraising an item takes 1 minute (12 five-minute rounds).

Check: You can appraise objects with a successful check for Applied Knowledge or Perception, whichever is your root talent. The check is against a DL.

Try Again: Not allowed.

Training: Not required.

Arcane Knowledge

Talents and Key Abilities: Applied Knowledge, Knowledge. Arcane Magic, Magical Aptitude.

Prerequisites: Magical Aptitude 13

Arcane Knowledge represents a study of the lore of ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts, etc. If you gain this skill from the Talent *Applied Knowledge*, the limit on one *Knowledge Skill* per 3 character levels applies.

Check: You make a check against a DL to answer a question within this field of study. A successful check also allows you to remember a bit of useful information. For every 5 points by which your check result exceeds the DL, you recall another piece of useful information. You check for Applied Knowledge or Arcane Magic, whichever is your root talent.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action. You simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Training: At least 3 months study under a master in the chosen field.

Armor Proficiency

Talents and Key Abilities: Melee Combat, Strength. Ranged Combat, Dexterity.

You are proficient in the wearing and use of armor without penalties except for reduction of Dexterity and hindering spellcasting. You gain an additional armor proficiency every 5 levels beginning with the 6th.

Check: None.

Action: None.

Try Again: Not applicable.

Training: None.

Assimilate Staves

Talents and Key Abilities: Runic Magic, Magical Aptitude.

Prerequisites: Magical Aptitude 20

With a successful check, you can read another stainer's stave, understand it and duplicate it without research.

Check: A Runic Magic check against a DL that equals the Runic Magic Talent Points of original stainer + Stave spell point level.

Action: Day-long action.

Try Again: Only with an increase in Talent Points in the Talent *Runic Magic* is a new attempt possible.

Training: None.

Casting in Combat

Talents and Key Abilities: Arcane Magic, Magical Aptitude

Prerequisites: Magical Aptitude 13, Stamina 14

You have a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are wrestling or pinned.

Check: Improves Concentration check.

Action: Free.

Try Again: No.

Training: None.

Cleaving

Talents and Key Abilities: Melee Combat, Strength.

Prerequisites: Melee Weapon Proficiency Skill, Strength 15

If you deal a creature enough damage to make it drop (typically by dropping it to below 0 injury points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5ft/150cm step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per 5-second round.

Check: None.

Action: Free.

Try Again: No.

Training: None.

Concentration

Talents and Key Abilities: Applied Knowledge, Knowledge. Arcane Magic, Magical Aptitude. Naturalism, Knowledge. Perception, Knowledge. Religion, Knowledge.

Prerequisites: Stamina 13

Check: You make a Talent Skill check for Concentration against a DL when you might be distracted by taking damage, by harsh weather, etc. while engaged in some action that requires your full attention. You check for your root talent: Applied Knowledge, Arcane Magic, Naturalism, Perception or Religion. Actions that might require such checks include working magic, studying documents, planning strategies and actions, etc.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, that use of the ability is lost. If you were concentrating upon academic, strategic and similar manners, you lose your train of thought and must start your considerations anew.

Use of a Talent Skill that requires Concentration also fails, and in some cases a failed skill check may have other ramifications as well. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Action: None. Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, though a success doesn't cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.

Training: Not required.

Craft

Talents and Key Abilities: Applied Knowledge, Knowledge.

Prerequisites: Knowledge 13

Craft represents a number of separate artisan's skills. You could have several Craft skills. If so, these divide your total Talent Points for *Applied Knowledge*. A Craft skill gives you the chance to create something common to an artisan's craft. If you succeed, what you make is at a quality level that would correspond to the work of a new journeyman in the Craft. You cannot expect to attain masterwork results through this skill. That requires the Artisan Character Class.

Check: You are not a professional without the Artisan's class but you know how to use the tools of the trade, how to perform the craft's daily tasks and how to handle common problems. The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. You check for Applied Knowledge. The DL depends on the complexity of the item to be created. The DL, your Knowledge check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

All crafts require artisan's tools to give the best chance of success. During the course of making your item, your game master will require you to make checks. If you fail a check by 4 or less, you make no progress. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Repairing Items: Generally, you can repair an item by making checks against the same DL that it took to make the item in the first place. The cost of repairing an item is 20% of the item's price.

Creating Masterwork Items: Only members of the Artisan Class can make masterwork items.

Action: Not Applicable.

Try Again: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Training: After character creation, acquiring this skill requires three months fulltime training under an artisan who is a master in the craft.

Special: If you have the Talent Applied Knowledge and you decide to do completely without *Profession* skills, you can assign the available *Profession* points to *Craft* skills. In other words, if you have 8 Talent Points in Applied Knowledge, you could do without *Profession* skills and assign 16 points to *Crafts*.

Craft Toxins

Talents and Key Abilities: Naturalism, Knowledge. Skullduggery, Knowledge

Prerequisites: Knowledge 13

Benefit: You can create poisonous substances of any form or level of virulence, from discomforting to fatal. You can create any and all types of poisons, provided you meet the prerequisites. Each toxin has a base price equal to its (caster level + poison DL) x 120 gp. To create such substances, the creator must use up raw materials costing 30% of the base price.

Check: None

Action: Making poisons and toxins takes a number of hours equal to the creation DL of the toxin.

Try again: Not applicable.

Training: After character creation, acquiring this skill requires three months fulltime training under another character who has at least 20 points in the applicable talent.

Create Complex Staves

Talents and Key Abilities: Runic Magic, Magic Aptitude

Prerequisites: Knowledge 13

Benefit: You can bind one radical more than the ordinary limit of three in a stave.

Check: For each successful use with non-epic staves, you must make a successful Runic Magic check against DL 30.

Action: This is not an action in itself but rather a part of another action.

Try Again: No. You can try only to create the entire stave again from the start.

Training: No additional training. Whoever fulfills the prerequisites already had adequate training.

Create Herbal Medicines

Talents and Key Abilities: Naturalism, Knowledge

Prerequisites: Knowledge 13

You understand how to apply herbs medicinally and you can brew or create herbal teas, oiled preserves, cooked preserves, salves, powders, poultices, wines, liqueurs, etc.

Check: You check for Naturalism against a DL that is dependent upon the medicine being created.

Action: This is not an action in itself but rather a part of another action.

Try Again: Yes, with new ingredients.

Training: Three months training under a Healer or Herbal Witch for members of other classes.

Decipher Magical Script

Talents and Key Abilities: Applied Knowledge, Knowledge

Prerequisites: Knowledge 18

You can decipher writing in magical script.

Check: If your check against a DL succeeds, you understand the general content of a piece of writing about one page long or the equivalent. If the check fails, you fail to understand the script. You check for Applied Knowledge.

Action: Deciphering the equivalent of a single page of script takes 1 minute (12 consecutive five-second rounds).

Try Again: No.

Special: A magic-user who has the skill *Read and Write Magic* does not need this talent.

Training: After character creation, acquiring this skill requires six months' fulltime training under a person who has mastered this skill.

Defend Mount

Talents and Key Abilities: Mounted Combat, Dexterity

Prerequisites: Dexterity 15

Once per 5-second round when your mount is hit in combat, you may attempt to negate the hit.

Check: The hit is negated if your Mounted Combat check result is greater than the opponent's attack roll. Essentially, the check result becomes the mount's Armor Class defense if it's higher than the mount's regular Armor defense.

Action: This action is part of another action.

Try Again: No.

Training: None.

Detect Magic

Talents and Key Abilities: Arcane Magic, Magic Aptitude

Prerequisites: Magical Aptitude 13

You can detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

- **1st Round:** Presence or absence of magical auras.
- **2nd Round:** Number of different magical auras and the power of the most potent aura.
- **3rd Round:** The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make an Arcane Magic check to determine the school of magic involved in each. (Make one check per aura; DL 15 + spell level, or 15 + half caster level for a non-spell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Aura Power

Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell points)	4 or less	5-7	6-10	11+
Magic item (caster level)	5th or lower	6th-11 th	12th-20 th	21st+ (incl. artifacts)

A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). Detect Magic indicates an aura strength of dim (even weaker than a faint aura) at such a location. How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingered Aura
Faint	1d6 rounds (5 seconds)
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

With this skill your detection can penetrate barriers, but 1ft/30cm of stone, 1 inch/2,5cm of common metal, a thin sheet of lead, or 3ft/90cm of wood or dirt blocks it.

Check: See above.

Action: See above.

Try Again: No.

Training: None.

Enable/Disable Device

Talents and Key Abilities: Skullduggery, Dexterity

Prerequisites: Dexterity 17

You can disarm non-magical traps and other non-magical devices.

Check: The Skullduggery check is made secretly by the game master, so you don't necessarily know whether you've succeeded. If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally. You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Action: The amount of time needed to make a Enable/Disable Device check depends on the task, as determined by your game master.

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

Special: An Assassin, Spy or Thief who beats a trap's DL by 10 or more can study the trap, figure out how it works, and bypass it (along with his or her companions) without disarming it.

Training: Three months training under a master Assassin, Spy or Thief.

Dual-Handed Fighting

Talents and Key Abilities: Melee Combat, Strength

Prerequisites: Melee Weapon Proficiency, Strength 15, Dexterity 15, Character Level 6, Two-Weapon Fighting

You can use two melee weapons simultaneously with equal skill. The second weapon attacks after the first attack round in the initiative sequence.

Check: None.

Action: None. This action is a part of another action.

Try Again: Not applicable.

Training: No.

Escape Bindings

Talents and Key Abilities: Skullduggery, Dexterity

Prerequisites: Dexterity 15

This skill gives you the chance to escape various forms of restraints.

Check: There are the following types of checks:

- **Ropes:** Your Skullduggery check is opposed by the binder's Use Rope check.
- **Manacles and Masterwork Manacles:** The DL for manacles is set by their construction.
- **Tight Space:** The checks against DLs are for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.
- **Wrestler:** You can make a Skullduggery check opposed by your enemy's wrestle check to get out of a wrestle or out of a pinned condition.

Action: Making a Skullduggery check to escape from rope bindings, manacles, or other restraints (except a wrestler) requires 1 minute of work. Escaping from a net or a trapping spell, a wrestle or pin takes 1 round (5 seconds). Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Try Again: Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

Training: No

Flourish Spell

Talents and Key Abilities: Naturalism, Knowledge

Prerequisites: Knowledge 16

Your understanding of plants and herbs allows you to redirect spell energies into the healing and restoration of any plant. You can change the effects of any Abjuration, Conjuraton, Enchantment, Evocation, or Transmutation spell and force the energy into a plant to speed it through seasonal growth and changes. Any original effects of the spell are negated in favor of the energy's use in reviving and affecting plant tissues.

For each spell point of the original spell, the plant undergoes the changes of one season. If the plant is damaged or dying, it can be healed partially by sacrificing one spell point to heal it rather than force a season of growth upon it. If two spell points are used, the plant is completely healed and healthy according to its current season.

Also, the plant's size affects how the energies influence it. For plants of size small, add one to the spell points to determine how many seasons of change can be forced upon the plant. For plants of size large, subtract one from the spell points for determining effects. If a plant is size huge, subtract two spell points, and three points are subtracted for any plant larger than huge. (Example: it takes the sacrifice of a five spell points to completely heal a size colossal tree herder or oak tree of dry rot.)

This talent is used in emergencies to produce food for starving adventurers or to find the necessary ingredients for an herbal creation despite the current season. It is also used by high-ranking herbalists and spellcasters to aid the forests by healing sick trees, ensuring that saplings survive their first winter by speeding up their growth, etc.

Check: None required

Action: 1 Round

Try Again: Not applicable

Training required: None

Forgery

Talents and Key Abilities: Skullduggery, Dexterity

Prerequisites: Knowledge 14

You can forge documents. Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, wax for seals, if necessary, and time.

Check: Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 bonus on your Skullduggery check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the Skullduggery check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

Your Skullduggery check is opposed by the Skullduggery check of the person who examines the document to check its authenticity. The opposing Forgery check is made secretly. Therefore, you're uncertain how successful your forgery is. No check is made until someone examines the work. You also can use your Forgery to detect the work of another forger. The modifiers for such counter-checks are:

Condition	Reader's Forgery Check Modifier
Type of document unknown to reader	−2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	−2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	−2

Action: Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

Try Again: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Skullduggery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Training: None required.

Gather Information

Talents and Key Abilities: Applied Knowledge, Knowledge

Prerequisites: Knowledge 16

An evening's time and a few gold pieces for buying drinks and making friends get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld.

Check: You check for Applied Knowledge is against a DL. The higher your check result, the better the information. If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DL is higher.

Action: A typical Gather Information Knowledge check takes 1d4+1 hours.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Training: None required.

Handle Animals

Talents and Key Abilities: Naturalism, Knowledge

Prerequisites: Knowledge 13

You can handle and train animals.

Check: The DL for your Naturalism check depends on what you are trying to do. The following options are available:

- **Handle an Animal:** This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DL is higher. If your check succeeds, the animal performs the task or trick on its next action.
- **Push an Animal:** To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DL is higher. If your check succeeds, the animal performs the task or trick on its next action.
- **Teach an Animal a Trick:** You can teach an animal a specific, possible trick with one week of work and a successful Handle Animal check against the necessary DL. An animal with at least minimal intelligence can learn tricks. Possible tricks include, but are not necessarily limited to, the following:
 - ♦ **Attack:** The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead) counts as two tricks.
 - ♦ **Back Down:** The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
 - ♦ **Come:** The animal comes to you, even if it normally would not do so.
 - ♦ **Defend:** The animal defends you (or is ready to defend you if no threat is present), even without any command being given. You also can command the animal to defend a specific other character.
 - ♦ **Fetch:** The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.
 - ♦ **Guard:** The animal stays in place and prevents others from approaching.
 - ♦ **Heel:** The animal follows you closely, even to places where it normally wouldn't go.
 - ♦ **Perform:** The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
 - ♦ **Seek:** The animal moves into an area and looks around for anything that is obviously alive or animate.
 - ♦ **Stay:** The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.



Squires handle the horses of tournament knights.

Product Identity

- ♦ **Track:** The animal tracks the scent presented to it if it can detect scents.
- ♦ **Work:** The animal pulls or pushes a medium or heavy load.
- **Calm Panicked Animal:** When an animal panics and goes out of control, you can calm it by making a successful Handle Animals check. The DL is the Will defense of the panicked animal.
- **Train an Animal for a Purpose:** Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. An animal can be trained for only one general purpose, although if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time. Possible purposes are:
 - ♦ **Combat Riding:** An animal trained to bear a rider into combat knows the tricks attack, back down, come, defend, guard, and heel. Training an animal for combat riding takes six weeks. You also may *upgrade* an animal trained for riding to one trained for combat riding by spending three weeks and making a successful Handle Animal check. Warhorses and riding dogs already are trained to bear riders into combat, and they don't require any additional training for this purpose.
 - ♦ **Fighting:** An animal trained to engage in combat knows the tricks attack, back down, and stay. Training an animal for fighting takes three weeks.
 - ♦ **Guarding:** An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

- ♦ **Heavy Labor:** An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.
- ♦ **Hunting:** An animal trained for hunting knows the tricks attack, back down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.
- ♦ **Performance:** An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.
- ♦ **Riding:** An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.
- ♦ **Rear a Wild Animal:** To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Action: Varies. Handling an animal is a move action, while pushing an animal is a one-round (five seconds) action. A Naturalist can handle his or her animal companion as a free action or push it as a move action. For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

Training: None required.

Heal

Talents and Key Abilities: Naturalism, Knowledge

Prerequisites: Knowledge 14

Check: The DL for your Naturalism check and the effect depend on the task you attempt.

Healing Tasks: Possible healing tasks are:

- **First Aid:** You usually use first aid to save a dying character. You can make him or her stable. A stable character regains no injury points but stops losing them.
- **Long-Term Care:** Providing long-term care means treating a wounded person for a day or more. If your Knowledge check is successful, the patient recovers life points, injury points or ability score points lost to ability damage at twice the normal rate. You can tend as many as six patients at a time. You need a few items and supplies such as bandages, salves, and so on that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.
- **Treat Wound from Caltrop or Non-Poisonous Stones:** A creature wounded by stepping on a caltrop or non-poisonous growths or stones moves at one-half normal speed. A successful Knowledge check removes this movement penalty.
- **Treat Poison:** To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison or suffer some other effect. Every time the poisoned character makes a Stamina check against the poison, you make a Knowledge check. The poisoned character uses your check result or his or hers, whichever is higher.

- **Treat Disease:** To treat a disease means to tend a single diseased character. Every time he or she makes a check against disease effects, you make a Knowledge check. The diseased character uses your check result or his or hers, whichever is higher.

Action: Providing first aid, treating a wound, or treating poison is a one-round (5 seconds) action. Treating a disease or tending a creature wounded by a *Spike Growth* or *Spike Stones* spell takes 10 minutes (120 rounds) of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a Knowledge check for healing again without proof of the original check's failure. You always can retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Critical successes: A character with at least 10 ranks in the Talent Naturalism also can achieve critical healing successes, as described in the Section *Non-Magical Healing* of this book.

Training: None required.

Herbalistic Knowledge

Talents and Key Abilities: Applied Knowledge: Knowledge. Naturalism, Knowledge

Prerequisites: Knowledge 13

You have knowledge of herbs and their medicinal and other uses.

Check: The DL for your root talent check and the effect depend on the task you attempt. You check either for Applied Knowledge or Naturalism.

Action: Free Action.

Try again: No. You either know an herb or you don't.

Training required: None

Interactive Reaction

Talents and Key Abilities: Athletics, Strength. Melee Combat, Strength. Mounted Combat, Strength. Ranged Combat, Dexterity. Skullduggery, Dexterity.

Prerequisites: Dexterity 15. Melee Weapon Proficiency for *Melee Combat* and *Skullduggery*. Ranged Weapon Proficiency for *Ranged Combat*. Melee or Ranged Weapon Proficiency for *Athletics* and *Mounted Combat*.

You get a +4 bonus on initiative checks.

Check: None.

Action: Free Action.

Try Again: Not applicable

Training required: None

Interactive Speed

Talents and Key Abilities: Athletics, Strength. Melee Combat, Strength. Mounted Combat, Strength. Ranged Combat, Dexterity. Skullduggery, Dexterity.

Prerequisites: Dexterity 15. Melee Weapon Proficiency for *Melee Combat* and *Skullduggery*. Ranged Weapon Proficiency for *Ranged Combat*. Melee or Ranged Weapon Proficiency for *Athletics* and *Mounted Combat*.

You get an additional +4 bonus on initiative checks. This stacks with the +4 benefit of the required *Interactive Reaction* skill, giving a combined bonus of +8..

Check: None.

Action: Free Action.

Try Again: Not applicable

Training required: None

Knowledge of Architecture and Engineering

Talents and Key Abilities: Applied Knowledge, Knowledge.

Prerequisites: Knowledge 13

Benefit: You are knowledgeable about buildings, aqueducts, bridges, fortifications and most other types of construction in the surface world.

Check: None for simple knowledge. You check for Applied Knowledge against a DL in difficult cases.

Action: Free Action.

Training required: 6 months under a professional architect or engineer.

Try Again: Not applicable

Restriction: With the Talent *Applied Knowledge* you can choose one *Knowledge Skill* per three Character Levels beginning at Level 1 and continuing at Levels 4, 7, etc.

Knowledge of Dungeons

Talents and Key Abilities: Applied Knowledge, Knowledge. Skullduggery, Dexterity.

Prerequisites: Knowledge 13

Benefit: You are knowledgeable about aberrations, caverns, Dungeons, oozes, spelunking and constructions in the subterranean world.

Check: None for simple knowledge. You check for Applied Knowledge against a DL in difficult cases.

Action: Free Action.

Training required: None

Try Again: Not applicable

Restriction: With the Talent *Applied Knowledge* you can choose one *Knowledge Skill* per three Character Levels beginning at Level 1 and continuing at Levels 4, 7, etc.

Knowledge of Geography

Talents and Key Abilities: Applied Knowledge, Knowledge.

Prerequisites: Knowledge 13

Benefit: You are knowledgeable about lands, terrain, climates, people, etc.

Check: None for simple knowledge. You check for Applied Knowledge against a DL in difficult cases.

Action: Free Action.

Try Again: Not applicable

Training required: None

Restriction: With the Talent *Applied Knowledge* you can choose one *Knowledge Skill* per three Character Levels beginning at Level 1 and continuing at Levels 4, 7, etc.

Knowledge of Language

Talents and Key Abilities: Applied Knowledge, Knowledge.

Prerequisites: Knowledge 13

Benefit: You can speak, read and write an additional language..

Check: None for simple sentences. You check for Applied Knowledge against a DL in difficult cases.

Action: Free Action.

Try Again: Not applicable

Training required: Either schooling or experience with the language.

Restriction: The restriction that you can choose only one *Knowledge Skill* per three Character Levels beginning at Level 1 and continuing at Levels 4, 7, etc. do not apply to this skill. *Knowledge of Language* also is not considered when deciding the number of other *Knowledge* skills available.

Knowledge of Local Customs, Events and Occurrences

Talents and Key Abilities: Applied Knowledge, Knowledge. Skullduggery, Dexterity.

Prerequisites: Knowledge 13

Benefit: You are knowledgeable about legends, personalities, inhabitants, laws, customs, traditions, humanoids, etc.

Check: None for simple knowledge. You check for Applied Knowledge or Skullduggery against a DL in difficult cases.

Action: Free Action.

Try Again: Not applicable

Training required: None

Restriction: With the Talent *Applied Knowledge* you can choose one *Knowledge Skill* per three Character Levels beginning at Level 1 and continuing at Levels 4, 7, etc.

Knowledge of Nature

Talents and Key Abilities: Naturalism, Knowledge.

Prerequisites: Knowledge 12

Benefit: You are knowledgeable about plants, animals, mutations and weather, etc.

Check: None for simple knowledge. You check for Naturalism against a DL in difficult cases.

Action: Free Action.

Try Again: Not applicable

Training required: None

Restriction: With the Talent *Applied Knowledge* you can choose one *Knowledge Skill* per three Character Levels beginning at Level 1 and continuing at Levels 4, 7, etc.

Knowledge of Nobility and Royalty

Talents and Key Abilities: Applied Knowledge, Knowledge. Skullduggery, Dexterity.

Prerequisites: Knowledge 13

Benefit: You are knowledgeable about lineages, heraldry, family trees, mottoes, personalities, etc.

Check: None for simple knowledge. You check for Applied Knowledge or Skullduggery against a DL in difficult cases.

Action: Free Action.

Try Again: Not applicable

Training required: None

Restriction: With the Talent *Applied Knowledge* you can choose one *Knowledge Skill* per three Character Levels beginning at Level 1 and continuing at Levels 4, 7, etc.

Make Diagnoses

Talents and Key Abilities: Naturalism, Knowledge.

Prerequisites: Knowledge 13

Your training in the herbal healing arts grants you insight into deducing ailments or afflictions. Your diagnosis can even detect poisons. You gain a +3 circumstance bonus in the use of the Heal skill. If successful in the use of the Heal skill, the character's proper diagnosis allows the victim to gain 1 life point back in 1d8 hours.

Check: Naturalism. The check is against a DL.

Action: Free Action.

Try Again: No

Training required: None

Master Senda and Samein

Talents and Key Abilities: Runic Magic, Magical Aptitude.

Prerequisites: Knowledge 19, Cut Staves with Three Radicals

You master the runic radical Senda and Samein with a one-time Knowledge Check against DL 40. After failure, a new check can be made with each new Runecutter level until success attained. Double use of the Senda radical makes the sending by another being possible, if a Knowledge check against DL 40 succeeds for the runestone.

Check: Runic Magic. The check is against a DL.

Action: Free Action.

Try Again: See above

Training required: None

Mounted Archery

Talents and Key Abilities: Mounted Combat, Dexterity.

Prerequisites: Bow Weapon Proficiency, Ride Mount, Dexterity 15

You can use a ranged weapon at a reduced penalty while mounted. The penalty you take when using a ranged weapon while mounted is halved: –2 instead of –4 if your mount is taking a double move, and –4 instead of –8 if your mount is running.

Check: None.

Action: Free Action.

Try Again: Not applicable

Training required: None

Mounted Melee

Talents and Key Abilities: Mounted Combat, Dexterity.

Prerequisites: Melee Weapon Proficiency, Ride Mount, Dexterity 15

You can use a melee weapon at a reduced penalty while mounted. The penalty you take when using a melee weapon while mounted is halved.

Check: None.

Action: Free Action.

Try Again: Not applicable

Training required: None

Notice Objects and Movement

Talents and Key Abilities: Perception, Knowledge.

Prerequisites: Knowledge 10

Every time someone or something makes a noise or moves or you move into a new area, you can make a Notice and Movement check without using an action. Sometimes a creature isn't intentionally hiding or trying to be quiet, but is still difficult to see or hear it, so a successful Notice Objects and Movement check is necessary to detect it. Notice Objects and Movement also is used to detect someone in disguise and to read lips when you can't hear or understand what someone is saying. Notice Objects and Movement checks may be called to determine the distance at which an encounter begins. A penalty might apply on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Notice check is distracted or otherwise not concentrating upon being observant. To understand what someone is saying by reading lips, you must be within 30ft/9m of the speaker, be able to see him or her speak, and understand the speaker's language. You must maintain a line of sight to the lips being read. If your Notice Objects and Movement check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details.

Check: Your Perception check is made either against your target's Dexterity check for sneaking or his or her Sleight of Hand check.

Try Again: Yes. Trying to Notice something you failed to detect previously is a one-round (5 seconds) action. You can attempt to read lips once per minute.

Training: No

Open Locks

Talents and Key Abilities: Skullduggery, Dexterity.

Prerequisites: Dexterity 16

Attempting an Open Lock check without a set of thieves' tools imposes a –2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves' tools, you gain a +2 circumstance bonus on the check.

Check: The DL for your Skullduggery check to open a lock varies, depending on the quality of the lock.

Action: Opening a lock is a 1-minute action.

Try Again: Yes.

Training: At least 6 months as an apprentice to a master Thief or master locksmith of the Artisan class.

Perform

Talents and Key Abilities: Applied Knowledge, Knowledge.

Prerequisites: Knowledge 14

You could have several Perform skills, each with its own points. You can claim a new skill of the *Perform* talent for every three Character Levels, beginning with the 1st. Each of the categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided below.

- **Act** (comedy, drama, mime)
- **Comedy** (buffoonery, limericks, joke-telling)
- **Dance** (ballet, waltz, jig)
- **Keyboard instruments** (harpsichord, piano, pipe organ)
- **Oratory** (epic, ode, storytelling)
- **Percussion instruments** (bells, chimes, drums, gong)
- **String instruments** (fiddle, harp, lute, mandolin)
- **Wind instruments** (flute, pan pipes, recorder, trumpet)
- **Sing** (ballad, chant, melody)

Check: You can impress audiences with your talent and skill. You check against a DL for Applied Knowledge.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. The bard's special Perform-based abilities are described in that class's description.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances

Training: None required.

Point Blank Shot

Talents and Key Abilities: Ranged Combat, Dexterity.

Prerequisites: Ranged Weapon Proficiency, Dexterity 13

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30ft/9m.

Check: None.

Action: Part of another action.

Try Again: No.

Training: None required.

Power Attack

Talents and Key Abilities: Melee Combat, Strength.

Prerequisites: Melee Weapon Proficiency, Strength 15

On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Check: None.

Action: Part of another action.

Try Again: No.

Training: None required.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon except with unarmed strikes or natural weapon attacks, even though the penalty on attack rolls still applies. Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.

Priest

Talents and Key Abilities: Religion, Knowledge.

Prerequisites: Knowledge 15, the firm intent to perform a priest's duties.

Only humans may claim this skill. You are a trained, ordained priest, minister, rabbi, shaman, etc. of your faith. You can conduct official services of the church, give spiritual support and aid to its members, attempt to gain new believers for your pantheon or deity and the like. You have no spell or rite powers, but you can repel undead.

Check: None for normal applications. See guidelines for repelling undead.

Action: None.

Try Again: Not applicable.

Training: If you pick this talent during character creation, you already have had at least a year's training as a Priest under formal Teacher-Clerics of your faith. The exact length depends upon the rules and practices of the faith involved. An existing character who wishes to become a Priest must arrange to find sufficient time for such training.

Profession

Talents and Key Abilities: Applied Knowledge, Knowledge.

Prerequisites: Knowledge 13

Profession is actually a number of separate skills. If so, these divide your total Talent Points for *Applied Knowledge*. Where a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. If there is a Knowledge or other skill that corresponds to the Profession, both bonuses usually stack for check purposes.

- **Advocate:** A character with this skill usually is a member of the Scholar, Skáld or Green Druid classes. He or she represents parties in legal actions being decided by royalty, nobility or judges of some sort. The Difficulty Level is dependent upon the believability of the case that the advocate is making.
 - ♦ **Check:** An Advocate makes Applied Knowledge checks to see whether or not he or she succeeds in pleading his or her case. The Difficulty Level is dependent upon the believability of the case that the advocate is making.
 - ♦ **Action:** None. A Profession Advocate check is included in your other activity, so it is part of another action.
 - ♦ **Try Again:** Usually not. If an Advocate loses a case, the issue usually is resolved. However, if an appeal is possible, he or she may gain a second chance to plead the case.

- ♦ **Training:** A character who picks this skill during character creation already has had at least a year's training as an Advocate's aide. An existing character who wishes to become an Advocate must arrange to find sufficient time for such training.
- **Architect/Engineer:** A character with this skill usually is a member of the Merchant or Scholar classes. He or she makes the plans for objects that are being constructed and oversees the construction.
 - ♦ **Check:** An Architect or Engineer makes Applied Knowledge checks to see whether or not an object that he or she has built is safe and stable. The Difficulty Level is dependent upon the complexity, size and building materials of the construction project.
 - ♦ **Action:** None. A Profession Architect/Engineering check is included in your other activity, so it is part of another action.
 - ♦ **Try Again:** Usually not. If a construction object is unstable, unsafe, etc., the issue usually is resolved. However, if faults are noticed, the Architect or Engineer may be required to correct them. Corrections are subject to a new check.
 - ♦ **Training:** A character who picks this skill during character creation already has had at least a year's training as an Architect's or Engineer's aide. An existing character who wishes to become an Architect or Engineer must arrange to find sufficient time for such training.
- **Bureaucrat:** A character with this skill usually comes from the classes Artisan, Merchant or Petty Noble. Bureaucrats are the people who work for a government and who decide how well it works and runs. They can make a government more efficient, but in most cases, they tend to make it bog down instead.
 - ♦ **Check:** When a Bureaucrat decides to try to expedite or bog down an administrative process, he or she makes an Applied Knowledge check against a DL. If the check fails, he or she achieves the opposite of what was intended. An attempt to expedite a process bogs it down, and vice versa.
 - ♦ **Action:** None. A Profession Bureaucrat check is included in your other activity, so it is part of another action.
 - ♦ **Try Again:** Usually not. However, if a higher authority orders the Bureaucrat to redo whatever was done, new checks are made.
 - ♦ **Training:** A character who picks this skill during character creation already has had at least six months training as a public servant. An existing character who wishes to become a Bureaucrat must arrange to find sufficient time for such training.
- **Diplomat:** A character with this skill usually comes from the classes Merchant, Petty Noble, Scholar, Blue Druid, Skáld or Knight. Spies sometimes also are Diplomats. People with his skill represent one government in dealings with other governments. Some Diplomats represent a nation in dealings with other nations. Other Diplomats represent the regional government of a nobleman in its relations with higher nobility or royalty to whom they are subservient.
 - ♦ **Check:** A Diplomat makes Applied Knowledge checks against DLs to see whether or not he or she succeeds in pleading his or her case with the other government(s). The Difficulty Level is dependent upon the acceptability of the case that the advocate is making with the other party. When applicable, the bonuses for other corresponding skills may stack with the Diplomat bonus.
 - ♦ **Action:** None. A Profession Diplomat check is included in your other activity, so it is part of another action.
 - ♦ **Try Again:** Usually not. If a Diplomat loses a negotiation, the issue usually is resolved. However, if the case can be renegotiated or brought to a higher level, he or she may gain a second chance to make his or her case.

- ♦ **Training:** A character who picks this skill during character creation already has had at least a year's training as a Bureaucrat in internal and/or foreign relations. An existing character who wishes to become a Diplomat must arrange to find sufficient time for such training. After successful completion of training, a Diplomat who was a Bureaucrat can transfer his or her talent points to the skill Profession Diplomat, but the total plus ability bonus may not override the maximum points allowed. If such a transfer is made, the Diplomat may retain any remaining points as a Bureaucrat in that skill, or he or she may "free" those points and apply them to other skills.
- **Jeweler:** A character with this skill is an expert in appraising and selling jewels, gemstones, precious metals and goods made of them. His or her Appraise points can be stacked with the talent points for Profession Jeweler.
 - ♦ **Check:** A Jeweler's appraisals are subject to an Applied Knowledge check. His or her Appraise points, if any, can be stacked with the talent points for Profession Jeweler when applicable.
 - ♦ **Action:** None. A Profession Jeweler check is included in your other activity, so it is part of another action.
 - ♦ **Try Again:** No. A Jeweler always assumes that his or her appraisals are correct.
 - ♦ **Training:** A character who picks this skill during character creation already has had at least six months training as a Jeweler's assistant. An existing character who wishes to become a Jeweler must arrange to find sufficient time for such training.
- **Teacher:** A character with this skill is recognized as a trained teacher who works in a school of some sort and/or offers private tutoring. Most Teachers are members of highly qualified classes such as Artisans, Healers, Merchants, Scholars, Skáld, Druids (all types), Clerics, Born Knights, Runecutters (dwarves and giants only), Sorcerers and Wizards.
 - ♦ **Check:** For most work, a Teacher makes no checks. However, Applied Knowledge checks against DLs can be necessary in attempts to determine whether a Teacher has properly educated his or her students. Checks also can be required if the Teacher has attempted to teach a student to do or understand something that is extremely difficult to learn.
 - ♦ **Action:** None. A Profession Teacher check is included in your other activity, so it is part of another action.
 - ♦ **Try Again:** Usually not. If a Teacher attempts to teach something and the student does not learn it, the issue is decided.
 - ♦ **Training:** A character who picks this skill during character creation already has had at least a year's training under another Teacher in his her field. An existing character who wishes to become a Teacher must arrange to find sufficient time for such training. To be a recognized Teacher, he or she must spend this time working as an assistant teacher in a recognized school or as a tutor under a recognized Teacher.

Special: If you have the Talent Applied Knowledge and you decide to do completely without *Craft* skills, you can assign the available *Craft* points to *Profession* skills. In other words, if you have 8 Talent Points in Applied Knowledge, you could do without *Craft* skills and assign 16 points to *Professions*.

If you wish to assign talent points to other professions not listed here, please discuss your desires with your game master. But please note that artisans' crafts belong in the Craft category rather than under Profession. Also note that other possible Professions – for example, Healer, Merchant or Cleric – already are classes in their own right and cannot be duplicated as Profession skills.



The fine buildings of the cities are the domains of bureaucrats and diplomats.

Rapid Reload (Crossbow)

Talents and Key Abilities: Ranged Combat, Dexterity.

Prerequisites: Crossbow Weapon Proficiency, Dexterity 13

The time required for you to reload your chosen type of crossbow is reduced to a free action for a light crossbow or a move action for a heavy crossbow.

Check: None.

Action: None.

Try Again: Not applicable.

Training: None.

Rapid Shot

Talents and Key Abilities: Ranged Combat, Dexterity.

Prerequisites: Ranged Weapon Proficiency, Dexterity 15, Character Level 6

You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a –2 penalty.

Check: None.

Action: You must use 5-second, one round action to use this talent.

Try Again: Not applicable.

Training: None.

Read and Write Magic

Talents and Key Abilities: Arcane Magic, Magical Aptitude

Prerequisites: Arcane Magic, Magical Aptitude 15

You can read spellbooks and other magical texts without a check. Wizards and White Druids gain this talent automatically at 1st level as a result of their training.

Check: None.

Action: As long as you read.

Try Again: Not applicable.

Training: None.

Religious Knowledge

Talents and Key Abilities: Applied Knowledge, Knowledge. Religion, Knowledge.

Prerequisites: Knowledge 13

You have knowledge of gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, etc.

Check: Normally none. Applied Knowledge or Religion against a DL for more difficult tasks.

Action: Free action.

Try Again: Not applicable.

Training: None.

Research Radicals

Talents and Key Abilities: Runic Magic, Magical Aptitude.

Prerequisites: Magical Aptitude 19, Create Complex Staves

Radicals that no longer are known to a Runecutter or any of the other Runecutters of his or her clan are considered to be *lost*, at least as far as that Runecutter or clan is concerned. To be used, they must be *found* again, and this is a matter of research of a type that can be conducted only by the greatest master Runestainers. The procedure for researching radicals is described in the *Game Master's Guide*.

Check: See *Game Master's Guide*.

Action: Length of research time.

Try Again: Not applicable.

Training: Must be a Master Runestainer.

Ride Mount

Talents and Key Abilities: Athletics, Strength*. Mounted Combat, Dexterity. *Strength for Base Skill.

Prerequisites: Dexterity 13, Strength 13

- **Guide with Knees:** You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Athletics or Mounted Combat check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.
- **Stay in Saddle:** You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action or a check.
- **Fight with Warhorse:** If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action that requires no check.
- **Cover:** You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Athletics or Mounted Combat check against a DL, you don't get the cover benefit. This usage does not take an action.
- **Soft Fall:** You can react instantly to try to take no damage when you fall off a mount, when it is killed or when it falls, for example. If you fail your Athletics or Mounted Combat check against a DL, you take 1d6 points of falling damage. This usage does not take an action.

- **Leap:** You can get your mount to leap obstacles as part of its movement. Use your Athletics or Mounted Combat modifier or the mount's Dexterity modifier, whichever is lower, to see how far the creature can jump. If you fail your Athletics or Mounted Combat check against a DL, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.
- **Spur Mount:** You can spur your mount to greater speed with a move action. A successful Athletics or Mounted Combat check against a DL increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).
- **Control Mount in Battle:** As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail your Athletics or Mounted Combat check against a DL, you can do nothing else in that 5-second round. You do not need to roll for warhorses or war ponies.
- **Fast Mount or Dismount:** You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Athletics or Mounted Combat check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

Check: See above.

Action: See Above.

Try Again: When applicable.

Training: No.

Runic Knowledge

Talents and Key Abilities: Applied Knowledge, Knowledge. Runic Magic, Magical Aptitude.

Prerequisites: Knowledge 13 (Applied Knowledge) or Magical Aptitude 12 (Runic Magic)

You have knowledge and understand lore pertaining to the cutting, staining and ensorcelling of magical runes as practiced by dwarves and giants.

Check: Normally none. Applied Knowledge or Runic Magic against a DL for more difficult tasks.

Action: Length of research time.

Try Again: Not applicable.

Training: None.

Search

Talents and Key Abilities: Perception, Knowledge.

Prerequisites: Knowledge 13

You are talented at finding traps, secret and hidden doors, etc.

Check: You generally must be within 10ft/3m of the object or surface to be searched. The DL for your Perception check vary with the difficulty of the Search task.

Action: It takes a one-round (5 seconds) action to search a 5x5ft/150x150cm area or a volume of goods 5ft/150cm on a side.

Special: Some spells create magical traps that only a Specialist can find by making a successful Perception check. Active abjuration spells within 10ft/3m of each other for 24 hours or more create barely visible magical energy fluctuations that give you a +4 bonus on Search checks to locate such abjuration spells.

Restriction: While anyone can use Search to find a trap with a DL of 20 or lower, only a Specialist can use Search to locate traps with higher DLs. A dwarf, even one who is not a Specialist, can use the Search skill to find a difficult trap if the trap is dwarven structural trap.

Training: No.

Sense Magic

Talents and Key Abilities: Arcane Magic, Magical Aptitude. Perception, Knowledge. Religion, Knowledge.

Prerequisites: Magical Aptitude 11 (Arcane Magic), Knowledge 15 (Perception or Religion)

You have a natural talent for sensing the presence of magic within 500ft/150m. Artisans, Architects, Engineers and similar people sometimes use this skill to detect magic that would cause malfunctions in things they are building. Specialists use this spell to detect hidden magical traps and other dangers. It stacks with the Search skill of the Talent Perception. Spellusers tend to use it to detect magic hidden by other spellusers.

Check: A character with this skill can sense magic automatically if no attempt has been made to conceal it. If the magic is concealed, the character can succeed with an Arcane Magic, Perception or Religion check against a DL.

Action: Lasts as long as you search.

Try Again: Yes.

Training: None required.

Sense Mechanics

Talents and Key Abilities: Arcane Magic, Magical Aptitude. Perception, Knowledge.

Prerequisites: Magical Aptitude 11 (Arcane Magic), Knowledge 15 (Perception)

You have a natural talent for sensing the presence of converted mechanical energy within 500 ft/150 m. Specialists use this spell to help detect hidden mechanical traps that convert energy and other dangers. It stacks with the Search bonus. Spellusers tend to use it to detect mechanical objects that convert energy and thereby threaten the success of their spells and other magic.

Check: A character with this skill can sense converted mechanical energy automatically. Because transmitted energy resists magic, it cannot be concealed with magic.

Action: None.

Try Again: Not applicable.

Training: None required.

Sense Motive

Talents and Key Abilities: Perception, Knowledge. Religion, Knowledge

Prerequisites: Knowledge 14

Check: A successful Perception or Religion check against the Will defense of your target helps you to avoid being fooled. You can also use this skill to determine when something unusual is going on to assess someone's trustworthiness. If you have been taken in by a hoax, your game master will make a secret check to see if you sense that something is foul, and he or she will inform you if that is the case. This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Action: Trying to gain information with Sense Motive generally takes at least 1 minute per person. You could spend a whole evening trying to get a sense of the people around you.

Try Again: Yes.

Training: None required.

Sense Traps

Talents and Key Abilities: Perception, Knowledge.

Prerequisites: Knowledge 18 or Specialist's Trap-Finding Abilities

You have a natural talent for sensing the presence of magic within 500ft/150m. Artisans, Architects, Engineers and similar people sometimes use this skill to detect magic that would cause malfunctions in things they are building. Specialists use this spell to detect hidden magical traps and other dangers. It stacks with the Search skill of the Talent Perception. Spellusers tend to use it to detect magic hidden by other spellusers.

Check: A character with this skill can sense a normal trap automatically if no attempt has been made to conceal it. If the trap is concealed or magical, the character can succeed with a Perception check against a DL. Only a person with this skill of the Talent *Perception* or a dwarf can sense dwarven structural traps.

Action: Lasts as long as you search.

Try Again: Yes.

Training: None required.

Sleight of Hand

Talents and Key Abilities: Skullduggery, Dexterity.

Prerequisites: Dexterity 14

You can pick pockets, palm objects and hide small items.

Check: A successful Skullduggery check lets you palm a coin-sized, unattended object. Performing a minor talent of legerdemain, such as making a coin disappear, also works with a successful Skullduggery check unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Perception check for the Skill Notice Objects and Movement. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed. You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body.

Your Skullduggery check is opposed by the Perception check for the Skill Notice Objects and Movement check of anyone observing you or the Perception check of the Search skill of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Perception check, since it's generally easier to find such an object than it is to hide it. An extraordinarily small object, such as a coin or ring, grants you a +4 bonus on your Skullduggery check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

If you try to take something from another creature, you must make a successful Skullduggery check to obtain it. The opponent makes a Perception check to detect the attempt, opposed by the same Skullduggery check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill of the Applied Knowledge Talent. In such a case, your *act* encompasses elements of legerdemain, juggling, and the like. In this case, the Skullduggery bonus stacks with the Applied Knowledge bonus of the Perform skill.

Action: A quick Sleight of Hand action takes one 5-second round. A careful Sleight of Hand action takes two 5-second rounds, but both you and any observer get a Skullduggery and Perception check in each of these rounds. However, you have a bonus of +4 on both checks.

Training: None required.

Sneak

Talents and Key Abilities: Skullduggery, Dexterity.

Prerequisites: Dexterity 13

You can hide well and move quietly.

Check: Your Skullduggery check is opposed by the Notice Objects and Movement check of anyone who might see or hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a –5 penalty on your roll. It's very difficult (–20 penalty) to sneak or remain unseen while running or charging. Noisy surfaces, such as bogs or undergrowth, are hard to move across silently. A creature larger or smaller than a human takes a size bonus or penalty on Perception checks to be seen, depending on its size category. You need cover or concealment in order to attempt a Skullduggery check to remain unseen. No check is needed if you have total cover. If people are observing you, even casually, you can't hide from a Perception check. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted, though, you can attempt to hide. While the others turn their attention from you, you can attempt a Skullduggery check if you can get to a hiding place of some kind. As a general guideline, the hiding place has to be within 1ft/30cm per point you have in the Talent Skullduggery. This check, however, is made at a –10 penalty because you have to move fast.

Sniping: If you've already successfully hidden at least 10ft/3m from your target, you can make one ranged attack, then immediately hide again. You take a –20 penalty on your Skullduggery check to conceal yourself after the shot.

Creating a Diversion to Hide: If circumstances allow, you may be able to create a diversion to help you hide.

Special: If you are invisible and immobile, you gain a +40 bonus on Skullduggery checks to avoid being seen. The bonus is +20 if you're moving.

Action: Usually none. Normally, you make a Skullduggery check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

Training: None required.

Spellcraft

Talents and Key Abilities: Applied Knowledge, Knowledge. Arcane Magic, Magical Aptitude.

Prerequisites: Arcane Knowledge, Knowledge 14 (Applied Knowledge) or Magical Aptitude 14 (Arcane Magic).

Use this skill to identify spells as they are cast or spells already in place.

Check: DLs for your Applied Knowledge or Arcane Magic check vary based on the type of magic involved. In some cases, your game master may tell you that you have succeeded automatically without making a check. This skill also is used at time to determine whether your own magic is successful.

Action: Varies.

Try Again: Varies with the magic involved. Your game master can tell you in a specific situation whether a retry is allowed.

Training: No.

Swim

Talents and Key Abilities: Athletics, Strength. Naturalism, Knowledge.

Prerequisites: Strength 12

This skill is necessary to swim for more than 1 minute.

Check: Make an Athletics or Naturalism check once per minute while you are in the water. Success means you may swim at up to one-half your speed as a one-round (5 seconds) action or at one-quarter your speed as a move action. If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater. If you are underwater, either because you failed an Athletics or Naturalism check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of 5-second rounds equal to your Stamina score, but only if you do nothing other than take move actions or free actions. If you take a one-round (5 seconds) action or longer, the remainder of the duration for which you can hold your breath is reduced by 1 round (5 seconds). Effectively, a character in combat can hold his or her breath only half as long as normal. After that period of time, you must make a Stamina check every round to continue holding your breath. Each round, the DL for that check increases by 1. If you fail the Stamina check, you begin to drown. The DL for the Athletics or Naturalism check depends on the condition of the water.

Action: A successful Athletics or Naturalism check allows you to swim one-quarter of your speed as a move action or one-half your speed as a one-round action.

Special: Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

Try again: Not applicable.

Training: None required.

Track

Talents and Key Abilities: Naturalism, Knowledge.

Prerequisites: Knowledge of Nature, Knowledge 12

You can follow tracks.

Check: To find tracks or to follow them for 1 mile/1.6km requires a successful Naturalism check. You must make another check every time the tracks become difficult to follow. You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice your normal speed with a –20 penalty on the check). The DL depends on the surface and the prevailing conditions, as given on the table below:

Table: Tracking

Surface	Wilderness Survival DL
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

- **Very Soft Ground:** Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
- **Soft Ground:** Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.
- **Firm Ground:** Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.
- **Hard Ground:** Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles). Several modifiers may apply to the Wilderness Survival check, as given on the table on the previous page.

If you fail a Naturalism check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Difficulty Level Modifiers

Condition	DL Modifier
Every three creatures in the group being tracked	−1
Size of creature or creatures being tracked¹:	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	−1
Huge	−2
Gargantuan	−4
Colossal	−8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility²:	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

¹ For a group of mixed sizes, apply only the modifier for the largest size category.

² Apply only the largest modifier from this category.

Action: Tracking is a one-round action in every round in which you track.

Try again: Yes.

Training: None required.

Tumble

Talents and Key Abilities: Athletics, Strength.

Prerequisites: Strength 14, Dexterity 14

You can't use this skill if your speed has been reduced by armor, excess equipment, or loot or if the conditions make it impossible. Attempts to tumble in a deep bog would be an example of impossible conditions.

You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience as though using the Perform skill. In this case, the Tumble and Perform bonuses stack. In addition, you can use this skill to cross obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth.

Check: All actions of the Tumble Skill require an Athletics check. The DLs vary according to difficulty.

Tumble Tasks:

- Treat a fall as if it were 10ft/3m shorter than it really is when determining damage.
- Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement. Failure means you stop in the enemy-occupied area and are subject to attack.
- Tumble over lightly obstructed surfaces such as scree, light rubble, shallow bog or undergrowth.
- Tumble over severely obstructed surfaces such as a natural cavern floor, dense rubble or dense undergrowth.
- Tumble over as lightly slippery or wet floors.
- Tumble over as severely slippery floors or ice sheets.
- Tumble over sloped or angled surfaces.
- Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a -10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

Action: Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

Try Again: Usually no. You can try again only by repeating the main action.

Training: This skill must be learned through six months training with a master thief or other master at tumbling.

Two-Weapon Fighting

Talents and Key Abilities: Melee Combat, Strength.

Prerequisites: Melee Weapon Proficiency, Strength 15, Dexterity 15

Your skill in fighting with two weapons is improved. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Check: None.

Action: Not applicable. Two-Weapon Fighting is part of your move action for melee combat.

Try Again: Not applicable.

Training: No.

Use Magical Device

Talents and Key Abilities: Applied Knowledge. Knowledge. Arcane Magic, Magical Aptitude. Religion, Knowledge.

Prerequisites: Magical Aptitude 14 (Arcane Magic) or Knowledge 14 (Applied Knowledge or Religion).

Use this skill to activate magical devices you ordinarily would not be able to use. This skill is *not* necessary to activate magic devices that unleash magic inherent to one of your own classes. A Wizard does not need this skill to activate devices of wizardly magic, but a Skáld would need the skill to activate a device of wizardly magic.

Check: You make an Applied Knowledge, Arcane Magic or Religion check each time you activate such a device. Each task has its own Difficulty Level.

Magic Device Tasks:

- **Activate Blindly:** Some magic items are activated by special words, thoughts, or actions. You can try to activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your check if you've activated the item in question at least once before. If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, dealing 2d6 points of damage to you. The Difficulty Level equals 20 plus the combined spell levels of the magic contained in the item.
- **Emulate a Class Feature:** Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class equals your check result minus 20. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it.

Action: None. The check is made as part of the action (if any) required to activate the magic item.

Try Again: Yes.

Special: You cannot take 10 or 20 with this skill. You also cannot aid another on talent checks. Only the user of the item may attempt such a check.

Training: This skill must be learned through six months training with a Scholar, Wizard, Sorcerer, etc., or other master of spells.

Use Rope

Talents and Key Abilities: Athletics, Strength. Skullduggery, Dexterity.

Prerequisites: Dexterity 12.

Check: Most rope tasks are relatively simple and require no checks. Various tasks that require an Athletics or Skullduggery check with this skill are:

- **Secure a Grappling Hook:** Requires a check for every 10ft/3m of distance the grappling hook is thrown, to a maximum 50 ft/15m. Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. This check is made secretly by the game master against a DL that he or she sets, so that you don't know whether the rope will hold your weight.
- **Bind a Character:** When you bind another character with a rope, any Skullduggery check for the Escape Bindings skill that the bound character makes is opposed by your Athletics or Skullduggery check you make for the Use Rope skill. You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds.

Action: Varies. Throwing a grappling hook, tying a knot, tying a special knot or tying a rope around yourself one-handed is a one-round action (5 seconds). Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

Special: A silk rope gives you a +2 circumstance bonus on Skullduggery checks for using a rope.

Training: None required.

Weapon Proficiency

Talents and Key Abilities: Melee Combat, Strength. Ranged Combat, Dexterity.

Prerequisites: None.

You need a proficiency talent for each weapon that you wish to use properly. Only with a proficiency can you make attack rolls with the weapon normally and without a penalty. Without a proficiency, the penalty is -4. You gain an additional weapon proficiency every 5 levels beginning with the 6th.

Action: None.

Training: None required.

Wild Shape, Greater

Talents and Key Abilities: Naturalism, Knowledge

Prerequisites: Basic form - Knowledge 20, Wild Shape 5x daily (see below)

You can extend your Wild Shape ability to include additional life forms. The available life forms depend upon your Knowledge ability score and the number of times you can use the Wild Shape ability daily.

- **Wild Shape as a Plant:** Knowledge 20, Wild Shape 5x daily.
- **Wild Shape as a large Animal:** Knowledge 22, Wild Shape 6x daily.
- **Wild Shape as a Non-Magical Mutation:** Knowledge 24, Wild Shape 7x daily.
- **Wild Shape as a Magical Mutation:** Knowledge 26, Wild Shape 7x daily.
- **Wild Shape as a Dragon:** Knowledge 28, Wild Shape 8x daily.

Check: None.

Action: Taking a Wild Shape is a 1-Round action.

Try Again: Not applicable.

Training: None required.

Wild Shape Spells

Talents and Key Abilities: Naturalism, Knowledge.

Prerequisites: Magical Aptitude 18, Wild Shape ability.

You can cast spells while in Wild Shape form.

Check: None.

Action: This action is part of another action, the spell-casting action.

Try Again: Not applicable.

Training: None required.

Wilderness Survival

Talents and Key Abilities: Naturalism, Knowledge.

Prerequisites: Knowledge 13.

You can keep yourself and others safe and fed in the wilderness if food is available.

Check: The DLs for tasks that require Naturalism checks vary. You can attempt to hunt and forage, to avoid getting lost, to avoid falling into hazards, to predict the weather and, to a limited extent, to follow tracks but not difficult tracks. You also can increase your Stamina and thereby your Endurance defense temporarily.

Action: Varies. A single Knowledge check for Wilderness Survival may represent activity over the course of hours or a full day. With a successful Knowledge check against DL 22, you also can temporarily increase your Stamina score by 2 points for 24 hours.

Try Again: Varies. For getting along in the wild, you make a Knowledge check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Knowledge check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching. A Knowledge check to temporarily increase your Stamina score can be made only once every 24 hours.

Restriction: Although anyone can use the skill Wilderness Survival to find tracks (regardless of the DL), or to follow less difficult tracks, only Naturalists or characters with the Track talent can use the Wilderness Survival skill to follow difficult tracks.

Special: If you have 5 or more points in Naturalism, you can use the Wilderness Survival skill to determine automatically where true north lies in relation to yourself.

Training: None required.



The wilderness ... it beckons and threatens.



Packed up and on the trail again

8. Possessions and Packing Up

Some adventures may take place in the city or village where you live or are staying, but for most, you'll be heading down that road that goes ever on. Before you depart, you'll need to determine what you wish to take with you and how to carry or transport it.

Items of metal are a special issue. Almost all metal items available in your campaign world are made of copper or bronze, basically an alloy of copper and lead. Furnaces that burn bituminous coal (lignite) are adequate to forge it.

Iron comes from dwarven mines. Only they know where iron ore deposits are or where in the great depths one can seek the hard anthracite coal necessary to forge it. Dwarves sell the cold, lifeless metal and forge weapons and armor of it that they sell to other races, but they do not love iron and do not use it themselves. Iron still is infrequent. One cannot buy wares made of iron everywhere.

Middle silver is the finest of all metals for weapons, but it is extremely rare. Only the dwarves know where the deep veins of middle silver ore are to be found, and only dwarves know the secrets of smelting, forging and smithing this difficult metal. It is said that at one time the dwarves made gifts of middle silver items to the elven royalty, but it is not known whether this is true.

With this exception, the dwarves are not known to part willingly with middle silver. On those extremely rare occasions when one has a chance to gain an item made of middle silver, it usually was booty that belonged to a dwarf who fell in an ancient war.

Because dwarves forge items of middle silver only for themselves, only a limited number of members of other races are able to use middle silver armor that might be found or offered. Generally, such armor will fit only halflings (usually loosely) and stout but very short humans and half-elves. There are no such limitations with weapons. All races can use dwarven middle silver weapons, although some are shorter than the user might consider to be ideal.

- **Bronze:** This is the standard metal for weapons and armor. Bronze armor damages more easily than iron armor, and bronze weapons break more easily than iron weapons.
- **Iron:** Armor made of iron is sturdy and usually offers a bit more protection than that made of bronze. Iron weapons are hard to break, and they are slightly superior to bronze weapons in combat. However, iron repels magic, which is an advantage in melee but also a disadvantage, because such weapons cannot be ensorcelled with magic. There are no magical weapons made of iron. In addition, iron is deadly to elves and many draugs. Anyone bearing iron will automatically be viewed as an enemy by the elves and undead.
- **Middle Silver:** This rare dwarven metal has all of the advantages of iron and none of its disadvantages. Middle silver is extremely receptive of ensorcellment through runic magic, and it is very difficult to break or melt. Only dwarves know the secret of working it.

Iron and Magic

- **Iron Armor and Shields** have a weak ability to repel magic. If the wearer of iron armor or bearer of an iron shield is attacked by a spell or magical weapon, the iron armor automatically gains a +4 Reflex defense bonus. If the magical attack succeeds despite that bonus, there is a 5% chance (1 on 1d20) that the armor or shield will shatter and become useless.
- **Iron Weapons** have a weak ability to penetrate magic bonuses upon armor. The bonus of magical armor is countered by a +2 attack bonus against magical armor. It also has a 5% chance of penetrating other magical protections that were created with magic of 5 spell points or less, such as protective rings. When attacking the wearer of such magical protection, the bearer of the iron weapon rolls 1d20. A result of 20 indicates that the magical protection has failed. However, a result of 1 on 1d20 indicates that the magic has overwhelmed the iron, causing the weapon to shatter.

8.1 Taking it with You

Three basic factors determine what you can take along with you on your adventure: Price, weight and bulk. If you can't afford something, you probably won't have it. If you can't carry it, you'll either have to find something that can or leave it behind.

In this section, you will learn how to determine what you can carry and what your riding mount or pack animal can carry, if you have either. You also can determine to what extent you and/or your animal(s) will be hampered and slowed by the weight they're bearing.

Pack Animals

The ability of your animals to bear loads is based upon their Strength and Stamina scores, just like your own. You should use the following tables to determine the scores for your animal(s) if you have none at this point, but you do plan to acquire them.

Later, when your game master gives you the other statistical data for your animals of burden, substitute the Strength and Stamina score you determine here for those the game master has given to you.

Animal	Strength	Stamina
Donkey	1d6+18	1d6+19
Pony, riding	1d6+17	1d6+18
Pony, war	1d6+18	1d6+18
Horse, draught	1d4+21	1d4+21
Horse, riding	1d6+19	1d6+18
Horse, war	1d4+21	1d4+21

Due to the physical build of these animals, their carrying capacity and the time they can travel loaded without a day's rest is 50% more than that listed for adventurers. With animals that are being ridden, the PC him- or herself plus all items that he or she carries must be counted as part of the load the animal will be bearing.

Traveling with Weight

Carrying Capacity by Strength (for simple, brief lifting, double the weights)

Strength Score	Light* Maximum	Medium* Maximum	Heavy* Maximum
1	5 pounds/3 kg	10 pounds/5 kg	15 Pounds/8 kg
2	10 pounds/5 kg	20 pounds/10 kg	30 pounds/15 kg
3-4	15 Pounds/8 kg	25 pounds/13 kg	35 pounds/18 kg
5-6	20 pounds/10 kg	30 pounds/15 kg	40 pounds/20 kg
7-8	25 pounds/13 kg	35 pounds/18 kg	45 pounds/23 kg
9-10	30 pounds/15 kg	40 pounds/20 kg	50 pounds/25 kg
11-12	35 pounds/18 kg	45 pounds/23 kg	55 pounds/28 kg
13-14	40 pounds/20 kg	50 pounds/25 kg	60 pounds/30 kg
15-16	50 pounds/25 kg	65 pounds/33 kg	80 pounds/40 kg
17-18	60 pounds/30 kg	75 pounds/38 kg	90 pounds/45 kg
19-20	70 pounds/35 kg	90 pounds/45 kg	110 pounds/55 kg
21-22	80 pounds/40 kg	100 pounds/50 kg	120 pounds/60 kg
23-24	90 pounds/45 kg	110 pounds/55 kg	130 pounds/65 kg
25	100 pounds/50 kg	125 pounds/63 kg	150 pounds/75 kg

* Donkeys, Mules, Ponies and Horses have a 300% bonus due to their physical form

Penalties for Carried Weight

Load	Dexterity Penalty	Speed Penalty
Medium	-2	1/3 normal rate lost
Heavy	-4	2/3 normal rate lost

Stamina and Traveling With a Load

Stamina Score	Days Without Rest	Penalty: Strength, Dexterity and Stamina:		
		Penalty Days 1-2	Penalty Days 3-5	Daily after Day 5
1	1	dead at 0 points	dead	dead
2	1	dead at 0 points	dead	dead
3-4	2	-3 per day	dead at 0 points	dead
5-6	2	-3 per day	dead at 0 points	dead
7-8	3	-3 per day	-3 per day	dead at 0 points
9-10	4	-3 per day	-3 per day	-3 per day
11-12	5	-2 per day	-3 per day	-3 per day
13-14	6	-2 per day	-2 per day	-3 per day
15-16	7	-1 per day	-2 per day	-2 per day
17-20	8	-1 per day	-1 per day	-2 per day
21-24	9	-1 per 2 days	-1 per day	-2 per day
25	10	-1 per 2 days	-1 per 2 days	-2 per day
Pony*	2	-1 per 2 days	-1 per day	-2 per day
Donkey, mule*	2	-1 per 2 days	-1 per 2 days	-2 per day
Horse*	3	1 per 2 days	-1 per day	-2 per day

* The animal is assumed to have a Stamina score of 13 or higher. With less, it is ill-suited for adventuring.

Traveling with Bulk

Unlike weight, bulk does not set various and sundry limits. Instead, it defines absolute limits. A character or object cannot exceed them, therefore, there are no levels of bulk with increasing penalties. Everyone can handle only so much bulk, and what's beyond that is impossible. The first guideline is possibility. Your game master will look at your supply-carrying plans. Even if they meet the guidelines set here, he or she may reject them if they would be physically impossible.

The following table shows the amount of bulk a character or beast of burden can bear *after* the character has up to two normal-sized weapons. Armor should not be calculated into the total bulk. Its bulk factors already have been incorporated into the penalties for armor.

Bulk Limitations

Carrier	Capacity
Backpack	1 medium + various small or only small
Halfling	1 large (L) and one medium (M) or 3 medium (M) or 3 medium d (M)
Human or Half-Elf	2 large (L) and two medium (M) or 1 large (L) and three medium (M) or no large and four medium (M)
Mule or Donkey without Rider	6 large (L) and 4 medium (M) or 5 large (L) and 5 medium (M) or 4 large (L) and 7 medium (M) or 3 large (L) and 8 medium (M) or 3 large (L) and 9 medium (M) or 2 large (L) and 11 medium (M) or 1 large (L) and 11 medium (M) or no large (L) and 13 medium (M)
Pony with Rider	2 large (L) and 2 medium (M) or 1 large (L) and 4 medium (M) or no large (L) and 6 medium (M)
Pony without Rider	4 large (L) and 7 medium (M) or 3 large (L) and 8 medium (M) or 3 large (L) and 9 medium (M) or 2 large (L) and 11 medium (M) or 1 large (L) and 11 medium (M) or no large (L) and 13 medium (M)
Horse with Rider	2 large (L) and 4 medium (M) or 1 large (L) and 6 medium (M) or no large (L) and 8t medium (M)
Horse without a Rider	6 large (L) and 4 medium (M) or 5 large (L) and 5 medium (M) or 4 large (L) and 7 medium (M) or 3 large (L) and 8 medium (M) or 3 large (L) and 9 medium (M) or 2 large (L) and 11 medium (M) or 1 large (L) and 11 medium (M) or no large (L) and 13 medium (M)
Saddlebag	3 medium (M) + various small or only small

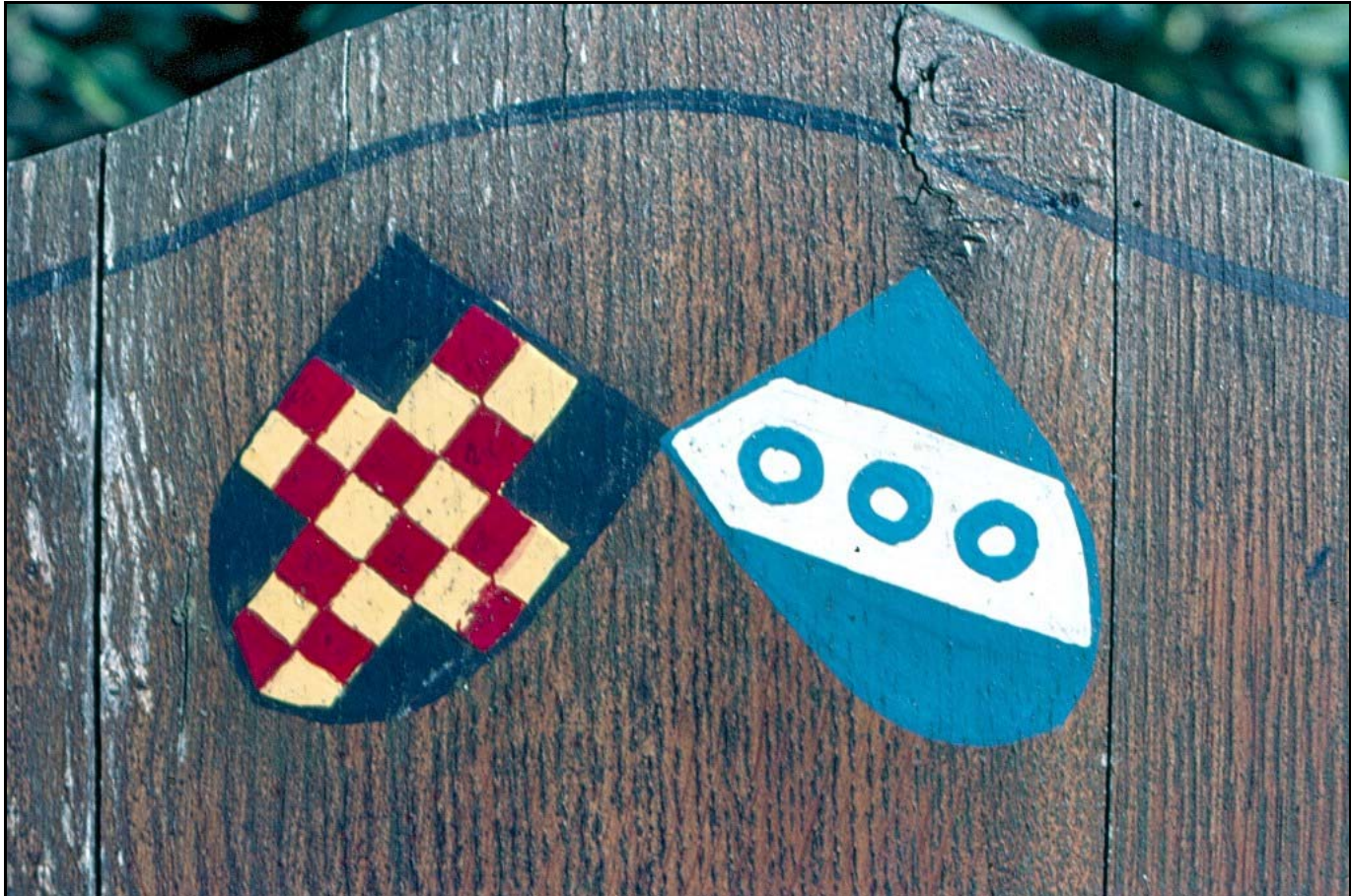
8.2 Money and Valuables

The *Dungeons Daring* monetary system is based largely on coin. Different rulers mint coins with different names, but most mints abide by a copper-to-gold piece standard. The following minting is common:

Coin	Value in Copper Pieces	Approximate Weight
Copper Piece (CP)	1 Copper Piece	1 ounce/25 grams
Bronze Piece (BP)	10 Copper Pieces	1.5 ounces/35 grams
Silver Piece (SP)	50 Copper Pieces	2 ounces/50 grams
Gold Piece (GP)	100 Copper Pieces	2.5 ounces/75 grams

Other valuables also are used in trade:

Object	Value in Gold Pieces	Approximate Weight
Pound Silver	4 Gold Pieces	1 pound/450 grams
Kilogram Silver	8 Gold Pieces	2.2 pounds/1 kilogram
Pound Gold	13 Gold Pieces	1 pound/450 grams
Kilogram Gold	29 Gold Pieces	2.2 pounds/1 kilogram
Pound Middle Silver	100 Gold Pieces	1 pound/450 grams
Kilogram Middle Silver	660 Gold Pieces	2.2 pounds/1 kilogram
Small Gemstone	10-30 Gold Pieces	as in real life
Middle-Sized Gemstone	25-50 Gold Pieces	as in real life
Large-Sized Gemstone	40-75 Gold Pieces	as in real life
Fine jewelry – 1 ounce/25 grams	5 Gold pieces	1 ounce – 25 grams



The gate

8.3 Armor

The following are types of armor from common to rare frequency:

Light Armor

Armor	Cost in GP*	Armor Bonus	Dexterity Penalty	Spell Failure Chance	Movement Penalty	Weight
Padded	2	+1	0	2%	None	3 pounds/1.5 kg
Leather	5	+2	0	2%	None	2 pounds/1 kg
Hide shirt	5	+2	-1	5%	10%	3 pounds/1.5 kg
Chain shirt, bronze	7	+3	-1	10%	10%	3 pounds/1.5 kg
Chain shirt, iron	50	+4	-1	10%	10%	3 pounds/1.5 kg
Middle silver chain shirt	500	+6	0	5%	None	3 pounds/1.5 kg

* gp = Gold Pieces

Medium Armor

Armor	Cost in GP*	Armor Bonus	Dexterity Penalty	Spell Failure Chance	Movement Penalty	Weight
Scale mail, bronze	10	+4	-2	15%	10%	20 pounds/10 kg
Scale mail, iron	60	+5	-2	15%	10%	20 pounds/10 kg
Chain mail, bronze	25	+5	-2	15%	10%	20 pounds/10 kg
Chain mail, iron	150	+6	-2	15%	10%	20 pounds/10 kg
Chain mail, middle silver	3500	+8	-1	10%	10%	20 pounds/10 kg
Breastplate, bronze	75	+5	-3	25%	30%	30 pounds/15 kg
Breastplate, iron	450	+6	-3	25%	30%	30 pounds/15 kg

* gp = Gold Pieces

Heavy Armor

Armor	Cost in GP*	Armor Bonus	Dexterity Penalty	Spell Failure Chance	Movement Penalty	Weight
Splint mail, bronze	100	+6	-4	45%	35%	40 pounds/20 kg.
Splint mail, iron	600	+7	-4	45%	35%	40 pounds/20 kg
Banded mail, bronze	175	+6	-3	40%	30%	35 pounds/18 kg
Banded mail, iron	1050	+7	-3	40%	30%	35 pounds/16 kg
Half-plate, bronze	250	+7	-4	50%	40%	50 pounds/25 kg
Half-plate, iron	1500	+8	-4	50%	40%	50 pounds/25 kg
Full plate, bronze	500	+8	-5	60%	50%	60 pounds/30 kg
Full plate, iron	3000	+9	-5	60%	50%	60 pounds/30 kg

* gp = Gold Pieces

Shields

Armor	Cost in GP*	Armor Bonus	Dexterity Penalty	Spell Failure Chance	Movement Penalty	Weight
Buckler shield	7	+1	-	5%	-	4 pounds/2 kg
Shield, wooden	4	+1	-	5%	-	4 pounds/2 kg
Shield, bronze	10	+2	-	15%	-	12 pounds/6 kg
Shield, iron	20	+3	-	15%	-	12 pounds/6 kg
Shield, Tower	25	+4	-1	50%	-	40 pounds/20 kg

* gp = Gold Pieces

- **Armor Bonus:** The bonus this piece of armor grants to the Armor defense bonus.
- **Dexterity penalty:** The penalty is subtracted from the Dexterity modifier for all checks that have Dexterity as the key ability.
- **Spell Failure Chance:** The chance that a spell fails when a spellcaster uses the named armor. These penalties also are valid for multi-classed characters who have a spellcaster class and who use the armor,
- **Movement Penalty:** The maximum movement rate of the character, regardless of which rate is applicable at any time, is reduced by this amount.

8.4 Weapons

The following are types of weapons from common to rare frequency:

Simple Melee Weapons

Weapon	Cost in GP	Damage	Weight	Type
Knife, bronze	1	1d4	4 ounces/250 grams	Cut, puncture
Dagger, bronze	2	1d4+1	2 pounds/1 kg	Cut, puncture
Sickle, bronze	4	1d4+1	2 pounds/1 kg	Slash
Mace, light	3	1d4+1	3 pounds/1.5 kg	Bludgeon
Club	0	1d4+1	3 pounds/1.5 kg	Bludgeon
Mace, heavy	8	1d6	5 pounds/2.5 kg	Bludgeon
Morningstar	6	1d6	4 pounds/2 kg	Bludgeon, puncture
Short spear	1	1d4+1	2 pounds/1 kg	Puncture
Quarterstaff (2-handed)	0	1d4+1	3 pounds/1.5 kg	Bludgeon
Spear	1	1d6	3 pounds/1.5 kg	Puncture

* gp = Gold Pieces

Simple Ranged Weapons

Weapon, Range Increment**	Cost in GP	Damage	Weight	Type
Crossbow, light, 80ft/25m	15	1d6	4 pounds/2 kg	Puncture
Crossbow, heavy, 120ft/35m	25	1d8	6 pounds/3 kg	Puncture
Crossbow bolts, 10 bolts	1	-	1 pound/500 grams	-
Javelin, 25ft/7.5m	1	1d4	2 pounds/1 kg	Puncture
Sling, 50ft/15m	0	1d4	1 ounce/25 grams	Bludgeon
Sling bullets, 50 bullets	1	-	1 pound/500 grams	-
Spear, 30ft/9m	1	1d6	3 pounds/1.5 kg	Puncture

* GP = Gold Pieces - **Short increment, middle double, long triple

Martial Melee Weapons

Weapon	Cost in GP	Damage	Weight	Type
Hand Axe	3	1d4	2 pounds/1 kg	Slash
Hand Hammer, bronze	1	1d4	2 pounds/1 kg	Bludgeon
Blackjack	1	1d4	1 pound/500 grams	Bludgeon
Short Sword, bronze	5	1d6	2 pounds/1 kg	Puncture, slash
Short Sword, iron	30	1d6+	2 pounds/1 kg	Puncture, slash
Battleaxe, bronze	5	1d8	5 pounds/2.5 kg	Slash
Battleaxe, iron	30	1d8+1	5 pounds, 2.5 kg	Slash
Battleaxe, middle silver	300	1d8+1	5 pounds, 2.5 kg	Slash
Long Sword, bronze	10	1d8	3 pounds/1.5 kg	Puncture, slash
Long Sword, iron	60	1d8+1	3 pounds/1.5 kg	Puncture, slash
Scimitar, bronze	10	1d8	3 pounds/1.5 kg	Slash
Flail	3	1d6	3 pounds/1.5 kg	Bludgeon
War Hammer, bronze	8	1d8	4 pounds/2 kg	Bludgeon
War Hammer, Iron	50	1d8+1	4 pounds/2 kg	Bludgeon
War Hammer, middle silver	500	1d8+1	4 pounds/2 kg	Bludgeon
Trident, bronze	10	1d8	4 pounds/2 kg	Puncture
Great Axe (2-handed), bronze	12	1d12	10 pounds/5 kg	Slash
Great Axe (2-handed), iron	75	1d12+2	10 pounds/5 kg	Slash
Great Axe (2-handed), middle silver	750	1d12+2	10 pounds/5 kg	Slash
Two-Handed Sword, bronze	15	2d6	8 pounds/4 kg	Slash
Two-Handed Sword, iron	90	2d6+1	8 pounds/4 kg	Slash
Halberd, bronze	10	1d10	10 pounds/5 kg	Slash, puncture
Battle Scythe, bronze	10	1d8	8 pounds/4 kg	Slash, puncture
Lance	8	1d8	10 pounds/5 kg	Slash, puncture

* gp = Gold Pieces

Martial Range Weapons

Weapon, Range Increment**	Cost in GP	Damage	Weight	Type
Short Bow, 60ft/18m	8	1d6	1.5 pounds/750 grams	Puncture
Long Bow, 100ft/30m	10	1d8	2 pounds/1 kg	Puncture
Arrows, 20 arrows	1	-	2 pounds/1 kg	-

* GP = Gold Pieces - **Short increment, middle double, long triple

Exotic Melee Weapons

Weapon	Cost in GP	Damage	Weight	Type
Bastard Sword, bronze	12	1d10	8 pounds/4 kg	Slash
Bastard Sword, iron	60	1d10+2	8 pounds/4 kg	Slash
Whip	1	1d4	1 pound/500g	Slash
Spiked chain, bronze	8	2d4	8 pounds/4 kg	Puncture, bludgeon
Spiked chain, iron	50	2d4+2	8 pounds/4 kg	Puncture, bludgeon

* gp = Gold Pieces

Exotic Range Weapons

Weapon, Range Increment**	Cost in GP	Damage	Weight	Type
Bolas, 10ft/3m	3	1d4	1 pound/500 grams	Bludgeon
Net, 10ft/3m	5	None	2 pounds/1 kg	None
Arrows, 20 arrows	1	-	5 pounds/2,5 kg	-
Garrote	1	1d4	8 ounces/500 grams	Choke, Kill

* GP = Gold Pieces - **Short increment, middle double, long triple



Sunrise over the new day's battlefield

8.5 Goods, Supplies and Services

The following lists tell you what the weight, average costs and bulk and of various goods, supplies and supplies are. Not all of these supplies are available in all places, and there can be substantial regional price fluctuations.

Road Gear (S = Small, M = Medium, L = Large)

Item	Cost	Weight	Bulk
Backpack (empty)	1 GP	1 pound/500 grams	L
Bedroll	1 GP	3 pounds/1.5 kg	M
Beer Tankard (pint, half-liter, empty)	1 GP	8 ounces/250 grams	S
Blanket, light	4 BP	1 pound/500 grams	S
Blanket, heavy	7 BP	2 pounds/1 kg	S
Candle, 1ft/30 cm, box of 20	5 BP	2 pounds/1 kg	S
Case, Waterproof (maps etc.)	8 BP	8 ounces/250 grams	S
Chain, bronze, 10ft/3m	8 BP	3 pounds/1.5 kg	M
Chain, iron, 10ft/3m	5 GP	3 pounds/1.5 kg	M
Chest, small, empty	1 GP	10 pounds/5 kg	S
Chest, middle, empty	2 GP	15 pounds/7.5 kg	M
Chest, large, empty	3 GP	20 pounds/10 kg	L
Crowbar, bronze	1 GP	3 pounds/1.5 kg	M
Crowbar, iron	6 GP	3 pounds/1.5 kg	M
Flask, empty	1 BP	8 ounces/250 grams	S
Feather pen	1 BP	2 ounces/60 grams	S
Flint and steel (for fires)	1 SP	2 ounces/60 grams	S
Grappling hook, bronze	1 SP	3 pounds/1.5 kg	L
Hammer, tool, bronze	8 BP	1 pound/500 grams	S
Hammer, tool, iron	5 GP	1 pound/500 grams	S
Handcuffs, simple	2 GP	8 ounces/250 grams	S
Handcuffs, quality	5 GP	8 ounces/250 grams	S
Ink, 4 ounce. vial	1 GP	6 ounces/180 grams	S
Lantern	5 BP	1 pound/500 grams	M
Lantern, Hooded	1 GP	1 pound/500 grams	M
Lantern Oil, 1 pint/0.5l flask	1 BP	1 pound/500 grams	M
Mirror, Pocket	7 BP	4 ounces/125 grams	S
Parchment (20 sheets)	1 GP	4 ounces/125 grams	S
Padlock, normal (simple)	1 SP	4 ounces/125 grams	S
Padlock, good	3 GP	4 ounces/125 grams	S
Padlock masterpiece	10 GP	6 ounces/190 grams	S
Pot, bronze	1 SP	1 pound/500 grams	M
Pouch, belt (empty)	1 SP	8 ounces/250 grams	S
Rations for 1 day	2 BP	1 pound/500 grams	S
Rope, 50ft/15m	3 BP	2 pounds/1 kg	M
Sack (empty & folded)	5 CP	1 pound/500 grams	S
Sack (full)	5 CP*	1 pound/500 grams*	M-L
Saddlebag	1 GP	8 pounds/4 kg	L
Spade/Shove	1 GP	6 pounds/3 kg	L
Telescope, Hand	200 GP	1 pound/500 grams	S
Tent (1 Person)	5 GP	20 pounds/10 kg	L
Tent, per extra person up to six	3 GP	12 pounds/6 kg	L
Torch, hand	1 CP	1 pound/500 grams	S
Torch, 2ft/60cm long	1 SP	3 pounds/1.5 kg	M
Vial, 4 ounce, empty	3 CP	2 ounces/60 grams	S
Vial, 4 ounce, full**	**	6 ounces/180 grams	S
Water-/Wineskin, empty, 1 qt/liter	8 BP	1 pound/500 grams	S
Water-/Wineskin, full, 1 qt/liter	8 SP***	2 pounds/1 kg	M
Whetstone	2 CP	4 ounces/125 grams	S

* Add price and weight of content to listed price and weight. Bulk – Half-full M, Full L.

** 3 CP plus price of contents.

*** 8 BP for water, 3 SP for wine..

Transportation

Item	Cost	Strength	Stamina	Draught or Riding Load
Barding	1 GP	NA	NA	Weight 1 pound/500 grams
Bit and Bridle	1 SP	NA	NA	Weight 8 ounces/250 grams
Dog	1 GP	10-14	16-21	NA
Donkey	10 GP	13-15	12-14	Pull up to 1,500 pounds/750 kg
	15 GP	16-18	15-17	Pull up to 1,700 pounds/850 kg
	25 GP	19-21	18-19	Pull up to 1,900 pounds/950 kg
	50 GP	22-23	21-22	Pull up to 2,100 pounds/1.050 kg
Horse, draught	12 GP	18-19	18-19	Pull up to 2,100 pounds/1.050 kg
	18 GP	20-21	20-21	Pull up to 2,300 pounds/1.050 kg
	24 GP	22-23	22-23	Pull up to 2,500 pounds/1.050 kg
	30 GP	24-25	24-25	Pull up to 2,700 pounds/1.050 kg
Horse, riding	12 GP	17-18	16-17	Carry up to 600 pounds/300 kg
	18 GP	19-20	18-19	Carry up to 700 pounds/350 kg
	24 GP	21-22	20-21	Carry up to 800 pounds/400 kg
	30 GP	23-24	22-23	Carry up to 900 pounds/450 kg
Mule	10 GP	13-15	13-15	Pull up to 1,500 pounds/750 kg
	15 GP	16-18	16-18	Pull up to 1,700 pounds/850 kg
	25 GP	19-21	19-21	Pull up to 1,900 pounds/950 kg
	50 GP	22-23	22-23	Pull up to 2,100 pounds/1.050 kg
Pony	10 GP	13-15	12-14	Carry up to 300 pounds/150 kg
	15 GP	16-18	15-17	Carry up to 350 pounds/175 kg
	25 GP	19-21	18-19	Carry up to 400 pounds/200 kg
	50 GP	22-23	21-22	Carry up to 450 pounds/225 kg
Saddle, riding	4 GP	NA	NA	NA
Saddle, pack	6 GP	NA	NA	NA
Saddle, war	8 GP	NA	NA	NA
Sled, large (2 horses)	200 GP	NA	NA	Pull weight 2.000 pounds/1,050 kg
Sled, standard (1 horse)	125 GP	NA	NA	Pull weight 1,700 pounds/850 kg
Wagon, large (2 horses)	150 GP	NA	NA	Pull weight 1.800 pounds/900 kg
Wagon, standard (1 horse)	90 GP	NA	NA	Pull weight 1,500 pounds/750 kg
Warhorse	15 GP	18-19	18-19	Carry up to 600 pounds/300 kg
	20 GP	20-21	20-21	Carry up to 700 pounds/350 kg
	25 GP	22-23	22-23	Carry up to 800 pounds/400 kg
	33 GP	24-25	24-25	Carry up to 900 pounds/450 kg

NA = not applicable

Tools and Apparel (S = Small, M = Medium, L = Large)

Item	Cost	Weight	Bulk
Artisan's tools, bronze*	15 GP	6 pounds/3 kg	L
Artisan's tools, iron*	90 GP	6 pounds/3 kg	L
Artisan's work clothes	9 BP	2 pounds/1 kg	S
Cold weather clothes	8 BP	6 pounds/3 kg	S-M**
Healer's or Witch's Herbal Bag	2 GP	6 pounds/3 kg	M
Musical instrument	varies	varies	S-M***
Religious (Holy) Symbol	1 GP	4 ounces/250 grams	S
Spell Component Pouch*	1 CP	8 ounces/500 grams	S
Spellbook (maximum 30 spells)	10 GP	8 ounces/500 grams	S
Thieves toolkit	20 GP	2 pounds/1 kg	S

* Where applicable add price and weight of content to listed price and weight. Bulk – Half-full M, Full L.

** Carried M, Worn S *** Only the smallest instruments have bulk S, all others M

Provisions and Lodging (S = Small, M = Medium, L = Large, NA = Not Applicable)

Item	Cost	Weight	Bulk
Apple or Pear	1 CP	4 ounces/125 grams	S
Beer or ale, pint or half-liter	3 CP	8 ounces/250 grams	NA
Bread, loaf	1 CP	8 ounces/250 grams	S
Cheese, hard, portion	5 CP	8 ounces/250 grams	S
Meat, dried, portion	3 CP	4 ounces/125 grams	S
Meal, light	8 BP	NA	NA
Meal, normal	1 SP	NA	NA
Night's lodging, poor	4 BP	NA	NA
Night's lodging, normal	7 BP	NA	NA
Night's lodging, good	1 SP + 5 BP	NA	NA
Night's lodging, luxurious	1 GP	NA	NA
Wine, glass, poor	2 CP	NA	NA
Wine, glass, mediocre	4 CP	NA	NA
Wine, glass, normal	1 BP	NA	NA
Wine, glass, good	3 BP	NA	NA
Wine, quart/liter, poor	4 CP	1 pound/500 grams	M
Wine, quart/liter, mediocre	8 CP	1 pound/500 grams	M
Wine, quart/liter, normal	2 BP	1 pound/500 grams	M
Wine, quart/liter bottle, normal	3 BP	2 pounds/1 kg	M
Wine, quart/liter bottle, good	1 SP	2 pounds/1 kg	M
Wine, quart/liter bottle, best	2 GP	2 pounds/1 kg	M


At the end of the trail, a decent night's lodging

Product Identity

II. Adventuring

1. Life, Death and Healing

Life in *Dungeons Daring* is represented by two types of beings:

- **Humans, Halflings and Half-Elves** are souls who inhabit physical bodies.
- **Elves, Dwarves, Giants and all other creatures** are spirits who inhabit physical bodies.

Furthermore, the Earth Mother has withdrawn the reproductive seed from the elves, dwarves and giants. They are long-lived but slowly dwindling races that no longer have children.

1.1 The Death of a Being with a Soul

A being dies when he, she or it drops to a level of 0 (zero) life points and remains at that level for more than a gaming minute (12 five-second rounds). After the 13th round begins, only magic can help bring back a human, halfling or half-elf who is dead.

When a human, halfling or half-elf dies, death applies at first only to the physical body of the person. His or her soul hovers in an incorporeal form near the body until it has decomposed to the point that all spiritual ties to the body have ended. That takes 6 to 16 days, decided by a dice roll with the formula $1d10 + 6$.

If a person has died an unnatural death, it is possible during this time, to work magical rites that first will heal the dead body and make it fit again for life and then call the hovering soul back into the body. It is impossible to restore the body of someone who has died a natural death of old age. No creature is powerful enough to involuntarily force a soul back into its body. If a soul wishes to remain dead, it remains dead. Period.

Once the 6 to 16 days have passed and the last of a soul's spiritual ties to its former body have ended, it regains a likeness of its living body, a likeness that exists upon what the sages call the Dimension of Death. A spirit subservient to the Mother of Death in Deep Hell who lives on the Dimension of Death comes to bring the soul to its destination. That is an underground route that goes deep into the bowels of the world, through Hell to Deep Hell.

A powerful and insane feminine being of unknown nature called *Hela* is said to rule the souls of the dead in Deep Hell. It is said that she can keep a soul there, fully conscious, for as long as she wishes. It also is said that she sometimes subjects the souls of those who led evil lives or worked against harmony to horrible mental tortures in Hel.

Furthermore, if the teachings of some wise men are true, Hela forces the souls of those who were not evil but who also did no good in their lives to long ages of mental contemplation of their worthless existences as living beings.

For all souls, however, there comes a time when Hela lets them pass from her realm. In most cases, the souls in Deep Hell lose awareness of their previous existence and are divided into many parts which are merged together with parts of other dead souls to become the souls of new humans, halflings and half-elves in the Dimension of Life.

Wise men teach that Hela divides the souls of those who led good lives and who worked for the gaining of harmony to a lesser degree and in some cases not at all. Such souls also are returned to the Dimension of Life as the souls of the newborn, but because large parts of the previous soul remain, such newborn often have fragments of memories from their previous identities, and they may even retain some of their previous abilities.

Souls who live in the interim in their likeness bodies in Deep Hell, according to the sages who claim to know such things, remain conscious of their identities as living persons and can communicate with one another, should they wish to do so.

Those souls who reach Deep Hell will find that they have spirits as well as other souls as their neighbors, according to the teachings of the wise. The spirits of elves, giants and dwarves who led their lives poorly, failing to fulfill their personal destinies as members of those races, also are brought to Hela. Their fates are said to be less kind, however.

Hela will judge them. If she finds redeeming things in the tales of their lives, she may allow their spirits to evolve into souls that will, in part, become the souls of newborn humans, halflings and half-elves. Those elves, dwarves and giants who fail Hela's tests, however, will find that their spirits are shattered into oblivion. Only their spiritual energy will survive, in tiny fragments that Hela uses to make new souls.

However, none of these things always work out in this manner. Sometimes, Hela makes very unusual judgments, because she is, after all, insane, according to the sages. She also is said to be corrupt. There reportedly are cases where living beings have succeeded in traveling through Hell and Deep Hell to Hela, in an attempt to strike strange deals with her to win the release of a dead soul.

The learned ones tell us that some brave souls actually have succeeded in such bargaining. However, that, they say is only the first step in returning the dead to life. If the deceased's body still exists, powerful magic needs to be used to restore it to a level where it can play host to a soul and life again. After that, powerful white necromantic spells must be used to bring the soul into the body.

Another method, the sages say, is to find another body that can be restored so that it can live and play host to the soul. This, too, however, requires powerful white necromancy.



Sunrise in the land of the dark elves

Product Identity

1.2 The Death of a Being with a Spirit

A being dies when he, she or it drops to a level of 0 (zero) life points and remains at that level for more than a gaming minute (12 five-second rounds). According to the teachings of wise men, the matter of a spirit's fate after the death of its body is not so clear cut. Different races, they say, share different fates:

- **Elven spirits** ascend to their true home in the heavens, where they become stars. In this form, however, they can communicate telepathically with their living kin below. At least that is what scribes of earlier times said they were told by elves whom they had come to know. However, it also is said that elves who fail to fulfill their destinies or who turn from the Light lose the ability to ascend. This applies above all to the Dark Elves. Their spirits go to Hela, where she shatters most of them into oblivion and divides their life energy among the souls of newborn humans, halflings and half-elves. However, if she finds redeeming elements in their lives, she may allow their spirits to evolve into souls that will, in part, become the souls of newborn humans, halflings and half-elves.
- **Dwarven spirits** belong to the stone and soil of our world, and they merge into the spirit of the earth, becoming not only a part of it but also enlarging it. Some of the learned speculate that dwarven spirits actually return to the Earth Mother herself and become a part of her growing spirit, but this theory is hotly debated among sages. As with elves, those dwarves who fail to fulfill their destinies or who turn from service to the earth also go to Hela, where she shatters most of them into oblivion and divides their life energy among the souls of newborn humans, halflings and half-elves. However, if she finds redeeming elements in their lives, she may allow their spirits to evolve into souls that will, in part, become the souls of newborn humans, halflings and half-elves.
- **Giant spirits** belong to the stone and the soil, just like the spirits of the dwarves, who stole the giants' legacy. Giant spirits share the same fate as dwarven spirits.
- **Mutation, animal and plant spirits** go to their own regions of Deep Hell. If the mutations are of a race that can reproduce, such as orcs, their spirits are shattered into oblivion and the individual elements of their spirits make spirits of newborn mutations. If the mutations are of a race that cannot reproduce, Hela shatters their spirits into oblivion and send the elements of those spirits back as parts of the spirits of newborn animals. Animal and plant spirits always are shattered and their elements return in the spirits of newborn animals and newly germinated plants.
- **Spirits of the slain undead** are sent to the Darkness, which may do with them what it will. Such spirits are beyond Hela's jurisdiction.

The wise ones tell us that it is almost impossible to restore a dead elf, dwarf, giant, mutation, animal or plant to life. These beings do not hover near their bodies upon the Dimension of Life after dying. Elven spirits ascend directly to the heavens, while dwarven and giant spirits merge immediately into the earth spirit. Mutation, animal and plant spirits appear directly in their region of Deep Hell on the Plane of Death, and undead spirits go immediately to the Darkness.

Only the spirits of mutations, animals and plants as well as those of elves, dwarves and giants who did not fulfill their destinies stand any chance of being restored to life. All of these appear in their own regions of Deep Hell to await the judgment of the Mother of Death. During this interim time when they are in the Dimension of Death, it would be possible for one of the living to attempt to travel to Deep Hell to bargain with Hela for such a creature's spirit.

Because undead are not alive to begin with, they also cannot die in the mortal sense. They are slain by being destroyed, which moves their souls from undeath to death. The souls of the undead are bound to their unliving bodies..

Skeletons and zombies are soulless undead. They are animated. They stop being active when their bodies reach a level of destruction that makes it impossible for them to keep acting. At that point, the Black Necromancer usually abandons his or her control, and the zombie or skeleton once again is nothing more than normal body remnants of the dead.

Other undead can have their physical bodies restored through magic, or they can be given another body. If that is done, the Darkness can send the undead's soul back into the body and reanimate it. All undead can be destroyed immediately by severing the head from the shoulders. The souls of such undead (soulless zombies and skeletons excluded) are dispatched immediately to the Darkness, which can restore them, but only in another body.



Night fog shrouds the gateway to the land of the dead

1.3 The Three Dimensions

Two dimensions are natural to our world; the third was created long ago by master magi of the light elves. All three dimensions are varying phases of the world. The dimensions exist like layers in the same place at the same time, and yet, each of them also is a place and time of its own. The two dimensions that probably have existed since life first appeared in our world are:

- **The Dimension of Life.**
- **The Dimension of Death.**

The third dimension, created by the elves after dwarves brought iron to the surface and men began spreading it, is:

- **The Middle Dimension.**

The latter dimension got its name from the elves who created it, and it suggests that this dimension is somewhere between the Dimensions of Life and Death, although it is uncertain whether this is true.

The Dimension of Life

This dimension probably needs little in the way of explanation. It's the dimension where we all live, mostly oblivious to the two other dimensions.

The Dimension of Death

This is the dimension that is the doom of all humans, halflings, half-elves, mutations, plants and animals as well as errant elves, dwarves and giants. The dimension is devoid of all life. Only the non-living physical elements of the world – mountains, barren land and lifeless water – exist along with the likenesses of dead souls and spirits in this dimension.

There apparently is one exception to the lifelessness of this dimension, however. There are several legends of courageous adventurers who succeeded in going from the Dimension of Life to the Dimension of Death to bargain with Hela for the soul or spirit of someone who died.

The secret of their successful passing between dimensions is unknown. Most Magi claim to know nothing of spells that provide for the passage between dimensions.

The Middle Dimension

Most but not all elven enclaves in this age exist in this dimension. When the dwarves discovered iron ore, they began smelting it to sell it to giants, but in soon came into the hands of humans too, who spread it through much of the world.

Iron not only is resistant to magic, which is the reason that rune-loving dwarves sell it rather than using it themselves, but it also is deadly to elves (although not half-elves) and draugs. Sages say that the elves have mighty Wizards and Sorcerers with abilities far beyond those of human Magi who created the Middle Dimension to escape the threat of iron, which has not entered the surface world of this dimension.

There are humans who claim to have entered the Middle Dimension. Their claims to having been there are undisputed by most wise men. There are times when elves have lured humans without iron into their dimension, to do services for them. There also are humans, halflings and half-elves who claim that they somehow unintentionally stumbled into the Middle Dimension.

No human, halfling or half-elf who has entered the Middle Dimension ever has returned in his or her own time. All return at a much later time in their own dimension, unaged, remaining as old or as young as they were on the day when they entered the elven dimension. Some who have crossed the dimension boundary into the elven dimension claim that they spent but a single day there, and yet, they discover that the calendar of the Dimension of Life has advanced 20 years during that day.

There are no known cases of humans, halflings or half-elves ever entering the hidden elven nation kingdom. The borders of that land are protected with powerful magic that confuses humans, halflings and half-elves who try to enter. They simply go in circles, often finding the edge of the border forests, where they can leave freely, but the way to the interior always eludes them.

However, there are tales of those who entered elven enclaves upon the Middle Dimension. They talk on the one hand of lands of peace and bounty, freed from orcs, trolls, ogres and other mutations that plague our times upon the Dimension of Life. On the other hand, however, they also talk of how troubled the elves are. They worry about the dark elves, who might one day learn how to cross the barrier into the Middle Dimension.

The dark elves may learn that secret, but few if any humans, halflings or half-elves do. Most members of those races who have crossed into the Middle Dimension either were taken there by elves or crossed unknowingly. Those in the latter group usually do not even know when or where they crossed the dimensional border. They realized where they were only when they noticed that familiar settlements had vanished and elven dwellings began to appear.



A trail through the mystery lands of the Middle Dimension

1.4 Death, Injury, Sickness and Healing

Becoming Exhausted and Injured and Dying

Many RPGs use a simple hit point system to measure the physical damage done by the perils of adventuring. Although players in such systems often view hit points and as a measure of wounds, injuries and damage from illness, they really are a more encompassing concept that also include tiring, exhaustion and the general toll of hostile encounters and unlucky events, such as becoming ill, being hurt by a trap, etc. The hit point system has a distinct advantage over most alternatives in that it is simple and quick to adjudicate.

One disadvantage of the hit point system is that a wounded character usually can act as if he or she is in perfect health until the moment that he or she drops over dead. Another disadvantage is that players often want a bit better breakdown of the things that are having a negative impact upon their health and physical condition. *Dungeons Daring* implements a system that attempts to remain nearly as simple as the hit point system while gradually reducing the abilities of a wounded or injured PC. The system also gives a PC a more detailed view of the factors with a negative impact upon their health.

Instead of using simple hit points, *Dungeons Daring* has three types of points:

- **Exhaustion Points** are temporary. They measure the degree to which a character is becoming tired or worn out from the demands of the day's adventuring. The game master keeps track of the exhaustion points that he or she levies upon each PC, and he or she informs the PCs when the exhaustion has passed and the PC has regained them. They involve no extra bookkeeping for the players. Exhaustion Points are recorded as Injury Points on the character sheet, because they have the same effect as injury points. Exhaustion can be overcome quickly with rest. There also are herbal and magical aids against exhaustion.
- **Injury Points** can be longer lasting. They measure the degree to which a character has been damaged physically by wounds, injuries, illness, poison and the like. Injury points heal slowly but naturally with daily rest. They also can be healed more quickly with physical treatments, herbal remedies and magic. As injury points accumulate, a character has increasing penalties upon his or her actions, representing the toll taken by those injuries.
- **Life points** measure what remains of a character's life force. In principal, life points are the last stretch of injury points available to the character. When a character starts losing life points, he or she knows that it's time to get out of danger, or death may be around the corner. A character's abilities also have been reduced significantly by the time that he or she begins losing life points.

As a creature's injuries grow more serious, he or she begins to lose combat and magical abilities. After a creature is so injured or so ill that he or she has lost all of his or her injury points, he or she also begins to lose life points. The thresholds are calculated as followed, with all calculations rounded down:

- **Fully capable:** 76-100% of original injury points remain.
- **Injured:** 51-75% of original injury points remain. The character has a penalty of -1 on attack, damage and skill check rolls and on the Endurance, Reflex and Will defense scores. Spellcasters lose a number of spell points equal to 5% of the full spell points.
- **Seriously injured:** 26-50% of original injury points remain. The character has a penalty of -2 on attack, damage and skill check rolls and on the Endurance, Reflex and Will defense scores. Spellcasters lose a number of spell points equal to 10% of the full spell points.
- **Critically injured:** 1-25% of original injury points remain. The character has a penalty of -3 on attack, damage and skill check rolls and on the Endurance, Reflex and Will defense scores. Spellcasters lose a number of spell points equal to 15% of the full spell points.
- **In mortal danger:** No injury points remain. Life point loss begins. The character has a penalty of -4 on attack, damage and skill check rolls and on the Endurance, Reflex and Will defense scores. Spellcasters lose a number of spell points equal to 20% of the full spell points.

Healing

This theme is discussed in full detail in sections that follow. Healing the living is quite a different matter from bringing the dead back to life. Most healing is a matter of corporeal knowledge and primitive medicine. There is healing magic, to be sure, but these are the arts of Healers, Herbal Witches and Clerics.

Healers and Herbal Witches usually resort to healing magic only when there is no alternative. Their preferred art is herbal. Few Clerics dabble with herbalism, on the other hand. They heal almost exclusively with magic, but their services and potions are expensive, and such Clerics usually are found only in towns and cities large enough to support a temple.

Clerics gain their limited repertory of rites with the help of the deities whom they worship. However, a god can help a Cleric only with magic that directly serves the faith's purposes. Clerics who seek other magic usually also are Wizards or Sorcerers, although such combinations are rare.

One of the purposes of most faiths is to raise as much money as possible to support the church and spread the religion. Healing and restoring the dead can be very profitable services. Therefore, most deities are able to help their Clerics gain such magic. For this reason Clerics, who can gain a maximum of only 10 levels, can command certain rites that are available as spells only to Magi of much higher levels, if at all. White Necromancers, Wizards and Sorcerers can learn such healing magic at higher levels, but they seldom do. They are occupied with other matters and would argue that an adventuring group should have a Healer to handle such things.

In addition to those specialized in healing, anyone – including any member of a PC group – can learn practical healing in much the same way that people in the modern world learn first aid. Characters with the Healing skill can help the wounded, injured and ill heal, and they also can take emergency action to ward off death from those who are standing on its threshold. There is yet another type of healing: Anyone whose injuries or losses are minor enough that they cause no life point loss will heal automatically without help at the rate of 1 injury point daily.

Simple rest will relieve a character of exhaustion points. Seven hours of sleep will eliminate all exhaustion points. For every two hours of full rest (but not necessarily with sleep) a character will lose 25% of his or her exhaustion points. There also are herbal remedies that help relieve exhaustion, and in an emergency, spellcasters with spells that heal wounds can use such spells to lift exhaustion. A healing spell will eliminate twice as many exhaustion points as it would injury points.

Because undead are not alive, they cannot be healed. However, with the help of Black Necromancy, their injured body parts often can be restored.

1.5 Keeping Animals Healthy

Such factors as too little water, poor fodder or even inclement weather can make your riding, pack or draught animals sick. More often than not, however, animals become ill or even die because their owners have overworked them. In an overland adventure, you cannot keep your animals on the go day after day.

There are various possibilities for dealing with problems with animals. Neither temples nor professional healers usually can offer much help. However, Druids, Rangers and sometimes Herbal Witches can help cure ill animals.

Animal health also can be a problem for PC groups that have an urgent need to continue on as rapidly as possible. Most horse traders will trade fresh animals for your tired mounts, pack animals and draught horses, if they are in good condition and only journey-worn. The price usually runs at about 5% of the sale price for the fresh animals. Trading a animal can, however, be a bit of a problem for a PC who has become personally attached to his or her riding mount.

2. Encounters

When two or more groups of creatures meet in a *Dungeons Daring* adventure, an encounter takes place. Just as in the real world, such an encounter can have many outcomes. For one thing, those encountered can be friendly, hostile or neutral in their attitude toward the adventuring party.

However, encounters, regardless of the other party's attitude, can be productive for a band of adventurers. If there is no conflict, those encountered often can be a source of useful information to the PCs. If it comes to a battle and the PCs win, they may find interesting weapons, magical items, useful information, money or other valuable things among the possessions of those that they've captured or slain.

2.1 Surprise

There are certain guidelines that determine the way that encounters run. Usually the first question that arises is the issue of surprise. The game master has the first say in this matter. The key question is whether only one of the two parties can see the other. If not, one or both parties are considered to be hidden.

If a member of the party being observed makes special efforts to look for signs of hidden creatures – a natural task for a scout – he or she can make a Spot skill check. If it succeeds, the PC will detect the hidden party that is doing the observing. If not, the other party continues to be hidden.

Furthermore, the hidden party can launch a surprise attack as long as the second party is unaware of it. Anyone who surprises automatically has the initiative. What's more, if the party being attacked doesn't have its weapons and spells ready for an immediate response, the hidden party gets a free attack in the first round of combat and it automatically has the initiative in the second round. If, on the other hand, the party being attacked is ready to fight, the surprising attackers get the automatic initiative in the first round, but the surprised party already can retaliate in the same round of fighting.

Any smart PC group can minimize the chances of being ambushed in questionable terrain by keeping eyes open. To do that in gaming terms, you need to tell your game master that you're doing so and what the results of your Spot skill checks are. With that information, he or she can tell you what, if anything, you discover.

Under some circumstances, a game master might decide to make Spot skill checks secretly for you if you fail to do so yourself, but the basic responsibility is yours. The cases where the game master acts on his or her own in your behalf will be an exception rather than the rule.

The following table shows the general flow of surprise actions:

Surprise by Hidden Parties

Observed Group's Action	Result
Not on the alert – no Spot skill checks	Usually surprised
On the alert – Spot skill checks are being made	If a check succeeds, there is no surprise
Surprised – weapons and/or spells not prepared	No attack in 1 st round, no initiative in 2 nd round
Surprised – weapons and/or spells prepared	No initiative in 1 st round – normal combat in 2 nd round

2.2 Initiative

Once two or more parties are aware of one other, the issue of initiative – who gets to act first – needs to be resolved. This decision is made only after a surprising party (see the previous section) has fully used its surprise advantages.

Initiative is determined by various dice rolls:

- **Each player** rolls 1d20 for his or her PC and adds the Initiative Bonus from Page 1 of his or her character sheet.
- **The game master** rolls 1d20 once for each NPC party opposing the PCs. He or she adds the individual Initiative Bonuses for the members of that party and tallies the separate Initiative Score of each.

At that point, the game master informs the group of the sequence in which the members of the two parties can attack. Those with the highest points go first, those with the lowest points last.

2.3 Time

Time in the *Dungeons Daring* world is measured as follows:

- One millennium = 10 centuries.
- One century = 10 decades.
- One decade = 10 years.
- One year = 12 months.
- One month = 30 days.
- One week = 7 days.
- One day = 24 hours.
- One hour = 60 minutes.
- One minute = 12 rounds.
- One round = 5 seconds.

The *round* is the most important measure of time during encounters. Most actions performed by PCs and those they encounter require one round of time. In that round, each creature usually can act one time. Initiative decides who acts first, second, etc.

Waiting

No one – PC or NPC – is required to act immediately upon his or her turn in the initiative sequence. Any character can wait to act until any later point in that sequence without penalty. However, if a waiting character is injured before acting, it is possible that his or her actions might be hampered by those injuries,

Parleying

If you attempt to parley with another party in an encounter, it usually will cost you the initiative, unless your parley is an insincere trick. When one parleys, one usually waits for a response, which costs you your initiative. The response of the other side might be to attack, in which case, you have shifted the initiative to your opponent.

Initiative in Ranged Combat

Distance factors may supersede initiative in ranged or long distance combat. When two or more parties encounter one another, any party can attack as soon as the opposing party is within range of some of its weapons or spells. In such circumstances, initiative rolls are significant only when opposing parties come into range at the same time. Initiative roles play their full part only when all members of both parties are capable of doing their part in combat.

2.4 Actions

There are three kinds of time actions that occur during encounters. There also are ability-related actions.

Time Actions

- **Round or Standard Actions**
- **Move Actions**
- **Free Actions**

Round Actions

These also are called *Standard Actions*. Such actions usually require the greater part of a 5-second round. Most single attacks can be made and some spells can be cast in a single round. Two One-Round Actions cannot normally be carried out in a single round. A creature also can carry out Free Actions and a single Move Action in the same round as a One-Round Action.

Move Actions

If you are performing a Round Action, you can do only a single Move Action in one round. If you are performing no Standard Actions in that round, you may make up to three Move Actions before the round ends. Typical move actions are standing up, drawing a weapon or moving the full distance your speed will take you in one round's time., That's found in the speed property of each racial description as well as in creature descriptions. Humans, halflings and half-elves who are not slowed by being overloaded with equipment or armor have a speed of 30ft/9m per 5-second round. If one intends to made a Round Action and a Move Action in the same round, one can make the two actions in whichever sequence one prefers, as long as that sequence is logically possible.

Free Actions

This category includes all actions that can be done while doing something else without hampering the other action. Talking, dropping an object or waiting when one's turn in an initiative sequence comes are examples of free actions. In talking, however, you can say only as much as is possible in a 5-second time frame.

Ability-Related Actions

Physical Actions

These are ability-related actions rather than time-related actions, and all relate directly to an ability score. They include:

- Balancing on a precarious surface.
- Climbing.
- Jumping.

Checks do not require a separate time action; they always are a part of another action. To climb, both hands must be free. Success or failure is decided through an ability check. The Dexterity bonus to your Reflex defense is invalid when performing such actions. If you are hit by an attack while making such actions, you must make another immediate ability check for continued success.

Balance actions deal with walking on precarious surfaces such as thin walls, crumbling walls, tightropes and the like. Climbing difficulty depends upon the surface being climbed. Jumping requires a running start of at least 20ft/6m in a straight, unobstructed line. Without a running start, the jump is more difficult and the distance you can jump is shorter. Broad jumps and high jumps can be made. You also can jump *down* from something.

Action	DL	By failure
Walk on a Precarious Surface	15	Fall
Climb, angle less than 60°	15	Fall
Climb, 61-90°	18	Fall
Climb, no handholds or slippery (DL Modifier)	+7	-

Actions with a check for Dexterity

Jump type	DL	Size Medium	Size Small
Long	5	5ft/150cm	3ft/90cm
Long	10	10ft/3m	7ft/2m
Long	15	20ft/6m	15ft/4.5m
Long	20	25ft/7,5m	18ft/5.5m
Long	25	30ft/9m	20ft/6m
High	5	2ft/60cm	16in/40cm
High	10	3ft/90cm	2ft/60cm
High	15	4ft/120cm	32in/80cm
High	20	5ft/150cm	3ft/90cm
High	25	6ft/180cm	4ft/120cm

Actions with a check for Strength

2.5 Languages and Communications

In many situations, whether two encountered parties become friends, let each other go their own way peacefully or decide to fight is a matter of understanding one another. Most campaign settings have a common language that's understood by many in most places and regional or even racial languages. In *Dungeons Daring*, you have two languages at the time of character creation:

- The common language of the campaign setting.
- A local language or racial language, if these are used.

If you wish to speak, read and write an additional language, you must claim the skill *Knowledge of Language* of the Talent *Applied Knowledge*. To determine how well you can understand and can be understood in the language in question, your game master can require the following checks:

- **Simple sentences:** No check.
- **Normal Speech or Writing:** DL 10.
- **Sophisticated Speech or Writing:** DL 13.
- **Complex Speech or Writing:** DL 15.
- **Slang, local dialect:** DL 18.
- **Double meanings, secretive, figurative speech:** DL 20.

3. Armed Combat

Combat takes place on two levels: Melee and Ranged. Melee includes both close-quartered hand-to-hand and weapon-to-weapon combat as well as the use of spells that affect nearby allies and foes and perhaps oneself as well. Ranged combat is a long distance battle. Weapons used are thrown objects or projectiles such as arrows. In ranged combat, spellcaster use magic that can be projected over a distance. A weapon proficiency is necessary to use a specific weapon. Without it, a character has a -4 attack roll penalty.

Dungeons Daring attempts to emulate certain elements of genuine combat. In a real battle in close combat, a Knight wearing plate mail and a Warrior in padded leather armor might be fighting one another with swords. Whether one hits the other with his or her sword depends in part upon how well the other can dodge the attacks.

In *Dungeons Daring*, that is determined by the Reflex defense of the character receiving the blow. Whether the combatant who is hit sustains any appreciable damage is another matter. That is determined by the quality of his or her armor, as reflected in his or her Armor defense.

The Warrior in padded leather armor may have a relatively easy time hitting the Knight in plate armor with his or her sword, but the sword might do only trivial damage because of the strength of the plate mail it strikes. The knight in plate mail, on the other hand, might have a more difficult time striking the Warrior in padded leather armor, but once her or she hits, the padded leather offers only minimal protection. The knight's blow has a better chance to cause substantial damage.

Dungeons Daring translates this kind of combat into gaming terms rather simple guidelines. You draw your weapon or weapons and you use them when your turn in the initiative sequence comes:

- Roll 1d20 and add the bonus shown under *Attack Score* on your character sheet.
- Compare your modified dice roll to the foe's Reflex Defense score. If it is equal or higher, your attack has hit.
- Compare your modified dice roll to the foe's Armor Defense score. If it is equal or higher, you cause ordinary damage. You make the damage roll on your character sheet to determine how much damage you have caused. If it is less than the opponent's Armor Defense score, you cause 1 injury point of limited damage, if your attack is of a nature that it could cause such damage. These 1 point losses are not calculated after the point when the foe has but a single injury point remaining. Instead, when the opponent would reach 0 injury points, he or she falls unconscious for 1d4 minutes (12 to 48 rounds).

Spells sometimes work in similar manner. Many spells function automatically, but others require the spellcaster to make a Spell Attack Roll. That's a roll of 1d20 plus the bonus shown in the *Normal/Other* field of the table *Modified Spell Attack* on your character sheet. If your spell has ranges and your target is not in one of the 5-foot squares directly next to you, you have to apply the bonus for the applicable range. In all cases, if the result is equal to or greater than the Endurance, Reflex or Will defense score of your opponent that is appropriate for the spell, you have hit him or her with your magic.

3.1 Critical Hits and Misses

When you make your weapon or spell attack rolls, there is a 5% chance that things will go especially right and another 5% chance that they will go particularly wrong. In the case of a spell attack roll, if your die roll has produced a natural 20, you've scored a critical hit, and the spell benefits by causing the maximum effect listed in its description. If you roll a natural 1, your spell fails completely, even if the 1 plus your bonus normally would have hit.

Critical hits with melee weapons also are easy to calculate. If your attack roll is a natural 20 and the result is greater than or equal to the foe's Armor defense score; you do maximum damage. Otherwise, you do normal damage, not just 1 Injury Point damage. A critical failure with a natural roll of 1 means you lose control of your weapon, and in most cases that means that you've dropped it.

Critical hits with range weapons also are easy to calculate; if you succeed against the Armor defense, you double the damage. Otherwise you cause normal damage, not 1 Injury Point damage. A critical failure means that your projectile is irreparably damaged. That could be as little as a lost arrow or cross bow bolt or as much as a lost spear.

Losing Control of a Weapon

Not only critical misses but also some magical spells can cause you to drop your weapon or otherwise lose control over it. In these cases, you have certain choices:

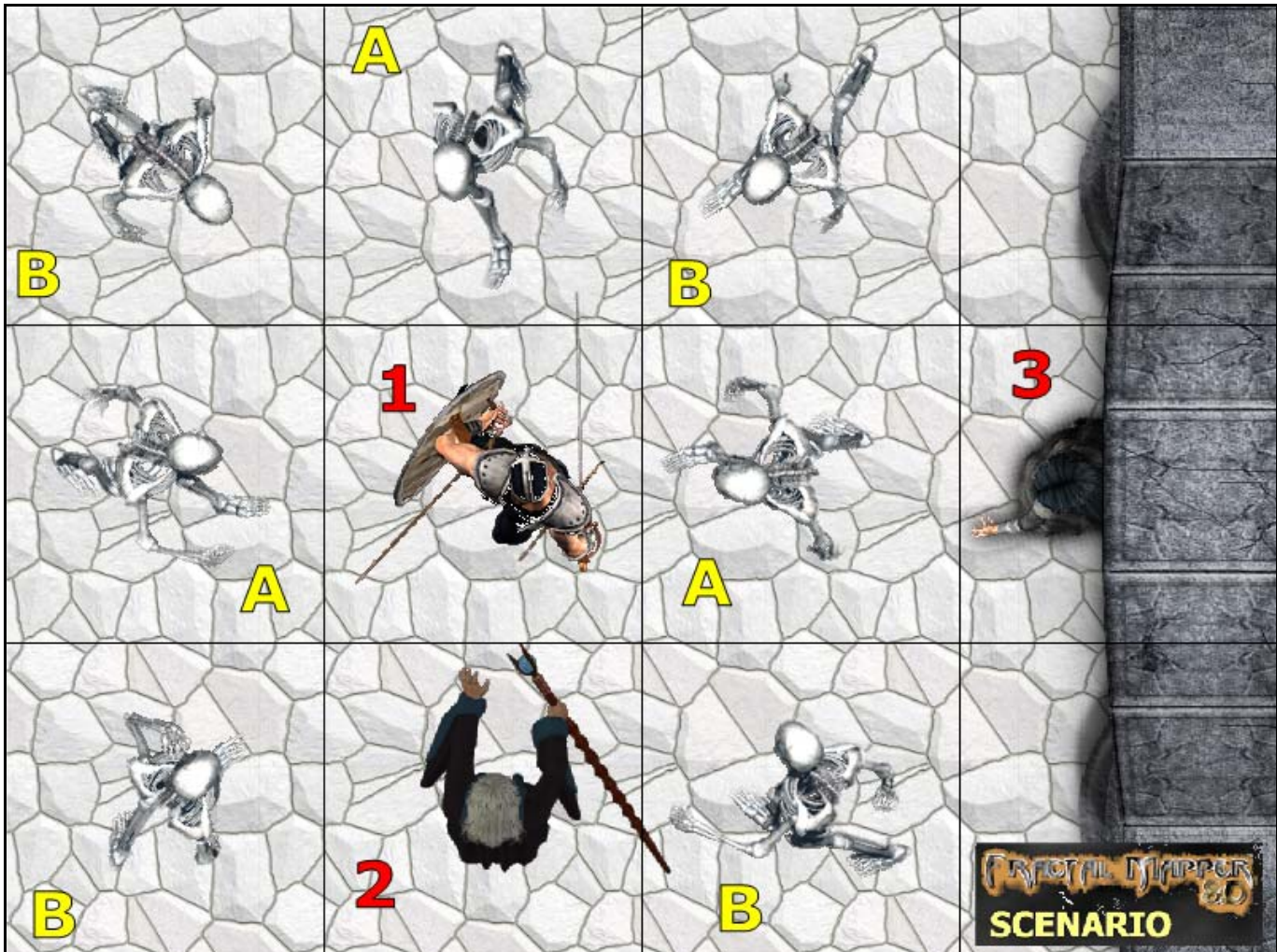
- You can draw another weapon and fight with it. There are no penalties.
- You can try to pick up or otherwise regain your weapon. That can be dangerous.

Regaining Control of a Weapon

If you drop or otherwise lose control of your weapon, you can try to regain it, if it's still available. However, if you're still in the middle of combat, you need to take the following into account:

- Regaining a dropped weapon or other weapon over which you've lost control is a standard, one-round action. You need to wait until the following round to do it.
- You're unable to take evasive defensive action while trying to regain control over a weapon. Anyone who attacks you in the round that you make this attempt can attack against your Armor defense score *without* its bonus for Dexterity.

Flanking



Flanking Example. Scale: 1 Square = 5ft/150 cm

This situation is explained with help from the illustration on the previous page. In this graphic, the human Fighter (Figure 1) was exploring a dungeon, when he encountered a draug (undead) wizard (Figure 2). Figures 1 and 2 are in engaged in melee combat with one another.

A few moments later, the draug's ally, a draug Wizardess (Figure 3) arrived on the scene, bringing with her seven skeletons that she had animated. All of these creatures now are in combat. All are allied against the human Fighter (Figure 1). As we can see, Figure 1 is heavily *flanked* and in a tight pinch! Here we see what each can do:

- **Figures 1 and 2** both fight with one another normally.
- **Figure 3** is out of melee combat range. She is not fighting directly but rather concentrating upon controlling her animated skeletons.
- **Figures A** are in primary flanking positions as long as no new ally of Figure 1 arrives and attacks them. They need make no initiative checks. They can attack Figure 1 twice per round, once when the figure with initiative attacks and again when the figure without initiative attacks.
- **Figures B** are in secondary flanking positions as long as no new ally of Figure 1 arrives and attacks them. They need make no initiative checks. They can attack Figure 1 once per round, when the figure with initiative attacks.

3.2 Ranged Combat Guidelines

Regardless of whether you're using ranged weapons, spells or runic staves, there are limits to the distance over which one can send one's attacks. The keys to these limits are in found in the range element of the tables for ranged weapons, as in the example for martial range weapons reprinted below. In this case too, you compare your attack roll to the foe's Reflex and Armor defenses, to see whether you've hit, and if so, how much damage you've caused.

Martial Range Weapons

Weapon, Range Increment**	Cost in GP	Damage	Weight	Type
Short Bow, 60ft/18m	8	1d6	1.5 pounds/750 grams	Puncture
Long Bow, 100ft/30m	10	1d8	2 pounds/1 kg	Puncture
Arrows, 20 arrows	1	-	2 pounds/1 kg	-

* GP = Gold Pieces - **Short increment, middle double, long triple

In this example, we see, for instance, that a short bow has a range increment of 60 feet or 18 meters. Ranged weapons all have three ranges:

- **Short:** In the case of the short bow, 60 feet or 18 meters.
- **Medium:** In the case of the short bow, 120 feet or 36 meters (a new increment of 60ft/18m).
- **Long:** In the case of the short bow, 180 feet or 54 meters (a third increment of 60ft/18m).

Your attack score changes with the range:

Range	Attack Score Calculation	Penalty
Short	1d20 + Base Attack Bonus + Dexterity Modifier + Magic Bonus (if any) – Penalty Zero	None (0)
Medium	1d20 + Base Attack Bonus + Dexterity Modifier + Magic Bonus (if any) – Penalty - 2	-2
Long	1d20 + Base Attack Bonus + Dexterity Modifier + Magic Bonus (if any) – Penalty - 5	-5

In the character sheet, that's reflected as in the following example. If you use the electronic character sheet, the column *Attack Score* will be calculated automatically.

25	Range Weapon	Bonus	Range	Attack Score	Damage
26	Bow	2	60-120-180 feet	1d20+3/1/-2	1d6+2
27				0	
28				0	
29				0	

Ultimate Range

There still is one more range not shown in the table above, the *Ultimate Range*. This range is a fourth increment. For the short bow in the example above, with an increment of 60ft/18m, the fourth increment would come to a range of 240 feet or 72 meters. Without magic or special talents, this is the outer limit for a range weapon. To attempt to shoot or throw into the Ultimate Range, a character must have minimum Strength and Dexterity scores of 14 each. A successful hit in the Ultimate Range occurs *only* on a natural roll of 20.

Cover

Combatants and spellcasters often mount ranged attacks against foes who have partial or even complete cover. In the latter case, only a spellcaster whose magic can destroy the object giving cover usually has a chance of reaching the covered target.

When cover is less than complete, both combatants and spellcasters have a chance to hit a target even though it has partial cover. Use this table:

Percentage of Body or Target Under Cover	Attack Roll Penalty
1-10%	None
11-25%	-1
26-50%	-2
50-75%	-4
75-90%	-6
91-99%	-10
100%	Impossible to hit

Retrieving Projectiles

Adventurers who shoot arrows, throw spears and the like sometimes attempt to collect their own used range weapons and perhaps also those of the enemy after the battle ends. Of course, if some members of the enemy party manage to flee in retreat, they may take the better range weapons that you've expended with them. If they do so, then you've lost that prize spear that you hurled in a desperate moment. Often there's another problem: A ranged weapon that's been shot or hurled is damaged upon impact.

If you want to retrieve your projectiles, make a 1d% roll for each of them to determine their condition. If you roll higher than the listed percentage, the weapon is broken.

Weapon	Object Hit		
	Living Target	Soft Ground	Hard Surface (<i>rock</i>)
Arrow	50%	60%	10%
Bolas	98%	99%	50%
Bolt, Crossbow	75%	80%	50%
Javelin	50%	60%	25%
Sling Bullet	2%	2%	1%
Spear	60%	70%	35%

Doing the Impossible

In all of combat situations, a prerequisite is that a planned action must be possible to begin with. It is the job of the game master to decide whether this prerequisite has been fulfilled. Some actions that seem to be within the framework of the guidelines go from the ridiculous to the sublime.

As an example, if a halfling armed only with a bronze knife were to attempt to engage in non-lethal combat a giant warrior in full plate mail, and the halfling also decided to make a Target Hit against the giant's groin, there is nothing in the written guidelines to exclude that. However, any sensible person would know that the only thing that the halfling is like to achieve before the giant batters him to bits is that he might break his knife on the plate mail. Any responsible game master will rule in exactly that matter in such a situation, and he or she is 100% right.

3.3 Targeted Hits

PLEASE NOTE! This system is optional. It may be used at the game master's discretion. We recommend this system *only* for experienced groups that have a desire to use it! With inexperienced groups, this system easily can bog an adventure down with endless searches in rulebooks!

Sometimes a character will wish to strike a particular body part in hopes for a specific effect such as hitting the target's knee to cripple or slow him or her down, hitting the eyes to blind, or hitting a hand to dislodge a weapon or item. This can certainly be done, however it is very hard to do. Use the following guidelines for the requirements and possible consequences of attempting a *Targeted Hit*. If you succeed in a targeted hit against the Reflex defense, you still must check against the Armor defense to see if you've hit strongly enough to cause calculable damage.

The following are the requirements to perform a Targeted Hit:

- You must announce that you are attempting a Targeted Hit at the beginning of the round. This is a Free Action.
- You must roll a successful Concentration check against DL 13. If you fail you may not attempt a Targeted Hit or your normal attacks in that round, however you can perform a free and/or move action.
- You may attempt only one Targeted Hit each round.
- The target cannot have moved more than 5ft/150cm in the same round but before your attempt. If the target does move more than 5ft/150cm in the same round but before your attempt, you incur a -5 circumstance penalty in addition to all other accumulated penalties.

Once these criteria are met you can attempt a *Targeted Hit*. You receive a Targeted Hit penalty to your attack roll, as per the chart below for the appropriate body location. Your game master may increase this penalty if the target area is moving particularly rapidly. Please note that when calculating the Armor defense of a body location to determine damage, that areas unprotected by the target's armor (usually the head) do not receive the target's armor bonus. If you attempt to hit a specific part of a body location, (such as the hand on an Arm, the eyes or mouth of the Head, or the hamstring or knee of the Leg, etc.) the Targeted Hit penalty increases by 3. (See the Critical Effects for specific targets section below for more details)

Targeted Hit Penalties

Body Location	Targeted Hit Penalty
Head	-8
Sensory Organs	-8
Mouth	-6
Body (torso)	-3
Tail (abdomen)	-3
Appendages (Arms, Legs, Wings)	-5

Should your attack roll succeed, you automatically score a Critical Hit and Critical Effect (Moderate) as is appropriate to the relevant body part hit. If you miss, you miss. If you miss on the Targeted Hit but your attack roll still scores a standard hit (that is the target's Reflex defense without the Targeted Hit penalty), it is considered a glancing blow, and normal damage is applied to the creatures' injury points as would a standard attack, if the attack also succeeds against the Armor defense..

Critical Effects for Specific Targets

If you attempt a Targeted Hit to a specific area (as listed below) and succeed, you inflict the critical effect listed below for the area hit. You inflict the damage you would normally cause with a standard hit.

To attempt a Targeted Hit to a specific area with a ranged weapon, the target must be within the short range increment of the weapon used (i.e. 10ft/3m for dagger, 100ft/30m for long bow, etc.). Note that certain talents and special abilities can greatly affect the effective initial range increment of a weapon.

Hitting a specific target requires precision. Some weapons are too large and clumsy to accurately strike such a diminutive target. The game master should use logic, common sense, and his or her best judgment to determine if a Targeted Hit is even possible.

Ear

Minimum Targeted Hit Penalty: -11. This penalty may be reduced if the ear is of larger proportions than normal (i.e. rabbit ears).

Effect: The victim suffers a -5 penalty to Notice Objects and Movements, Perform and Tumble skill checks and/or cannot use that ear at all (game masters discretion).

Bludgeon: The impact has ruined the inner ear. The victim must roll a Stamina check against DL 20 or go into shock and suffer an additional injury point loss equal to the base damage of the weapon used to cause the injury.

Puncture: The ear is punctured and torn open.

Slash/Cut: The ear is sliced open (or clean off, game master's choice).

Eye

Minimum Targeted Hit Penalty: -11

Effect: The victim suffers a -5 penalty to Notice Objects and Movements, Search and Spellcraft skill checks and/or cannot use that eye at all (game master's discretion).

Bludgeon: The eye has been smashed and ruined.

Puncture: The eye is penetrated and torn open and is now completely useless. The victim must roll a Stamina check against DL 20 or go into shock and suffer an additional injury point loss equal to the base damage of the weapon used to cause the injury.

Slash/Cut: The eye has been deeply cut causing blindness.

Groin

Minimum Targeted Hit Penalty: -6

Effect: The victim is dazed for one round and suffers a -2 circumstance penalty to all attack rolls and on his or her Reflex defense score for 1d6 rounds (including the dazed round).

Bludgeon: The groin has been deeply bruised.

Puncture: The groin area has been impaled and is bleeding.

Slash/Cut: The groin area has been sliced open and is bleeding.

Note: Any other consequences resulting from a hit to the groin are up to each individual game master.

Hamstring

Minimum Targeted Hit Penalty: -8

Effect: See text below.

Bludgeon: The area is deeply bruised but there is no substantial effect other than normal damage.

Puncture: The area is skewered, the victim's movement rate is reduced by 15ft/750cm and it loses its Dexterity bonus for the Reflex defense.

Slash/Cut: The victim suffers a -5 penalty to Sneak, Swim and Tumble checks, a 10ft/3m reduction in Speed and a loss of its Dexterity bonus for the Reflex defense.

Hand

Minimum Targeted Hit Penalty: -8

Effect: The victim suffers a -5 penalty to all attacks involving that hand and Craft, Disable/Enable Device, Escape Artist, Forgery, Open Locks, Sleight of Hand, Swim and Use Rope skill checks. The victim must roll a Strength check against DL 17 in each round or lose any held item, shield or weapon.

Bludgeon: One or more small bones in the hand are cracked or broken.

Puncture: The hand has been run clean through.

Slash/Cut: The hand has sliced across the face of the hand, cutting some tendons.

Knee

Minimum Targeted Hit Penalty: -8

Effect: The victim's Speed is reduced by 50%. The victim suffers a -8 penalty to Sneak, Swim and Tumble skill checks and loses its Dexterity bonus to the Reflex defense.

Bludgeon: The kneecap has been smashed.

Puncture: The joint has been impaled and rendered immobile.

Slash/Cut: The joint has been carved open and some tendons have been cut.

Mouth

Minimum Targeted Hit Penalty: -11

Effect: The victim suffers a -5 penalty to all attacks and Perform skill checks. Casting spells with verbal components is impossible.

Bludgeon: The victim loses 1d4 teeth/fangs.

Puncture: The jaw/cheeks or lips are punctured and torn open.

Slash/Cut: The victim loses 1d4 teeth/fangs.



Ready for battle

3.4 Non-Lethal Damage and Unarmed Combat

Not all fighting is intended to kill. Sometimes adventurers need to take an enemy out of battle without slaying it. Sometimes a PC group will want to take prisoners to question them or to trade them for captive companions. At other times, one of your own companions may run amok, forcing you to knock him or her out until he or she can be brought back to their senses.

Non-Lethal Damage

If you wish to fight an opponent without slaying it, you must announce to your game master that you are attempting to do non-lethal damage and what type of non-lethal damage you are attempting to do. Your actions count only from the time of your announcement as non-lethal damage. They do not restore any life points that may already have been lost due to your attacks. There are two types of non-lethal damage:

- **Injurious Damage:** The victim continues to lose injury points, as usual, and these injuries need to heal, but no life points are lost by the victim. When you attempt to cause such damage, you must fight more carefully. This is reflected in a penalty of -2 on your attack score.
- **Non-Injurious Damage:** The victim continues to lose injury points, as usual, but these are temporary surface injuries that require little healing. He or she will heal automatically and completely after a day's rest. No life points are lost by the victim. When you attempt to cause such damage, you must fight more carefully. This is reflected in a penalty of -4 on your attack score.

In both cases, once the victim reaches 0 remaining injury points, he or she falls unconscious for 1d4 minutes (12 to 48 rounds) rather than beginning to lose life points.

Critical successes and failures also are not possible in non-lethal combat. If your game master is using Targeted Hits, you can use them to only a limited extent to cause non-lethal damage. Targeted Hits with a bludgeoning weapon can cause the listed damage to the knee or groin. If it is non-injurious damage, it heals the same as other non-injurious damage.

Unarmed Combat

You can punch, kick, etc., with the standard attack bonus. However, a character stupid enough to head butt plate armor must throw for the damage he or she has caused to his or her own person rather than to the opponent. In general, unarmed combat usually takes place only between creatures who wear no armor. If one or more opponents in unarmed combat are wearing armor, the standard Armor defense bonus applies, and the game master will take into consideration whether the attacker of an armored target injures him- or herself instead of the target.

Unarmed combat usually deals non-lethal damage according to the guidelines in the previous section but without the penalty of -2 on your attack score. However, if you wish to deal lethal damage in unarmed combat, you must announce that intent at the point when lethal combat begins. In that case, the opponent will lose life points after no injury points remain rather than falling unconscious.

Damage in Unarmed Combat

Attack	Injury Points of Damage
Fist punch	1d4 plus Strength modifier
Head butt	1 point plus Strength modifier
Kick	1d4+1 plus Strength modifier

3.5 Special Attacks and Factors

Some situations occur in combat that haven't been covered in our descriptions yet. One of them is the *Repelling of Undead*, with which we deal in the following section. Other individual points follow:

Charging Attack

This is a special One-Round Action that allows you to move up to twice your speed and attack during the action. However, there are restrictions on how you can move.

- **General Guidelines:** You have a +2 bonus on your attack roll and you take a –2 penalty to your Reflex defense.
- **Lances and Charge Attacks:** A lance deals double damage if it is employed by a mounted character in a charge. A charging combatant also has a Reflex defense penalty of -2.
- **Weapons Readied against a Charge:** Spears and certain other piercing weapons deal double damage when readied or set and used against a charging character. The wielder of a set weapon makes an attack roll against the Reflex defense of the charging creature. In the case of a mounted charging opponent, the Reflex defense of the mount is used.

Disarm

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your own hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender still may oppose you with an attack roll, but takes a penalty and it can't attempt to disarm you in return if your attempt fails.

- **Step 1:** Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4. If the targeted item isn't a melee weapon, the defender takes a –4 penalty on the roll.
- **Step 2:** Consequences. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground within 5ft/150cm of the defender.

If you fail on the disarm attempt, the defender may react immediately and attempt to disarm you with the same sort of opposed melee attack roll. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

Grabbing Items: You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarming attempt must be made as an unarmed attack. If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above. You can't snatch an item that is well secured unless the wearer is unable to move. The defender gains a +4 bonus on his or her roll to resist the attempt.

Mounted Combat

When you attack a creature that is on foot and that is smaller than your mount, you get a +1 bonus on melee attacks for being on higher ground. You can make only a single melee attack. Even at your mount's full speed, you take no penalty on melee attacks while mounted.

Casting Spells while Mounted

If you cast a spell while riding your mount, you must make a Concentration check due to the vigorous motion or lose the spell. The DL equals 10 + the spell level.

Throwing a Splash Weapon

A splash weapon is a ranged weapon that breaks upon impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency. A hit deals direct hit damage to the target, and splash damage to all creatures within 5ft/150cm of the target.

Tripping

You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is within one size range of your size. You must make an unarmed melee touch attack against your target. If your attack succeeds, you make a Strength check opposed by the defender's Dexterity check. If you win the check, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity check to try to trip you. A tripped character is prone. Standing up is a move action.

Two-Weapon Fighting

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand when you fight this way.



A Knight meditates before going into battle.

3.6 Repelling Undead

Repelling is a special combat form that is available only to those who claim the talent *Priest*. A deity can bestow this power upon his or her priests if the destruction of undead (draugs) is inherent to his or her faith. Priests of deities who support draugs do not gain the power to repel.

Unlike living humans, halflings, half-elves, elves, giants and dwarves, most undead draugs are creatures without a free will. Almost all draugs march to the mental commands of a master, usually a draug of higher order. A draug with true, free will cannot be repelled.

The general guidelines for dealing with draugs apply only partially to the two lower classes of undead, zombies and skeletons. Neither of these two low draug classes is occupied by a soul. They simply are animated bones in the case of a skeleton and animated bones and decomposing flesh in the case of a zombie. The movements of their animated dead mass are steered completely by the master who controls them.

Zombies and Skeletons, therefore, cannot be repelled. They only can be destroyed. All other draugs up to and including Character Level 20, however, can be repelled by a priest with such powers if the draug's will has been subjugated to another. A priest may attempt to repel undead once every 5-second round. A priest with 20 or more points in Religious Knowledge gets a +3 bonus on repelling checks against undead.

All undead creatures except vampires are self-made draugs are draugs brought into existence by and serving only the Darkness. Any religion – good, neutral or evil – that is not in direct service to the Darkness has no relationship to undead. Priests of these churches may be able to repel undead.

If a PC party is in an area where a deity is worshipped that is opposed to draugs, the PCs may be able to find a priest who is willing to accompany the party for a fee to attempt to deal with the undead. If a PC in the party has the talent *Priest*, hiring another priest may be unnecessary if his or her deity grants the power to repel undead.

Not all undead can be repelled. When a draug has true free will or when it reaches the 21st Character Level, it is immune to repelling. The highest level of draug that a priest can repel is dependent upon the number of talent points he or she has in the skill Religious Knowledge, based upon the following tables:

Priest Repelling Limits

Talent points in Religious Knowledge	Highest Undead Level Repelled
4	2
8	4
12	6
16	8
20	10
24	12
28	14
32	16
36	18
40	20

Other factors in repelling:

- **Range:** When you attempt to repel undead, the nearest draugs within range always are the first to be affected. The maximum range is 60ft/18m.
- **Action:** Repelling is a full, One-Round Action.
- **Repelling Check:** The check determines the total number of Character Levels of undead that are repelled. The repelling action affects the lowest level undead first and then, in ascending order, the higher levels. The formula is for the total levels of undead repelled are:

$$1d20 + \text{Priest Character Class Level} + \text{Stamina modifier}$$

Critical successes and failures can occur in repelling attempts:

Critical success: Twice the rolled number of undead character levels is repelled. A natural check roll of 20 indicates a critical success.

Critical failure: The priest is unable to make further attempts to repel undead for 1d20 rounds. A natural check roll of 1 indicates a critical failure.

- **Effect and Duration of Repelling:** The undead that are repelled flee from the priest for 1d20+5 minutes. They seek a distance of at least 500ft/150m from the priest. If the draugs are physically unable to flee this distance, they cower inactive at the farthest point from the priest that they can reach. However, the repelling effect is broken immediately if any member of the priest's party approaches within 10ft/3m of the repelled undead. The cowering draugs can, however, be attacked by ranged weapons without breaking the effect, if these weapons are more than 10ft/3m removed from the undead.
- **Destroying Undead:** If the priest's Character Level is higher than the Character Levels of the draugs, the undead can be permanently destroyed rather than repelled. For every six talent points in Religious Knowledge, a priest automatically destroys one draug Character Level, thus, with 36 points in the priest skill, he or she would automatically destroy undead with up to six character levels.



Priests who can repel are the best defense against the undead Children of the Night.

Product Identity

4. Non-Magical Healing

In most fantasy RPG campaigns, the actual healing of injuries and diseases isn't given much thought. Many gaming worlds are magic-heavy. Spells and potions often restore lost injury and life points.

In *Dungeons Daring*, magical healing powers are more limited than in most other settings. Clerics who serve as the leaders of their churches are aided by their deities in gaining access to a limited amount of magic, healing usually included.

However, Clerics who command healing magic and the power to revive the newly dead usually are found only in the temples of cities and larger towns. Their deities help them gain healing powers in order to further their faiths. Usually, that translates into healing magic being offered as a means of raising funds rather than as a service of the church. Only those who possess considerable wealth can buy such services at most temples.

As in the historical real world, however, there are those who've learned first and foremost to understand nature and its own prescriptions for curing and healing. Nature provides much of what its children need to cure their ills and heal their injuries, but few have attempted to delve into those secrets. Those who do are the practitioners of primitive medicine, forebears of those who – in a distant future – may become the physicians and pharmacists of your world.

Nature provides many herbs and other plants that have substantial healing and curing properties. In the age in which our fantasy adventures take place, not only people with titles like Healer and Herbal Witch but also Rangers have learned to understand these herbal properties to certain extents and to make healing potions, powders, dusts and the like.

Rangers do not cast spells, but Healers and Herbal Witches who have delved deeply and seriously into their art also have discovered some of the natural bindings between certain herbs and the power of magic. They then are able to learn on their own some of the magical spells that are available to Clerics as rites in the temples.

However, curing and healing abilities are not limited to specialized persons. Any layman who is willing to devote his or her time to the topic also can learn the basic arts of healing. Lay persons are not primitive pharmacists; they do not brew their own herbal medicines. But they do know where there is a Healer or Herbal Witch who sells them, and they know how to use them.

In this sense, there are a variety of persons with healing talents in a *Dungeons Daring* campaign:

- Clerics, Green Druids and Nature Druids use magical healing almost exclusively, but their healing skills often are unavailable, and they can be quite expensive.
- Healers and Herbal Witches are the masters of herbal healing and herbal pharmacy, but they also are able to use some magical healing skills.
- Rangers have some healing abilities with natural herbal medicines. With long experience, they also can make some natural medicines, but they use no magic. On a similar but lesser level, almost any person with the skill *Heal* can, with time and experience, develop certain non-magical medicinal skills.

The base of all natural healing knowledge is in the *Heal* skill. In the case of Healers, Herbal Witches and Rangers, it can be supplemented by the skill *Herbalistic Knowledge*. Such skills can be further enhanced with the Talent *Naturalism*.

4.1 Common Healing

In this section we'll look at the healing skills available to any person who has devoted him- or herself sufficiently to the themes of healing and curing. These persons have learned enough about non-magical healing that they can substantially extend the skills that they gained through their basic *Heal* skill. They do not make herbal medicines, nor do they command healing and curing spell powers, but they understand the fundamental use of herbal medicines made by others.

Those PCs and NPCs who continue to develop their *Heal* skill and companion skills and talents gain the potential for healing more damage than normal and avoiding the need for a magical curative potion or a spell. The prerequisite for the extended lay healing skill is a minimum of 10 points in the skill *Heal*. Those who qualify can extend the abilities of the basic skill substantially. How extensive the success of these abilities in any particular case are depends upon the healing factor resulting from a *Heal* check. See the following table:

Extended Heal Checks and Healing Factors

Healing Factor	Heal Skill Check Result
0	Difficulty Level reached
1	Check at least 5 points above DL
2	Check at least 10 points above DL
3	Check at least 15 points above DL

First Aid

When applying first aid, you may choose to make an attempt to do more than just stabilize a wounded companion. If you surpass the first aid factor level DL of your check, your patient regains a certain member of life points. See the following table:

First Aid Healing Factor Levels

Healing Factor	Result
0	Stabilization only (normal Heal result)
1	Stabilization + 1d4 life points*
2	Stabilization + 1d6 life points*
3	Stabilization + 1d8 life points*

* To a maximum of the patient's original life point level

Short-Term Care

This measure of care requires the use of bandaging materials and also of herbal medicines brewed by a Healer, Herbal Witch, Ranger or other qualified person. The patient must be in a complete state of inactivity or rest while his or her wounds are being treated, and the healer must concentrate upon his or her work. An adventurer who is giving care in the party's camp to another of his or her companions is unable to deal with other matters than eating, sleeping and taking care of the basic needs of life.

To avoid having to interrupt short-term care during the heat of nearby combat, the person providing the care must make a successful Concentration check against DL 18 and the patient must be already stabilized. It takes 5 minutes to perform the needed curative measures such as applying salves, changing bandages, etc. This usually needs to be done only once daily per patient. If the person providing care takes damage during this time, the attempt to heal automatically fails and he or she must begin anew.

If the Concentration check (performed only during combat) is successful, the person providing care must make a Heal check at the declared factor level DL (see table below) to restore injury points to the wounded character. The healer may take 10 but not 20 (see *Using Skills* in this book) for this attempt.

Short-Term Care

Short-Term Care Factor Level	Result
0	No extra injury points restored
1	Restoration of 1d4 injury points + patient's Stamina modifier
2	Restoration of 1d6 injury points + patient's Stamina modifier
3	Restoration of 1d8 injury points + patient's Stamina modifier

If the initial Concentration check fails (again, only performed during combat), the person providing care may make a new attempt in the following round. If the check fails, no additional injury points are restored. However, if the Heal check roll fails by 5 or more below the minimum factor level of DL 15, the wound has been reopened and begins to bleed. The wounded person loses a single injury point as a result of the blood loss and now requires a new Heal (first aid) check to stabilize the bleeding.

Long-Term Care

Long-term care can accelerate the process of natural healing. This form of care also requires the use of bandaging materials and also of herbal medicines brewed by a Healer, Herbal Witch, Ranger or other qualified person and complete rest on the part of the wounded individual. Long-term care on this level requires that the injured character convalesce in a safe location away from the immediate threat of harm for more than a single day. The person providing care may take 10 but not 20 when treating the injured character. See the table below for the factor levels involved in long-term care. If the Heal check is not made for the desired factor level roll, then the wounded character will heal at the normal rate for that day. A new Heal roll attempt may be made on the following day. Only one long-term care attempt may be made on a single individual per day regardless of the number of healers present.

Long-Term Care

Long-Term Care Factor Level	Result
0	Normal rate of healing (1 injury point per level or 1 ability point per day)
1	Double rate of healing (2 injury points per level or 2 ability points per day)
2	Triple rate of healing (3 injury points per level or 3 ability points per day)
3	Quadruple rate of healing (4 injury points per level or 4 ability points per day)

Wounds and Healing

The natural healing of wounds takes time. The human body simply is incapable of completely mending itself overnight. It does, however, work to regenerate and heal to a small degree. When magical healing or advanced herbal healing is unavailable, lay healers can do what is necessary to help the natural healing processes do their work.

By adding modifiers to the base DL of a Heal skill check it becomes more difficult for a healer to speed the healing and recovery process. The table below illustrates this by showing the various wound categories as they relate to the total percentage of lost injury points and their respective modifiers to the DL of a Heal skill check for short-term or long-term care.

Minor wounds reflect a battle where the player received the equivalent of a few injuries. They are not serious enough to impede normal healing attempts. Each progressive wound category beyond this signifies a more serious or severe set of wounds that the character received in battle, be it deep cuts or blunt trauma.

If a person with healing talents tries to use short-term care and attempts a factor level 2 Heal check, his or her base DL is 20. However, if the patient sustained wounds serious enough to qualify as Severe, the Heal DL increases to 23. This equates into a longer healing time, due to the high probability of failure.

Wound Modifiers

Wound Category	% Loss of Injury Points	DL Modifier
Minor	1–20%	+0
Mild	21–40%	+1
Moderate	41–60%	+2
Severe	61–80%	+3

Healing Wounds from Targeted Hits

Additional modifiers are applied if the character was subjected to one or more Targeted Hits during combat (see the table below). Appropriate penalties should be applied depending on the location of the critical effect and the type of wound.

If an injury results in a Heal DL of 23 for factor level 2 short-term care, but the patient sustained a Targeted Hit of Moderate severity in the leg, the Heal DL increases to DL 31 for factor level 2 short-term care. A successful Heal check results in the restoration of 1d6 Injury Points + the patient's Stamina modifier. In order to apply that directly to the Targeted Hit injury, the person providing care must declare that intent prior to making the Heal check.

If the number of regained Injury Points equals or exceeds the number that was inflicted by the Targeted Hit, the wound has been properly dressed and will heal in one-third the normal time. However, even though the wound now may be dressed properly, it still remains painful and tender. All penalties resulting from the wound remain until the wound has healed completely,

Target Hit Modifiers

Targeted Hit Severity	DL Modifier	Healing Time (Aided/Unaided)
Mild	+4	3 weeks/2 weeks
Moderate	+8	6 weeks/4 weeks



Two healers before the hospital tent await wounded from the battlefield.

Product Identity



Wild Herbs go into the making of most medicines.

Product Identity

4.2 Herbal Healing

In the past section, we discussed the types of healing care that can be provided by anyone who takes the time and makes the efforts to learn the fundamentals of caring for and tending to injured and wounded persons. All of these limited methods were based entirely upon the tending person's *Heal* skill.

Specialized healing is another matter. Accomplished Healers know not only how to apply herbal cures prepared by a specialist but also understand the healing abilities of herbs and how to create herbal medicines themselves. Those who are involved in healing at this level also depend heavily upon their skill *Knowledge – Herbalism*.

Any member of any class who devotes sufficient study to healing and herbalism can master these arts, but in practice, those who truly do so usually take the class Healer, at least as a secondary class. Healers in *Dungeons Daring* are the specialists who, with time, eventually will evolve into the physicians and pharmacists of the future.

For PCs who seriously are interested in healing, Healer usually is the only sensible character class to choose. The one exception might be the Ranger class. Those who choose to be Rangers have primary goals other than healing, but their understanding of nature and plant life leads most Rangers to develop amateur healing skills that are greater than most lay persons who are somewhat accomplished in healing, as described in the previous section of this book.

There is a third character class that is involved in herbal healing, the Herbal Witch, but members of this class usually are NPCs. A PC gains only disadvantages in choosing the class Herbal Witch rather than Healer, because Herbal Witches have substantially fewer healing skills than a Healer.

Most Herbal Witches are farm wives and the like who have a natural talent for herbalism and who can make and apply certain cures. Some discover the lower bindings of herbs to magical power and learn through their own talents to use some of the lesser healing spells. That notwithstanding, Herbal Witches are amateurs who sell their services and herbal medicines more often to their neighbors than to injured adventurers.

Not all Healers concentrate upon curing ills and healing wounds. Although they have these talents, many NPC Healers in towns and cities concentrate their efforts upon the manufacture of herbal medicines instead. Such Healers in essence, run primitive pharmacies. As such, however, they provide a valuable service not only to others with healing skills and a need for herbal medicines but also to some spellcasters in search of material components for their healing spells.

Although Healers and Herbal Witches share many of the same skills, they apply them in different manners. Most Herbal Witches, like the majority of the population, are illiterate. They are students of the oral tradition. Almost all Herbal Witches are daughters of Herbal Witches, and their art has been passed on from mother to daughter over the generations.

This does not necessarily mean that the Herbal Witch's art is stagnant. On the contrary, Herbal Witches delight in the chance to acquire an unknown herbal medicine produced by a Healer. They then use their own *Knowledge – Herbalism* skill to sample the medicine and detect what its ingredients are. Afterwards, they attempt to brew their own version of the same medicine. If they succeed their own folk's pharmaceutical repertory has grown.

Herbal Witches also tend to be curious. They often search for herbs with which they are less familiar than they would like to be. When they find them, they use their *Knowledge – Herbalism* skill in an attempt to determine what medical properties the herb might have. Once they think they've succeeded, they attempt to brew a new medicine with it.

Healers, in contrast, are educated persons. They belong to that small part of the population that can read and write. Healers often spend part of their free time in libraries. For most literate people, that can be difficult to do. In the time when our adventures take place, public libraries are an idea whose time has not yet come. Those few libraries that do exist usually belong to noblemen, wealthy scholars and temples. More often than not, they have small collections of parchment books. Nonetheless, some writings on herbal lore usually can be found in such libraries.

Unlike other curious but poorly-endowed readers, Healers usually are welcome in such libraries. There are various reasons for this. Above all, the owner of the library usually is dependent upon the Healer who seeks entrance for his or her own medicinal needs. It is simply self-serving to see to it that one's own healer is as well-informed as possible.

But there is more to it than that. It is an old and revered tradition among Healers to fully document their discoveries in order that their knowledge might be shared with other Healers. Thus, Healers not only use the tomes in the libraries that they visit, but they also tend to write tomes of their own and add them to the library's collection.

Visiting Healers also usually are welcomed into such libraries. They too will want to document new discoveries that they make during their travels. When they seek to use a library in an area foreign to them, they often repay the owner's kindness by adding a tome or two of their own to the visited library.

Healers also are welcome in temple libraries. Although some Clerics openly show scorn for herbal medicine, most temples are more than willing to have access to their documented knowledge. There are many temples that are not above treating their customers with herbal medicines in the guise of a spell that the customer has purchased. Once a Cleric has acquired an accurate recipe for an herbal medicine, he or she can brew it successfully.

Healers spread the knowledge of their medical and pharmaceutical work in other manners too. It is an almost sacred custom among Healers to share their knowledge with one another. If a traveling Healer visits an Apothecary (the common name for the shops where stationary Healers sell their medicines) and asks for the recipe of a medicine he or she has not yet brewed, the Healer who owns the Apothecary is almost certain to give it to him or her.

Healers tend to talk intensive shop with one another. After all, their art is almost like a religion to them. If a visiting Healer discovers that an apothecary Healer lacks knowledge that he or she possesses, the visitor is almost certain to pass that on to the apothecary owner too. In this manner, the medical art, although still primitive, is advancing in the gaming world.

Rangers have a lesser involvement in healing. Those who have a particular interest in healing, reflected in the talent points assigned to Heal and Knowledge – Herbalism, usually know what herbs are available in their home territory, what healing properties they have, and how to use them. On those occasions when a Ranger visits a town or a city, he or she is unlikely to visit an Apothecary. A Ranger is not opposed to using herbal medicines brewed by others, if he or she understands them and knows they are safe.

4.2.1 The Healer's or Witch's Herbal Bag

This is a small leather bag not unlike a modern doctor's bag which contains essential equipment used by the Healer or Herbal Witch when he or she is under way. Such bags with contents usually cost about 2 GP. They often can be purchased in a Healer's Apothecary, although an Herbal Witch would be much more likely to make his or her own bag than to buy one. The average bag with content weighs about 6 pounds/3kg. Usually they will contain most of the following:

- The herbal medicines the user thinks that he or she is most likely to use.
- A knife or set of shears for harvesting herbs. It should be made of made of bone, stone, or other natural materials. If metal shears are used, they can be any pure metal free from iron.
- A mortar and pestle for grinding and mashing fresh or dried herbs to powder. These are preferably of a hard stone like marble, although carved wooden mortars and pestles also are common.
- Bandaging materials.



Product identity

An important tool for every Healer: Mortar and Pestle

4.2.2 Harvesting Herbs

The methods by which a Healer harvests his or her herbs are varied. Most herbs are harvested in summer before or after the plants have flowered. Seeds and bark are harvested in early autumn, while roots might be dug either in early autumn or in spring. There are also some evergreen herbs such as sage, rosemary or thyme that can be collected year-round. However, all Healers take certain precautions and adhere to particular guidelines, regardless of their focus or beliefs, when harvesting herbs:

- All herbs should be collected during dry weather. The leaves, flowers and fruit of an herb must be harvested before noon and preferably in the early morning when the most juice is in the upper parts of the plant. Roots are harvested after noon and preferably by a full moon when the most juice is in the root.
- Healing herbs must be harvested with knives of bone, stone knives or other natural, non-iron substances.
- Iron may not be used with healing herbs. Iron robs a plant of its vitality and can corrupt some of the oils and essences in an instant.
- One never should harvest more than one needs. One always should leave at least as much behind as one takes.
- Healing herbs should not come into contact with anything but natural fibers for the first hours after harvest. Cloth bags are best for collecting and storing herbs until they are ready for preservation or use. A separate bag should be used for each type of herb.
- Leaves should be pulled in early morning to maximize their essential oils. If the plant is a biennial, the best, most potent leaves are gathered in its second year.
- Seed cones and nuts can be harvested whenever they are found falling from their plants. The same goes for twigs and deadfall branches. There are uses for even the shells of hard nuts.

4.2.3 Preserving Herbs

There are many methods for preserving herbs. Most involve drying the herbs in some way. Herbs can be preserved in their whole forms or be cut or ground before or after drying. How herbs are prepared and preserved determines their standard form. Healers tend to preserve herbs by drying with these methods:

- Long-stemmed herbs such as mint, yarrow, and the like are gathered into small bunches with their ends tied together. The bundles are hung upside down in an airy place away from direct sunlight or moisture. These herbs may be stored this way for up to six months, though they should be fully dry within a month.
- Smaller herbs, leaves, and flowers often are laid out in a single layer on a drying tray away from direct light or any moisture. After two to six days, they are fully dry, crisp and brittle to the touch. The faster the flowers and herbs dry, the brighter and more colorful they remain.
- Flowers are dried as whole flower heads if at all possible, although petals can be dried en masse if desired.
- Plant bark takes an inordinate amount of time to dry completely, usually at least one year and often two years.
- Once they have been dried, raw herbs should be stored in an airtight container away from sunlight.

4.2.4 Herbal Medicines

There is more to herbalism than simply picking flowers and hanging them to dry in a shed. The main reason people take up herbalism is to create medicines, teas and other substances derived from the plants. Certain essential steps and processes are used by all Healers. The Create Herbal Medicine talent is necessary in most cases. The following are mundane uses for herbs and plants:

Raw Consumption

Some herbs can bring about minor cures simply by being eaten or by drinking their juices. The role of the Healer is to know when, how much and for what. Applicable check: Usually the Healer for Herbalistic Knowledge and sometimes the patient for Stamina. Talent: None required.

Teas

The most common form of herbal infusion is hot tea. Cold teas also can use lighter oils made from nuts, fruits, seeds, or vegetables such as olive, walnut, sesame or sunflower oil. Teas work best with leaves, flowers, and more delicate plant material, either in fresh or dried quantities. Applicable check: Usually the talent Create Herbal Medicine is sufficient for the Healer. When not, you may have to use Herbalistic Knowledge and sometimes Stamina for the patient.

Oiled Preserves

Oiled preserves are produced by placing fresh or dried herbs into a jar or container, covering them entirely with an oil of choice and then sealing the container and placing it in a cool, dark place for a period of time. Applicable Talent: Craft Herbal Medicine. Applicable check: Often Herbalistic Knowledge for the Healer and Stamina for the patient.

Cooked Preserves

Cooked preserves are made exclusively with hot water. The herbs are placed into cold water and heated slowly. The herbal mixture is simmered anywhere from 30 minutes to an hour or until the amount of water reduces by a third through evaporation to fully percolate the herbs' oils into the water. These work best and usually are necessary when using tougher herbal parts such as barks, stalks, berries, and roots. When using fresh ingredients, they should be sliced before being placed in the water, while dried components are best if crushed or powdered. Applicable Talent: Craft Herbal Medicine. Applicable check: Often Herbalistic Knowledge for the Healer and Stamina for the patient.

Salves

Salves usually are a combination of oiled and/or cooked preserves that are mixed into thick, natural gels. Because these gels are only a carrier base that contain the herbs. They do not need to be made of herbal plants, but they do need to be made of natural plant materials. Applicable Talent: Craft Herbal Medicine. Applicable check: Often Herbalistic Knowledge for the Healer and Stamina for the patient.

Powders

Powders usually are made of dried herbs. At the time they are being applied water or another liquid usually is added and they are made into a paste. In most cases, the paste is wrapped into a bandage. Applicable Talent: Create Herbal Medicine. Applicable check: Often Herbalistic Knowledge for the Healer and Stamina for the patient.

Poultices

Poultices (also known as *cataplasms*) are adhesive, doughy masses that contain healing herbal substances. The adhesive mass usually is made of grain meal or clay. Poultices usually are applied warm. Applicable Talent: Create Herbal Medicine. Applicable check: Often Herbalistic Knowledge for the Healer and Stamina for the patient.

Wines & Liqueurs

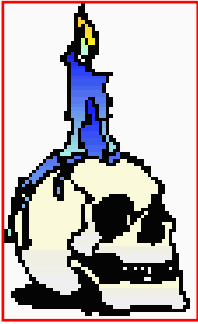
The fermentation of herbal wines and the distillation of herbal liqueurs can produce some of the more powerful concoctions in a Healer's herbal bag. However, creating such potions in such a manner that they still retain their medicinal properties is very difficult. It requires a master's touch, as reflected in usually high DLs for the fermentation or distillation. Failure means that the vintner or distiller has succeeded only in producing a non-medicinal alcoholic wine or liqueur at the best. With success, some healing wines and liqueurs can stand their own with many magical potions. Applicable Talent: Create Herbal Medicine (although no literal brewing occurs). Applicable check: Often Herbalistic Knowledge for the Healer and Stamina for the patient. Side effect: Although they are healing drinks, they also contain alcohol and high percentages in the case of liqueurs. You may have to take into consideration that the patient will, to a certain degree, be drunk during a part of the cure.

4.2.5 Dosage Limitations

With most magical potions, an adventurer can consume more than one and stack the effects without undesirable side effects. Herbal medicines, despite all of the hocus pocus that a layman's eyes might see going into their creation, are natural medicines that stimulate and speed natural healing processes.

The body can perform only so much natural healing on its own within a certain period of time. Repeated dosages seldom lead to increased healing, although they can lead to ill side effects. Unless otherwise noted, the herbal medicines described below should be used no more than once a day!

4.2.6 The Herbal Cures



WARNING!

DO NOT attempt to use these herbs in real life for the purposes and uses listed here! Although many genuine herbs are listed, the described uses are mostly fictitious. In a fantasy setting, these herbs can be made to do many things that they will not do in our own real world. Many of the listed plants are highly poisonous and some are deadly toxins. Real experts, not game designers, should inform you about genuine natural healing. Cumin, fennel, garlic, and the like can be found in stores, but you should use them only as food! DON'T TRY THESE CURES AT HOME except in make believe words within the framework of your games!

There are thousands upon thousands of herbs, plants, mosses and lichens that have some use, either common or esoteric, in both real and fictional worlds. All herbs have set classifications of Rarity, Environment, and Harvest. The definitions of these are set below within the Herbal Template:

Herbal Rarity

Rarity is set at four stages:

- **Common herbs** are easily found. A Spot check against DL 10 is needed to recognize herbs from a general description. Those who know the plants need no check, assuming they're in an area where the plant can grow.
- **Uncommon herbs** still are relatively common but only if you know where to look. A Spot check against DL 15 usually is needed to find them. However, anyone skilled in Knowledge - Herbalism, Wilderness Survival or other skills focused on finding natural items in the environment can check against DL 10;
- **Rare plants and herbs** are only found in very particular environments. They are difficult even for the skilled seeker to find. Unskilled persons make a Spot check against DL 20. Skilled persons make a check against DL 15.

Extremely rare plants and herbs may be unique to one particular area rather than a general environment. Finding such plants blindly in the wild is almost impossible. Unskilled seekers make a Spot check against DL 35. Skilled persons check against DL 30. If you're in the place where the herb is known to grow, Spot DLs improve to 25/20.

Herbal Environments

Some herbs can be found only under particular climate conditions. When that's the case, it's noted under Environment.

Herbal Harvests

Harvest classifications affect the price and availability of herbs. If various parts of a plant can be used, harvest times are noted for different times to catch all useful parts of a plant.

4.2.7 A Catalog of Herbs and Herbal Medicines

Acacia (*Acacia*)

Rarity: Rare

Environment: Warm lands

Harvest: Annual

Non-Medicinal Use: Acacia gum is an important gel used in making healing salves.

Necessary Talent: Not Applicable

Cost: per 1 ounce/30 grams dried flowers or leaves, 4 GP. 1 ounce/30 grams of sap, 6 GP. One pound/500 grams of wood chips, 10 GP.

Acacia is a small tree with thin bark, rounded compound leaves, and clusters of small yellow-and-white flowers. The gummy sap can be tapped only after midsummer and it must be stored in airtight jars to prevent its drying to a hard crusty lump. Acacia gum is a primary binding component for many healing ointments and salves.

Apple (*Malus*)

Rarity: Common

Environment: Temperate

Harvest: Tree

Wine: Apple vinegar heals 75% of burn wound damage if applied within 10 rounds of injury. Apple cider lifts exhaustion.

Necessary Talent: Create Herbal Medicine

Check: Victim checks for Stamina vs. DL 8

Cost: 1 BP per apple

The ability of apple vinegar to heal burns if applied immediately is unique. Healers treasure the apple tree greatly, not so much due to the apple's healing properties but rather because the fruit and its fruit juice have such strong abilities to ward off disease. Anyone who eats at least five apples a week has a 95% (2-20 on 1d20) chance of contracting no normal disease during that week. A pint/half-liter of apple cider consumed gradually over half an hour's time will lift 1d4 exhaustion points. Only one draught is effective. Additional draughts have no cumulative effect.



Product identity

Apple

Autumn Crocus (*Colchicum autumnale*)

Rarity: Common

Environment: Temperature hills and plains

Harvest: Perennial bulb

Powder: Mixed in liquid cures gout and helps with arthritis and rheumatism

Necessary Talent: Create Herbal Medicine

Check: To create Herbalistic Knowledge vs. DL 17. To heal, victim's Stamina check against DL 15.

Cost: 1 bulb, 1 CP.

This beautiful flower blooms in late summer and early autumn. The broad-leaved foliage appears in spring. Although the autumn crocus is a deadly poison that begins with vomiting and can end in death, it also can be used, in the proper proportions, to cure diseases that affect the joints. However, if a person with such an illness consumes the herbal medicine, he or she should be prepared to cope with an ill stomach and diarrhea.



Product identity

Autumn Crocus



Basil

Product identity

Basil (*Ocimum basilicum*)

Rarity: Common

Environment: Any Warm

Harvest: Annual

Tea: Cures non-injury internal pains within 1d20 + 4 hours, lifts exhaustion

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge DL 10

Other use: Fresh leaves stop poison.

Cost: 1 ounce/30 grams of leaves, dried or fresh, cost 5 CP.

Stuffing five fresh leaves into a poisoned wound gives an immediate Stamina check against vs. poison. The DL is dependent upon the poison. An 4 oz./250ml portion of basil tea will lift one exhaustion point. Additional tea has no cumulative effect.

A common herb found in nearly every summer garden, basil's rounded leaves and aromatic scent are easily recognized by most folks. It is used most regularly as a cooking spice, but it also works in a hot tea as a medicine versus internal discomforts.

Belladonna (*Atropa belladonna*)

Rarity: Rare

Environment: Temperate forests

Harvest: Perennial

All Plant Parts: Deadly poisonous when consumed or injected.

Eat Root: Prevents lycanthropy.

Necessary Talent: None

Check: Victim's Stamina vs. DL 20 to succeed.

Cost: 1 ounce/30 grams of dried leaves and flowers, stalks, root or berry juice (of 12 berries) cost 5 GP.

Belladonna is a deadly poisonous plant. Despite that, it is often kept at hand to prevent the spread of lycanthropy. Consuming 1 ounce/28 grams of Belladonna root within an hour of a werecreature's attack entitles the bitten person to check for Stamina against DL 20 to avoid contracting lycanthropy. Only this use avoids the poisonous effects. This plant, the largest of the nightshades, has reddish stalks, bright green leaves with red ribs, and dull purple berries and flowers. Belladonna is highly poisonous and generally only harvested by those creating toxins and poisons.

Borage (*Borago officinalis*)



Product identity

Flowering Borage

Rarity: Common

Environment: Plains and marshlands

Harvest: Annual

Eat Roots & Leaves: Helps cure cold and fever

Necessary Talent: None

Check: None.

Tea: Cures minor illnesses in 1d20+4 hours, heal injured eyes at 1 injury point daily

Necessary Talent: Create Herbal Medicine

Check: None.

Cooked Preserve: Wakes the unconscious in 1d6 rounds, breaks fever in 1d12 hours, neutralizes poisons

Necessary Talent: Create Herbal Medicine

Check to wake unconscious, break fever: Victim checks for Stamina against DL 20.

Check to neutralize poison: +5 bonus on normal Stamina check against the poison's DL

Cost: 10 fresh leaves or 1 ounce/30 grams of dried leaves cost 5 CP

Fresh leaves and flowers pulped and made into a cooked preserve break fevers and wake unconscious victims. The preserve also helps to resist poison or to fight off illness or other poison effects. Borage is a hardy annual. Its hairy oval leaves and blue flowers grow up to 18 inches/50cm high along their stems. The leaves and roots often are chewed when suffering colds or fevers, and waters infused with borage help heal injured or sore eyes. Dried leaves also are used to make a healing tea.

Buchu (*Agathosma betulina*)

Rarity: Rare

Environment: Any tropical

Harvest: Biennial

Tea: Cures internal illnesses in 1d4 days

Necessary Talent: Create Herbal Medicine

Check: None.

Cost: 1 ounce/30 grams of leaves or bark, dried and powdered, cost 5 GP.

Tea made of dried buchu can heal internal illnesses. Buchu is a small shrub-like herb with diamond-shaped leaves, growing in branching woody vines from a central stalk. It has no common uses, save as a random weed used in thatch if nearby. In order for buchu to retain its properties after harvesting, the plant must be cut at night. Similarly, its crushing into powder can only be done with mortar and pestle.

Calendula (*Calendula officinalis*)

Rarity: Common

Environment: Temperate meadows

Harvest: Annual

Tea: Cures common minor illnesses in 1d6 days

Necessary Talent: Create Herbal Medicine

Check: None.

Cost: 1 ounce/30 grams of dried petals cost 1 CP.

Calendula petals are used to treat a wide variety of illnesses. One plant blooms from late spring until the first heavy frosts, each bearing many of the multi-petaled orange and yellow flowers. The plant reaches a height of a foot/30cm or more. Calendula petals are harvested in the morning and dried as tea.



Product identity

Calendula

Coriander (*Coriandrum sativum*)

Rarity: Common

Environment: Any hills and mountains

Harvest: Annual

Oiled Preserve (Seeds): Diminish pain and restore 1 life point

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 25.

Cost: 1 ounce of seeds costs 1 CP

Coriander is a primary herbal pain killer. Healers on the scene of combat use coriander seed potions to treat mortally wounded combatants who are in dire need of stabilization. Coriander potions can so diminish pain that with further first aid, the wounded can make a Stamina check against DL 20 to regain a lost life point.

Coriander is an aromatic herb of tiny cloud-shaped leaves that can grow on stiff stalks up to 3ft/90cm in height. Infused into water, coriander leaves are a mild restorative and healing agent used by apothecaries. Raw coriander seeds, on the other hand, are used as a spice to season food.



Product identity

Coriander Seeds

Cowslip (*Primula vulgaris*)



Product Identity

Cowslips and violets

Rarity: Common

Environment: Any temperate hills, plains, and forests

Harvest: Perennial

Tea: Induce sleep

Necessary Talent: Create Herbal Medicine

Check: None, effect automatic.

Tea: In a bath, it relieves aching joints and wounds, restores two injury points from wounds daily

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 25, to heal a wound victim also checks for Stamina vs. DL 15.

Wine: Induce sleep

Necessary Talent: Create Herbal Medicine

Check: None, effect automatic.

Cost: 1 ounce/30 grams of dried flowers or dried root cost 5 GP

The cowslip is a short plant with a rosette of wrinkled leaves at the base that are velvety on the underside. From the center of the leaf crown a slim stem grows. It produces a side-canted yellow blossom with a red center. Midwives and apothecaries use cowslip in a bath for relief of aching joints and wounds, and it can be infused in a tea to induce sleep. It also can be fermented into a mild white wine that travels and stores well and aids in falling asleep. All parts of the plant can be dried and stored together.



Both photos Product Identity

Cranberry Snowball in its autumn glory, left, and at winter harvest time, right

Cranberry Snowball (*Viburnum opulus*)

Rarity: Common

Environment: Temperate

Harvest: Perennial

Tea: Weak tea cures all blood diseases within 1d4 days

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 18, to heal blood disease victim checks for Stamina vs. DL 18.

Cost: 1 pound/500 grams of berries cost 1 CP.

Cranberry Snowballs are both poisonous and a healing medicine. Normally, the berries cause only nausea. However, they can stop the heart if they are consumed in large quantities. Weak teas, on the other hand, are used by Healers and Herbal Witches to cure blood diseases. The berries are most poisonous in summer and early fall, after the leaves remain but turn red. They have their best healing properties after the leaves have fallen and snow has touched the berries.

Death Cap Toadstool (*Amanita phalloides*)

Rarity: Common

Environment: Temperate forest

Harvest: Annual

Any Form: Deadly poisonous.

Necessary Talent: No

Cost: 1 CP for five toadstools

Among the plants listed in this section, only Monkshood is more deadly than the Death Cap. Unlike Monkshood, the Death Cap has no known medicinal property. The Death Cap usually is chosen only by murderers who want their victims to die a slow and miserable death. Nausea, diarrhea and terrible stomach cramps set in after 1d4+2 hours with nightmarish hallucinations beginning in the last two hours after this initial phase. These effects then continue for another 1d12 hours until the victim dies.

Eyebright (*Euphrasia*)

Rarity: Common

Environment: Any hills and plains

Harvest: Annual

Tea: Cures eye diseases within 10d4 days

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 15, to heal eye disease victim checks for Stamina vs. DL 15.

Oiled Preserve: Cure magically induced blindness

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 25, to heal eye disease victim checks for Stamina vs. DL 20.

Cost: 1 ounce/30 grams of flowers, dried or fresh or in oil cost 5 CP.

The herbal tea made from Eyebright is used by a Healer as a long-term treatment for eye illnesses. Medicinal oiled preserves made from the leaves, used as eyewashes, can counter magically induced blindness. Eyebright plants creep along the ground. Their jagged deep green leaves and purple-veined lilac-and-white flowers help their stems stand out from the grass. Eyebright needs little preparation or special treatment for preservation, save to macerate the flowers to keep them more than a few weeks.

Elderberry (*Sambucus nigra*)

Rarity: Common

Environment: Any temperate

Harvest: Short-lived perennial, deciduous shrub or small tree

Presence of Bush: Repels undead and evil within 50ft/15m

Necessary Talent: None

Check: None.

Elderberry Juice: Cure stomach disease, cold or flu in 1d4 days

Necessary Talent: None

Check: None.

Tea from Leaves: Lifts exhaustion. 1 cup stops the spread of blood poisoning automatically. 1 week's consumption cures blood poisoning.

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 15 to make tea.

Salve of Dried Flowers: Stops external bleeding in 2d4 minutes.

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 25 to make salve, victim checks for Stamina vs. DL 20.

Elderberry-Mistletoe Berry-Yew Berry-Poultice: Stops external bleeding in 1 minute and heals tissue at 10 times the normal rate. Begins relieving pain and healing injury points immediately.

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 30 to make poultice.

Wine of Berries: Stops internal bleeding in 2d4 minutes.

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 25 to make wine, victim checks for Stamina vs. DL 20.

Cost: 1 pound/500 grams of berries cost 1 BP. 1 ounce/30 grams of dried blossoms costs 2 CP.



Elderberry in flower

Product identity

The seeds of elderberries are mildly poisonous, causing strong indigestion. That aside, the elderberry not only is the first of medicinal plants to Healers and Herbal Witches but also the main herbal source in peasant healing. No Healer or Herbal Witch would consider planting a garden without at least one elderberry bush. This is the first child of the Light in the plant world. It exudes life.

No undead or living servant of the Darkness, not even high draugs and archdevils or –demons, are able to come within 50ft/15m of a living elderberry bush, nor will any black necromantic magic function within that radius. A Healer with sufficient knowledge probably could use the flowers and berries to cure any disease or speed the healing of any injury.

All Healers know how to brew elderberry tea, a drink that will stop the spread of blood poisoning or any blood disease with the first cup. With another week's regular consumption of elderberry tea, the disease will be cured. No checks are necessary. The elderberry cure *always* works.

In a week's time, elderberry juice also will cure any stomach disease, cold or flu without a check. Healers with considerable experience also can make a medicinal elderberry wine that will stop internal bleeding immediately, or to make a salve of elderberries and dried elderberry flowers that can be placed upon wounds directly before they're bandaged to stop external bleeding immediately.

Even stronger is a poultice made with elderberries and mistletoe and yew berries. It immediately stops external bleeding and starts healing lost injury points at the rate of 6d8 daily. The poultice must be applied during the sleeping hours, but after the first day's healing, it is sufficient to bandage the wounds by day. After the first day, the wounded character is able to risk carrying out normal actions again.

Such cures can be critical lifesavers on the scene of a battle. Unfortunately, a Healer does not know if he or she made the wine or the salve successfully until it is used. 1 8 oz./250ml cup of elderberry tea lifts 3 exhaustion points. Additional tea has no cumulative effects.



Product identity

Fly Argaric Toadstool (*Amanita muscaria*)

Rarity: Common

Environment: Temperate and mountain forest

Harvest: Annual

Any Form: Poisonous. Less than 1/10 ounce/3 grams causes hallucinations. More than this amount and less than 1 ounce/30 grams cause intestinal problems, hallucinations, coma and possible death.

Necessary Talent: No

Cost: 1 CP for five toadstools

Fly Argaric toadstool

This pretty mountain toadstool has been the death of some who have eaten it, and many persons committing suicide choose it because other medications relieve the intestinal problems, leaving them to die in a happy state of excitement and hallucination. Death occurs within 1d4 + 20 hours is preceded briefly unconsciousness.



Product identity

Foxglove (*Digitalis purpurea*)

Rarity: Common

Environment: Among shade-giving shrubs and forest

Harvest: Annual

Powder: Stimulates slowed heart-beat.

Necessary Talent: Create herbal medicine.

Check: Herbalistic Knowledge vs. DL 15 to create. Effect automatic.

Other Forms: Nausea, diarrhea, vomiting, possible heart failure and death.

Necessary Talent: (To stop heart problems) Create herbal medicine.

Check: (To stop heart problems with Spindle Tree powder) Knowledge (herbalism) vs. DL 15.

Cost: 1 CP for one flower spike

Foxglove

Garlic, Wild or Ramson (*Alium ursinum*)

Rarity: Common

Environment: Moist and shady spots under trees, temperate climate

Harvest: Perennial

Two Cloves as Food Seasoning: Eating two cloves daily cures any bacterial or fungal affliction within 1d4 days

Necessary Talent: None

Check: None.

Eat Leaves: Eating two leaves daily cures any bacterial or fungal affliction within 1d4 days

Necessary Talent: None

Check: None.

Place Bulb Clove under Tongue Overnight: Cures any bacterial or fungal affliction overnight

Necessary Talent: None

Check: None

Salve: Cleans any Wound Perfectly of bacteria or fungi

Necessary Talent: None

Check: None

Presences: Wards off draugs at a distance of 10ft/3m

Necessary Talent: None

Check: None

Cost: 1 leaf costs 1 CP, bulb costs 1 BP

NOTE: Culture garlic had not yet been hybridized in this time.

Wild garlic or ramson is nature's strongest antibiotic. It also is a good fungicide. There is little that a Healer can add to its abilities. Healers usually just provide it and explain to patients how to use it. It will end any bacterial affliction, and it also has the added advantage of being able to ward off vampires and repel draugs. Wild garlic has broad leaves about 8 inches/20 cm long and a spike with a cluster of pretty white flowers up to a foot/30cm tall. It is a spring plant that vanishes until the next year before High Summer. The leaves must be harvested before noon and preferably in the early morning on dry days before the flowering season ends. Shortly thereafter, the foliage turns yellow and the plant goes dormant.



Ramson (wild garlic)

Product identity

Hazelwood (*Corylus avelanna*)

Rarity: Common

Environment: Temperate forest borders, open plains

Harvest: Perennial

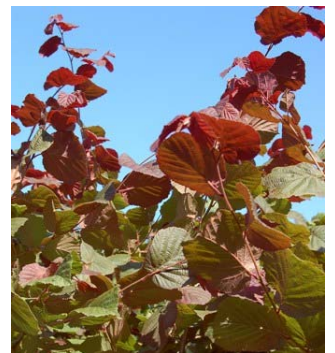
Oil Preserve: Heals cuts and wounds, 2d8 injury points daily.

Necessary Talent: Create Herbal Medicine

Check: To create Herbalistic Knowledge vs. DL 16

Cost: 1 pound/500 grams of hazelnuts cost 4 BP

Hazelwood – consider along with beech and rowan to be one of the three *magic* woods – is the holy life tree of druidic orders. In herbal medicine, oil containing a thick mixture of hazelnut paste, is very effective at healing and closing cuts and wounds.



Product identity

Red Hazelwood

Holly (*Ilex aquifolium*)

Rarity: Common

Environment: Forests or light woods

Harvest: Perennial small tree

Tea from Leaves: 1 cup daily cure 1 injury point daily of gout, urinary problems, rheumatism or arthritis.

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 20 to make tea.

Cost: 1 Ounce/30 grams leaves or 5 berries 2 BP

Holly's prickly, spined and waxy leaves and white or red berries are easily spotted when found. Holly begins as a small evergreen shrub and grows into a 50ft/15m high bushy tree or hedgerow.



Product identity

Holly leaves and berries

There are more folklore remedies and tales tied to holly than any other herb. Carrying it is said to bring everything from good luck for children to protection from lightning or mischievous sorcerers. A hardy plant, holly's powers function only if no iron is used in harvesting it. Berries and leaves must be dried separately. The berries are poisonous.

Hops, Wild (*Humulus lupulus*)

Rarity: Common

Environment: Any temperate

Harvest: Perennial, early autumn

Chew Buds: Calms nerves, reduces pains

Necessary Talent: None

Check: None

Cost: 12 buds cost 1 CP

This climbing herbaceous plant grows easily and quickly. Its thick roots send out shoots of climbing tendrils that wind in patterns clockwise around anything within reach of the heart-shaped leaves. After the flowers bloom in late spring, the catkins at their centers mature into the tough buds. Some brewers are beginning to use cultured varieties of hops instead of gruit to help preserve their beers and ales.



Product identity

Juniper (*Juniperus communis*)

Rarity: Common

Environment: Any temperate forests and hills

Harvest: Perennial/Evergreen

Eat Berries: +2 bonus on Stamina check vs. herbal poisons

Necessary Talent: None

Check: None

Tea of Needles and Dried Berries: Heals 1 injury points daily

Necessary Talent: Create Herbal Medicine

Check: To create, Herbalistic Knowledge vs. DL 12

Oiled Berry Preserve: Heals 1d8 injury points daily

Necessary Talent: Create Herbal Medicine

Check: To create, Herbalistic Knowledge vs. DL 18

Juniper Bush

Salve of Berries and Bark: Heals 2d8 injury points daily

Necessary Talent: Create Herbal Medicine

Check: To create, Herbalistic Knowledge vs. DL 22

Cost: 20 berries or 3 ounces/85 grams bark or twigs cost 2 CP

Junipers are aromatic evergreen shrubs with green needles smelling of pine. They bear green berries that take three years to ripen. Ripe berries are dark purple. Usually there are always berries of varying age on each bush, so harvesting is easy any time of year. Berries should be harvested after the noon hour, preferably in the evening or at night. Seven juniper berries are a helpful antidote for herbal poison. Healers' teas, preserves and salves begin showing their effect after the patient has had his or her first full night's rest.

Mandrake (*Mandragora*)

Rarity: Uncommon

Environment: Any temperate to sub-tropical hills

Harvest: Perennial

Eat Poisonous Root: Anesthetic, anesthetized 1d4 hours

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 12 (failure or without healer poisons)

Tea from Poisonous Root: Anesthetic, anesthetized 2d4 hours

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 14 (failure or without healer poisons)

Cost: Dried root or one fruit, fresh or dried, 1 SP

Mandrake root and berries can make an effective anesthetic when administered by the hands of a Healer or an Herbal Witch, but it is, nonetheless, a poisonous plant. Those who consume mandrake in any form without the help of a Healer or Herbalist will be rendered unconscious and temporarily lose 2 points of Stamina. This loss continues until the mandrake poisoning is healed.

Mandrake appears with light brown erect stalks up to 1ft/30cm high, with ovate dark green leaves that flatten upon the ground over time. The greenish-white cup-shaped flowers produce a round green fruit in early summer. Mandrake gets its name and notoriety from its brown turnip-like root that often splits in two or four parts, sometimes resembling a man.

Mistletoe (*Viscum album*)

Rarity: Uncommon

Environment: Temperate Forest

Harvest: Perennial (harvest in early winter)

Tea of Berries: Stops internal bleeding in 2d6 hours.

Necessary Talent: Create Herbal Medicine. None for Green and Nature Druids.

Check: Herbalistic Knowledge vs. DL 20. Green and Nature Druids need make no success check.

Elderberry-Mistletoe Berry-Yew Berry-Poultice: Stops external bleeding in 1 minutes and heals tissue at 10 times the normal rate. Begins relieving pain and healing injury points immediately.

Necessary Talent: Create Herbal Medicine. None for Green and Nature Druids.

Check: Herbalistic Knowledge vs. DL 30 to make poultice, victim checks for Stamina vs. DL 20. Green and Nature Druids need make no success check.

Cost: Fresh berries or a hand-sized sprig of dry mistletoe wood cost 3 BP



Product identity

Mistletoe

Green Druids and Nature Druids are highly specialized naturalists, but they devote little of their time to the study of herbal healing, leaving that to their Ranger colleagues instead. However, Mistletoe remains the sacred plant of every Green or Nature Druid, and all of them know how to make Elderberry-Mistletoe Berry-Yew poultice with its great healing powers. Healers and Herbal Witches also can learn to make this important poultice well.

The poultice immediately stops external bleeding and starts healing lost injury points at the rate of 6d8 daily. The poultice must be applied during the sleeping hours, but after the first day's healing, it is sufficient to bandage the wounds by day. After the first day, the wounded character is able to risk carrying out normal actions again.

Less powerful but nonetheless effective is a healing tea made of mistletoe berries, also one of the few herbal remedies made by Green and Nature Druids as well as Healers. The tea is a strong medicine that can stop internal bleeding by causing internal wounds to close.

Mistletoe is a parasitic plant found growing on the limbs and trunks of coniferous and deciduous trees. It produces tough white-green ever-branching stems with white berries at nearly every offshoot. Only gold implements should be used in the harvesting of mistletoe, to ensure that its viability and essence remain unspoiled.

Monkshood (*Aconitum*)

Rarity: Uncommon

Environment: Any Temperate, only in moist shady soil

Harvest: Perennial

Tea with Lycanthrope's Bite: Prevents disease.

Necessary Talent: Create Herbal Medicine

Check: Victim checks for Stamina vs. DL 20 to avoid lycanthropy.

Consumption without Lycanthrope's Bite: Death.

Necessary Talent: None

Check: Stamina vs. DL 35 or death in 2d20 minutes.

Injection: Death.

Necessary Talent: None

Check: Stamina vs. DL 40 or death in 2d20 minutes.

Cost: 5 sp/palm-sized sprig or oz. of seeds; 1 gp/syrup decoction



Product identity

Monkshood flower

Monkshood grows as erect green stems covered by glossy dark green leaves with light green undersides, and clusters of dark blue to purple flowers shaped like a monk's hood. It is mildly poisonous to the touch when fresh, inducing a mild rash. It also is the most poisonous of known plants if it is consumed raw or as a processed material or injected into the body.

Monkshood is the main substance used to create the deadly poisons that often are used on weapons. Consuming it in any form requires a Stamina check within 30 minutes against DL 35 to avoid death within 2d20 minutes. If it is injected, as from a poisonous weapon, the DL is 40. No antitoxins are effective against Monkshood.

Despite these dangers, it is often kept at hand to prevent the spread of lycanthropy. Consuming 1 ounce/30 grams of Monkshood root tea within an hour of a werecreature's attack entitles the bitten person to check for Stamina against DL 20 to avoid contracting lycanthropy. Only this use avoids the poisonous effects.

The herbalist must wash carefully after harvesting to prevent the rash that touching the plant causes and to avoid poisoning other herbs with the oil of Monkshood.

Ramson or Wild Garlic (*Alium ursinum*)

See Garlic, Wild



Product identity

Ripe Sloe Berries in Winter

Sloe (*Prunus spinosa*)

Rarity: Uncommon

Environment: Any forests

Harvest: Perennial

Presence: Wards off undead except vampires.

Necessary Talent: Create Herbal Medicine

Check: Victim checks for Stamina vs. DL 20 to avoid lycanthropy.

Tea Made of Powder: Increases natural healing of all types by 3 Injury Points daily.

Necessary Talent: Create herbal medicine

Check: None.

Cost: 1 ounce/30 grams of berries or. berry juice cost 5 CP

Sloe is anathema to all undead. They will not enter areas laced with it. Sloe is a tough, woody bush with very hard and pointed thorns. It grows in tight, impenetrable thickets and hedges, its ovular leaves and tiny white flowers eventually revealing bright blue berries in summer. These berries, when mashed, dried and preserved as a powder, are used as a medicinal restorative. The berries should not be harvested before the first frosts in late autumn or early winter, when they sweeten. This herb needs no special preparations or preservations.



Product identity

Euonymus Berries

Spindle Tree (*Euonymus europaeus*)

Rarity: Uncommon

Environment: Forest eaves

Harvest: Perennial in late Autumn, early winter

Consumption: All. parts of the plant are poisonous causing vomiting, shortness of breath, unconsciousness and then possibly death.

Necessary Talent: None

Powdered Berries: Slow heart, antidote for foxglove poisoning.

Necessary Talent: Create herbal medicine.

Check: Herbalistic Knowledge vs. DL 15.

Cost: 5 ounces/140 grams of berries or juice cost 2 BP.

The bush's name comes from a non-herbal use. Wood of the spindle bush is used to make spindles. The many-branched bush can reach a height of 10ft/3m. In spring, it breaks out in green leaves with white, inconspicuous flowers that produce pods that turn scarlet in autumn about a month before the leaves turn a brilliant red shade. The berries are most useful in late autumn or early winter after the first touch of frost or snow. The pods break open then, revealing small berries.

All parts of the plant are poisonous. They retard the heartbeat and can bring it to a standstill. Consumption can lead to death. However, a small dose of tea made of powdered berries also can cure an irregular heartbeat or retard the deadly accelerated heartbeat caused by foxglove poisoning. A simple, non-medicinal powder made by peasants also can be used to drive lice off of the body.

Sweetspire (*Itea virginica*)

Rarity: Uncommon (temperate), Common (warm)

Environment: Any Temperate or Warm lowlands, plains, and marshes

Harvest: Perennial

Fresh Sap: Warms cold skin.

Necessary Talent: None

Check: None.

Resin: Natural sedative.

Necessary Talent: None

Check: None.

Salve made of Fresh Fronds and Resin: Counter against medical or magical paralysis.

Necessary Talent: Create herbal medicine.

Check: Victim checks for Stamina against DL 17.

Cost: 5 sp/oz. of dried or liquid resin or one leaf, fresh or dried (price drops to 5cp in warm climes)

Sweetspire is a small tree that reaches up to 20ft/6m in height. Its thick trunk is sheathed by the waxen and succulent leaves that spiral up the central trunk and end in convex triangular shapes. The name comes from its edible, sugary, gummy sap. The resin is a natural sedative and is also a food source for many small animals. Sweetspire has many common uses. Its sap-filled leaves can be boiled down and fermented into a potent sweet white wine that travels well, and the leaves can also be dried to make an incredible kindling (the resin within the dried leaf is highly flammable). Adventurers sometimes carry small bottles of the resin for making torches or easy-starting fires. Preservation of the sweetspire leaves must start quickly after the harvest. Drying the succulent leaves involves an hour of light baking within an oven or ringing a campfire within six hours of harvesting, and then the leaves must be dried separately on racks for another month. A victim of medical or magical paralysis can be freed from it, even if caused by a gorgon's gaze, if the salve is smeared onto his or her skin.

Tamarix (*Tamarisk*)

Rarity: Uncommon

Environment: Any warm hills and seacoasts

Harvest: Perennial

Burning Presence: Repels reptiles within 50ft/15m

Necessary Talent: None

Check: None.

Cost: 1 pound/500 grams of dried tamarisk bundles cost 1 SP.

Game Use: Components (Items/Spells), Special (Burning tamarisk is as offensive to any reptilian creature, from snakes up to dragons, as garlic is to vampires.)

Tamarix grows on straight hollow stems that reach close to 3ft/90cm in height. It has frequent small branches covered with tiny leaves or topped by heavy tassels of gold flowers in summer. Tamarix has no commonplace uses. Some attempts have been made to cultivate this plant to grow larger so reptile-slaying arrows might be carved from it, but to no avail.

Wood Betony (*Stachys officinalis*)

Rarity: Common

Environment: Temperate forests and wooded marshlands

Harvest: Perennial

Tea: Helps cure colds, flu and common illnesses

Necessary Talent: Create Herbal Medicine

Check: Victim checks for Stamina vs. DL 11

Hot Poultice Made with Red Grape Wine: Prevents scars from wounds

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 25; victims checks for Stamina vs. DL 18.

Cost: Half an ounce/15 grams of leaves or flowers cost 5 CP. 1 ounce/30 grams of tincture cost 1 GP.

Betony tea is used as a cure for colds, flu and other common illnesses. A betony tincture will cure such diseases within 1d12+24 hours if the patient makes his or her check for Stamina vs. DL 11. Most apothecaries offer it as a hot poultice with red wine to prevent scarring and to aid in wound closure. The cure is successful if the wounded makes a successful check for Stamina vs. DL 18.

Betony grows from a crawling rhizome that sends erect stems upward. up to 2ft/60cm in height. They are covered with ragged-edged leaves in opposed pairs along the vine and stalks. The stems end in a cluster of pink to crimson flowers at the top.

Wood betony should be harvested as a whole plant and dried hanging upside-down in loose bunches. The roots should be discarded after drying and the seeds and flowers should be stored in airtight containers separate from the leaves.

Wormwood (*Artemesia ansinthium*)

Rarity: Common

Environment: Any temperate to warm hills and plains

Harvest: Perennial

Consumption: 2d4 days of nausea and gastric problems

Necessary Talent: None

Check: None

Tea of Twigs, Leaves and Flowers: Wound antiseptic, cures indigestion and gastric pain in 1d4 hours.

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 14

Wine or Powder of Leaves and Flowers: Wound antiseptic, cures indigestion and gastric pain in 1 hours. Drives worms from intestines in 1d4 days.

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 17

Cost: 1 ounce/30 grams of dried leaves, flowers and stems cost 1 BP.

Wormwood is an ugly perennial with a tough, dyspeptic green stalk that grows three feet high and emits regular pale green three-bladed leaves and pale olive flowers come summer. The leaves and flowering tops are gathered when the plant is in full bloom, and dried naturally or with artificial heat. Twigs, leaves, and flowers boiled in water create a common curative for digestive ills. Wines and powders made from the leaves and flowers are a more powerful cure.



Product identity

Yarrow (*Achillea millefolium*)

Rarity: Common

Environment: Any temperate lowlands and marshlands

Harvest: Perennial

Tea: Antiseptic, cleans wounds of germs and other infectants

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 12 to create

Poultice: Stops bleeding in 2d4 minutes.

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 14 to create

Cost: comb of fresh flowers or 1 ounce/30 grams of dry leaf cost 3 CP.

Yarrow in spring

Yarrow is an erect plant of slight stems. It has fern-like leaves formed of hundreds of tinier leaves and small white flowers that grow in flat combs and clusters atop the herb. Yarrow's most common use is as a natural antiseptic tea made of young spring yarrow leaves. The entire plant can be used to make a poultice that serves as a coagulant. The poultice is placed over cuts or applied to major wounds. Flowers must be harvested in whole combs or clusters.

Yew (*Taxus baccata*)

Rarity: Uncommon

Environment: Temperate areas

Consumption of any part except berry coatings: Death

Necessary Talent: None

Injection of Wood: Death

Necessary Talent: None

Salve Made of Needle Tips: Heals burns, rashes, insect bites

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 22. For serious burns, victim checks for Stamina against DL 15.

Elderberry-Mistletoe Berry-Yew Berry-Poultice: Stops external bleeding in 1 minutes and heals tissue at 10 times the normal rate. Begins relieving pain and healing injury points immediately.

Necessary Talent: Create Herbal Medicine

Check: Herbalistic Knowledge vs. DL 30 to make poultice, victim checks for Stamina vs. DL 20.

Cost: 1 pound/500 gram of berries cost 1 SP. 1 ounce/30 grams of needles costs 5 CP.



Product identity

Yew with Berries

The yew is believed by many sages to be the first of all trees to have been created. It once was the main tree of the northwestern forests before they were burned in the great wars. Except from such man-made causes, yew trees never die. They can heal any wounds they suffer, and when for some reason the core of their main stem rots, they simply grow new stems from their roots, which makes the fires of the wars all the more tragic.

Every part of the yew is poisonous. The wood is so poisonous that arrows made with yew can kill an enemy otherwise only slightly wounded by them. Even Warriors fighting with simple yew staffs can slay an enemy with a blow that breaks the skin and brings yew poison into the blood stream.

However, an experienced healer can make a non-poisonous salve of the yew's needle tips that will heal the effects of rashes and insect bites within 1d20+20 minutes. The salve will not neutralize the poison from bite by strongly poisonous insects, but it will heal bee, wasp and hornet stings. The salve also will heal mild burns within 1d10+10 minutes, medium burns within 1d10+10 hours and serious burns within 1d20+10 hours. For serious burns, the victim must make a successful check for Stamina against DL 15.

Even stronger is a poultice made with elderberries and mistletoe and yew berries. It immediately stops external bleeding and starts healing lost injury points at the rate of 6d8 daily. The poultice must be applied during the sleeping hours, but after the first day's healing, it is sufficient to bandage the wounds by day. After the first day, the wounded character is able to risk carrying out normal actions again.

Zorastoctopus Mushroom (*Krallus zorastus*)

Rarity: Extremely rare

Environment: Temperate coniferous forests

Cooked preserve: Places recipient in suspended animation

Necessary Talent: Create herbal medicine

Check: To create Herbalistic Knowledge vs. DL 40, to survive entry into suspended animation Stamina vs. DL 30

Powder Made into a Tea: Draws recipient out of suspended animation

Necessary Talent: Create herbal medicine

Check: To create Herbalistic Knowledge vs. DL 35, to survive entry into suspended animation Stamina vs. DL 20

Check: Herbalistic Knowledge vs. DL 30 to make poultice, victim checks for Stamina vs. DL 20.

Cost: 1 mushroom costs 100 GP.



Product identity

Zorastoctopus mushrooms

These octopus like mushrooms are extremely rare and highly prized, because they can save a life when all else fails. Unfortunately most Healers never see one of these rarities at any time during their lives. When a Zorastoctopus is found, it will bring a high price at market – 100 GP and more per mushroom.

When open, a Zorastoctopus resembles a crimson octopus with too few appendages. Normally, there are four to six instead of eight, as with an octopus. These mushrooms grown only on the floor of deciduous forests that grow through a carpet of dead leaves and fallen bark. They tend to emerge a day or two before the summer solstice and begin to degenerate into a useless jelly-like mass a day or two after the solstice.

When one finds a Zorastoctopus, it should be harvested and processed almost immediately. Once the mushroom is removed from its natural bed, the degeneration process will begin. The Healer has at the most 1d4+2 hours from the time the mushroom has been picked until he or she begins making a powder or tea of it. After that time, too much chemical change will have taken place for the mushroom to retain its strange properties. After 1d8+3 hours, the mushroom will have degenerated into a sticky, bitter-tasting but non-poisonous dirty yellow gel that is useless.

The cooked preserve will last indefinitely if it is kept in a tightly stopped glass vial. The powder also will last indefinitely if it is kept absolutely dry.

Adventuring parties hardly ever have a chance to obtain the combination of tea and powder for the Zorastoctopus that is so highly treasured. When a person eats a mere ounce/30 grams of the cooked preserve, his or her life systems will shut down completely and the body enters a state of suspended animation. It can survive in this state for 2d4 weeks. If a tea made of an ounce/30 grams of the powder is poured into the mouth of a person in suspended animation, he or she will be drawn out of that state and back to active life.

It takes 1d4 minutes to enter suspended animation and 2d10 minutes to emerge from it. With these concoctions, a mortally injured person can be kept from dying until he or she can be brought to someone with the healing ability to save his or her life.



Natural wildflower beds are a Healer's favorite hunting grounds.

5. Magic

Wise men tell us that two different types of energy are at the core of the world. On the one level, we find the purely physical or mechanical energy that we know from the real world. Such energy is inherent to the world itself. It is neither good nor bad; it simply is there for any and all to use.

There also is a foreign type of energy that men call magic. Sages say that it is not native to the world. Its roots are in the sun, the Spirit of Light. This energy is drawn into the world by the first Children of the Sun, the light elves. It is not a part of the world, according to the learned. Rather, it has been brought into it, and to a limited extent, the world has embraced it. In doing so, the wise ones claim, the world has opened channels to magic for all, good, bad, and even the worst foes of the Light, whence it comes.

As long as the elves continue to draw the force of the Light into the world, the wise ones believe, magic will remain for those with the skill to grasp and use it. But our world is not the destiny of the fair folk. Their true home is in the stellar constellations of the heavens. Once the last of the elves has ascended, magic will vanish from the world forever. Fortunately, for those who live in our age, it appears that the last days of the elves are in a distant future.

It is well known that the two types of energy sometimes have conflicts with one another. They seem to tolerate one another as long as no physical energy is converted from one mechanical form to another. There are a number of old tales involving spellcasters who attempted to work magic near a mill, where the power of running water is converted by a waterwheel into the force the turns a grindstone.

In some tales, the wizard's spell goes awry. In other stories, the mill breaks down in one way or another. And in some, both go wrong.

A few adventurers who have encountered dwarves and have attempted to trade magic items for them in return for dwarven goods say they were quickly rebuffed. The stout folk tends to claim that its runic magic is the only reliable kind. They look almost superstitiously upon other magic, calling it *fey elven work*.

To a certain extent, the dwarves have learned to master steam power to work for them in their deep forges and foundries. Some adventurers have heard tales of steam boilers exploding when a dwarf has attempted to use foreign magical objects in their clan halls.

It should be noted that runic magic is an exception to this guideline. Runic magic is not a power of the Light but rather of the soil and rock of our world. In other words, it uses the same energy sources as a waterwheel, the natural energy of the physical world.

Therefore, it should not be surprising when a person finds him- or herself in deep trouble with magic going awry, when he or she or some other nearby creatures— friend or foe – are employing both runic magic and magic of the Light directly next to one another.

The issue of magic is less straightforward among giants than it is with dwarves. Most giants use no magic but some cut and stain runes and others are sorcerers. They are subject to the same problems. Suffice it to say that most giant tribes tolerate either runestainers or sorcerers but not both. In those rare cases when a tribe has both, they usually are kept distant from one another.

Being different from Light magic, runic magic has its own rules. We'll deal little with them in this preface, but we'll devote considerable space to them in the section on runic magic in Book 2, the *Game Masters Guide*. When it comes to the magic of the Light, there are several types of magic:

- Bardic magic for the Skáld and the Blue Druids.
- Clerical magic for the Clerics in the various temples who perform magical rites.
- Healing Magic for the Healers and Herbal Witches.
- Magi's magic for the Sorcerers, Wizards and White Druids
- Naturalist magic for Green Druids and Nature Druids

We'll turn our attention first to the Magi classes because they touch upon all central points of magic in the world. Sorcerers are Magi who learn the art as a natural talent and who have gone through life without any special degree of training. A Sorcerer can, in principle, learn almost any spell from any list. Only a few types of magic are barred. Sorcerers cannot, for instance, learn to use spells to call back to life those dead who have not yet reached Niflhel. Such magic requires deific help, and the gods can lend such help only to their Clerics.

Wizards and White Druids are learned magi who specialize in only certain types of magic. Like Sorcerers, they too can, in principle, learn almost any spell from any list with only a few types of magic barred. Like Sorcerers, Wizards cannot learn to use spells to call back to life those dead who have not yet reached Niflhel. Wizards and Sorcerers also are unable to learn the magical song and diction of the Bardic classes. Wizards and White Druids are more powerful than Sorcerers at any given level, but they have a narrower repertory of spells.

Members of the Bardic classes gain access to magical power in similar manner to sorcerers but they use it in much different fashions. Blue Druids and Skáld both have natural talents for magic, much like their counterparts in the greater Magi class. However, after those talents have been discovered, Skáld and Blue Druids are taken into a different path than those who remain Sorcerers rather than becoming Wizards.

Most Sorcerers have little training. In their druidic societies, new Blue Druids often are taught by more experienced wearers of the blue robes. And in any society, a young man or woman with a natural talent for magic, music and diction usually can find a senior Skáld who is prepared to teach the beginner.

No other spellcasting classes come so close to being able to break the free will of human, halfling, half-elven, dwarven, giant or even elven opponents as the bards. Neither a Skáld nor a Blue Druid can force a member of these races to do anything, but they are able to soothe or heat up the temperaments and mood of others through the use of their music and diction.

Blue Druids play a central role in their druidic societies. They are the bards of the folk, with the mission of bringing the news of the society to its people. They also are responsible for culture, art and entertainment. In addition, when their talents are needed to combat a foe or to boost the morale of the society's Warriors, the Blue Druids are on the front lines.

Those who pursue the Skáld's career usually are individuals with a tremendous thirst for new knowledge and a strong yearning to wander. In their travels they not only gather the songs and tales that they treasure, but they also seek out new spells for which they have natural talents.

Users of Clerical magic, on the other hand, all are first and foremost servants of their faiths. Magical rites are important tools for them, but they hardly are the focal point of their work. The main purpose of a Cleric is to achieve those goals that are important to his or her deity and to administer the church.

Clerics leave the winning of new worshippers up to their priests (members of various classes with the talent *Priest*). Chores that may involve adventuring often are turned over to Knights and Warriors who serve the faith and the organized church.

Adventuring Clerics are rare, but there are some Cleric-Magi, Cleric-Warriors and Cleric-Knights who do go off on adventure-like missions in service of the church. Even these Clerics, however, seldom will travel into areas where their deities are not worshipped because they lose all Clerical magical powers there.

Clerics differ from other spellcasting classes in a number of respects. Their repertory of magical rites is smaller than the repertory of spells that most other spellcasters have, but they can perform their rites with more power than other classes. All of this is due to the manner in which Clerics attain their magical powers, through a combination of study and prayer.

Deities who are powerful enough to have Clerics usually also have the ability to use their own deific power to enhance the magic of a Cleric. This power is limited, however, to those kinds of magical rites that serve the church, primarily in two respects, namely to help finance it and to help realize the deity's own goals.

In the first category one usually finds rites that are of the white necromancy and divination schools. Clerics use these rites as services they sell in order to help finance the church's operations. The most frequent services include magical healing, restoring to life those dead who have not yet reached Deep Hell and divining information.

The second group of magical rites is used to achieve the deity's own goals. For instance, a Cleric who serves a god of fertility might be able to perform several rites that can increase the fertility of men and women in a certain area. A Cleric who serves a god of agriculture may have magic to destroy locusts or to call rains down from the clouds.

Clerics can perform such rites only for so long as they are in their deity's good graces. When a Cleric no longer receives divine power, he or she has too little personal power to work such magic alone.

The classes of Healer, Herbal Witch, Green Druid and Nature Druid also have much in common. All gain their magic from both the Light and the fabric of the world itself along with their understanding of the greatest of all natural powers, life. With Herbal Witches, this is a matter of personal study as opposed to formal teaching, which accounts for the fact that their healing and spell abilities are less than those of a Healer.

Healing magic is mostly from the school of white necromancy. Not only Healers and Herbal Witches but also Clerics, Green Druids and Nature Druids learn such spells and magical rites. Herbal Witches are more likely to be old housewives who carry out their trade with locals in the neighborhood or village. They are first and foremost herbal healers, but they also have limited abilities with lesser healing spells.

Most Healers are pupils of older Healers. Their traditions are passed down from one to the next. Many Healers are members of adventuring groups who were tutored in the healing arts only after they had gained adventuring experience in another field. Most common are Warriors who also are Healers, but neither Healer-Skáld nor Healer-Magi are rare.

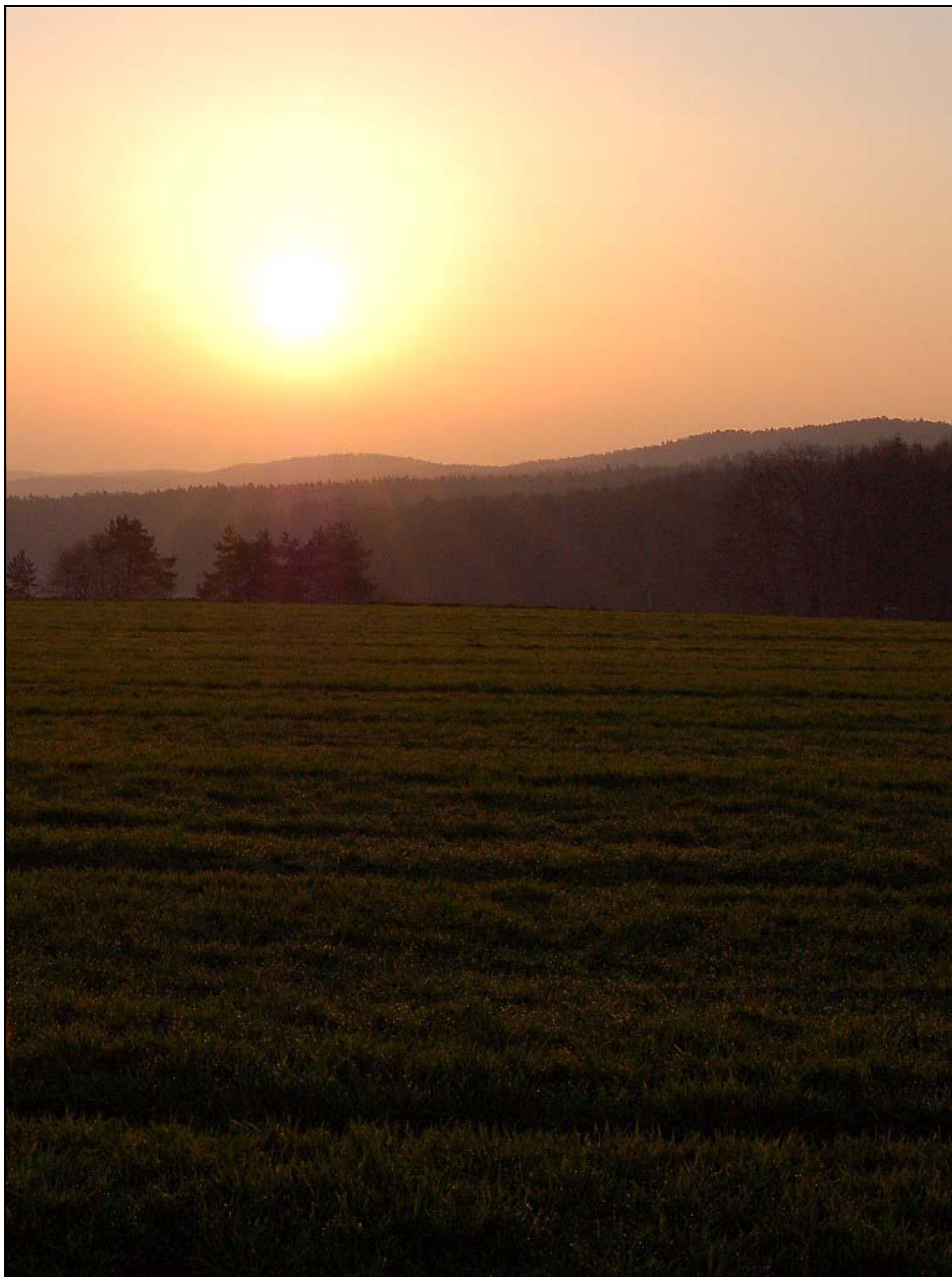
The last of our spellcasting classes, the Green Druids and Nature Druids, win their magic through their study of nature and life. Green Druids, however, are much more diversified than Nature Druids. The latter deal with matters as though Nature itself were a deity and they were its priests.

Their main teaching is that men not only are at the center of nature but also are an integral part of it. Their work is to protect nature and foster its growths and to train those who do the day-to-day work in the field, in their case druidic Rangers. Green Druids usually are the philosophers of their folk. They also serve as the key advisors and counselors of the ruling White Druids and as the judges in the legal system of their society. In this sense, they are somewhat like Clerics. Spells are a tool that Green Druids use to reach their goals.

Like Green Druids, the Nature Druids also are priests of nature who work to protect and foster it. They too train Rangers to help them in their work, but they normally have none of the social duties of a Green Druid.



Naturalists combine the magic of the Light with natural powers.



In Dungeons Daring adventures, the sun is the source of much magical power.

Product Identity

5.1 General Properties of Spells, Songs and Rites

School:

Each spell, song, rite, etc. belongs to a school of magic or it is universal. Spells etc. in the universal category are available to all magical specialists in classes that usually can use only magic of certain schools.

Alignment:

All magic users can use spells, songs, rites, etc., with the alignment *All*. Only truly evil magic users have access to magic listed as being of the *Darkness*. They cannot use spells of the *Light*. All other magic users can use spells of the *Light*.

Spell/Magic Points:

This property lists the number of spell or magic points a member of a certain class must expend to use the spell, etc.

Attack Throw

For certain spells, songs, rites, etc. you must make a Spell Attack against one of the defenses or your target for the spell escapes the attack or a part of its effects.

Gestures or Wand?

Many spells require gestures to be made or a wand to be used to channel the magic from the caster to his or her target. Spellcasters of the Magi Class – Sorcerers, Wizards and White Druids – must use wands. Members of all other spellcasting classes gesture with their hands.

Words?

Many spells and all songs, diction and rites have verbal components which must be spoken, sung, chanted, etc.

Material?

Most rites and some other magic require the consumption of materials to work. Most common is the burning of various types of incense.

Casting Time

This defines the amount of time it takes to cast a spell, sing a song, recite a poem, etc.

Rite Duration:

This applies only to clerical rites. It defines the amount of time it takes to perform the rite.

Duration:

The amount of time that the magic's effect continues to function.

Range:

The distance from the caster in which the magic functions. Some spells, songs, rites, etc. have their own ranges. Some use one of the following three standard ranges:

- **Close:** 25ft/7.5m + 5ft/150cm per 2 caster levels.
- **Medium:** 100ft/30m + 10ft/3m per caster level.
- **Long:** 400ft/120m + 40ft/12m per caster level.

Target:

The goal or goals to be affected by your magic

Effect:

The effects(s) caused by the magic.

Area of Effect:

Area affected by the magic.



From her tower, a Wizardess looks across the lands.

5.2 Using Light Magic

Spell and Magic Points

Regardless of Character Class, certain guidelines apply to almost all users of magic. Runecutters are the sole exception. Although they belong to the larger Magi class, they use a different kind of magic than conventional spellcasters. For that matter, they also cast no spells. Runecutters are described separately in their own section.

The measure of magic in the *Dungeons Daring* world is the *spell point*, or in the case of Skáld and Blue Druids who are members of the larger Bardic class and Clerics, the *magic point*. These points play two key roles:

- Each Cleric, spellcaster or singer has a specific number of spell or magic points available to him or her. This total determines how much casting power he or she has and what the strongest spells are that he or she can cast. Each time a Cleric performs a rite, a spellcaster works a spell or a member of the Bardic class sings a magical song, he or she expends spell or magic points.
- On the other side, each rite, spell or magic song has a number of spell or magic points assigned to it, usually a varying number for different character classes. This is the number of points the magic user must expend to use the spell. When, for instance, a Healer uses the spell *Heal Light Wounds*, he or she expends 2 spell points. When a Wizard or Sorcerer uses the same spell, he or she expends 8 spell points.

The number of spell or magical points available to a character is shown in the column *Spell Points* (or *Magic Points*) in the description of his or her Character Class. As an example, let us look at the table for Healers again:

Table: The Healer

Level	Attacks	Spell Points	Herbs known	Special
1	+0	4 – Max 2	14	-
2	+1	6 – Max 2	18	-
3	+1	8 – Max 3	22	-
4	+2	10 – Max 3	26	-
5	+2	12 – Max 4	30	-
6	+3	14 – Max 4	34	-
7	+3	16 – Max 8	40	-
8	+4	18 – Max 8	50	-
9	+4	20 – Max 10	unlimited	-
10	+5	22 – Max 10	unlimited	-

In the column *Spell Points* of the Healer, we find the following entry for a 10th level Healer:

22 – Max 10

Let's translate that into plain English. The number 22 means that he or she has a base of 22 spell points available. His or her true total spell points are equal to 22 plus the Magical Aptitude ability modifier of the Healer. If that modifier is +4, he or she has 26 spell points available.

The second part of this entry – *Max 10* – defines the limits of the Healer's casting ability. He or she can cast spells that at the most expend 10 spell points. Spells that expend 11 to 15 spell points are unavailable to healers.

Another factor is the strain that spellcasting places upon the spellcaster. The casting of a 10th level spell drains the strength of a spellcaster considerably more than the casting of 10 spells that expend only one point. This issue does not affect Clerics who perform magical rites or Healer or Herbal Witches who use spells, because they can expend at the most 10 points for one magical action, but it does affect all members of the Bardic and Magi classes as well as Green Druids and Nature Druids in the Naturalist class. This is reflected in the difficulty levels of spell groups, as shown in the following table:

Spell Points to Use	Difficulty Level
1-5	Low
6-10	Medium
11-15	High

Difficulty levels for spells

As we can see, there are three categories of spell difficulty based upon the number of spell points the caster must use to work a spell. Difficulty level *Medium* starts with spells or magical songs that require 6 points or more. Spellcasters of the affected classes can use such spells only after they have reached Class Level 11 as a spellcaster. Difficulty level *High* begins with spells or magical songs that require 11 points or more. Spellcasters of the affected classes can use such spells only after they have reached Class Level 21 as a spellcaster.

Level	Spell/Magic Limitations
11-12	Medium 2
13-14	Medium 4
15-16	Medium 6
17-18	Medium 8
19-20	Medium 10
21-22	Medium 11, High 2
23-24	Medium 12, High 4
25-26	Medium 13, High 6
27-28	Medium 14, High 8
29-30	Medium 15, High 10

Limitations for spells of Medium and High difficulty

As we see in the table above, there are restrictions based upon class level for the number of spells of difficulty levels *Medium* and *High* that a spellcaster can use. For instance, a Wizard of Level 16, regardless of the number of spell points available to him or her, can use only a total of 6 spells daily in the *Medium* range. Likewise, a Skáld of Level 26 can use only 13 *Medium* difficulty level and 6 *High* difficulty level spells or songs per day.

Acquiring Spells and Songs

When a new PC or NPC of character level 1 is created with a spellcasting class level of 1, he or she already has completed initial training or learning and has a small repertory of spells. Healers and Herbal Witches usually learn these spells through their own work and experience. They choose this initial complement of spells during character creation. The following measuring stick should apply:

- The new character knows only spells that he or she can use. In other words, a 1st level Wizard can learn only spells that expend a single spell point. The game master has the final say as to which spells a new 1st level character knows. In most cases, however, he or she usually will allow the character's player to choose 1d4+2 spells from the valid spell lists.
- When a character adds a spellcasting class later as a second class, he or she must take gaming world time off to be trained or, in the case of a Sorcerer, Healer or Herbal Witch, to develop one's own talents before this new class can be claimed.

That's a different matter when:

- The character gains a new Class Level above the first.
- When the character starts out with another Character Class.

A spellcaster's first spells, at the first Class Level, usually come from his or her teacher, or in the case of Healers, Herbal Witches and in many cases, Sorcerers, from the character's own personal experience before gaining the class.

When a character passes on to the next level, that's a different matter. To a certain extent, Clerics gain their magical powers with the help of the deities whom they worship. But no other spells or magical songs fall from the heavens for other magic users. One must gain spells and new songs through one's own efforts. There are a number of methods for doing this:

- One can take some time off to research or develop new spells or songs on one's own.
- One can take time off and train again with a teacher.
- One can attempt to buy scrolls with spells from another spellcaster, use scrolls or a spellbook captured in battle or found in a treasure or perhaps acquire the spellbook of a dead caster and then attempt to learn the spells that these objects contain.

However, if a character has done nothing to gain knowledge of spells or magical songs between two levels as a spellcaster, he or she will have more spell or magic points but no new magic available upon gaining the new level.

Using Magical Items

Under the *Dungeons Daring* guidelines, there are a number of ways in which one could categorize magical items. One way is by use:

- Magical Items that simply duplicate spells or magical song can be used only by those who would be capable of using those spells or singing those songs or who gain that ability through the *Use Magic Device* skill. It is not necessary to personally know the spell or song, but it must be magic that one would be capable of using, if it was learned. As an example, a 5th level Wizard could use an item that duplicates spells useable by a 5th level Wizard, regardless of whether he or she knows those spells personally, but he or she could not use an item that duplicates spells available only to Wizards of 9th level or higher, nor can he or she use magic items that duplicate Bardic magic. The *Use Magic Device* skill gives the skilled the ability to use magical devices that duplicate that of other classes.
- Magical items that create magical effects which do not duplicate a spell but rather combine the effects of two or more spells usually can be used by anyone with the skill *Use Magic Device*.
- Potions and other magical items that are exhausted of magic after one use usually can be used by anyone, if the item duplicates a spell that can be applied by the caster to another creature. If the item duplicates a spell that the caster normally can apply only to him- or herself, then the item also is limited to his or her personal use.

Types of Magical Items

Another way to categorize magical items under the *Dungeons Daring* guidelines is by type:

- **Spellbooks** work no magic in their own right. They contain the definitions of spells in magical script and are used only for the spells of Sorcerers, Wizards, Skáld and Blue and White Druids. If one spellcaster gains access to the spellbook of another, he or she can copy spells into his or her own spellbook or onto scrolls, provided that he or she has the talent *Read and Write Magic*. Wizards and White Druids seldom take their spellbooks along with them on adventures. Usually, they remain well hidden near the spellcaster's home base.
- **Scrolls** also work no magic in their own right. They are like mini-spellbooks. They contain the definitions of single spells in magical script and are used only for the spells of Sorcerers, Wizards, Skáld and Blue and White Druids. If one spellcaster gains access to the scroll of another, he or she can copy spells into his or her own spellbook or onto scrolls, provided that he or she has the talent *Read and Write Magic*. To avoid losing spellbooks, most adventuring spellcasters take a collection of scrolls rather than a spellbook with them.
- **Wands** contain no magic in *Dungeons Daring*. Instead, they are conduits that are necessary for Skáld, Sorcerers, Wizards and all types of Druids to successfully work certain spells. Like words and materials, wands can be viewed as spell components.

- **Potions** are liquid magical drinks in 4 ounce/125ml vials. All members of any spellcasting class who know the spell *ensorcel* magical items can brew potions. Such potions contain a single magical spell that the brewer knows and can use. Only spells that directly affect the drinker can be cast into potions. Once the user drinks the potion, he or she gains the benefit of the spell and the potion is consumed. Partial consumption of a potion can lead to unpredictable magical effects. A person does not need to have the skill *Use Magic Device* to use a potion.
- **Rings** are among the most powerful of magical objects. Spellcasters can cast a single spell into a ring, and this ring then can be used by anyone with the talent *Use Magic Device* to activate the spell. In most cases, the magical energy within a ring can be tapped only a limited number of times daily. To use such a ring, one must draw not only upon the magical energy within the ring but also upon one's own inner strength. If one without the talent *Use Magic Device* uses a ring to work magic that one would not be able to cast without the ring, this is reflected in a temporary injury point loss equal to five times the number of spell or magic points that the spell in the ring would expend.
- **Staffs** are personal tools of magic. They are used only by Sorcerers, Wizards and White, Green and Nature Druids. A staff, like a wand, can serve as a magical conduit. A spellcaster with a staff need not bear a wand. For every three levels as a spellcaster, a qualified spellcaster can cast one spell that he or she knows how to use into his or her staff. In other words, a spellcaster of 30th level can cast up to 10 spells into his or her staff. When a spellcaster creates a staff, he or she can add additional spells with the gain of new caster levels. He or she also can replace existing spells with new ones. Every staff has its own command word, and under most circumstances, it recognizes only its creator as a valid user.
- **Other Magical Items** also can be created. They can contain almost any magic that their creator chooses to place within them. Who can use these objects and how often they can be used is decided at the time the object is created. Such items often are charged with spells rather than containing one-time or permanent magic. Each time they are used, one or more charges are expended. When all charges are used, the object can be recharged.

Preparing Spells

Healers and Herbal Witches

Healers and Herbal Witches are natural spellcasters. They gain their spellcasting abilities from the general life energy of the world itself and learn them through their experience working with nature and its living creatures. For that reason, there are no special rest requirements for Healers and Herbal Witches to be able to use their spell powers.

However, they must attune themselves to nature each day to draw upon its magical power. To do this, a Healer or Herbal Witch must spend at least an hour daily in quiet, meditative contemplation to refresh his or her daily spell allotment. No other preparation is necessary.

Skáld and Blue Druids

Skáld and Blue Druids focus first and foremost upon their song, poetry and bardic diction. They also use magical spells, but they lack the knowledge to develop spells. They must obtain spells, usually in written form, from other spellcasters or from scrolls and spellbooks that wander into their possession.

Blue Druids and Skáld can learn their songs, poems and Bardic diction from other Skáld or Blue Druids, or they can develop their own songs, etc. Each song or work of diction must be rehearsed for at least 30 minutes per week to be used reliably. Those songs and works studied should be listed for the game master. If a Skáld or Blue Druid uses a song or diction that he or she hasn't prepared properly, the chance for success equals 60% minus 10% for each week since the spell last was studied. Thus, if a Skáld uses a song or spell that he or she hasn't studied for three weeks, there is only a 30% chance that it will succeed. Magic points nonetheless are used for failed songs.

When a new Blue Druid or Skáld of character level 1 is created with a song- and spellcasting class level of 1, he or she already has finished learning some Bardic songs, diction and/or spells and has a small repertory of them. The Skáld or Blue Druid knows only magic that he or she can use. In other words, a 1st level Skáld can learn only songs, diction and spells that expend a single magic point. The game master has the final say on which songs, diction and spells a new 1st level Skáld or Blue Druid knows. In most cases, however, he or she usually will allow the character's player to choose 1d4+2 songs, poems, spells, etc. from the Bardic spell list.

After that, it's up to the character to develop or acquire his or her own songs and diction and to find his or her own spells. They do not come automatically. In principle, Skáld and Blue Druids can learn any spell on the Sorcerers and Wizards list, if they have the prerequisites to use the spell and if it comes into their possession.

Members of the Bardic class must spend 15 minutes weekly per spell studying the written versions of the spells they intend to use during the following 7 days. Those spells studied should be listed for the game master. If a Skáld or Blue Druid uses a spell that he or she hasn't prepared properly, the chance for success equals 60% minus 10% for each week since the spell last was studied. Thus, if a Skáld uses a spell that he or she hasn't studied for three weeks, there is only a 30% chance the spell will succeed. Magic points nonetheless are used for failed spells.

Clerics

Clerics must do nothing to prepare their magical rites, but they must choose a time at which they must spend 1 hour each day in quiet contemplation or supplication to regain their daily magical access. Time spent resting has no effect on whether a Cleric can prepare rites. A Cleric may use any rites within his or her ability that are on the Clerics list without choosing them in advance. If a Cleric fails to meet his prayer requirement on a certain day, he or she often loses magical powers for that day. However, if service to his or her faith prevented him or her from prayer, the Cleric's deity may grant magical access anyway. That is in the game master's discretion.

Sorcerers

Sorcerers do not have to study spells on a daily basis, but they must devote at least 15 minutes per Class Level once weekly to reviewing the spells in their repertory. When a Sorcerer uses spells, he or she needs at least seven hours of uninterrupted sleep to regain lost spell powers. If a Sorcerer casts spells without gaining this rest, the chance for success equals 60% minus 5% for each day without the appropriate rest. Thus, if a Sorcerer uses a spell without adequate rest for two days, there is only a 50% chance the spell will succeed. Spell points nonetheless are used for failed spells.

White Druids and Wizards

Once a White Druid or Wizard learns a spell, it remains in his or her memory. Nonetheless, Wizards and White Druids need to select their spells for the day and review them in advance. At the beginning of each new game day, the player whose character is a White Druid or Wizard gives the game master a list of the spells that he or she has reviewed. The spellcaster may select spells with a spell point value equal to 150% of the spell points available to him or her (rounded up). There is no limit on the number of times the spellcaster may use a single spell, as long as he or she still has sufficient spell points left. A Wizard or White Druid needs to devote at least 5 minutes per level once daily reviewing the spells he or she had prepared. If a White Druid or Wizard fails to review his or her spells on a given day, there is a 50% chance (1-10 on 1d20) that each spell used will fail. When a White Druid or Wizard wishes to use spells, he or she needs at least seven hours of uninterrupted sleep to regain lost spell powers. When a Wizard uses his or her full complement of spell points in a single day, he or she is considered to be exhausted and unable to tap his or her magical resources further.

Green and Nature Druids

Green and Nature Druids do not have to study spells on a daily basis, but they must devote at least 15 minutes per level once weekly to reviewing the spells in their repertories. When a Green or Nature Druid uses spells, he or she needs at least seven hours of uninterrupted sleep to regain lost spell powers. When a Green or Nature Druid uses his or her full complement of spell points in a single day, he or she is considered to be exhausted and unable to tap his or her magical resources further.

Casting Spells

To cast a spell, you must be able to speak if words are required, use a wand or staff, if a wand is necessary, gesture if you're in a no-wand class and need to make hand movements instead, and manipulate the material components if there are any. Additionally, you must concentrate to cast a spell.

Concentration

You must concentrate upon your rites when performing them, your spells when casting them and your magical songs and diction when singing or reciting them. If something interrupts your concentration while you're casting or performing, you must make a Concentration check or lose both the spell or magic points and the magical effect. The more distracting the interruption and the higher the spell or magic point cost, the higher the DL will be.

- Injury:** If while trying to cast a spell you take damage, you must make a Concentration check against a DL equal to 10 + the number of points of damage taken. The interrupting event strikes during spellcasting or performance when it occurs between the time when you start casting or performing and the time when you finish, if the casting or performance time equals one 5-second round or more. If you are taking continuous damage half the damage is considered to take place while you are casting a spell. You then must make a Concentration check against a DL equal to DL 10 + 1/2 the damage that the continuous source last dealt + the spell or magic points of the magic you're using. If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you. Repeated damage does not count as continuous damage. If your opponent has the initiative and wounds you before you begin casting, you still must make a Concentration check against a DL equal to the number of points of damage taken but without the base score of 10.
- Spell, Magical Song or Rune Attack:** If you are affected by a spell, magical song or diction or a rune attack while attempting to cast or perform magic of your own, you must make a Concentration check or lose the magic you are casting. If the spell affecting you deals damage, the DL is equal 10 + points of damage. If the opposing magic interferes with you or distracts you in some other way, the DL is the caster's or performer's magical attack roll + the spell or magic points of the magic you're using. For opposing magic with no magical attack throw, the DL equals 10 + the spell or magic points of the magic you're using.
- Wrestling or Pinned:** The only spells, songs and diction you can use while wrestling or pinned are those without gestures and whose material components if any you have in hand. Even so, you must make a Concentration check against a DL equal to 20 + the spell or magic points of the magic you're using or your magic will be ineffective.
- Vigorous Motion:** If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below decks in a storm-tossed ship or simply being jostled in a similar fashion, you must make a Concentration check against a DL equal to 5 + the spell or magic points of the magic you're using or your magic will be ineffective.
- Violent Motion:** If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check against a DL equal to 10 + the spell or magic points of the magic you're using or your magic will be ineffective.
- Violent Weather:** If you are in a high wind carrying blinding rain or sleet, you must make a Concentration check against a DL equal to 5 + the spell or magic points of the magic you're using or your magic will be ineffective.. If you are in wind-driven hail, dust, or debris, you must make a Concentration check against a DL equal to 10 + the spell or magic points of the magic you're using or your magic will be ineffective.
- Entangled:** If you want to cast a spell while entangled in a net or the like or while you're affected by a spell with similar effects, you must make a Concentration check against a DL equal to 10 + the spell or magic points of the magic you're using or your magic will be ineffective.

Countermagic

If you have the initiative, it is possible to cast any spell, sing any song and recite any diction as countermagic. By doing so, you are using your magic's energy to disrupt the same spell, song or diction by another character.

- **How Countermagic Works:** To use a counterspell, you must select an opponent as the target of the counterspell. You delay your action until your opponent tries to cast a spell or perform song or diction. During this time, you still may move your speed. If the target of your countermagic tries to cast a spell, sing or recite diction, you make a Spellcraft check against a DL equal 15 + his magic's cost in spell or magic points. This check is a free action. If the check succeeds, you correctly identify the opponent's magic and can attempt to counter it. If the check fails, you can't do either of these things. To complete the action, you must then work your magic. As a general guideline, a spell, song or diction can counter only itself. If the target is within range, both works of magic automatically negate each other with no other results.
- **Specific Exceptions:** Some works of magic specifically counter each other, especially when they have diametrically opposed effects.

Caster and Performer Levels

The power of a spell, song or diction often depends on its caster or performer class level. You can cast or work your magic at a lower caster or performer level than normal, but the level you choose must be high enough for you to work the magic in question, and all level-dependent features must be based on the same level. In the event that a class feature or other special ability provides an adjustment to this level, that adjustment applies not only to effects based on caster or performer level such as range, duration, and damage dealt but also to your caster or performer level checks.

Secondary Effects

There is a substantial number of spells, songs, rites, etc. that affect the physical performance of the target creatures. In this group are spells such as *Speed* and *Slow*. Other spells and magical items may temporarily increase the Strength, Dexterity or Stamina of a creature. Although such magic functions well, it also taxes a living target's physical capacities. Undead are not affected, because their physical actions are powered by magic, not by living organisms,

Anytime a living creature is affected for 1 to 4 minutes by such spells, he or she will experience a negative after-effect. For each full minute of spell effect, the target temporarily will lose one point in the proper ability (Strength, Dexterity or Stamina) for a period of 3-12 minutes (3d4). This loss is cumulative for each full minute under the spell.

The Failure of Magic

If you ever try to cast a spell, sing a song or perform diction in conditions where the characteristics of the magic cannot be made to conform, the magic fails and the spell or magic points are wasted. Magic also fails if your concentration is broken, and it might fail if you're wearing armor while casting a spell with a wand, staff or required gestures.

Disbelieving Illusions

At times, when a PC is subjected to illusionary magic, his or her player may announce that the PC disbelieves the magic. This often is not the result of anything more than game mechanics, where a player believes the game master might be describing an NPC's use of an illusion. This is not adequate in *Dungeons Daring*. Such ungrounded disbelief diminishes the value of illusionary magic. Anytime a player announces that the PC disbelieves the illusion, the game master must first decide whether the reason is credible enough to justify illusion-dispelling doubt. Only then is a check for disbelief made.

Magic of the Light and the Darkness

Most magic in *Dungeons Daring* is a power of the sun or the Light. The earth magic of runestainers is the key exception. To maintain balance, the earth powers also need to channel magical power introduced by the Light to the forces of night or Darkness as well. As a result, most creatures who have magical aptitude can gain access to the power of magic regardless of their own alignment. However, some types of magic are utterly evil, and the Light will not lend its power to such spells, songs, rites, etc. Such magic is a corruption of the Light within them.

Other types of magic are the antithesis of the Darkness, and its servants have no ability to access them. They may use only magic of the alignments *All* and *Darkness*. They are available only to magic users who follow the path of the Light or the neutral road that runs between the Light and the Darkness. These spells are listed with the alignment *Light*.

Outside of Black Necromancy and runic staves, most magic in *Dungeons Daring* is the result of the powers of the sun drawn into the world by the light elves. Black Necromancy is the main magical power of the Darkness, although it also has managed to develop evil spells of other schools as well. The Light does not demand of spellcasters that they be of good alignment, but it does not tolerate the use of evil magic.

When a spellcaster uses magic of the Darkness, even against evil creatures to achieve what he or she believes to be a good end, he or she will lose access to the magic of the Light and be able to work only those spells that come from the Darkness and have the alignments *All* or *Darkness*. The only known means for a magic user who has employed the evil magic of the Darkness to regain access to the magic of the Light is through a clerical *Atonement* rite, and then only if the cleric worships a deity that respects the Light.

Healers, Herbal Witches and members of the Bardic classes have no access to magic of the Darkness, but members of the Magi class can use such magic.



Sunset – the borderline between *Light* and *Darkness*.

5.3 Working with Magical Items

To create a magical item, a character must fulfill the following prerequisites:

- Be able to use the spell *Ensorescel Magical Item*.
- The ability to use the magic that he or she wishes to ensorcel into the item. One should note that Clerics are limited at times by their deities in the items they can make.
- The resources to pay the costs of developing the item.

Most materials can be ensorcelled, but neither iron nor lead accept magic. Many materials accept magic only slowly. In this case, considerable time is required to complete an ensorcellment.

With this combination, one can brew magical potions, ensorcel magical arms and armor, ensorcel magical staves, wands and rings and create other miscellaneous magical items. In addition, some magic items are cursed. Finally, a few magic items are of such rarity and power that they are considered to belong to a category of their own. They are called artifacts.

- **Armor and Shields:** Magic armor and shields offer improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to the Armor Class defense.
- **Weapons:** Magic weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well.
- **Potions:** A potion is an elixir concocted with a spell-like effect that affects only the drinker.
- **Rings:** One bearer can wear up to two magical rings, with each having a permanent spell-like power. The magical energy of some rings can be tapped only a limited number of times daily. Wearing more than two magical rings causes all of them to cancel one another's powers.
- **Staves:** A staff contains spells and also can serve its bearer as a wand and a melee weapon.
- **Wands:** A wand is a short hazelwood stick, often artistically finished and ornamented. It serves as a magical conduit for Sorcerers, Wizards and White Druids when they work some spells. Members of other spellcasting classes use gestures where Sorcerers, Wizards and White Druids use wands. Magical wands contain no magic, but they do transfer it from a spellcaster to his or her target. Some wands also carry a spell attack bonus just as weapons may do. In this case, the bonus can be used with any spell with which the wand bearer is able to use the wand and not only with those spells that require a wand. Members of other spellcasting classes receive no benefits from wands. Most Sorcerers, Wizards and White Druids own more than one wand. The wand itself usually is made by a master artisan, but the mage must attune it him- or herself.
- **Miscellaneous Magic Items:** This is a broad category. Possible objects include magic jewelry, tools, books, clothing, chargeable magical rods and much more.

5.4 Using Magical Items

Magical weapons and armor and potions can be used by anyone. All other magical items can be used only by those who cast spells or perform songs, diction or rites in a class that can use such magic or who have the skill *Use Magic Device* for such items. For purposes of use, magical items belong to one of three categories:

- **Single use:** Such items contain the equivalent of a single spell. They can be used once and then are non-magical.
- **Charged Items** contain 1-10 charges of spells. After the charges have been expended, the item is non-magical until it has been recharged.
- **Permanent** magical items are permanently ensorcelled with specific spells. The magic remains in the item after use, allow the number of uses possible in a singly day may be limited.

Spell Attack Defenses and Magical Items

When a magical item produces the effect of a spell that requires a successful attack throw, the item also must make such a roll to successfully do its work. Such rolls usually are against the target's defenses for Armor, Endurance, Reflex or Will. The spell attack throw always is that of the item's creator at the time he or she made the item.

Damaged Magical Items

If the bearer of a magical item is injured in an attack, all magical items that he or she bears are subject to being damaged as well. The following are the guidelines:

- If the object has an area effect that includes the point where the damage is inflicted, the item is damaged.
- If the attack creates physical damage to the object's bearer of a type that also would damage the object, the object is damaged.
- If the attack can damage only the bearer, the object sustains no damage.

Magic items, unless otherwise noted, take damage as non-magical items of the same sort. A damaged magical item continues to function, but if it is destroyed, all its magical power is lost. All objects have a number of damage points similar to the injury points of a living character. When the number of damage points sinks to zero, the object has been destroyed.

Repairing Magical Items

Some magic items take damage over the course of an adventure. It costs no more to repair a magical item with the Craft skill than it does to repair its non-magical counterpart. Often one will take the item to an artisan who specializes in repairing such things.

Cursed and Flawed Items

Some items are cursed, incorrectly made, or corrupted by outside forces. Cursed and corrupted items might be particularly dangerous to the user. They are created by ensorcelling the object with evil, damaging magic. Flawed items might be normal items magical items with a minor flaw, an inconvenient requirement or an unpredictable nature.

Charges, Doses and Multiple Usage

Some magical items are limited in power by the number of charges they hold. Most such items contain multiple instances of the same spell, song or diction. Once an item has run out of charges, it can be recharged by casting one spell into it for each charge. To recharge an item, a spellcaster or member of a Bardic class must meet the following requirements:

- Be able to use the spell Ensorcel Magical Item.
- Be able personally to use the magic being cast into the item.



In wizards' towers magical items gain their power.

5.5 Making Magical Items and Developing Spells

Magical Item Descriptors

Each general type of magical item has a series of descriptors that are used in creating and identifying the item. General descriptions include notes on activation, random generation and other material. The four defense scores, where applicable, and damage points must be determined when creating magical items. The defense classes for unattended items have a base of 10 and bonuses/penalties of zero for Armor, Endurance, Reflex and Will. If the items are under the control of a creature, the creature's four defense class scores are valid for the item.

Not all descriptors apply to all items. Other possible descriptors are:

- **Aura:** The magical aura of the item's school or schools of magic
- **Caster Level:** The minimum spellcaster or Bardic level at which the item can be created. For the creator, this must be equal to or lower than the actual Class Level of the caster or Bardic member. Many items can be created at various Caster Levels. The key statistic for a single, specific existing item is the Caster Level at which the item was be created.
- **Prerequisites:** In addition to the use of the spells *Ensorescel Magic Arms and Armor* or *Ensorescel Magical Item* and the ability to use the magic being ensorcelled, certain requirements must be met for a character to create a magical item. It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary. If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. Typically, a list of prerequisites includes at least one or more spells and other requirements.
- **Price:** This is the price on the gold piece standard that one should expect to pay to buy the complete item at its lowest Caster Level. The market price for an item usually is equal to twice the cost of creation plus a spell point fee. For a single, specific existing item the price relates to the Caster Level at which the item was be created.
- **Cost to Create:** This descriptor is the cost on the gold piece standard of the material items needed to make the magical item at its minimum Caster Level. It includes all necessary spell components as well as the components needed to make the object that is to be ensorcelled. For a single, specific existing item the cost relates to the Caster Level at which the item was be created.
- **Weight and Bulk:** This information tells a potential buyer or user whether he or she must lighten his or her load in order to be able to carry the magical item.

Ensorescellment Materials

Most common materials other than iron and lead can be ensorcelled, but some accept magic only slowly and require considerable time.

When enchanting a magical item, rare materials often must be burned or otherwise consumed. The player whose PC is creating the magical item initially determines what components are necessary to make his or her ensorcellments work. These are subject to the game master's approval. Those components should have a minimum market price to match those shown below. These components are in addition to the basic cost of the materials being ensorcelled. Use the following to determine what the cost of expendable components will be. The prices all are on the gold piece standard. The columns:

- **One Use Item:** The price for making single-use items like potions.
- **One Charge:** The price for the materials to place one charge in a chargeable item.
- **Permanent:** The price for placing magic permanently in items like rings and staffs.

Table: Magic Item Costs

Spell Points Used	Price in Gold Pieces		
	One Use Item	One Charge	Permanent
1	200	250	1,250
2	250	300	1,500
3	350	380	1,750
4	350	400	2,000
5	600	700	3,125
6	1,000	1,200	6,250
7	1,300	1500	12,500
8	4,500	5,000	25,000
9	9,000	10,000	50,000
10	23,000	25,000	111,250
11	45,000	50,000	222,500
12	90,000	100,000	450,000
13	180,000	200,000	900,000
14	360,000	400,000	1,800,000
15	720,000	800,000	3,600,000

As we can see in the table above, the cost of making magic items at the highest levels of the spellcasting and Bardic arts is almost prohibitive. The extremely difficult skill checks for producing magic items at the highest levels make such undertakings extraordinarily risky. A magic suit of plate armor +15 would cost 3,600,000 gold pieces plus additional costs. If the ensorcelling mage fails in his or her skill check, the money all is lost and the plate armor remains unensorcelled.

Quality Standards

All materials used in the manufacture of magical items must be of the very highest quality. When weapons, armor other items produced are products one normally would have made by an artisan, they must be masterworks. If articles of substandard quality are used, they will be flawed. The manner in which they are flawed is determined by the game master. He or she will not provide any information on the flaw until its effects first are seen in play.

Creating Magic Armor and Weapons

To create magic armor or weapons the magic user can work either with a completed weapon or piece of armor, or he or she can ensorcel the weapon or armor piece while the smith or artisan makes it. All weapons and armor being ensorcelled must be of masterwork quality to avoid flaws. It should be noted that iron resists all magic. Therefore, iron weapons and armor cannot be ensorcelled. Weapons of dwarven middle silver can be ensorcelled only with runic magic. They do not accept the magic of the Light.

Weapons are ensorcelled by casting the spell *Ensorcel Arms and Armor* into the weapon or armor. The number of spell or magic points expended determines the number of plus points of the ensorcelled weapon or armor. Theoretically, it also is possible with the repeated casting of *Ensorcel Arms and Armor* and other spells to imbue a weapon or armor with other special properties. However, weapons with special properties are rare, and armor with special properties is all but unknown. If this interests you, consult your game master.

When the spellcaster attempts to ensorcel armor or a weapon that was finished in advance, he or she must make a special skill check for Arcane Knowledge against a DL equal to 10 + the enchantment bonus after the ensorcellment is finished to determine whether he or she succeeds. Failure does not damage the weapon, but the ensorcellment must start anew and all costs are expended. If the spellcaster ensorcels the weapon or armor in the presence of the smith or artisan while it is being made, no check is required. The following statistical base is valid for magical weapons and armor:

- **Aura:** Armor – abjuration. Weapon - evocation.
- **Caster Level:** Varies.

- **Prerequisites:** The spell Ensorcel Arms and Armor and the weapon or armor.
- **Price:** The cost in the chart above plus the costs for making the armor or weapon.
- **Cost to Create:** See the cost chart above and add the costs for making the armor or weapon.
- **Weight and Bulk:** Normal weight and bulk of the armor or weapon.

Brewing Potions

A spellcaster who creates a potion needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew. In addition, he needs ingredients. The costs for materials and ingredients are listed in the table above. All ingredients and materials used to brew a potion must be fresh, unused, and of the highest quality.

Potions by their very nature are one-charge items. They're magic is unleashed upon the person who consumes them when they are consumed. Only one spell can be cast into a potion, and it can expend at the most 5 spell or magic points. Only spells that directly affect the consumer of a potion are valid. The casting sequence begins with the spell Ensorcel Magical Item, which is followed without interruption by the spell being cast into the potion.

The following statistical base is valid for magical potions:

- **Aura:** Aura of the magic used.
- **Caster Level:** Varies.
- **Prerequisites:** The spell Ensorcel Magical Item and spell cast into the potion.
- **Price:** Twice the cost in the chart above plus the costs for making the one-use potion.
- **Cost to Create:** See the cost chart above and add the costs for making the one-use potion.
- **Weight and Bulk:** Vial holding 4 ounces/120 grams. Bulk: Small.

The following spells, songs, diction and rites can be ensorcelled into potions. Remember that the potions affect only the drinker.

Alter Yourself
Animal Form
Barkskin
Blank Mind
Blindness
Cause Insanity
Change Shape
Clairaudience and Clairvoyance
Confusion
Daze Creature
Deafness
Detoxify
Divination Shield
Divination Veil
Doze
Dweomer Shield
Endure the Elements
Fear
Find the Way
Fly
Gaseous Form

Gentle Fall
Heal
Heal Blindness
Heal Critical Wounds and Injuries
Heal Deafness
Heal Light Wounds and Injuries
Heal Minor Wounds and Injuries
Heal Moderate Wounds and Injuries
Heal Serious Wounds and Injuries
Invisibility
Invisibility, Extended
Invulnerability
Move Freely
Projected Image
Protection
Read Stone
Restore Life Energy
Restore Sanity
Reverse Aging
See in the Dark
Sense Lies

Sense Location
Sense the Future
Sleep
Slow
Slow Poison
Speak with Animals

Speak with the Dead
Speed
Spider Climb
Statue
Stone Union
Throw Your Voice

Ensorcelling Rings

Unless the spellcaster also is a master goldsmith or jeweler, he or she needs to begin with a ring of the highest quality. The craftsmanship is what is important, not whether the ring is fancily ornamented or adorned with gems. In fact, most magic rings are relatively plain circlets of silver, gold and, in very few cases, middle silver.

Ensorcelled rings are very expensive to make. Magical rings always contain permanent magic. For that reason, their cost is calculated with the column *Permanent* in the table *Magic Item Costs* modified by the number of uses possible daily. Rings that contain spells which expend 1-10 magic points must be masterworks of silver, gold or middle silver with a value of at least 200 GP per ensorcelled spell or magic point. Rings that hold magic which expends 11-15 magic points must be masterworks of dwarven middle silver with a value of at least 500 GP per magic point.

Because only dwarves know how to smelt middle silver properly, dwarven rings of the highest artisan quality and made of middle silver are extremely rare and already worth a fortune without an ensorcellment. Because of their strong, permanent magic, the energy of multiple rings clashes. If a person wears more than two magical rings, all will become inactive. Rings cannot be used to work one-time spells and cannot be charged. Their ensorcellments are permanent, although a ring sometimes can call upon its magic only once or a few times daily.

The closed, circular form of a ring interacts strangely with the world's waves of magical energy. This interaction prevents non-permanent bindings and also limits the frequency with which the ring can draw upon the magic bound into it. Additional costs are involved in making rings that can be used more than once a day. To see what those costs are and the absolute maximums possible for high level spells, see the following tables.

Daily Uses	Cost Increase
Per additional daily use	+5% original cost
At will	+50% original cost

Spell Point Cost of Spell	Maximum
1-5	At Will
6-10	5 times daily
11-15	3 times daily

The following statistical base is valid for magical rings:

- **Aura:** Aura of the magic used.
- **Caster Level:** Varies.
- **Prerequisites:** The spell Ensorcel Magical Item and spell cast into the ring.
- **Price:** See the tables above.
- **Cost to Create:** See the table above.
- **Weight and Bulk:** 2 to 4 ounces/60 to 120 grams. Bulk: Small.

The following magic can be ensorcelled into rings. One ring can contain only a single spell.

Abjure Abjuration	Clone	Erase Magical Script
Acid Cloud	Cloud of Fog	Erase Time's Pages
Alarm	Conduit	Extinguish Fire
Alter Yourself	Cone of Cold	False Divination
Analyze Magic	Cone of Colors	Fear
Analyze Ravel	Confusion	Fiery Rain
Animal Form	Conjure Salt Rain	Find the Way
Animal Growth	Control Animals	Fire Trap
Animal Messenger	Control Mutations	Fireball
Animal Trance	Control Plants	Firebolt
Animate Dead Bodies and Bones	Control Weather	Firecloud
Animate Objects	Curse	Firestorm
Annihilate	Curse Trap	Fireworks
Anti-Life Shell	Darkness	Flaming Fingers
Antipathy	Daylight	Flaming Seeds
Anti-Plant Shell	Daze Creature	Flare
Atonement	Deafness	Fly
Awaken	Death Wail	Fog
Awaken Plant or Animal	Death Ward	Frost Ray
Balls of Fire	Deep Dungeon	Gaseous Form
Ban Curse	Depetrify	Gentle Fall
Ban Demon or Devil	Destruction	Ghost Fire
Ban Enchantment	Detect Death	Ghost Hand
Ban Magic	Detect Divining	Ghost Lights
Ban Summoned Creature	Detect Poison	Global Sight
Barkskin	Detect Thoughts	Gust
Bind and Ban Demon or Devil	Detect Undead	Hero
Bind Creature	Detoxify	Hypnosis
Blank Mind	Devastate Foe	Ice Bolt
Blindness	Devastating Script	Iceball
Blizzard	Disintegration	Icecloud
Bolts of Lightning	Disjunction	Icy Finger of the Darkness
Bronze to Iron	Distraction	Identify Magic Item
Burning Gaze	Divination Shield	Illusion
Call Lightning	Divination Transfer	Illusion, Aural
Call Object	Divination Veil	Illusion, Full
Call Staff	Divining	Illusionary Censor
Call Thunderstorm	Divining, Extended	Illusionary Terrain
Calm Animals	Dominate Beast	Illusionary Wall
Captive Audience	Dominate Dragon	Implosion
Caster's Lasting Light	Dominate Mutation	Imprison Soul or Spirit
Caster's Light	Dominate Staff	Infect the Living
Cause Disease	Dominate Undead	Instant Call
Cause Earthquake	Doom	Instant Death
Cause Insanity	Doze	Instill Hope
Centipede Swarm	Draug Touch	Invisibility
Change Shape	Draw Last Life	Invisibility, Extended
Charm Beast	Dream	Invulnerability
Charm Dragon	Dream Messenger	Iron to Bronze
Charm Elven Tree	Dream Tracer	Iron to Bronze, Mass
Charm Mutation	Dream Vision	Killer Cloud
Charm Person	Drinking Song	Levitation
Charm Undead	Duplicate a Creature	Liberation
Choking Smoke Cloud	Duplicate Yourself	Life Drain
Circle of Death	Dweomer Fog	Life Theft
Circle of Death, Greater	Dweomer Shield	Life Trade
Clairaudience and Clairvoyance	Elemental Wall	Light
Cleanse, Purify and Restore	Endure the Elements	Litany of the Lost (Diction)

Little Fimbul Winter	Ravage Foe	Speed
Living to Zombie	Ravel Magic	Spell Drain
Locate Creature	Ray of Exhaustion	Spellguard
Locate Object	Ray of Fire	Spider Climb
Locate Soul or Spirit	Ray of Life	Spying Eyes
Locate the Living	Ray of Weakness	Spying True-Seeing Eyes
Lubricate	Read Stone	Staffmorph
Mage's Apprentice	Read the Pages of Time	Stasis
Magical Armor	Rebound Missiles	Statue
Magical Aura	Reclaim Staff	Stone Union
Magical Berries	Regenerate Draugs	Stoneguard
Magical Bolt	Remove Scars	Stop Animate Draug
Magical Eye	Repel Elves	Stop Beast
Magical Lock	Repel Iron	Stop Magical Mutation
Magical Mark	Resist Elements	Stop Mutation
Magical Mouth	Restore Life	Stop Person
Magical Prison	Restore Life Energy	Stop Skeletons and Zombies
Magical Tornado	Restore Sanity	Stop Time
Magical Web	Return Home	Summon Creature
Massive Frog Conversion	Safe Refuge	Summon Demon or Devil
Metal Temperature	Scintillating Pattern	Swerve
Mirage	Secret Message	Sword of Force
Misleading Twin	See in the Dark	Sylvan Bodyguard
Monitor Divining	Sense Lies	Telepathic Network
Move Freely	Sense Location	Teleport
Move Object	Sense the Future	Teleport Perfectly
Murdering Finger	Shattering Sound	Teleport Trace
Nauseating Cloud	Shocking Touch	Throw Your Voice
Nose of the Bloodhound	Shovel	Traceless Travel
Observe Companions	Silence	Transmute
Open Magical Lock	Slay	Transmute Elements
Paralysis	Slay Undead	Transmute Plants
Pass	Sleep	Trigger
Penetrate Conduit	Sleet Storm	Turn Magic
Perceive Ravel	Slow	Unchained Melody (Song)
Permanent Flame	Slow Poison	Unravel Magic
Petrify	Soul and Spirit Divination	Unremember
Phased Form	Soul Cage	Violent Storm
Polymorph Creature	Soul Eye	Wall of Blades
Preserve Corpse	Soul or Spirit Brother	Ward
Projected Image	Soul or Spirit Vault	Ward, Greater
Protection	Speak with Animals	Ward, Permanent
Quench Dragon Breath	Speak with the Dead	Warp Wood
Raise Island	Spears of Ice	Wilt

Creating Staffs

The staff of a Sorcerer, Wizard or White, Green or Nature Druid usually is his or her most important ally and tool. With few exceptions, it is impossible to take a staff from its owner or to gain control of it. Staffs are attuned to those who make them, and that attunement can be broken only through the use of a *Dominant Staff* spell. It also is almost very difficult to destroy another caster's staff.

Once a magical staff is on the verge of being destroyed or if the staff senses that a destructive attack is heading toward it, it vanishes onto the Middle Dimension. If the owner knows the spell *Call Staff* he or she can call the staff back from that plain and into his or her hand after 1d20+20 minutes. If the staff is at a different location from its owner, he or she also can call it over any distance back into his or her hand, as long as it is not being held magically.

As one might expect, a magical staff is expensive to create, which doubtless explains why few low level spellcasters have them. To ensorcel a staff, the caster must know the spells *Attune Wand or Staff* and *Ensorcel Magic Item*. A staff must be made from a perfectly straight length of absolutely healthy rowan wood cut or fallen at midnight during the winter solstice. It must be finished by a master woodworker, and the owner must embellish it with ornamentation that expresses his or her own personality as a spellcaster.

At this point, the caster usually already has made an investment of 500 GP or more. The spellcaster then must treat the staff with various oils over a continuous period of eight hours in a chamber where the air is strongly perfumed with assorted incenses. The oils and incenses add at least another 1,000 GP to the base costs.

Once this process has been created, the staff is prepared to become magical. At this point, the caster must use the spell *Ensorcel Magical Item* followed by the spell *Attune Wand or Staff*. The caster then gives the staff its command word. When that is finished, the staff already has all of its properties. It is ready to begin receiving spells from its caster.

He or she can cast up to 10 spells into the staff, depending upon his or her level as a caster. All spells, songs, diction and rites on the list for magical rings above can be cast into a staff. For every three levels as a caster, beginning with the third, a caster can cast any one spell that he or she knows and can use into the staff. Thus, the staff of a 30th level caster could hold as many as 10 spells

The spellcaster can replace a spell at will simply by casting another spell into the staff in its place. The staff can cast twice as many spells daily as it holds. In other words, if the staff holds five spells, it can cast 10 spells daily. The spellcaster can choose among any of the spells in the staff, regardless of how often they already have been used or what their level is.

A spellcaster can have only a single staff that he or she can use. Those who have staffs often do without wands because a staff can do the work of a wand. Once a spellcaster has attuned a staff to him- or herself, it is the only staff that he or she can use, even if he or she has lost control of the staff to another spellcaster who has dominated it. Should that happen, the caster must either do without a staff or use the *Reclaim Staff* spell in an attempt to regain it.

To use the staff, the spellcaster need only tap the bottom of the staff on the ground, speak the command word (if calling a spell from the staff) and then mentally communicate what spell the staff should unleash. No command word is required to use the staff as a wand; simply tapping the ground will do. This is a free action for the spellcaster. He or she may whisper the command word to keep others from hearing it. After that, the staff does its work with the casting time, etc., of the original spell. The caster can take other actions during this time, including casting another spell simultaneously.

The following statistical base is valid for magical staffs:

- **Aura:** Auras of the magic contained.
- **Caster Level:** Varies.
- **Prerequisites:** The spells *Ensorcel Magical Item* and *Attune Wand or Staff* and the spells to be cast into the staff.
- **Price:** Staffs are individual creations. They are not sold on the open market, although there may be some black market trafficking in dominated staffs.
- **Cost to Create:** At least 1,500 GP plus costs per spell..
- **Weight and Bulk:** 4 to 5 pounds/2 to 2.5kg. Bulk: Medium (5-7ft/150- 230cm long, 2-3 inches/50-75mm thick).

Creating Rods

There is little in physical appearance to differentiate a rod from a wand. The physical requirements are the same. The main difference is the magical content. Like a staff or a ring, a rod stores spells. However, a rod holds no permanent spells, only charges. Therefore, the costs are calculated with the column *One Charge* in the table *Magic Item Costs*.

For each charge in a rod, the spellcaster must use the spell *Enspell Magical Item* and then cast the desired spell into the rod. The list of spells that can be cast into a rod is the same as for a staff or a ring (see above). At the most, a rod can contain 10 charges. If all the charges in a rod are used, it can be charged anew with the same spell or a different spell.

Rods must be made of rowan wood and finished by a master woodworker. The basic material cost of a rod is 150 GP.

- **Aura:** Aura of the magic used.
- **Caster Level:** Varies.
- **Prerequisites:** The spells *Enspell Magical Item* and the spell to be cast into the rod.
- **Price:** Usually double the creation cost.
- **Cost to Create:** At least 150 GP plus costs per spell..
- **Weight and Bulk:** 8 ounces/225 grams. Bulk: Small (16-20 inches/40-50cm long, ½ inch/125mm thick).

Creating Wands

To enspell a wand, the caster must know the spell *Attune Wand or Staff*. Unlike staves, magical wands contain no spells, but they are of critical importance to Sorcerers, Wizards and White Druids. There are many spells that members of these classes can use only with the help of a wand (or staff) that serves as a conduit for the magical energy of the spells.

A wand must be made from a perfectly straight length of absolutely healthy hazelwood cut or fallen at midnight during the summer solstice. Most wands are 16 to 20 inches/40 to 50cm long. The wand must be finished by a master woodworker. At this point, the caster usually already has made an investment of 200 GP or more.

The spellcaster then must treat the staff with various oils over a continuous period of four hours in a chamber where the air is strongly perfumed with assorted incenses. The oils and incenses add at least another 300 GP to the base costs.

Once this process has been created, the wand is prepared to become magical. At this point, the caster must use the spell *Attune Wand or Staff* to finish the process. After that, the wand is ready to use to work all spells that the user knows and that require a wand. During the attunement process, the wand becomes bound to the caster and the caster alone. It is not possible to reattune a wand, and it also is impossible to use another caster's wand.

- **Aura:** None.
- **Caster Level:** Not applicable.
- **Prerequisites:** The spell *Attune Wand or Staff*.
- **Price:** Wands are unique individual creations. They have no particular sale value.
- **Cost to Create:** At least 500 GP.
- **Weight and Bulk:** 8 ounces/225 grams. Bulk: Small (12-15 inches/30-40cm long, ½ inch/125mm thick).

Creating Miscellaneous Magical Items

Given the right set of spells, abilities, skills and talents, you conceivably could create almost any magical item you could imagine, provided it is within the scope of a 15-point spell, song or diction or a 10-point rite. To ensorcel a miscellaneous magic item, the caster must know the spell *Ensorcel Magical Item* and know the spell or spells that he or she wishes to cast into the item to achieve the desired end.

Exactly that is the problem that many spellcasters face. Rods and rings can be ensorcelled with most of the known spells, songs, diction and rites. Other magical objects usually are created either to:

- Do things that more than one spell can do, a property otherwise shared only by staffs.
- Do things that no known spell can do.

The first option is relatively easy. You simply equip your target object with the ability to work the effects of one or more spells up to a maximum of five. Once you have whatever components that are necessary, you need only to cast *Ensorcel Magic Item* for each spell which you wish to cast into the object and also have the spell or magic points available that are necessary for casting multiple ensorcellments. That's determined with the following table:

Casting Multiple Spell into Items

Number of Spells Being Cast into Object	Spell Points expended by <i>Ensorcel Magical Items</i> = 1 + Points of Cast Spell +		
	One Use	Per Charge	Permanent
1	1	2	3
2	2	3	4
3	3	4	5
4	4	5	6
5	5	6	7

Those who want to do things that no known spell can do face a more difficult task. They know what they want to do, but finding the right combination of things to do it can be difficult. This is a task that you need to work out with your game master. The main options are:

- Seek a combination of spells that you could combine to create the desired effect. In this case, you cast these spells into the object with the goal of merging them rather than making them available individually.
- Seek a master mage from whom you can learn the necessary spells.
- Develop the necessary spells yourself.

If you seek to combine spells, you must make a check for Arcane Knowledge at the end of the process to determine if you really have attained the desired effect or some other random effect. The DL is 10 + the combined number of spell points used to achieve the effect.

If you decide to seek spells that you do not know, the biggest problem of all is finding the right spells to reach your goal. It's a good idea to begin your search for unknown but needed spells in a city and with a good bankroll at hand. Some of the better NPC spellcasters in your campaign may work for the ruling nobility and be uninterested in your business. But you usually will find independent wizards in a city who never can get their hands on enough money to pay for all of the research they want to do.

Such wizards often bolster their income by having their apprentices copy scrolls containing spells, which they, in turn, are willing to sell at a handsome price. If they can't sell you the spells you're seeking, they may be willing to settle for a little less money in return for information on where you can go to get what you're seeking.

If that fails, you may be looking for a spell that no one ever has developed yet. In that case, you may have to research the new spell and create it yourself. The only other alternative is to commission another spellcaster to develop it for you, if you have the money you need to pay for such services.

The properties of created miscellaneous magic items are:

- **Aura or Auras**
- **Type:** One Use, Charges or Permanent.
- **Minimum Caster Level**
- **Prerequisites:** This includes, among other things, the spells, rites, etc., that you need, the object and any material components that may be consumed during the creation of the object.
- **Price:** Usually double the creation cost.
- **Cost to Create:** The total cost to make the object.
- **Weight and Bulk**
- **Effect(s)**

Materials Suitable for Ensorcellment

As already discussed, lead and iron cannot be ensorcelled, although their reactions to magic are different:

- Lead simply doesn't accept magic. It doesn't resist it or damage it. But lead objects cannot be ensorcelled, and magic cannot pass through lead. This effect does not occur with chemical compounds that contain lead, nor does it apply to lead alloys, such as bronze, which is an excellent vessel for magic.
- Iron resists magic and can neutralize it. Iron objects cannot be ensorcelled, nor can other metals that are alloys of iron, such as steel. However, this effect does not apply to chemical compounds of iron. Blood contains iron in a compound form, and it is an excellent vessel for magic.

The following materials all are good recipients and conductors of magic. In most cases, they can be ensorcelled immediately:

- Wood and other parts of the rowan, beech and yew trees, of the elderberry, hazel and holly bushes and of the mistletoe parasite, if they are an essential part of the object being ensorcelled. Unnecessarily staining an item with elderberry juice will not make it more receptive to magic, however.
- Bronze, copper, gold, silver and the blood of elves, dwarves, giants, humans, halflings, half-elves, beasts and mutations.
- Body parts of unicorns, demons, dragons and some other magical mutations.

Ensorcelling items made of other materials takes 11-30 (1d20+10) days time for the magic to be absorbed. If the period extends that long, an absorption check for Magical Aptitude (1d20 + Magical Aptitude Bonus) must be made on the 20th and 30th days against a DL equal to:

10 + combined Caster Level of the spell(s) being ensorcelled to a maximum of 15.

If either of these checks fails, the ensorcellment fails and must begin anew.

Creating Temporary Magical Weapons

Sometimes a magic user isn't in a position to create a magical weapon, and yet, one is needed badly in his or her PC Party. At no special cost with no special requirements for weapon quality, a magic user can ensorcel 1-5 temporary plus points into a weapon. This process also requires the use of the spell *Ensorcel Arms and Armor*. In this case, the magic user expends two spell or magic points per plus point of the weapon. In other words, the expenditure of 2 points grants a bonus of +1 and the expenditure of 10 points grants a bonus of +5.

The magic user can apply the spell up to 10 times upon a single weapon, giving it up to 10 charges (one charge per application). The first time the weapon is used after it has been ensorcelled, the first charge begins being used. An activated charge lasts for a uninterrupted, continuous 8-hour period. The next time after that 8-hour period that the weapon is used, the second charge is activated, etc. It is not possible to decide whether charges are used; they are activated automatically with each new 8-hour period of weapon use.

Developing Your Own Spells, Songs and Bardic Diction

If you're a spellcaster or member of the Bardic classes, you may want to have a spell, song, etc., now and then that does certain things, but you can't obtain it. If you can't find a fellow caster, Skáld or Blue Druid whom you can pay to teach it to you, and you're unable to buy a scroll that contains an acceptable equivalent, your only alternative is to develop the spell, song, etc., yourself. The first requirement is that you have the talent *Read and Write Magic*.

The development of spells, songs and Bardic diction is a complicated process, and it should start outside of game time in discussion with your game master. In most cases, he or she will ask you to draft a complete spell, song, etc., like those found in the latter part of this book. You should give careful consideration to the school of the magical work, to the question of which other classes should be able to use it or its equivalent and to the number of spell or magic points it will expend in comparison to the point cost of similar, official spells, songs, Bardic diction, etc.

You also will have to calculate when you can take time off from adventuring to develop your new magic. It's not possible to create a spell or write a magical song in the middle of melee combat. It's not even possible to do it evenings in camp. The development of spells, magical song, Bardic diction, etc., requires at least a week's time in which the magic user devotes his or her undistracted attention solely to the development process.

In addition, you need to be able to spend considerable money to research your new magic, and you may even have to go off on expeditions to gain knowledge you need. The rules and guidelines for this are in the hands of your game master. He or she will work these details out with you. But here are a few rules of the thumb you can use to determine whether you're even in a condition to start your research:

- For every spell or magic point that a new spell or other work of magic expends, you should reckon with about a week's development time.
- Likewise, for each spell or magic point expended, you should plan on a cost of about 1,000 GP. This price, however, might be lower for magic that expends only a point or two. For some spells, it might also be considerably higher.
- With magic that expends 6 points or more, the chances are good that you may have to go off on a quest to gain new knowledge or pay considerable money to hire someone else to do it for you.

Adding Spells to a Spellbook and Writing Magical Scrolls

This is a relatively simple albeit somewhat time-consuming matter. The magic user needs the talent *Read and Write Magic* to transcribe spells. After transcribed spells, songs, etc. have been transcribed, they exist in at least two versions, the original and the new transcription. It takes half a day per expended spell point of a spell to transcribe a spell, song, etc. Once a wizard understands a new spell, he or she can record it into his or her spellbook. Usually only Wizards, Skáld and White Druids maintain spellbooks. Members of other spellcasting classes who have the talent *Read and Write Magic* can read them but they do not need them.

Dungeons Daring Scrolls simply are copies of spells in magical script written on parchment. They have no magical properties and cannot be used to work spells. They should be viewed more as a miniature counterpart of a spellbook.

5.6 Bardic Spells, Songs and Diction

NOTE: Members of the Bardic Classes have no access to the School Black Necromancy or other spells aligned with Darkness.



Product Identity

Skáld at the market, seeking adventure

Abjure Abjuration

School: Abjuration
Magic Points: 10
Alignment: All

Cancels magic of the Abjuration school.

Acid Cloud

School: Conjuration
Magic Points: 10
Alignment: All

You create an acid cloud of misty vapors.

Alarm

School: Abjuration
Magic Points: 4
Alignment: All

You create a magical alarm that sounds a mental or audible alarm each time a creature enters the warded area or touches it.

Alter Yourself

School: Transmutation
Magic Points: 3
Alignment: All

You assume the form of a creature of the same type as your normal form.

Analyze Magic

School: Divination
Magic Points: 7
Alignment: All

You discern all spells and magical properties present in a number of creatures or objects.

Analyze Ravel

School: Divination
Magic Points: 6
Alignment: All

This spell gives the caster the ability to analyze a spell ravel without unraveling it.

Animal Growth

School: Transmutation
Magic Points: 3
Alignment: All

You can make a number of animals grow to twice their normal size and eight times their normal weight.

Animal Messenger

School: Enchantment
Magic Points: 3
Alignment: All

You compel a tiny animal to go to a spot you designate.

Animal Trance

School: Enchantment
Magic Points: 3
Alignment: All

Your swaying motions and music, singing, or chanting compel animals and magical beasts to do nothing but watch you.

Animate Objects

School: Transmutation
Magic Points: 3
Alignment: All

You imbue inanimate objects with mobility and a semblance of life.

Annihilate

School: Transmutation
Magic Points: 13
Alignment: All

You can disintegrate a target.

Anti-Life Shell

School: Abjuration
Magic Points: 10
Alignment: All

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

Antipathy

School: Enchantment
Magic Points: 6
Alignment: All

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures, as defined by you.

Anti-Plant Shell

School: Abjuration
Magic Points: 6
Alignment: All

The anti-plant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants.

Awaken

School: Enchantment
Magic Points: 1
Alignment: All

You can awaken all sleeping creatures within 50ft/15m of the designated center point

Awaken Plant or Animal

School: Transmutation
Magic Points: 12
Alignment: All

You can awaken a plant or animal to humanlike sentience.

Balls of Fire

School: Evocation
Magic Points: 4
Alignment: All

You can send balls of fire from your wand or finger against one or more targets.

Ban Enchantment

School: Abjuration
Magic Points: 5
Alignment: All

You can free victims from enchantments, transmutations, and curses.

Ban Magic

School: Universal
Magic Points: 3
Alignment: All

You can cancel the effects of a magical spell or item.

Ban Summoned Creature

School: Abjuration
Magic Points: 1
Alignment: All

You can ban a creature that you summoned back to its original location.

Barkskin

School: Transmutation
Magic Points: 3
Alignment: All

With Barkskin, you toughen a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural Armor defense bonus.

Bind Creature

School: Enchantment
Magic Points: 5
Alignment: All

You can create a magical restraint to hold a creature.

Blank Mind

School: Abjuration
Magic Points: 11
Alignment: All

You protect the target from all devices and spells that detect, influence, or read emotions or thoughts.

Blizzard

School: Evocation
Magic Points: 9
Alignment: All

You cause the area of effect to be battered with heavy hail and snow.

Bolts of Lightning

School: Evocation
Magic Points: 4
Alignment: All

You can send one or more bolts of lightning from your wand or finger against one or more targets.

Bronze to Iron

School: Transmutation
Magic Points: 15
Alignment: All

You can transmute one item within range from bronze into iron.

Bullets of Stone

School: Evocation
Magic Points: 3
Alignment: All

You can send Bullets of Stone from the local terrain against one or more targets, each doing 1d4 damage.

Burning Gaze

School: Enchantment
Magic Points: 1
Alignment: All

Your eyes glow dull red, allowing you to make a gaze attack upon foes that causes fire damage and can temporarily blinds the target.

Call Lightning

School: Evocation
Magic Points: 7
Alignment: All

You can call real lightning bolts to attack your foe.

Call Object

School: Conjunction
Magic Points: 14
Alignment: All

You can summon an object that is neither living nor undead at a known location out of the depths, from the heights, etc., undamaged and unchanged to your location.

Call Thunderstorm

School: Evocation
Magic Points: 9
Alignment: All

You can call powerful lightning bolts to attack your foe. You can define the precise position where the lightning strikes.

Calm Animals

School: Enchantment
Magic Points: 3
Alignment: All

You can soothe and quiet animals, rendering them docile and harmless.

Campfire Lullaby (Song)

School: Enchantment
Magic Points: 6
Alignment: All

You can grant your companions a full night's sleep with a single hour of sleep.

Canto of Revisitation (Diction)

School: Divination
Magic Points: 5
Alignment: All

You can look back and review events at an earlier time.

Captive Audience

School: Enchantment
Magic Points: 2
Alignment: All

If you have the attention of a group of creatures, you can use this spell to hold them spellbound.

Caster's Lasting Light

School: Divination
Magic Points: 6
Alignment: All

You create a brilliant light with illumination that only you can perceive. The light lasts until you extinguish it.

Caster's Light

School: Divination

Magic Points: 4

Alignment: All

You create a brilliant light with illumination that only you can perceive.

Cause Earthquake

School: Evocation

Magic Points: 13

Alignment: All

When you cast earthquake, an intense but highly localized tremor rips the ground.

Cause Insanity

School: Enchantment

Magic Points: 4

Alignment: All

You can make a creature, living or undead, insanely feebleminded.

Centipede Swarm

School: Conjuraction

Magic Points: 12

Alignment: All

You can call forth a mass of centipede swarms.

Change Shape

School: Transmutation

Magic Points: 12

Alignment: All

You can assume the form of any single, living, non-unique creature with a Character Level no more than twice your Caster Level.

Charm Beast

School: Enchantment

Magic Points: 2

Alignment: All

This charm makes a beast regard you as its trusted friend and it regards your attitude as friendly.

Charm Dragon

School: Enchantment

Magic Points: 6

Alignment: All

You make a dragon regard you as its trusted friend and your attitude as friendly.

Charm Elven Tree

School: Enchantment

Magic Points: 3

Alignment: All

You make an elven tree regard you as its trusted friend and your attitude as friendly.

Charm Mutation

School: Enchantment

Magic Points: 3

Alignment: All

You make a mutation regard you as its trusted friend and your attitude as friendly.

Charm Person

School: Enchantment

Magic Points: 1

Alignment: All

You delude a human, halfling, half-elf, elf, dwarf or giant into regarding you as its trusted friend your attitude as friendly.

Charm Undead

School: Enchantment

Magic Points: 7

Alignment: All

You make an undead regard you as its trusted friend and your attitude as friendly.

Choking Smoke Cloud

School: Transmutation

Magic Points: 3

Alignment: All

A writhing stream of smoke billows out from the fire source, forming the choking cloud.

Clairaudience and Clairvoyance

School: Divination

Magic Points: 4

Alignment: All

You create an invisible magical sensor at a specific location that enables you to hear and see almost as if you were there.

Cleanse, Purify and Restore

School: Necromancy, White

Magic Points: 12

Alignment: Light

You can restore the dead body to the point where it again can be a host to its soul.

Clone

School: Necromancy, White or Necromancy, Black

Magic Points: 14

Alignment: All

You can create a physical duplicate of your body that is able to be a living host to your soul.

Cloud of Fog

School: Conjuraction

Magic Points: 2

Alignment: All

You create a bank of fog billows out from the point you designate.

Conduit

School: Conjuraction

Magic Points: 9

Alignment: All

You create a vessel that can contain an endless number of other spells.

Cone of Cold

School: Evocation

Magic Points: 9

Alignment: All

You create a cone of extreme cold that extends outward over the range from your wand or hand.

Cone of Colors

School: Illusion

Magic Points: 3

Alignment: All

You create a vivid cone of clashing colors that springs forth from your wand or hand, causing creatures to become stunned and blinded.

Confusion

School: Enchantment

Magic Points: 4

Alignment: All

You cause your targets to become confused, making it difficult for them to determine what they will do.

Control Animals

School: Enchantment

Magic Points: 11

Alignment: All

You control a number of animals within 30ft/9m of you.

Control Mutations

School: Enchantment

Magic Points: 12

Alignment: All

You control a number of mutations within 30ft/9m of you.

Control Plants

School: Enchantment

Magic Points: 10

Alignment: Darkness

You control a number of plants within 30ft/9m of you.

Control Weather

School: Enchantment

Magic Points: 8

Alignment: All

You select a certain weather condition that occurs.

Darkness

School: Evocation

Magic Points: 3

Alignment: All

You can cause an object to radiate shadowy illumination out to a 20ft/6m radius.

Daylight

School: Evocation

Magic Points: 5

Alignment: Light

You cause the touched object to shed light as bright as full daylight in a 60ft/18m radius, and dim light for an additional 60ft/18m beyond that.

Daze Creature

School: Enchantment

Magic Points: 1

Alignment: All

You can cloud the mind of a living or undead creature, preventing it from taking actions.

Death Ward

School: Necromancy, White
Magic Points: 6
Alignment: Light

You make the recipient of the spell immune to all death magic and life drain from undead for the spell's duration.

Detoxify

School: Conjuration
Magic Points: 5
Alignment: All

You detoxify any sort of venom in the creature or object touched.

Deep Dungeon

School: Abjuration
Magic Points: 14
Alignment: All

You can touch a creature and entomb it in a state of suspended animation within a small sphere far beneath the surface of the earth.

Devastate Foe

School: Transmutation
Magic Points: 12
Alignment: All

You can deal an opponent 25d6 points of damage in a single blow.

Depetrify

School: Abjuration
Magic Points: 7
Alignment: All

You can restore a petrified creature, living or undead, back into its body and activate it as living or undead.

Devastating Script

School: Evocation
Magic Points: 4
Alignment: All

You can trace mystical, magical, explosive symbols upon a book, map, scroll, or similar object that can bear written information.

Detect Divining

School: Divination
Magic Points: 5
Alignment: All

You immediately become aware of any attempt to observe you by means of divination magic.

Disintegration

School: Transmutation
Magic Points: 10
Alignment: All

Any creature struck by a Disintegration ray takes 2d6 points of damage per caster level (maximum 60d6).

Detect Poison

School: Divination
Magic Points: 1
Alignment: All

You can determine whether a creature, object, or area has been poisoned or is poisonous.

Disjunction

School: Abjuration
Magic Points: 13
Alignment: All

You cause all magical effects and magic items within the radius of the spell including your own to be disjoined.

Detect Thoughts

School: Divination
Magic Points: 3
Alignment: All

You can detect surface thoughts.

Distraction

School: Enchantment
Magic Points: 7
Alignment: All

The target creature or creatures are distracted from the focus of their attention, giving them a temporary Initiative score of only 2 and halving the frequency with which they can act.

Detect Undead

School: Divination
Magic Points: 2
Alignment: All

You can detect the aura that surrounds undead creatures.

Divination Shield

School: Abjuration
Magic Points: 8
Alignment: All

Your target becomes impossible to detect by divination magic.

Divination Transfer

School: Illusion
Magic Points: 3
Alignment: All

You can misdirect the information from divination spells that reveal auras.

Divination Veil

School: Abjuration
Magic Points: 4
Alignment: All

Your target becomes difficult to detect by divination spells.

Divining

School: Divination
Magic Points: 4
Alignment: All

You can see and hear the sounds of some creature or at a certain location.

Divining, Extended

School: Divination
Magic Points: 7
Alignment: All

You can see and hear the sounds of some creature or at a certain location. You also can apply certain skills and spells.

Dominate Beast

School: Enchantment
Magic Points: 4
Alignment: All

You can control the actions of most beasts through a telepathic link that you establish with the beast's mind.

Dominate Dragon

School: Enchantment
Magic Points: 7
Alignment: All

You can control the actions of any dragon through a telepathic link that you establish with the dragon's mind.

Dominate Mutation

School: Enchantment
Magic Points: 5
Alignment: All

You can control the actions of most mutations through a telepathic link that you establish with the mutation's mind.

Dominate Undead

School: Enchantment
Magic Points: 9
Alignment: All

You can control the actions of most undead through a telepathic link that you establish with the draug's mind.

Doze

School: Enchantment
Magic Points: 1
Alignment: All

You make any creature within the area of effect become drowsy and inattentive.

Dream

School: Illusion
Magic Points: 6
Alignment: All

You can send an illusionary vision of any good, neutral or bad nature to a specific creature that you name or otherwise specifically designate.

Dream Messenger

School: Illusion
Magic Points: 6
Alignment: All

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream.

Dream Tracer

School: Divination
Magic Points: 10
Alignment: All

You can mentally divine the target of a Dream or Dream Vision spell, find the mental threads of the spell in its mind and trace those threads back to their point of origin.

Dream Vision

School: Illusion
Magic Points: 4
Alignment: All

You can send an illusionary vision as a dream to a specific creature that you name or otherwise specifically designate.

Drinking Song

School: Enchantment
Magic Points: 5
Alignment: All

You can better the mood of an audience and make it thirsty, leading it to drink to drunkenness.

Duplicate a Creature

School: Illusion
Magic Points: 9
Alignment: All

You create an illusory duplicate of any creature.

Duplicate Yourself

School: Illusion
Magic Points: 3
Alignment: All

You bring several illusory duplicates of yourself into being, making it difficult for enemies to know which target to attack.

Dweomer Fog

School: Evocation
Magic Points: 8
Alignment: All

You create a magical glowing fog that makes it impossible to detect any magic within it that expends less than 11 magic points or that is below artifact level.

Dweomer Shield

School: Abjuration
Magic Points: 12
Alignment: All

A dweomer shield makes it impossible to detect any magic within the protected object

Elemental Wall

School: Evocation
Magic Points: 5
Alignment: All

You create a wall out of a raw substance of one of the four elements: Fire, Air, Water or Earth.

Endure the Elements

School: Abjuration
Magic Points: 1
Alignment: All

You can give a creature the ability to endure the elements.

Ensorcel Arms and Armor

School: Universal
Magic Points: 2 (minimum)
Alignment: All

The spell used to ensorcel arms and armor.

Ensorcel Magical Items

School: Universal
Magic Points: 1
Alignment: All

You can create magical items.

Erase Magical Script

School: Abjuration
Magic Points: 1
Alignment: All

You can remove magical writings.

Erase Time's Pages

School: Enchantment
Magic Points: 13
Alignment: All

All traces of events recorded on the one-year page of time for the area within range of the caster are erased.

Extinguish Fire

School: Transmutation
Magic Points: 5
Alignment: All

You can put out forest fires and other conflagrations.

False Divination

School: Illusion
Magic Points: 6
Alignment: All

You create a false image seen by any divination spell used to view anything within the area of this spell.

Fear

School: Enchantment
Magic Points: 1
Alignment: All

You can make a creature become frightened.

Fiery Rain

School: Evocation
Magic Points: 13
Alignment: All

You summon a swirling thunderstorm that rains fire rather than raindrops down on everything within a 2-mile/3.5-km radius of the designated center point.

Find the Way

School: Divination
Magic Points: 7
Alignment: All

You or the recipient of the recipient of this spell can find the shortest, most direct physical route to a specified destination.

Fire Trap

School: Abjuration
Magic Points: 6
Alignment: All

You can set a magical trap that creates a fiery explosion when an intruder touches the item that the trap protects.

Fireball

School: Evocation
Magic Points: 4
Alignment: All

A burning fireball rolls in whichever direction you point and burns those it strikes.

Firebolt

School: Evocation
Magic Points: 7
Alignment: All

You create a vertical column of magical fire roaring downward from the sky.

Firecloud

School: Conjunction
Magic Points: 13
Alignment: All

You create a burning cloud of roiling smoke shot through with white-hot embers.

Firestorm

School: Evocation
Magic Points: 9
Alignment: All

You cause the area of effect to be shot through with sheets of roaring flame.

Fireworks

School: Transmutation
Magic Points: 3
Alignment: All

You turn a fire into a burst of blinding fireworks.

Flaming Fingers

School: Evocation
Magic Points: 2
Alignment: All

You can release a cone of searing flame from your fingertips.

Flaming Seeds

School: Conjunction
Magic Points: 10
Alignment: All

You turn the nuts and berries of magic-prone wood into fiery weapons that you or another character can throw or place as a bomb trap.

Flare

School: Evocation
Magic Points: 1
Alignment: All

You create a burst of light.

Fly

School: Transmutation
Magic Points: 5
Alignment: All

Your or your target can fly.

Fog

School: Conjuration
Magic Points: 4
Alignment: All

You create fog that obscures sight and is so thick that any creature attempting to move through it takes severe penalties.

Frost Ray

School: Evocation
Magic Points: 1
Alignment: All

A ray of freezing air and ice projects from your pointing wand or finger.

Gaseous Form

School: Transmutation
Magic Points: 4
Alignment: All

Your or subject and all of your or its gear become insubstantial, misty, and translucent.

Gentle Fall

School: Transmutation
Magic Points: 2
Alignment: All

You can cause the affected creatures or objects to fall slowly.

Ghost Fire

School: Evocation
Magic Points: 2
Alignment: All

You create a pale glow that surrounds and outlines the subjects.

Ghost Hand

School: Illusion
Magic Points: 2
Alignment: All

You create a ghostly, glowing hand shaped from your life force that materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance.

Ghost Lights

School: Evocation
Magic Points: 1
Alignment: All

You can create up to four lights that resemble lanterns or torches.

Global Sight

School: Divination
Magic Points: 6
Alignment: All

You can see magical activity within the area of effect.

Gust

School: Evocation
Magic Points: 2
Alignment: All

You create a gust of wind that originates from your wand or fingers, affecting all creatures in its path.

Heal

School: Necromancy, White
Magic Points: 15
Alignment: Light

You can heal all injury points damage from wounds and injuries.

Heal Critical Wounds and Injuries

School: Necromancy, White
Magic Points: 13
Alignment: Light

You can heal 4d8 injury points damage from wounds and injuries.

Heal Light Wounds and Injuries

School: Necromancy, White
Magic Points: 10
Alignment: Light

You can heal 1d8 injury points of damage from wounds and injuries.

Heal Minor Wounds and Injuries

School: Necromancy, White
Magic Points: 9
Alignment: Light

You can heal 1 injury point damage from wounds and injuries.

Heal Moderate Wounds and Injuries

School: Necromancy, White

Magic Points: 11

Alignment: Light

You can heal 2d8 injury points damage from wounds and injuries.

Heal Serious Wounds and Injuries

School: Necromancy, White

Magic Points: 12

Alignment: Light

You can heal 3d8 injury points damage from wounds and injuries.

Hero

School: Enchantment

Magic Points: 2

Alignment: All

You imbue a single creature with great bravery and morale in battle.

Hypnosis

School: Enchantment

Magic Points: 1

Alignment: All

Your gestures and droning incantation fascinate an intelligent target creature, making it stop and pay intense intention to you.

Ice Bolt

School: Evocation

Magic Points: 7

Alignment: All

You create a vertical column of ice erupting upward from the earth.

Iceball

School: Evocation

Magic Points: 4

Alignment: All

A freezing Iceball rolls in whichever direction you point and freezes those it strikes. It moves 30ft/9m per round.

Icecloud

School: Conjunction

Magic Points: 13

Alignment: All

You create a freezing cloud of icy mist shot through with sharp, freezing darts of ice.

Identify Magic Item

School: Divination

Magic Points: 4

Alignment: All

You can learn information about a magical object.

Illusion

School: Illusion

Magic Points: 1

Alignment: All

You create the visual illusion of an object, creature, or force, as visualized by you.

Illusion, Aural

School: Illusion

Magic Points: 2

Alignment: All

You create the visual and aural illusion of an object, creature, or force, as visualized by you.

Illusion, Full

School: Illusion

Magic Points: 4

Alignment: All

You create the full illusion of an object, creature, or force, as visualized by you.

Illusionary Censor

School: Illusion

Magic Points: 9

Alignment: All

This spell combines several elements to create a powerful protection from divining and direct observation.

Illusionary Terrain

School: Illusion

Magic Points: 5

Alignment: All

You make natural terrain look, sound, and smell like some other sort of natural terrain.

Illusionary Wall

School: Illusion

Magic Points: 6

Alignment: All

You create the illusion of a wall or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty if the target has a grounded reason for disbelieving the wall's existence.

Implosion

School: Evocation
Magic Points: 14
Alignment: All

You create a destructive resonance in a living or undead creature's body.

Instant Call

School: Conjunction
Magic Points: 11
Alignment: All

You call some nonliving item from virtually any location directly to your hand.

Instant Death

School: Universal
Magic Points: 15
Alignment: All

You can will a target dead without a word or gesture.

Instill Hope

School: Enchantment
Magic Points: 4
Alignment: All

You instill a powerful hope in the subjects.

Invisibility

School: Transmutation
Magic Points: 4
Alignment: All

You make yourself or your target invisible for the spell's duration.

Invisibility, Extended

School: Transmutation
Magic Points: 5
Alignment: All

You make yourself and/or your target invisible for the spell's duration.

Invisibility, Extended Group

School: Transmutation
Magic Points: 7
Alignment: All

You make yourself and/or your targets invisible for the spell's duration.

Invisibility, Group

School: Transmutation
Magic Points: 6
Alignment: All

You make yourself and/or your targets invisible for the spell's duration.

Invulnerability

School: Abjuration
Magic Points: 7
Alignment: All

You create an immobile, faintly shimmering magical sphere that surrounds you and excludes all spell effects that expend 4 spell points or less.

Iron to Bronze

School: Transmutation
Magic Points: 15
Alignment: Light

You can transmute one item from iron into bronze.

Killer Cloud

School: Conjunction
Magic Points: 10
Alignment: Light

You create a cloud of fog consisting of yellow-green, poisonous vapors.

Levitation

School: Transmutation
Magic Points: 4
Alignment: All

You can move yourself, another creature, or an object up and down as you wish.

Liberation

School: Abjuration
Magic Points: 13
Alignment: All

You free yourself or your target from spells and effects that restrict movement.

Light

School: Evocation
Magic Points: 1
Alignment: All

You cause an object to glow like a torch, shedding bright light in a 20ft/6m radius and dim light for an additional 20ft/6m from the point you touch.

Litany of the Lost (Diction)

School: Enchantment
Magic Points: 7
Alignment: All

With this litany, you can strengthen your allies in battle.

Little Fimbul Winter

School: Evocation
Magic Points: 15
Alignment: All

You create a deeply cold area that damages anyone within it without magical protection from cold.

Locate Creature

School: Divination
Magic Points: 5
Alignment: All

You can locate a known or familiar creature.

Locate Object

School: Divination
Magic Points: 4
Alignment: All

You can locate a known object.

Locate Soul or Spirit

School: Divination
Magic Points: 7
Alignment: All

You can determine whether the soul or spirit of a dead creature still wanders the world of the living or whether it has gone to Deep Hell or elsewhere.

Locate the Living

School: Divination
Magic Points: 5
Alignment: All

With this spell, you can sense the presence of any creature life forms within range.

Lubricate

School: Conjunction
Magic Points: 2
Alignment: All

You can cover a solid surface with a layer of slippery grease.

Mage's Apprentice

School: Conjunction
Magic Points: 1
Alignment: All

You create an invisible, mindless, shapeless force that performs simple tasks at your command.

Magic Armor

School: Conjunction
Magic Points: 2
Alignment: All

You create an invisible but tangible field of force that surrounds the subject, providing it with a +4 bonus to its Armor defense.

Magical Aura

School: Illusion
Magic Points: 2
Alignment: All

You alter an item's aura so that it registers under magic detection as though it were non-magical or of a different school than it really is.

Magical Berries

School: Transmutation
Magic Points: 2
Alignment: All

You can make 2d4 freshly picked, edible berries magical.

Magical Bolt

School: Evocation
Magic Points: 2
Alignment: All

You can attack a target within range once every 2 rounds with a bolt of magical energy that deals 1d8 injury points damage.

Magical Eye

School: Divination
Magic Points: 6
Alignment: All

You create an invisible magical sensor that sends you visual information.

Magical Lock

School: Abjuration
Magic Points: 4
Alignment: All

You can cast a Magical Lock spell upon a door, chest, or portal to magically lock it.

Magical Mark

School: Universal
Magic Points: 1
Alignment: All

You can inscribe your personal, invisible rune or mark upon a creature or object.

Magical Mouth

School: Illusion
Magic Points: 2
Alignment: All

You can imbue the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified triggering event occurs.

Magical Prison

School: Evocation
Magic Points: 12
Alignment: All

You bring into being an immobile, invisible cubical prison composed of either bars of magical force or solid walls of force.

Magical Tornado

School: Evocation
Magic Points: 12
Alignment: All

You create a powerful miniature tornado of raging wind that moves through the air, along the ground, or over water at a speed of 60ft/18m per round.

Magical Web

School: Conjuraton
Magic Points: 2
Alignment: All

You create a many-layered mass of strong, sticky strands similar to a large, semi-circular spider web. The strands trap anything caught in them.

Massive Frog Conversion

School: Transmutation
Magic Points: 14
Alignment: All

You can turn all human- or smaller-sized creatures within range into frogs.

Mend

School: Transmutation
Magic Points: 1
Alignment: All

You can repair an object made of any substance, even one with multiple breaks, to be as strong as new.

Metal Temperature

School: Transmutation
Magic Points: 4
Alignment: All

You can make the metal weapon or other metal object of a creature either freezing cold or burning hot.

Mirage

School: Illusion
Magic Points: 6
Alignment: All

You make natural terrain look, sound, and smell like some other sort of natural terrain.

Misleading Twin

School: Illusion
Magic Points: 6
Alignment: All

You become invisible and at the same time, an illusory double of you appears.

Mistletoe Bough (Spell or Bardic Song)

School: Universal
Magic Points: 12
Alignment: All

You can travel to Deep Hell to bargain for the release of a soul.

Monitor Divining

School: Divination
Magic Points: 8
Alignment: All

You immediately become aware of any attempt to observe you by means of divination

Move Object

School: Transmutation

Magic Points: 1

Alignment: All

You can point your wand or finger at an object and lift it and move it at will from a distance.

Nauseating Cloud

School: Conjuration

Magic Points: 4

Alignment: All

Living creatures within the cloud become nauseated.

Nose of the Bloodhound

School: Transmutation

Magic Points: 4

Alignment: All

You smell scents and odors and understand them, even if you never have encountered them before.

Observe Companions

School: Divination

Magic Points: 2

Alignment: All

You can mentally monitor the relative positions and general conditions of your companions when they are separated.

Open Magical Lock

School: Transmutation

Magic Points: 2

Alignment: All

You can open most magically locked items.

Paralysis

School: Enchantment

Magic Points: 5

Alignment: All

You can paralyze a target, causing it to freeze in place, standing helpless.

Pass

School: Transmutation

Magic Points: 6

Alignment: All

You can create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials.

Penetrate Conduit

School: Abjuration

Magic Points: 5

Alignment: All

You have a chance to penetrate a conduit and work upon the spells within it without unraveling the conduit itself and possibly triggering those spells.

Perceive Ravel

School: Divination

Magic Points: 4

Alignment: All

You can observe raveled magic and understand the manner in which it was raveled.

Permanent Flame

School: Evocation

Magic Points: 3

Alignment: All

You create a flame equivalent in brightness to a torch.

Petrify

School: Transmutation

Magic Points: 12

Alignment: All

You turn your target's living or undead body into solid stone, along with any garments and equipment worn or carried.

Phased Form

School: Illusion

Magic Points: 4

Alignment: All

You leave the illusion that your target may be 5ft/150cm away from its true position.

Poetic Stigma (Diction)

School: Enchantment

Magic Points: 3

Alignment: All

You can affect the charisma and motivational aura of your target.

Polymorph Creature

School: Transmutation
Magic Points: 5
Alignment: All

You change the target into another form of living creature.

Projected Image

School: Illusion
Magic Points: 7
Alignment: All

You create an illusionary version of yourself. The projected image looks, sounds, and smells like you but it is intangible.

Protection

School: Abjuration
Magic Points: 2
Alignment: All

You ward your target wards against attacks.

Quench Dragon Breath

School: Conjuraton
Magic Points: 15
Alignment: All

You cause temporarily chemical changes in the blood of a dragon that quench its magical breath weapon for the duration of the spell.

Raise Island

School: Conjuraton
Magic Points: 13
Alignment: All

You can raise a new island from out of the sea, bringing to the surface a sandy or rocky but otherwise barren protrusion that is solid, stable, and permanently established.

Ravage Foe

School: Transmutation
Magic Points: 14
Alignment: All

You can deal an opponent 40d6 points of damage in a single blow.

Ravel Magic

School: Evocation
Magic Points: 14
Alignment: All

You can ravel one spell inside of another spell.

Ray of Fire

School: Evocation
Magic Points: 3
Alignment: All

You blast your enemies with rays of fire.

Ray of Life

School: Necromancy, White
Magic Points: 1
Alignment: Light

You direct a ray of life energy against a draug.

Read Stone

School: Divination
Magic Points: 9
Alignment: All

You can read the impression of events left within the minimal life force of stones.

Read the Pages of Time

School: Divination
Magic Points: 7
Alignment: All

You can scan and read the pages of time

Rebound Missiles

School: Abjuration
Magic Points: 11
Alignment: All

You cause ranged attacks targeted against you to rebound on the original attacker.

Regeneration

School: Necromancy, White
Magic Points: 14
Alignment: Light

The target's severed body members such as fingers, toes, hands, feet, arms, legs, tails, or even heads of multi headed creatures, broken bones, and ruined organs grow back.

Remove Scars

School: Conjuraton
Magic Points: 8
Alignment: All

You can remove non-injurious scars.

Repel Elves

School: Evocation

Magic Points: 13

Alignment: All

With this dark and dangerous spell, you can draw iron from your own blood and that of your companions and any other living, blooded creatures that are within range and set it adrift in the air to poison elves.

Repel Iron

School: Abjuration

Magic Points: 10

Alignment: All

You magically draw strong, non-magical magnetic energy from the earth and apply it to all iron within range.

Resist Elements

School: Abjuration

Magic Points: 2

Alignment: All

You grant a creature limited protection from damage of whichever one of the four basic elements that you select.

Return Home

School: Conjunction

Magic Points: 4

Alignment: All

You can teleport yourself and some or all of your companions instantly back to your main home.

Safe Refuge

School: Conjunction

Magic Points: 12

Alignment: All

You create powerful magic in some small object of high value. This object contains the power to transport its possessor instantly across any distance to your abode.

Scintillating Pattern

School: Illusion

Magic Points: 8

Alignment: All

You create a twisting pattern of discordant, coruscating colors that weave through the air, affecting creatures within it.

Secret Message

School: Transmutation

Magic Points: 1

Alignment: All

You can whisper messages and receive whispered replies with little chance of being overheard.

See in the Dark

School: Not given

Magic Points: 4

Alignment: All

You give the recipient the ability to see over a radius of 120ft/36m in the darkness.

Sense Lies

School: Divination

Magic Points: 5

Alignment: All

Each round, you can concentrate on one subject, who must be within range and know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying.

Sense Location

School: Divination

Magic Points: 13

Alignment: All

You can locate creatures or objects that are known to you.

Sense the Future

School: Divination

Magic Points: 13

Alignment: All

You gain a powerful sixth sense in relation to yourself or another.

Shattering Sound

School: Evocation

Magic Points: 3

Alignment: All

You create a loud, ringing noise that breaks brittle, non-magical objects.

Shocking Touch

School: Evocation

Magic Points: 1

Alignment: All

Your touch attack deals 1d6 points of electricity damage per Caster Level.

Shovel

School: Transmutation
Magic Points: 10
Alignment: All

You can move various kinds of soil such as clay, loam or sand.

Silence

School: Abjuration
Magic Points: 2
Alignment: All

You bring complete silence to the affected area. All sound is stopped.

Slay

School: Evocation
Magic Points: 14
Alignment: All

You either can slay a single creature or a group.

Sleep

School: Enchantment
Magic Points: 1
Alignment: All

You cause a magical slumber to come upon a number of living creatures that equals your Caster Level.

Sleet Storm

School: Conjuration
Magic Points: 3
Alignment: All

You cause a driving sleet that blocks all sight within it and causes the ground in the area to be icy.

Slow

School: Transmutation
Magic Points: 3
Alignment: All

You can make creatures move and attack at a drastically slowed rate.

Slow Poison

School: Necromancy, White
Magic Points: 6
Alignment: Light

You make the recipient temporarily immune to poison.

Song of Deafness

School: Abjuration
Magic Points: 12
Alignment: All

You can use song or poetics to temporarily deafen all enemies within a 30ft/9m of you.

Song of Hindrance

School: Enchantment
Magic Points: 14
Alignment: All

You can use song or poetics to hinder enemy spellcasters who are within a 30ft/9m of you.

Song of Oblivion

School: Enchantment
Magic Points: 7
Alignment: All

You can demoralize an undead and makes it lethargic.

Song of the Woodlands

School: Enchantment
Magic Points: 7
Alignment: All

You can call tree herders to you and communicate with elven trees.

Soul and Spirit Divination

School: Divination
Magic Points: 14
Alignment: All

You are able to tap the consciousness of another sentient creature with whom you are familiar.

Soul Eye

School: Transmutation
Magic Points: 12
Alignment: All

You can read the thoughts of targets of this spell, seeing all things these souls see in their locations.

Soul or Spirit Brother

School: Conjuration
Magic Points: 15
Alignment: All

You can create a duplicate version of yourself as you were when you were a 21st level character (but not necessarily a 21st level caster).

Speak with Animals

School: Divination
Magic Points: 3
Alignment: All

You can comprehend and communicate with animals.

Speak with the Dead

School: Universal
Magic Points: 3
Alignment: All

You allow a corpse to briefly become a speaking conduit for the soul or spirit that once occupied it.

Spears of Ice

School: Evocation
Magic Points: 4
Alignment: All

You can send spears of ice from your wand or finger against one or more targets.

Speed

School: Transmutation
Magic Points: 5
Alignment: All

You allow the targets to move and act more quickly than normal.

Spell Drain

School: Abjuration
Magic Points: 12
Alignment: All

Each round you draw the spell with the highest spell point cost from the ability of your target.

Spellguard

School: Abjuration
Magic Points: 8
Alignment: All

You can raise the effective caster level against Ban Magic spells.

Spider Climb

School: Transmutation
Magic Points: 2
Alignment: All

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

Spying Eyes

School: Divination
Magic Points: 6
Alignment: All

You create a number of semi-tangible, visible magical eyes equal to 1d4 + your caster level.

Spying True-Seeing Eyes

School: Divination
Magic Points: 9
Alignment: All

You create a number of semi-tangible, visible magical eyes equal to 1d4 + your caster level. The eyes have True Sight.

Staffmorph

School: Transmutation
Magic Points: 12
Alignment: All

You can change your magical staff (if you have one) into an animated tree-herder-like creature 24ft/7.2m tall.

Stasis

School: Transmutation
Magic Points: 10
Alignment: All

You place your target into a state of suspended animation.

Statue

School: Transmutation
Magic Points: 10
Alignment: All

You turn your willing target to solid stone, along with any garments and equipment worn or carried.

Stone Union

School: Transmutation
Magic Points: 7
Alignment: All

You can meld your own body and possessions into a single block of stone.

Stop Animate Draug

School: Enchantment
Magic Points: 3
Alignment: All

You paralyze your target and freeze it in place.

Stop Beast

School: Enchantment
Magic Points: 1
Alignment: All

You paralyze your target and freeze it in place.

Stop Magical Mutation

School: Enchantment
Magic Points: 2
Alignment: All

You paralyze your target and freeze it in place.

Stop Mutation

School: Enchantment
Magic Points: 2
Alignment: All

You paralyzed your target and freeze it in place.

Stop Person

School: Enchantment
Magic Points: 3
Alignment: All

You paralyze your target and freeze it in place.

Stop Skeletons and Zombies

School: Abjuration
Magic Points: 1
Alignment: All

You paralyze your targets and freeze them in place.

Stop Time

School: Transmutation
Magic Points: 9
Alignment: All

You make time cease flowing for everyone but you and the creatures that you designate.

Summon Creature

School: Conjuration
Magic Points: 1
Alignment: All

You can summon a beast, mutation, magical mutation or other living being without free will to appear at a location that you designate.

Swerve

School: Abjuration
Magic Points: 10
Alignment: All

You can cause a spell targeted upon you to swerve away unpredictably.

Sword of Force

School: Evocation
Magic Points: 12
Alignment: All

You create a shimmering, long-sword-like plane of force.

Sylvan Bodyguard

School: Transmutation
Magic Points: 12
Alignment: All

You can turn a tree into a protector or guardian.

Telepathic Network

School: Divination
Magic Points: 4
Alignment: All

You forge a telepathic network among yourself and a number of willing, intelligent creatures.

Teleport

School: Conjuration
Magic Points: 7
Alignment: All

This spell instantly transports you and/or your targets to a designated destination.

Teleport Perfectly

School: Conjuration
Magic Points: 9
Alignment: All

This spell instantly transports you and/or your targets to a designated destination of which you have at least a reliable description.

Teleport Trace

School: Divination
Magic Points: 5
Alignment: All

You can track the location of a creature that has used teleportation magic.

Throw Your Voice

School: Illusion
Magic Points: 1
Alignment: All

You can make your voice or any sound that you normally can make vocally seem to issue from someplace else.

Traceless Travel

School: Transmutation
Magic Points: 3
Alignment: All

The targets can move through any type of terrain and leave neither footprints nor scents.

Transmute

School: Transmutation
Magic Points: 9
Alignment: All

You can convert material of one sort into a product that is of the same material.

Transmute Elements

School: Transmutation
Magic Points: 10
Alignment: All

You can transmute the allowed quantity any of the four basic elements into another of the four basic elements.

Transmute Plants

School: Transmutation
Magic Points: 4
Alignment: All

You can cause varying effects with plant growth depending on the version chosen.

Trigger

School: Evocation
Magic Points: 13
Alignment: All

You can define conditions which will trigger certain other spells.

Turn Magic

School: Universal
Magic Points: 7
Alignment: All

You can turn spells and spell-like effects that are targeted on you are back upon the original caster.

Unchained Melody (Song)

School: Enchantment
Magic Points: 4
Alignment: All

You put a distracting, repeating melody into the target's head.

Unravel Magic

School: Evocation
Magic Points: 14
Alignment: All

Instead of unraveling spells, you can unravel them without triggering the contained spell.

Unremember

School: Enchantment
Magic Points: 5
Alignment: All

You reach into the subject's mind and modify as many as 5 minutes of its memories.

Violent Storm

School: Conjunction
Magic Points: 10
Alignment: All

You create an enormous black storm cloud that devastates those caught within it.

Wall of Blades

School: Evocation
Magic Points: 8
Alignment: All

You create an immobile, vertical wall of whirling blades shaped of pure force.

Ward

School: Abjuration
Magic Points: 4
Alignment: All

You create a powerful inscription that harms those who enter, pass, or open the warded area or object.

Ward, Greater

School: Abjuration
Magic Points: 9
Alignment: All

You can create temporary wards to defend the area of effect.

Warp Wood

School: Transmutation
Magic Points: 3
Alignment: All

You cause wood to bend and warp, permanently destroying its straightness, form, and strength.

Ward, Permanent

School: Abjuration
Magic Points: 15
Alignment: All

You can create permanent wards to defend the area of effect.

Weapon of Life

School: Transmutation
Magic Points: 9
Alignment: Light

You make a normal melee weapon deadly to undead.



Some Skáld prefer bagpipes.

5.7 Clerical Rites

Clerical rites are not at all suited for battlefronts or scenes of combat. Rites involve anointing targets with rare oils, the burning of incense, prayer and all of the other complex elements that go together to make a rite. On the average, a clerical rite takes at least an hour for every two magic points expended. Clerics usually charge high fees for performing rites, with the money going into the coffers of their church, temple, etc.

NOTE: Clerics may perform either rites of the Light or rites of the Darkness but not both. Which type they perform is based upon the thinking of the deity or deities that they serve.

List of Clerical Rites

Atonement

School: Necromancy, White
Magic Points: 5
Alignment: Light

This rite removes the burden of evil acts or misdeeds from the subject.

Ban Demon or Devil

School: Abjuration
Magic Points: 10
Alignment: Light

You can ban a demon or devil back to its current main lair.

Ban Enchantment

School: Abjuration
Magic Points: 6
Alignment: All

You can free victims from enchantments, transmutations, and curses.

Bless Healing Potion

School: Transmutation
Magic Points: 2
Alignment: Light

With this spell you can store the benefits of curing rites that you are able to perform into 4 ounce/110 ml vials of pure water.

Bless Holy Water/Curse Unholy Water

School: Transmutation
Magic Points: 2
Alignment: All

You create either a vial of holy water or a vial of unholy water, depending upon the alignment of your faith.

Blindness

School: Necromancy, Black
Magic Points: 3
Alignment: Darkness

You call upon the Darkness to render the subject blinded .

Cleanse, Purify and Restore

School: Necromancy, White
Magic Points: 7
Alignment: Light

You can restore the dead body to the point where it again can be a host to its soul.

Cure Diseases*

School: Necromancy, White
Magic Points: 4
Alignment: Light

You can cure any disease of a living creature except for plants.

Curse

School: Necromancy, Black
Magic Points: 3
Alignment: Darkness

You place a curse on the target creature.

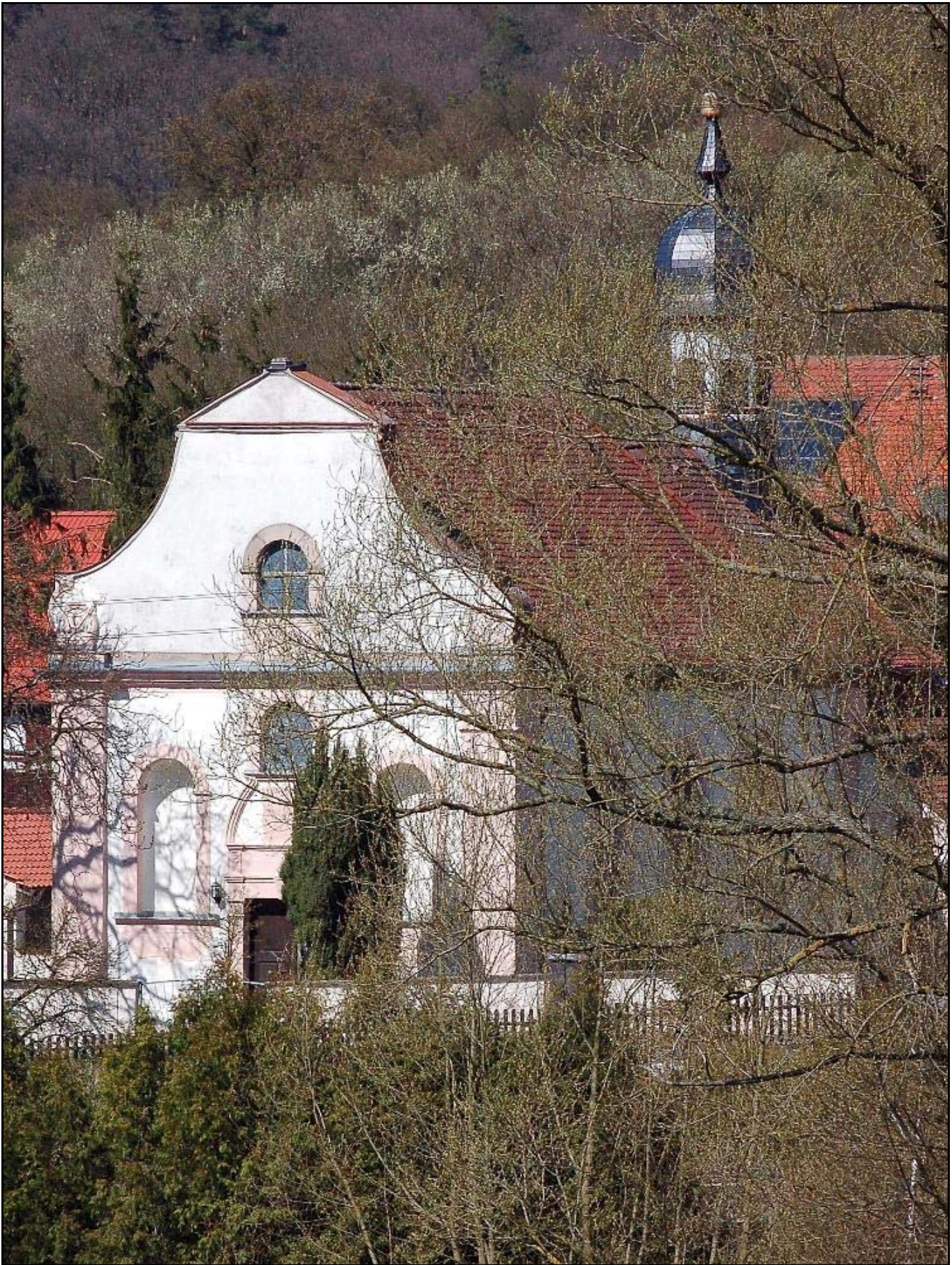
Deafness

School: Necromancy, Black
Magic Points: 3
Alignment: Darkness

You call upon the Darkness to render the subject deaf.

Destruction

School: Necromancy, Black
Magic Points: 8
Alignment: Darkness



Temples are the source of power healing and resurrections.

Product Identity

You instantly slay the target and utterly consume its remains but not its equipment and possessions.

Detect Divining

School: Divination
Magic Points: 8
Alignment: All

You immediately become aware of any attempt to observe you by means of divination magic.

Detect Poison

School: Divination
Magic Points: 1
Alignment: All

You can determine whether a creature, object, or area has been poisoned or is poisonous.

Detoxify

School: Conjuraction
Magic Points: 4
Alignment: All

You detoxify any sort of venom in the creature or object touched.

Disjunction*

School: Abjuration
Magic Points: 10
Alignment: All

You cause all magical effects and magic items within the radius of the spell including your own to be disjoined.

Divination Shield

School: Abjuration
Magic Points: 7
Alignment: All

Your target becomes impossible to detect by divination magic.

Divination Veil

School: Abjuration
Magic Points: 3
Alignment: All

Your target becomes difficult to detect by divination spells.

Divining

School: Divination
Magic Points: 6
Alignment: All

You can see and hear the sounds of some creature or at a certain location.

Dream Tracer

School: Divination
Magic Points: 10
Alignment: All

You can mentally divine the target of a Dream or Dream Vision spell, find the mental threads of the spell in its mind and trace those threads back to their point of origin.

Ensorcel Magical Items

School: Universal
Magic Points: 1
Alignment: All

You can create magical items.

Heal

School: Necromancy, White
Magic Points: 7
Alignment: Light

Heals all injury points of damage from wounds and injuries.

Heal Blindness

School: Necromancy, White
Magic Points: 7
Alignment: Light

You can heal blindness, if the target's eyes are intact. If not, they must be restored to a healthy condition before this magic can be used.

Heal Critical Wounds and Injuries

School: Necromancy, White
Magic Points: 5
Alignment: Light

Heals 4d8 injury points damage from wounds and injuries.

Heal Deafness

School: Necromancy, White
Magic Points: 7
Alignment: Light

You can heal deafness, if the target's ears are intact. If not, they must be restored to a healthy condition before this magic can be used.

Heal Light Wounds and Injuries

School: Necromancy, White
Magic Points: 2
Alignment: Light

Heals 1d8 injury points of damage from wounds and injuries.

Heal Minor Wounds and Injuries

School: Necromancy, White
Magic Points: 1
Alignment: Light

Heals 1 injury point of damage from wounds and injuries.

Heal Moderate Wounds and Injuries

School: Necromancy, White
Magic Points: 3
Alignment: Light

Heals 2d8 injury points of damage from wounds and injuries.

Heal Serious Wounds and Injuries

School: Necromancy, White
Magic Points: 4
Alignment: Light

Heals 3d8 injury points of damage from wounds and injuries.

Locate Soul or Spirit

School: Divination
Magic Points: 3
Alignment: All

You can determine whether the soul or spirit of a dead creature still wanders the world of the living or whether it has gone to Deep Hell or elsewhere.

Monitor Divining

School: Divination
Magic Points: 10
Alignment: All

You immediately become aware of any attempt to observe you by means of divination magic.

Regeneration*

School: Necromancy, White
Magic Points: 8
Alignment: Light

The target's severed body members such as fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures, broken bones, and ruined organs grow back.

Rehabilitation*

School: Conjuration
Magic Points: 10
Alignment: All

You can restore lost ability score points.

Reincarnate*

School: Necromancy, White
Magic Points: 10
Alignment: Light

You can bring back a dead creature in another body, provided that its soul still is free.

Remove Scars

School: Conjuration
Magic Points: 3
Alignment: All

You can remove non-injurious scars.

Restoration*

School: Necromancy, White
Magic Points: 10
Alignment: Light

You can restore a willing undead being to life.

Restore Life Energy

School: Necromancy, White
Magic Points: 9
Alignment: Light

You restore life points lost through undead or life-draining magic.

Restore Sanity

School: Necromancy, White
Magic Points: 8
Alignment: Light

You can heal a living creature of insanity.

Resurrect the Dead*

School: Necromancy, White
Magic Points: 10
Alignment: Light

Restores a dead human, halfling or half-elf to life. The death must have occurred within the last 16 days. Success is certain only in the first 7 days.

Safe Refuge

School: Conjuraction
Magic Points: 8
Alignment: All

You create a powerful magic in some small object of high value. This object contains the power to transport its possessor instantly across any distance to your abode or temple.

Sense Lies

School: Divination
Magic Points: 7
Alignment: All

Each round, you can concentrate on one subject, who must be within range. You will know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying.

* These are among the rites that deities usually do not allow to be channeled into magical items. Most deities usually wish to make their own judgments in matters of whom they bring back to life or to whom they bestow such benefits rather than leaving it up to the user of a magical item.



A temple ruin or a night temple of the Darkness?



A healer must know plants and their effects – in the picture above, flowering mustard

Product Identity

5.8 Healer Spells

Barkskin

School: Transmutation

Spell Points: 3

Alignment: All

You can toughen a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural Armor defense bonus.

Calm Animals

School: Enchantment

Spell Points: 2

Alignment: All

You can soothe and quiet animals, rendering them docile and harmless.

Cleanse, Purify and Restore

School: Necromancy, White

Spell Points: 7

Alignment: Light

You can restore the dead body to the point where it again can be a host to its soul.

Control Plants

School: Enchantment

Spell Points: 8

Alignment: Darkness

You control a number of plants within 30ft/9m of you.

Control Weather

School: Enchantment

Spell Points: 6

Alignment: All

You select a certain weather condition that occurs.

Cure Diseases

School: Necromancy, White

Spell Points: 3

Alignment: Light

You can cure any disease of a living creature except for plants.

Darkness

School: Evocation

Spell Points: 3

Alignment: All

You can cause an object to radiate shadowy illumination out to a 20ft/6m radius.

Detect Poison

School: Divination

Spell Points: 1

Alignment: All

You can determine whether a creature, object, or area has been poisoned or is poisonous.

Detect Undead

School: Divination

Spell Points: 2

Alignment: All

You can detect the aura that surrounds undead creatures.

Detoxify

School: Conjuration

Spell Points: 3

Alignment: All

You detoxify any sort of venom in the creature or object touched.

Doze

School: Enchantment

Spell Points: 1

Alignment: All

You make any creature within the area of effect become drowsy and inattentive.

Ensoerel Magical Items

School: Universal

Spell Points: 1

Alignment: All

You can create magical items.

Fear

School: Enchantment

Spell Points: 2

Alignment: All

You can make a creature become frightened.

Find the Way

School: Divination
Spell Points: 10
Alignment: All

You or the recipient of this spell can find the shortest, most direct physical route to a specified destination.

Flare

School: Evocation
Spell Points: 2
Alignment: All

You create a burst of light.

Heal

School: Necromancy, White
Spell Points: 7
Alignment: Light

You can heal all injury points of damage from wounds and injuries.

Heal Blindness

School: Necromancy, White
Spell Points: 6
Alignment: Light

You can heal blindness, if the target's eyes are intact. If not, they must be restored to a healthy condition before this magic can be used.

Heal Critical Wounds and Injuries

School: Necromancy, White
Spell Points: 5
Alignment: Light

You can heal 4d8 injury points damage from wounds and injuries.

Heal Deafness

School: Necromancy, White
Spell Points: 6
Alignment: Light

You can heal deafness, if the target's ears are intact. If not, they must be restored to a healthy condition before this magic can be used.

Heal Light Wounds and Injuries

School: Necromancy, White
Spell Points: 2
Alignment: Light

You can heal 1d8 injury points of damage from wounds and injuries.

Heal Minor Wounds and Injuries

School: Necromancy, White
Spell Points: 1
Alignment: Light

You can heal 1 injury point of damage from wounds and injuries.

Heal Moderate Wounds and Injuries

School: Necromancy, White
Spell Points: 3
Alignment: Light

You can heal 2d8 injury points of damage from wounds and injuries.

Heal Serious Wounds and Injuries

School: Necromancy, White
Spell Points: 4
Alignment: Light

You can heal 3d8 injury points of damage from wounds and injuries.

Light

School: Evocation
Spell Points: 1
Alignment: All

You cause an object to glow like a torch, shedding bright light in a 20ft/6m radius and dim light for an additional 20ft/6m from the point you touch.

Locate Creature

School: Divination
Spell Points: 4
Alignment: All

You can locate a known or familiar creature.

Locate Soul or Spirit

School: Divination
Spell Points: 3
Alignment: All

You can determine whether the soul or spirit of a dead creature still wanders the world of the living or whether it has gone to Deep Hell or elsewhere.

Metal Temperature

School: Transmutation
Spell Points: 2
Alignment: All

You can make the metal weapon or other metal object of a creature either freezing cold or burning hot.

Nose of the Bloodhound

School: Transmutation
Spell Points: 4
Alignment: All

You smell scents and odors and understand them, even if you never have encountered them before.

Observe Companions

School: Divination
Spell Points: 2
Alignment: All

You can mentally monitor the relative positions and general conditions of your companions when they are separated.

Preserve Corpse

School: Necromancy, White
Spell Points: 2
Alignment: Light

You can preserve the remains of a dead creature so that they do not decay or otherwise

Regeneration

School: Necromancy, White
Spell Points: 8
Alignment: Light

The target's severed body members such as fingers, toes, hands, feet, arms, legs, tails, or even heads of multi headed creatures, broken bones, and ruined organs grow back.

Remove Scars

School: Conjuration
Spell Points: 3
Alignment: All

You can remove non-injurious scars.

Restore Sanity

School: Necromancy, White
Spell Points: 8
Alignment: Light

You can heal a living or undead creature of insanity.

Safe Refuge

School: Conjuration
Spell Points: 10
Alignment: All

You create a powerful magic in some small object of high value. This object contains the power to transport its possessor instantly across any distance to your abode or temple.

Slow Poison

School: Necromancy, White
Spell Points: 2
Alignment: Light

You make the recipient temporarily immune to poison.

Transmute Plants

School: Transmutation
Spell Points: 6
Alignment: All

You can cause varying effects with plant growth depending on the version chosen.



Autumn – time to harvest healing herbs



A wizard's tower is an integral part of every archmage's castle.

5.9 Magi Spells

NOTE: *Magi may work spells either of the Light or of the Darkness but not both. They must choose, and they are bound to that choice lifelong. The only possible means for a mage to switch from the Light to the Darkness is through a clerical atonement rite, and even that is no guarantee of success.*

Abjure Abjuration

School: Abjuration
Spell Points: 10
Alignment: All

Cancels magic of the Abjuration school.

Acid Cloud

School: Conjuration
Spell Points: 7
Alignment: All

You create an acid cloud of misty vapors.

Alarm

School: Abjuration
Spell Points: 2
Alignment: All

You create a magical alarm that sounds a mental or audible alarm each time a creature enters the warded area or touches it.

Alter Yourself

School: Transmutation
Spell Points: 3
Alignment: All

You assume the form of a creature of the same type as your normal form.

Analyze Magic

School: Divination
Spell Points: 7
Alignment: All

You discern all spells and magical properties present in a number of creatures or objects.

Analyze Ravel

School: Divination
Spell Points: 8
Alignment: All

You have the ability to analyze a spell ravel without unraveling it.

Animal Form

School: Transmutation
Spell Points: 13
Alignment: All

You can polymorph up to one willing creature per caster level into an animal of your choice.

Animal Growth

School: Transmutation
Spell Points: 5
Alignment: All

You can make a number of animals grow to twice their normal size and eight times their normal weight.

Animal Messenger

School: Enchantment
Spell Points: 6
Alignment: All

You compel a tiny animal to go to a spot you designate to deliver a message.

Animal Trance

School: Enchantment
Spell Points: 6
Alignment: All

Your swaying motions compel animals and magical beasts to do nothing but watch you.

Animate Dead Bodies and Bones

School: Necromancy, Black
Spell Points: 5
Alignment: Darkness

You create animated skeletons and zombies out of human, halfling or half-elf corpses and bones.

Animate Objects

School: Transmutation
Spell Points: 6
Alignment: All

You imbue inanimate objects with mobility and a semblance of life.

Annihilate

School: Transmutation
Spell Points: 10
Alignment: All

You can disintegrate a target.

Anti-Life Shell

School: Abjuration
Spell Points: 8
Alignment: All

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

Antipathy

School: Enchantment
Spell Points: 9
Alignment: All

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures, as defined by you.

Anti-Plant Shell

School: Abjuration
Spell Points: 8
Alignment: All

The anti-plant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants.

Attune Wand or Staff

School: Universal
Spell Points: 1
Alignment: All

Attunes a wand or staff to a new owner.

Awaken

School: Enchantment
Spell Points: 3
Alignment: All

You can awaken all sleeping creatures within 50ft/15m of the designated center point of the spell.

Awaken Plant or Animal

School: Transmutation
Spell Points: 14
Alignment: All

You can awaken a plant or animal to humanlike sentience.

Balls of Fire

School: Evocation
Spell Points: 4
Alignment: All

You can send one or more balls of fire from your wand or finger against one or more targets.

Ban Demon or Devil

School: Abjuration
Spell Points: 13
Alignment: Light

You can ban a demon or devil back to its current main lair.

Ban Enchantment

School: Abjuration
Spell Points: 6
Alignment: All

You can free victims from enchantments, transmutations, and curses.

Ban Magic

School: Universal
Spell Points: 3
Alignment: All

You can cancel the effects of a magical spell or item.

Ban Summoned Creature

School: Abjuration
Spell Points: 1
Alignment: All

You can ban a creature that you summoned back to its original location.

Barkskin

School: Transmutation
Spell Points: 6
Alignment: All

You can toughen a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural Armor defense bonus.

Bind and Ban Demon or Devil

School: Abjuration
Spell Points: 15
Alignment: Light

You can bind a demon or devil whose true name you know and ban it back to its lair at a moment of your choosing, regardless of where it is at present.

Bind Creature

School: Enchantment
Spell Points: 7
Alignment: All

You can create a magical restraint to hold a creature.

Blank Mind

School: Abjuration
Spell Points: 9
Alignment: All

You protect the target from all devices and spells that detect, influence, or read emotions or thoughts.

Blindness

School: Necromancy, Black
Spell Points: 3
Alignment: Darkness

You call upon the Darkness to render the subject blinded.

Blizzard

School: Evocation
Spell Points: 9
Alignment: All

You cause the area of effect to be battered with heavy hail and snow.

Bolts of Lightning

School: Evocation
Spell Points: 4
Alignment: All

You can send one or more bolts of lightning from your wand or finger against one or more targets.

Bronze to Iron

School: Transmutation
Spell Points: 12
Alignment: All

You can transmute one item within range from bronze into iron.

Bullets of Stone

School: Evocation
Spell Points: 3
Alignment: All

You can send Bullets of Stone from the local terrain against one or more targets, each doing 1d4 damage.

Burning Gaze

School: Enchantment
Spell Points: 3
Alignment: All

Your eyes glow dull red, allowing you to make a gaze attack upon foes that causes fire damage and can temporarily blinds the target.

Call Lightning

School: Evocation
Spell Points: 6
Alignment: All

You can call real lightning bolts to attack your foe.

Call Object

School: Conjuration
Spell Points: 11
Alignment: All

You can summon an object that is neither living nor undead at a known location out of the depths, from the heights, etc., undamaged and unchanged to your location.

Call Staff

School: Conjuration
Spell Points: 5
Alignment: All

The caster can call his or her own staff to him from wherever it is. The staff travels magically to the owner.

Call Thunderstorm

School: Evocation
Spell Points: 8
Alignment: All

You can call powerful lightning bolts to attack your foe. You can define the precise position where the lightning strikes.

Calm Animals

School: Enchantment
Spell Points: 4
Alignment: All

You can soothe and quiet animals, rendering them docile and harmless.

Captive Audience

School: Enchantment
Spell Points: 5
Alignment: All

If you have the attention of a group of creatures, you can use this spell to hold them spellbound.

Caster's Lasting Light

School: Divination

Spell Points: 6

Alignment: All

You create a brilliant light with illumination that only you can perceive. The light lasts until you extinguish it.

Caster's Light

School: Divination

Spell Points: 4

Alignment: All

You create a brilliant light with illumination that only you can perceive.

Cause Disease

School: Necromancy, Black

Spell Points: 5

Alignment: Darkness

The subject contracts a curable disease of your choice.

Cause Earthquake

School: Evocation

Spell Points: 12

Alignment: All

When you cast earthquake, an intense but highly localized tremor rips the ground.

Cause Insanity

School: Enchantment

Spell Points: 6

Alignment: All

You can make a creature, living or undead, insanely feebleminded.

Centipede Swarm

School: Conjuration

Spell Points: 10

Alignment: All

You can call forth a mass of centipede swarms.

Change Shape

School: Transmutation

Spell Points: 10

Alignment: All

You can assume the form of any single, living, non-unique creature with a Character Level no more than twice your Caster Level.

Charm Beast

School: Enchantment

Spell Points: 3

Alignment: All

You make a beast regard you as its trusted friend and regard your attitude as friendly.

Charm Dragon

School: Enchantment

Spell Points: 9

Alignment: All

You make a dragon regard you as its trusted friend and your attitude as friendly.

Charm Elven Tree

School: Enchantment

Spell Points: 6

Alignment: All

You make an elven tree regard you as its trusted friend and your attitude as friendly.

Charm Mutation

School: Enchantment

Spell Points: 4

Alignment: All

You make a mutation regard you as its trusted friend and your attitude as friendly.

Charm Person

School: Enchantment

Spell Points: 2

Alignment: All

You delude a human, halfling, half-elf, elf, dwarf or giant into regarding you as its trusted friend and your attitude as friendly.

Charm Undead

School: Enchantment

Spell Points: 10

Alignment: All

You make an undead regard you as its trusted friend and your attitude as friendly.

Choking Smoke Cloud

School: Transmutation
Spell Points: 3
Alignment: All

A writhing stream of smoke billows out from the fire source, forming the choking cloud.

Circle of Death

School: Necromancy, Black
Spell Points: 7
Alignment: Darkness

You can extinguish the life force of low-level living creatures, killing them instantly.

Circle of Death, Greater

School: Necromancy, Black
Spell Points: 10
Alignment: Darkness

You can extinguish the life force of medium-level living creatures, killing them instantly.

Clairaudience and Clairvoyance

School: Divination
Spell Points: 5
Alignment: All

You create an invisible magical sensor at a specific location that enables you to hear and see almost as if you were there.

Cleanse, Purify and Restore

School: Necromancy, White
Spell Points: 11
Alignment: Light

You can restore a dead body to the point where it again can be a host to its soul.

Clone

School: Necromancy, White or Necromancy, Black
Spell Points: 12
Alignment: All

You can create a physical duplicate of your body that is able to be a living host to your soul.

Cloud of Fog

School: Conjuraction
Spell Points: 2
Alignment: All

You create a bank of fog billows that out from the point you designate.

Conduit

School: Conjuraction
Spell Points: 6
Alignment: All

You can create a vessel that can contain an endless number of other spells.

Cone of Cold

School: Evocation
Spell Points: 6
Alignment: All

You create a cone of extreme cold that extends outward over the range from your wand.

Cone of Colors

School: Illusion
Spell Points: 2
Alignment: All

You create a vivid cone of clashing colors that springs forth from your wand, causing creatures to become stunned and blinded.

Confusion

School: Enchantment
Spell Points: 5
Alignment: All

You cause your targets to become confused, making it difficult for them to determine what they will do.

Conjure Salt Rain

School: Conjuraction
Spell Points: 15
Alignment: All

You can conjure a heavy rainstorm of concentrated salt clouds drawn from sea water if you are within 60 miles/1000 km of a large body of salt water. The rain destroys iron.

Control Animals

School: Enchantment
Spell Points: 12
Alignment: All

You control a number of animals within 30ft/9m of you.

Control Mutations

School: Enchantment
Spell Points: 13
Alignment: All

You control a number of mutations within 30ft/9m of you.

Control Plants

School: Enchantment
Spell Points: 11
Alignment: Darkness

You control a number of plants within 30ft/9m of you.

Control Weather

School: Enchantment
Spell Points: 11
Alignment: All

You select a certain weather condition that occurs.

Curse

School: Necromancy, Black
Spell Points: 5
Alignment: Darkness

You place a curse on the target creature.

Curse Trap

School: Necromancy, Black
Spell Points: 6
Alignment: Darkness

You can draw an indelible mark on the target and state some behavior on its part of the subject that will activate the mark.

Darkness

School: Evocation
Spell Points: 3
Alignment: All

You can cause an object to radiate shadowy illumination out to a 20ft/6m radius.

Daylight

School: Evocation
Spell Points: 5
Alignment: Light

You cause the touched object to shed light as bright as full daylight in a 60ft/18m radius, and dim light for an additional 60ft/18m beyond that.

Daze Creature

School: Enchantment
Spell Points: 1
Alignment: All

You can cloud the mind of a living or undead creature, preventing it from taking actions.

Deafness

School: Necromancy, Black
Spell Points: 3
Alignment: Darkness

You call upon the Darkness to render the subject deaf.

Death Wail

School: Necromancy, Black
Spell Points: 10
Alignment: Darkness

You emit a terrible scream that kills creatures that hear it except for yourself.

Death Ward

School: Necromancy, White
Spell Points: 6
Alignment: Light

You make the recipient of the spell immune to all death magic and life drain from undead for the spell's duration.

Deep Dungeon

School: Abjuration
Spell Points: 10
Alignment: All

You can touch a creature and entomb it in a state of suspended animation within a small sphere far beneath the surface of the earth.

Depetrify

School: Abjuration
Spell Points: 7
Alignment: All

You can restore a petrified creature, living or undead, back into its body.

Destruction

School: Necromancy, Black
Spell Points: 13
Alignment: Darkness

You instantly slay the target and utterly consume its remains but not its equipment and possessions.

Detect Death

School: Necromancy, Black

Spell Points: 4

Alignment: Darkness

You can determine the condition of creatures within range who are near death.

Detect Divining

School: Divination

Spell Points: 5

Alignment: All

You immediately become aware of any attempt to observe you by means of divination magic.

Detect Poison

School: Divination

Spell Points: 1

Alignment: All

You can determine whether a creature, object, or area has been poisoned or is poisonous.

Detect Thoughts

School: Divination

Spell Points: 3

Alignment: All

You can detect surface thoughts.

Detect Undead

School: Divination

Spell Points: 2

Alignment: All

You can detect the aura that surrounds undead creatures.

Detoxify

School: Conjuration

Spell Points: 5

Alignment: All

You can detoxify any sort of venom in the creature or object touched.

Devastate Foe

School: Transmutation

Spell Points: 12

Alignment: All

You can deal an opponent 25d6 points of damage in a single blow.

Devastating Script

School: Evocation

Spell Points: 4

Alignment: All

You can trace mystical, magical, explosive symbols upon a book, map, scroll, or similar object that can bear written information.

Disintegration

School: Transmutation

Spell Points: 7

Alignment: All

Any creature struck by a Disintegration ray takes 2d6 points of damage per caster level (to a maximum of 60d6).

Disjunction

School: Abjuration

Spell Points: 10

Alignment: All

You cause all magical effects and magical items within the radius of the spell including your own to be disjoined.

Distraction

School: Enchantment

Spell Points: 9

Alignment: All

The target creature or creatures are distracted from the focus of their attention, giving them a temporary Initiative score of only 2 and halving the frequency with which they can act.

Divination Shield

School: Abjuration

Spell Points: 8

Alignment: All

Your target becomes impossible to detect by divination magic.

Divination Transfer

School: Illusion

Spell Points: 3

Alignment: All

You can misdirect the information from divination spells that reveal auras.

Divination Veil

School: Abjuration
Spell Points: 4
Alignment: All

Your target becomes difficult to detect by divination spells.

Divining

School: Divination
Spell Points: 5
Alignment: All

You can see and hear the sounds of some creature or at a certain location.

Divining, Extended

School: Divination
Spell Points: 8
Alignment: All

You can see and hear the sounds of some creature or at a certain location. You also can apply certain skills and spells.

Dominate Beast

School: Enchantment
Spell Points: 5
Alignment: All

You can control the actions of most beasts through a telepathic link that you establish with the beast's mind.

Dominate Dragon

School: Enchantment
Spell Points: 11
Alignment: All

You can control the actions of any dragon through a telepathic link that you establish with the dragon's mind.

Dominate Mutation

School: Enchantment
Spell Points: 6
Alignment: All

You can control the actions of most mutations through a telepathic link that you establish with the mutation's mind.

Dominate Staff

School: Universal
Spell Points: 11
Alignment: All

Takes control of the magic staff of another spellcaster.

Dominate Undead

School: Enchantment
Spell Points: 12
Alignment: All

You can control the actions of most undead through a telepathic link that you establish with the draug's mind.

Doom

School: Necromancy, Black
Spell Points: 2
Alignment: Darkness

You fill a single subject with a feeling of horrible dread that causes it to become shaken and unable to do anything for the spell's duration.

Doze

School: Enchantment
Spell Points: 2
Alignment: All

You make any creature within the area of effect become drowsy and inattentive.

Draug Touch

School: Necromancy, Black
Spell Points: 4
Alignment: Darkness

You gain 1d6 temporary injury points per two Caster Levels from your target.

Draw Last Life

School: Necromancy, Black
Spell Points: 5
Alignment: Darkness

You can draw forth the ebbing life force of a dying creature and use it to fuel your own power.

Dream

School: Illusion
Spell Points: 6
Alignment: All

You can send an illusionary vision of any good, neutral or bad nature to a specific creature that you name or otherwise specifically designate.

Dream Messenger

School: Illusion
Spell Points: 6
Alignment: All

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream.

Dream Tracer

School: Divination

Spell Points: 8

Alignment: All

You can mentally divine the target of a *Dream* or *Dream Vision* spell, find the mental threads of the spell in its mind and trace those threads back to their point of origin.

Dream Vision

School: Illusion

Spell Points: 4

Alignment: All

You can send an illusionary vision as a dream to a specific creature that you name or otherwise specifically designate.

Duplicate a Creature

School: Illusion

Spell Points: 7

Alignment: All

You create an illusory duplicate of any creature.

Duplicate Yourself

School: Illusion

Spell Points: 3

Alignment: All

You bring several illusory duplicates of yourself into being, making it difficult for enemies to know which target to attack.

Dweomer Fog

School: Evocation

Spell Points: 6

Alignment: All

You create a magical glowing fog that makes it impossible to detect any magic within it that expends less than 11 magic points or that is below artifact level.

Dweomer Shield

School: Abjuration

Spell Points: 9

Alignment: All

A dweomer shield makes it impossible to detect any magic within the protected object

Elemental Wall

School: Evocation

Spell Points: 5

Alignment: All

You create a wall out of a raw substance of one of the four elements: Fire, Air, Water or Earth.

Endure the Elements

School: Abjuration

Spell Points: 1

Alignment: All

You can give a creature the ability to endure the elements.

Ensorcel Arms and Armor

School: Universal

Spell Points: 2 (minimum)

Alignment: All

The spell used to ensorcel arms and armor.

Ensorcel Magical Items

School: Universal

Spell Points: 1

Alignment: All

You can create magical items.

Erase Magical Script

School: Abjuration

Spell Points: 1

Alignment: All

You can remove magical writings.

Erase Time's Pages

School: Enchantment

Spell Points: 15

Alignment: All

All traces of events recorded on the one-year page of time for the area within range of the caster are erased.

Extinguish Fire

School: Transmutation

Spell Points: 5

Alignment: All

You can put out forest fires and other conflagrations.

False Divination

School: Illusion
Spell Points: 6
Alignment: All

You create a false image seen by any divination spell used to view anything within the area of this spell.

Firecloud

School: Conjuration
Spell Points: 8
Alignment: All

You create a burning cloud of roiling smoke shot through with white-hot embers.

Fear

School: Enchantment
Spell Points: 1
Alignment: All

You can make a creature become frightened.

Firestorm

School: Evocation
Spell Points: 9
Alignment: All

You cause the area of effect to be shot through with sheets of roaring flame.

Fiery Rain

School: Evocation
Spell Points: 13
Alignment: All

You summon a swirling thunderstorm that rains fire rather than raindrops down on everything within a 2-mile/3.5-km radius of the designated center point.

Fireworks

School: Transmutation
Spell Points: 3
Alignment: All

You turn a fire into a burst of blinding fireworks.

Find the Way

School: Divination
Spell Points: 7
Alignment: All

You or the recipient of this spell can find the shortest, most direct physical route to a specified destination.

Flaming Fingers

School: Evocation
Spell Points: 2
Alignment: All

You can release a cone of searing flame from your fingertips.

Fire Trap

School: Abjuration
Spell Points: 5
Alignment: All

You can set a magical trap that creates a fiery explosion when an intruder touches the item that the trap protects.

Flaming Seeds

School: Conjuration
Spell Points: 9
Alignment: All

You turn the nuts and berries of magic-prone wood into fiery weapons that you or another character can throw or place as a bomb trap.

Fireball

School: Evocation
Spell Points: 3
Alignment: All

A burning fireball rolls in whichever direction you point and burns those it strikes.

Flare

School: Evocation
Spell Points: 1
Alignment: All

You create a burst of light.

Firebolt

School: Evocation
Spell Points: 6
Alignment: All

You create a vertical column of magical fire roaring downward from the sky.

Fly

School: Transmutation
Spell Points: 4
Alignment: All

Your or your target can fly.

Fog

School: Conjuration
Spell Points: 4
Alignment: All

You create fog that obscures sight and is so thick that any creature attempting to move through it takes severe penalties.

Frost Ray

School: Evocation
Spell Points: 1
Alignment: All

A ray of freezing air and ice projects from your pointing wand.

Gaseous Form

School: Transmutation
Spell Points: 4
Alignment: All

You or your target and all of your or its gear become insubstantial, misty, and translucent.

Gentle Fall

School: Transmutation
Spell Points: 2
Alignment: All

You can cause the affected creatures or objects to fall slowly.

Ghost Fire

School: Evocation
Spell Points: 2
Alignment: All

You create a pale glow that surrounds and outlines the subjects.

Ghost Hand

School: Illusion
Spell Points: 2
Alignment: All

You create a ghostly, glowing hand shaped from your life force that materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance.

Ghost Lights

School: Evocation
Spell Points: 1
Alignment: All

You can create up to four lights that resemble lanterns or torches.

Global Sight

School: Divination
Spell Points: 8
Alignment: All

You can see major magical activity within the area of effect.

Gust

School: Evocation
Spell Points: 1
Alignment: All

You create a gust of wind that originates from your wand or fingers, affecting all creatures in its path.

Heal

School: Necromancy, White
Spell Points: 13
Alignment: Light

You can heal all injury points of damage from wounds and injuries.

Heal Critical Wounds and Injuries

School: Necromancy, White
Spell Points: 11
Alignment: Light

You can heal 4d8 injury points damage from wounds and injuries.

Heal Light Wounds and Injuries

School: Necromancy, White
Spell Points: 8
Alignment: Light

You can heal 1d8 injury points of damage from wounds and injuries.

Heal Minor Wounds and Injuries

School: Necromancy, White
Spell Points: 7
Alignment: Light

You can heal 1 injury point of damage from wounds and injuries.

Heal Moderate Wounds and Injuries

School: Necromancy, White
Spell Points: 9
Alignment: Light

You can heal 2d8 injury points of damage from wounds and injuries.

Heal Serious Wounds and Injuries

School: Necromancy, White

Spell Points: 10

Alignment: Light

You can heal 3d8 injury points of damage from wounds and injuries.

Hero

School: Enchantment

Spell Points: 4

Alignment: All

You imbue a single creature with great bravery and morale in battle.

Hypnosis

School: Enchantment

Spell Points: 2

Alignment: All

Your gestures and droning incantation fascinate an intelligent target creature, making it stop and pay intense intention to you.

Ice Bolt

School: Evocation

Spell Points: 6

Alignment: All

You create a vertical column of ice erupting upward from the earth.

Iceball

School: Evocation

Spell Points: 3

Alignment: All

A freezing iceball rolls in whichever direction you point and freezes those it strikes. It moves at 30ft/9m per round.

Icecloud

School: Conjuration

Spell Points: 8

Alignment: All

You create a freezing cloud of icy mist shot through with sharp, freezing darts of ice.

Icy Finger of the Darkness

School: Necromancy, Black

Spell Points: 4

Alignment: Darkness

You cause cold damage and ability loss to living creatures.

Identify Magic Item

School: Divination

Spell Points: 8

Alignment: All

You can learn information about a magical object.

Illusion

School: Illusion

Spell Points: 1

Alignment: All

You create the visual illusion of an object, creature, or force, as visualized by you.

Illusion, Aural

School: Illusion

Spell Points: 2

Alignment: All

You create the visual and aural illusion of an object, creature, or force, as visualized by you.

Illusion, Full

School: Illusion

Spell Points: 4

Alignment: All

You create the full illusion of an object, creature, or force, as visualized by you.

Illusionary Censor

School: Illusion

Spell Points: 9

Alignment: All

This spell combines several elements to create a powerful protection from divining and direct observation.

Illusionary Terrain

School: Illusion

Spell Points: 5

Alignment: All

You make natural terrain look, sound, and smell like some other sort of natural terrain.

Illusionary Wall

School: Illusion
Spell Points: 4
Alignment: All

You create the illusion of a wall or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty if the target has a grounded reason for disbelieving the wall's existence.

You instill a powerful hope in the subjects.

Invisibility

School: Transmutation
Spell Points: 4
Alignment: All

You make yourself or your target invisible for the spell's duration.

Implosion

School: Evocation
Spell Points: 11
Alignment: All

You create a destructive resonance in a living or undead creature's body.

Invisibility, Extended

School: Transmutation
Spell Points: 5
Alignment: All

You make yourself and/or your target invisible for the spell's duration.

Imprison Soul or Spirit

School: Necromancy, Black
Spell Points: 10
Alignment: Darkness

You draw the soul from a newly dead body and imprison it in a black sapphire gem.

Invisibility, Extended Group

School: Transmutation
Spell Points: 7
Alignment: All

You make yourself and/or your targets invisible for the spell's duration.

Infect the Living

School: Necromancy, Black
Spell Points: 7
Alignment: Darkness

Each round, you may target a single living creature, striking it with a ray of evil power from your wand or fingers that cause varying degrees of sickness.

Invisibility, Group

School: Transmutation
Spell Points: 6
Alignment: All

You make yourself and/or your targets invisible for the spell's duration.

Instant Call

School: Conjuration
Spell Points: 8
Alignment: All

You call some nonliving item from virtually any location directly to your hand.

Invulnerability

School: Abjuration
Spell Points: 5
Alignment: All

You create an immobile, faintly shimmering magical sphere that surrounds you and excludes all spell effects that expend 4 spell points or less.

Instant Death

School: Universal
Spell Points: 15
Alignment: All

You can will a target dead without a word or gesture.

Iron to Bronze

School: Transmutation
Spell Points: 12
Alignment: Light

You can transmute one item within range from iron into bronze.

Instill Hope

School: Enchantment
Spell Points: 6
Alignment: All

Iron to Bronze, Mass

School: Transmutation
Spell Points: 15
Alignment: Light

You can transmute all iron items within range from iron into bronze.

Killer Cloud

School: Conjuration
Spell Points: 7
Alignment: Light

You create a cloud of fog consisting of yellow-green, poisonous vapors.

Levitation

School: Transmutation
Spell Points: 3
Alignment: All

You can move yourself, another creature, or an object up and down as you wish.

Liberation

School: Abjuration
Spell Points: 10
Alignment: All

You free yourself or your target from spells and effects that restrict movement.

Life Drain

School: Necromancy, Black
Spell Points: 10
Alignment: Darkness

You drain your target of 2d4 life points.

Life Theft

School: Necromancy, Black
Spell Points: 15
Alignment: Darkness

You can take some or all of the ability points from a living creature who still is in good health. If the victim resists, you must make a spell check against its Endurance defense.

Life Trade

School: Necromancy, White
Spell Points: 15
Alignment: Light

A willing, living creature who still is in good health can give you one, some or all of his or her ability points. You then can transfer the life energy that has been donated to yourself or to another living being.

Light

School: Evocation
Spell Points: 1
Alignment: All

You cause an object to glow like a torch, shedding bright light in a 20ft/6m radius and dim light for an additional 20ft/6m from the point you touch.

Little Fimbul Winter

School: Evocation
Spell Points: 15
Alignment: All

You create a deeply cold area that damages anyone within it without magical protection.

Living to Zombie

School: Necromancy, Black
Spell Points: 12
Alignment: Darkness

You can slay a group of humans, halflings and/or half-elves and turn their bodies into soulless zombies that are under your control.

Locate Creature

School: Divination
Spell Points: 5
Alignment: All

You can locate a known or familiar creature.

Locate Object

School: Divination
Spell Points: 4
Alignment: All

You can locate a known object.

Locate Soul or Spirit

School: Divination
Spell Points: 7
Alignment: All

You can determine whether the soul or spirit of a dead creature still wanders the world of the living or whether it has gone to Deep Hell or elsewhere.

Locate the Living

School: Divination
Spell Points: 7
Alignment: All

With this spell, you can sense the presence of any creature life forms within range.

Lubricate

School: Conjuration
Spell Points: 2
Alignment: All

You can cover a solid surface with a layer of slippery grease.

Mage's Apprentice

School: Conjuration
Spell Points: 1
Alignment: All

You create an invisible, mindless, shapeless force that performs simple tasks at your command.

Magic Armor

School: Conjuration
Spell Points: 2
Alignment: All

You create an invisible but tangible field of force that surrounds the subject, providing it with a +4 armor bonus to its Armor defense.

Magical Aura

School: Illusion
Spell Points: 2
Alignment: All

You alter an item's aura so that it registers under magic detection as though it were non-magical or of a different school than it really is.

Magical Berries

School: Transmutation
Spell Points: 4
Alignment: All

You can make 2d4 freshly picked, edible berries magical.

Magical Bolt

School: Evocation
Spell Points: 2
Alignment: All

You can attack a target within range once every 2 rounds with a bolt of magical energy that deals 1d8 injury points damage.

Magical Eye

School: Divination
Spell Points: 5
Alignment: All

You create an invisible magical sensor that sends you visual information.

Magical Lock

School: Abjuration
Spell Points: 2
Alignment: All

You can cast a *Magical Lock* spell upon a door, chest, or portal magically, thereby locking it.

Magical Mark

School: Universal
Spell Points: 1
Alignment: All

You can inscribe your personal, invisible rune or mark upon a creature or object.

Magical Mouth

School: Illusion
Spell Points: 3
Alignment: All

You can imbue the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified triggering event occurs.

Magical Prison

School: Evocation
Spell Points: 8
Alignment: All

You bring into being an immobile, invisible cubical prison composed of either bars of magical force or solid walls of force.

Magical Tornado

School: Evocation
Spell Points: 10
Alignment: All

You create a powerful miniature tornado of raging wind that moves through the air, along the ground, or over water at a speed of 60ft/18m per round.

Magical Web

School: Conjuration
Spell Points: 2
Alignment: All

You create a many-layered mass of strong, sticky strands similar to a large, semi-circular spider web. The strands trap anything caught in them.

Massive Frog Conversion

School: Transmutation
Spell Points: 14
Alignment: All

You can turn all human- or smaller-sized creatures within range into frogs.

Metal Temperature

School: Transmutation
Spell Points: 5
Alignment: All

You can make the metal weapon or other metal object of a creature either freezing cold or burning hot.

Mirage

School: Illusion
Spell Points: 6
Alignment: All

You make natural terrain look, sound, and smell like some other sort of natural terrain.

Misleading Twin

School: Illusion
Spell Points: 7
Alignment: All

You become invisible and at the same time, an illusory double of you appears.

Mistletoe Bough (Spell or Bardic Song)

School: Universal
Spell Points: 15
Alignment: All

You can travel to Deep Hell to bargain for the release of a soul.

Monitor Divining

School: Divination
Spell Points: 8
Alignment: All

You immediately become aware of any attempt to observe you by means of divination

Move Object

School: Transmutation
Spell Points: 1
Alignment: All

You can point your wand at an object and lift it and move it at will from a distance.

Murdering Finger

School: Necromancy, Black
Spell Points: 8
Alignment: Darkness

You can send a blue ray of death from your wand or finger to slay any one living creature within range.

Nauseating Cloud

School: Conjuration
Spell Points: 4
Alignment: All

Living creatures in the cloud become nauseated.

Nose of the Bloodhound

School: Transmutation
Spell Points: 5
Alignment: All

You smell scents and odors and understand them, even if you never have encountered them before.

Observe Companions

School: Divination
Spell Points: 3
Alignment: All

You can mentally monitor the relative positions and general conditions of your companions when they are separated.

Open Magical Lock

School: Transmutation
Spell Points: 2
Alignment: All

You can open most magically locked items.

Paralysis

School: Enchantment
Spell Points: 6
Alignment: All

You can paralyze a target, causing it to freeze in place, standing helpless.

Pass

School: Transmutation
Spell Points: 6
Alignment: All

You can create a passage through wooden, plaster, or stone walls but not through metal or other harder materials.

Penetrate Conduit

School: Abjuration
Spell Points: 7
Alignment: All

You have a chance to penetrate a conduit and work upon the spells within it without undoing the conduit itself and possibly triggering those spells.

Perceive Ravel

School: Divination
Spell Points: 6
Alignment: All

You can observe raveled magic and understand the manner in which it was raveled.

Permanent Flame

School: Evocation
Spell Points: 3
Alignment: All

You create a flame equivalent in brightness to a torch.

Petrify

School: Transmutation
Spell Points: 9
Alignment: All

You turn your target's living or undead body to solid stone, along with any garments and equipment worn or carried.

Phased Form

School: Illusion
Spell Points: 4
Alignment: All

You leave the illusion that your target may be 5ft/150cm away from its true position.

Polymorph Creature

School: Transmutation
Spell Points: 5
Alignment: All

You change the target into another form of living creature.

Preserve Corpse

School: Necromancy, White
Spell Points: 4
Alignment: Light

You can preserve the remains of a dead creature so that they do not decay or otherwise degenerate.

Projected Image

School: Illusion
Spell Points: 8
Alignment: All

You create an illusionary version of yourself. The projected image looks, sounds, and smells like you but it is intangible.

Protection

School: Abjuration
Spell Points: 2
Alignment: All

You ward your target against attacks.

Quench Dragon Breath

School: Conjuration
Spell Points: 13
Alignment: All

You cause temporary chemical changes in the blood of a dragon that quench its magical breath weapon for the duration of the spell.

Raise Island

School: Conjuration
Spell Points: 13
Alignment: All

You can raise a new island from out of the sea, bringing to the surface a sandy or rocky but otherwise barren protrusion that is solid, stable, and permanently established.

Ravage Foe

School: Transmutation
Spell Points: 14
Alignment: All

You can deal an opponent 40d6 points of damage in a single blow.

Ravel Magic

School: Evocation
Spell Points: 11
Alignment: All

You can ravel one spell inside of another spell.

Ray of Exhaustion

School: Not given
Spell Points: 4
Alignment: Darkness

A black ray projects from your pointing wand or finger.

Ray of Fire

School: Evocation
Spell Points: 3
Alignment: All

You blast your enemies with rays of fire.

Ray of Life

School: Necromancy, White
Spell Points: 1
Alignment: Light

You direct a ray of life energy against a draug.

Ray of Weakness

School: Necromancy, Black
Spell Points: 1
Alignment: Darkness

A ray that causes weakness springs from your wand.

Read Stone

School: Divination
Spell Points: 8
Alignment: All

You can read the impression of events left within the minimal life force of stones.

Read the Pages of Time

School: Divination
Spell Points: 10
Alignment: All

You can scan and read the pages of time.

Rebound Missiles

School: Abjuration
Spell Points: 11
Alignment: All

You cause ranged attacks targeted against you to rebound on the original attacker.

Reclaim Staff

School: Enchantment
Spell Points: 6
Alignment: All

Regain control of your own staff if it has been dominated.

Regenerate Draugs

School: Necromancy, Black
Spell Points: 14
Alignment: Darkness

The undead target's severed body members such as fingers, toes, hands, feet, arms and legs grow back.

Regeneration

School: Necromancy, White
Spell Points: 14
Alignment: Light

The target's severed body members such as fingers, toes, hands, feet, arms, legs, tails, or even heads of multi headed creatures, broken bones, and ruined organs grow back.

Remove Scars

School: Conjuration
Spell Points: 6
Alignment: All

You can remove non-injurious scars.

Repel Elves

School: Evocation
Spell Points: 11
Alignment: All

With this dark and dangerous spell, you can draw iron from your own blood and that of your companions and any other living, blooded creatures that are within range and set it adrift in the air to poison elves.

Repel Iron

School: Abjuration
Spell Points: 8
Alignment: All

You magically draw strong, non-magical magnetic energy from the earth and apply it to all iron within range.

Resist Elements

School: Abjuration
Spell Points: 3
Alignment: All

You grant a creature limited protection from damage of whichever one of the four basic elements that you select.

Restore Life

School: Necromancy, White
Spell Points: 15
Alignment: Light

You can restore ability points to a living creature that have been stolen from him or her through the Black Necromantic spell *Life Theft*.

Return Home

School: Conjuratation
Spell Points: 5
Alignment: All

You can teleport yourself and some or all of your companions instantly back to your main home.

Reverse Aging

School: Transmutation
Spell Points: 13
Alignment: All

You can reverse the effects of the past year of aging in yourself or the living target creature.

Safe Refuge

School: Conjuratation
Spell Points: 10
Alignment: All

You create a powerful magic in some small object of high value. This object contains the power to transport its possessor instantly across any distance to your abode or temple.

Scintillating Pattern

School: Illusion
Spell Points: 9
Alignment: All

You create a twisting pattern of discordant, coruscating colors that weave through the air, affecting creatures within it.

Secret Message

School: Transmutation
Spell Points: 1
Alignment: All

You can whisper messages and receive whispered replies with little chance of being overheard.

See in the Dark

School: Not given
Spell Points: 4
Alignment: All

You give the recipient the ability to see over a radius of 120ft/36m in the darkness.

Sense Lies

School: Divination
Spell Points: 5
Alignment: All

Each round, you can concentrate on one subject that must be within range. You will know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying.

Sense Location

School: Divination
Spell Points: 11
Alignment: All

You can locate creatures or objects that are known to you.

Sense the Future

School: Divination
Spell Points: 11
Alignment: All

You gain a powerful sixth sense in relation to yourself or another.

Shattering Sound

School: Evocation
Spell Points: 3
Alignment: All

You create a loud, ringing noise that breaks brittle, non-magical objects.

Shocking Touch

School: Evocation
Spell Points: 1
Alignment: All

Your touch attack deals 1d6 points of electricity damage per Caster Level.

You can make creatures move and attack at a drastically slowed rate.

Shovel

School: Transmutation

Spell Points: 7

Alignment: All

You can move various kinds of soil such as clay, loam or sand.

Slow Poison

School: Necromancy, White

Spell Points: 6

Alignment: Light

You make the recipient temporarily immune to poison.

Silence

School: Abjuration

Spell Points: 2

Alignment: All

You bring complete silence to the affected area. All sound is stopped.

Soul and Spirit Divination

School: Divination

Spell Points: 14

Alignment: All

You are able to tap the consciousness of another sentient creature with whom you are familiar.

Slay

School: Evocation

Spell Points: 11

Alignment: All

You can slay either a single creature or a group

Soul Eye

School: Transmutation

Spell Points: 10

Alignment: All

You can read the thoughts of targets of this spell, seeing all things these souls see in their locations.

Slay Undead

School: Necromancy, White

Spell Points: 13

Alignment: Light

With a successful spell attack against the target's Will defense you can slay undead, making dead of them.

Soul or Spirit Brother

School: Conjuration

Spell Points: 15

Alignment: All

You can create a duplicate version of yourself as you were when you were a 21st level character (but not necessarily a 21st level caster).

Sleep

School: Enchantment

Spell Points: 1

Alignment: All

You cause a magical slumber to come upon a number of living creatures that equals your Caster Level.

Soul or Spirit Cage

School: Necromancy, Black

Spell Points: 15

Alignment: Darkness

You can separate the soul of a human, half-elf or halfling from his or her flesh and cage the soul inside of another object.

Sleet Storm

School: Conjuration

Spell Points: 3

Alignment: All

You cause a driving sleet that blocks all sight within it and causes the ground in the area to be icy.

Soul or Spirit Vault

School: Necromancy, Black

Spell Points: 6

Alignment: Darkness

You place your soul into an object, a Spirit Cage, leaving the body lifeless.

Slow

School: Transmutation

Spell Points: 3

Alignment: All

Speak with Animals

School: Divination
Spell Points: 3
Alignment: All

You can comprehend and communicate with animals.

Speak with the Dead

School: Universal
Spell Points: 4
Alignment: All

You allow a corpse to become a speaking conduit for the soul or spirit that once occupied it.

Spears of Ice

School: Evocation
Spell Points: 4
Alignment: All

You can send spears of ice from your wand or finger against one or more targets.

Speed

School: Transmutation
Spell Points: 4
Alignment: All

You allow the targets move and act more quickly than normal.

Spell Drain

School: Abjuration
Spell Points: 12
Alignment: All

Each round you draw the spell with the highest spell point cost from the ability of your target.

Spellguard

School: Abjuration
Spell Points: 5
Alignment: All

You can raise the effective caster level against *Ban Magic* spells.

Spider Climb

School: Transmutation
Spell Points: 2
Alignment: All

The target can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

Spying Eyes

School: Divination
Spell Points: 6
Alignment: All

You create a number of semi-tangible, visible magical eyes equal to 1d4 + your caster level.

Spying True-Seeing Eyes

School: Divination
Spell Points: 9
Alignment: All

You create a number of semi-tangible, visible magical eyes equal to 1d4 + your caster level. The eyes have True Sight.

Staffmorph

School: Transmutation
Spell Points: 12
Alignment: All

You can change your magical staff (if you have one) into an animated tree-herder-like creature 24ft/7.2m tall.

Stasis

School: Transmutation
Spell Points: 9
Alignment: All

You place your target into a state of suspended animation.

Statue

School: Transmutation
Spell Points: 7
Alignment: All

You turn your willing target to solid stone, along with any garments and equipment worn or carried.

Stone Union

School: Transmutation
Spell Points: 7
Alignment: All

You can meld your own body and possessions into a single block of stone.

Stoneguard

School: Necromancy, Black
Spell Points: 15
Alignment: Darkness

You can slay the victim with this spell and then place its soul or spirit in a guarding statue.

Stop Animate Draug

School: Enchantment
Spell Points: 6
Alignment: All

You paralyze your target and freeze it in place.

Stop Beast

School: Enchantment
Spell Points: 4
Alignment: All

You paralyze your target and freeze it in place.

Stop Magical Mutation

School: Enchantment
Spell Points: 5
Alignment: All

You paralyze your target and freeze it in place.

Stop Mutation

School: Enchantment
Spell Points: 5
Alignment: All

You paralyze your target and freeze it in place.

Stop Person

School: Enchantment
Spell Points: 6
Alignment: All

You paralyze your target and freeze it in place.

Stop Skeletons and Zombies

School: Abjuration
Spell Points: 2
Alignment: All

You paralyze your targets and freeze them in place.

Stop Time

School: Transmutation
Spell Points: 9
Alignment: All

You make time cease flowing for everyone but you and the creatures that you designate.

Summon Creature

School: Conjuraction
Spell Points: 1
Alignment: All

You can summon a beast, mutation, magical mutation or other living being without free will to appear at a location that you designate.

Summon Demon or Devil

School: Conjuraction
Spell Points: 12
Alignment: Darkness

You can summon a demon or devil whose true name you know.

Swerve

School: Abjuration
Spell Points: 8
Alignment: All

You can cause a spell targeted upon you to swerve away unpredictably.

Sword of Force

School: Evocation
Spell Points: 8
Alignment: All

You create a shimmering, long-sword-like plane of force.

Sylvan Bodyguard

School: Transmutation
Spell Points: 10
Alignment: All

You can turn a tree into a protector or guardian.

Telepathic Network

School: Divination
Spell Points: 6
Alignment: All

You forge a telepathic network among yourself and a number of willing, intelligent creatures.

Teleport

School: Conjuraction
Spell Points: 6
Alignment: All

This spell instantly transports you and/or your targets to a designated destination.

Teleport Perfectly

School: Conjuraction
Spell Points: 8
Alignment: All

This spell instantly transports you and/or your targets to a designated destination of which you have at least a reliable description.

Teleport Trace

School: Divination
Spell Points: 6
Alignment: All

You can track the location of a creature that has used teleportation magic.

Throw Your Voice

School: Illusion
Spell Points: 2
Alignment: All

You can make your voice or any sound that you normally can make vocally seem to issue from someplace else.

Traceless Travel

School: Transmutation
Spell Points: 3
Alignment: All

The targets can move through any type of terrain and leave neither footprints nor scents.

Transfiguration

School: Necromancy, Black
Spell Points: 9
Alignment: Darkness

You can turn a willing human, half-elf or halfling into an intermediate draug.

Transfiguration, Greater

School: Necromancy, Black
Spell Points: 15
Alignment: Darkness

You can turn a willing human, half-elf or halfling into a dark draug.

Transmute

School: Transmutation
Spell Points: 6
Alignment: All

You can convert material of one sort into a product that is of the same material.

Transmute Elements

School: Transmutation
Spell Points: 8
Alignment: All

You can transmute the allowed quantity any of the four basic elements into another of the four basic elements.

Transmute Plants

School: Transmutation
Spell Points: 4
Alignment: All

You can cause varying effects with plant growth depending on the version chosen.

Trigger

School: Evocation
Spell Points: 10
Alignment: All

You can define conditions which will trigger certain other spells.

Turn Magic

School: Universal
Spell Points: 7
Alignment: All

You can turn spells and spell-like effects that are targeted upon you back upon the original caster.

Unravel Magic

School: Evocation
Spell Points: 11
Alignment: All

Instead of unraveling spells, you can unravel them without triggering the contained spell.

Unremember

School: Enchantment
Spell Points: 9
Alignment: All

You reach into the subject's mind and modify as many as 5 minutes of its memories.

Violent Storm

School: Conjunction
Spell Points: 10
Alignment: All

You create an enormous black storm cloud that devastates those caught within it.

Wall of Blades

School: Evocation
Spell Points: 8
Alignment: All

You create an immobile, vertical wall of whirling blades shaped of pure force.

Ward

School: Abjuration
Spell Points: 4
Alignment: All

You create a powerful inscription that harms those who enter, pass or open the warded area or object.

Ward, Greater

School: Abjuration
Spell Points: 6
Alignment: All

You can create temporary wards to defend the area of effect.

Ward, Permanent

School: Abjuration
Spell Points: 13
Alignment: All

You can create permanent wards to defend the area of effect.

Warp Wood

School: Transmutation
Spell Points: 4
Alignment: All

You cause wood to bend and warp, permanently destroying its straightness, form, and strength.

Weapon of Life

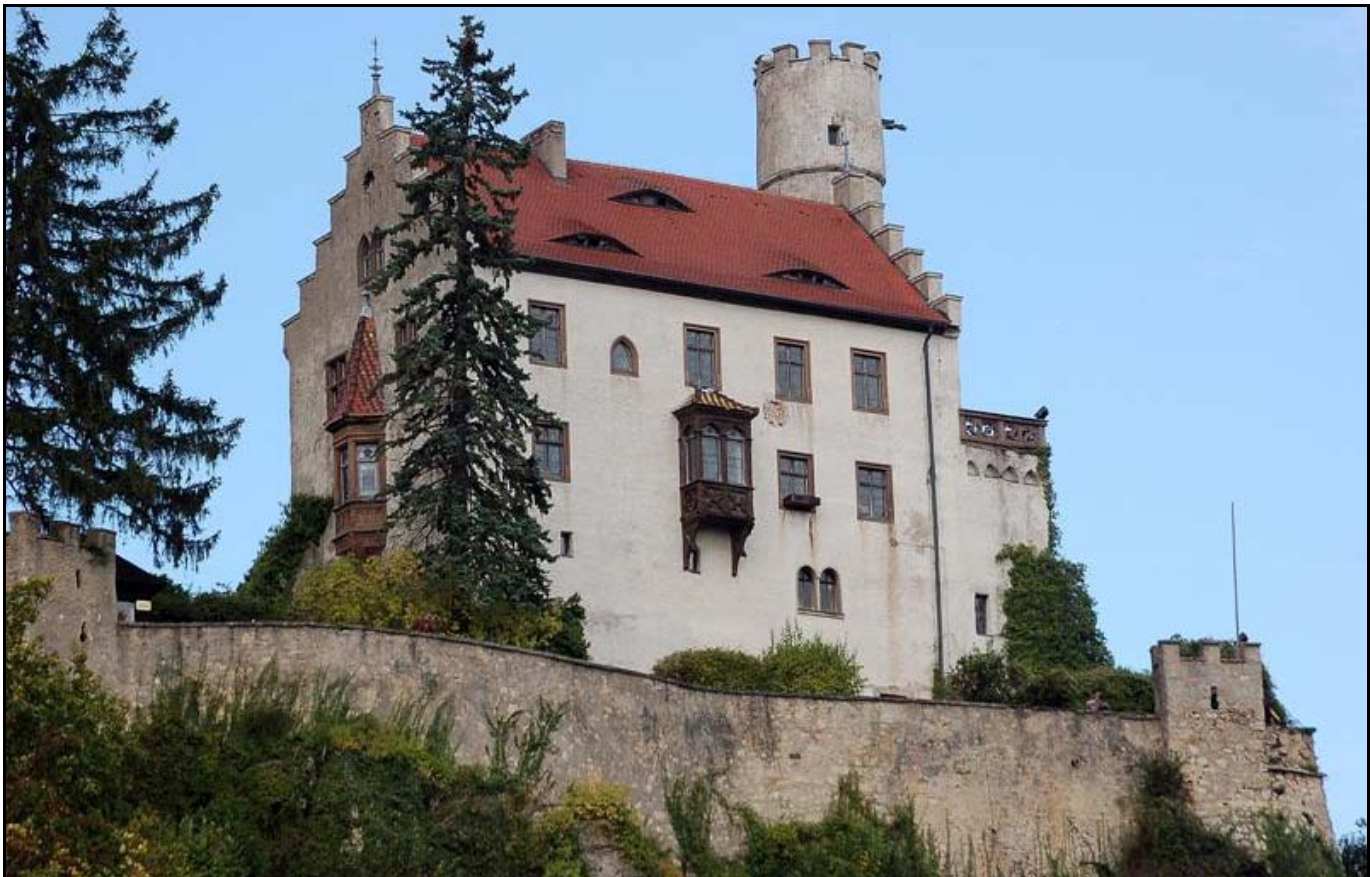
School: Transmutation
Spell Points: 6
Alignment: Light

You make a normal melee weapon deadly to undead.

Wilt

School: Necromancy, Black
Spell Points: 9
Alignment: Darkness

You evaporate moisture from the body of each living target, dealing 2d4 points of damage per caster level.



A typical Wizard's country castle with tower



Nature is the magical source of Green and Nature Druids.

5.10 Green and Nature Druid Spells

NOTE: *Green and Nature Druids may work spells either of the Light or of the Darkness but not both. They must choose, and they are bound to that choice lifelong. The only possible means for a druid to switch between Light and the Darkness is through a clerical atonement rite, and even that is no guarantee of success. Green and Nature Druids do not dabble with Illusions and learn no magic of that school. They also do not practice magic that destroys the works of nature.*

Alarm

School: Abjuration
Spell Points: 3
Alignment: All

You create a magical alarm that sounds a mental or audible alarm each time a creature enters the warded area or touches it.

Anti-Life Shell

School: Abjuration
Spell Points: 6
Alignment: All

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

Alter Yourself

School: Transmutation
Spell Points: 6
Alignment: All

You assume the form of a creature of the same type as your normal form.

Antipathy

School: Enchantment
Spell Points: 10
Alignment: All

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures, as defined by you.

Animal Form

School: Transmutation
Spell Points: 9
Alignment: All

You can polymorph up to one willing creature per caster level into an animal of your choice.

Anti-Plant Shell

School: Abjuration
Spell Points: 5
Alignment: All

The anti-plant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants.

Animal Growth

School: Transmutation
Spell Points: 3
Alignment: All

You can make a number of animals grow to twice their normal size and eight times their normal weight.

Awaken Plant or Animal

School: Transmutation
Spell Points: 8
Alignment: All

You can awaken a plant or animal to humanlike sentience.

Animal Messenger

School: Enchantment
Spell Points: 3
Alignment: All

You compel a tiny animal to go to a spot you designate to deliver a message.

Balls of Fire

School: Evocation
Spell Points: 6
Alignment: All

You can send one or more balls of fire from your finger against one or more targets.

Animal Trance

School: Enchantment
Spell Points: 3
Alignment: All

Your swaying motions compel animals and magical beasts to do nothing but watch you.

Ban Demon or Devil

School: Abjuration
Spell Points: 11
Alignment: Light

You can ban a demon or devil back to its current main lair.

Ban Enchantment

School: Abjuration

Spell Points: 6

Alignment: All

You can free victims from enchantments, transmutations, and curses.

Ban Magic

School: Universal

Spell Points: 4

Alignment: All

You can cancel the effects of a magical spell or item.

Ban Summoned Creature

School: Abjuration

Spell Points: 1

Alignment: All

You can ban a creature that you summoned back to its original location.

Barkskin

School: Transmutation

Spell Points: 3

Alignment: All

You can toughen a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural Armor defense bonus.

Bind Creature

School: Enchantment

Spell Points: 9

Alignment: All

You can create a magical restraint to hold a creature.

Blank Mind

School: Abjuration

Spell Points: 9

Alignment: All

You protect the target from all devices and spells that detect, influence, or read emotions or thoughts.

Blindness

School: Necromancy, Black

Spell Points: 3

Alignment: Darkness

You call upon the Darkness to render the subject blinded.

Blizzard

School: Evocation

Spell Points: 8

Alignment: All

You cause the area of effect to be battered with heavy hail and snow.

Bolts of Lightning

School: Evocation

Spell Points: 4

Alignment: All

You can send one or more bolts of lightning from your finger against one or more targets.

Bullets of Stone

School: Evocation

Spell Points: 3

Alignment: All

You can send Bullets of Stone from the local terrain against one or more targets, each doing 1d4 damage.

Burning Gaze

School: Enchantment

Spell Points: 3

Alignment: All

Your eyes glow dull red, allowing you to make a gaze attack upon foes that causes fire damage and can temporarily blinds the target.

Call Lightning

School: Evocation

Spell Points: 5

Alignment: All

You can call real lightning bolts to attack your foe.

Call Staff

School: Conjuration

Spell Points: 5

Alignment: All

The caster can call his or her own staff to him from wherever it is. The staff travels magically to the owner.

Call Thunderstorm

School: Evocation

Spell Points: 7

Alignment: All

You can call powerful lightning bolts to attack your foe. You can define the precise position where the lightning strikes.

Calm Animals

School: Enchantment
Spell Points: 1
Alignment: All

You can soothe and quiet animals, rendering them docile and harmless.

Captive Audience

School: Enchantment
Spell Points: 6
Alignment: All

If you have the attention of a group of creatures, you can use this spell to hold them spellbound.

Cause Disease

School: Necromancy, Black
Spell Points: 4
Alignment: Darkness

The subject contracts a curable disease of your choice.

Cause Earthquake

School: Evocation
Spell Points: 7
Alignment: All

When you cast earthquake, an intense but highly localized tremor rips the ground.

Cause Insanity

School: Enchantment
Spell Points: 8
Alignment: All

You can make a creature, living or undead, insanely feebleminded.

Centipede Swarm

School: Conjuration
Spell Points: 7
Alignment: All

You can call forth a mass of centipede swarms.

Change Shape

School: Transmutation
Spell Points: 10
Alignment: All

You can assume the form of any single, living, non-unique creature with a Character Level no more than twice your Caster Level.

Charm Beast

School: Enchantment
Spell Points: 1
Alignment: All

You make a beast regard you as its trusted friend and regard your attitude as friendly.

Charm Elven Tree

School: Enchantment
Spell Points: 3
Alignment: All

You make an elven tree regard you as its trusted friend and your attitude as friendly.

Charm Mutation

School: Enchantment
Spell Points: 5
Alignment: All

You make a mutation regard you as its trusted friend and your attitude as friendly.

Charm Person

School: Enchantment
Spell Points: 3
Alignment: All

You delude a human, halfling, half-elf, elf, dwarf or giant into regarding you as its trusted friend your attitude as friendly.

Choking Smoke Cloud

School: Transmutation
Spell Points: 3
Alignment: All

A writhing stream of smoke billows out from the fire source, forming the choking cloud.

Clairaudience and Clairvoyance

School: Divination
Spell Points: 6
Alignment: All

You create an invisible magical sensor at a specific location that enables you to hear and see almost as if you were there.

Cleanse, Purify and Restore

School: Necromancy, White
Spell Points: 7
Alignment: Light

You can restore the dead body to the point where it again can be a host to its soul.

Clone

School: Necromancy, White or Necromancy, Black
Spell Points: 12
Alignment: All

You can create a physical duplicate of your body that is able to be a living host to your soul.

Cloud of Fog

School: Conjuration
Spell Points: 2
Alignment: All

You create a bank of fog that billows out from the point you designate.

Cone of Cold

School: Evocation
Spell Points: 7
Alignment: All

You create a cone of extreme cold that extends outward over the range from your hand.

Control Animals

School: Enchantment
Spell Points: 9
Alignment: All

You control a number of animals within 30ft/9m of you.

Control Mutations

School: Enchantment
Spell Points: 10
Alignment: All

You control a number of mutations within 30ft/9m of you.

Control Plants

School: Enchantment
Spell Points: 8
Alignment: Darkness

You control a number of plants within 30ft/9m of you.

Control Weather

School: Enchantment
Spell Points: 8
Alignment: All

You select a certain weather condition that occurs.

Cure Diseases

School: Necromancy, White
Spell Points: 5
Alignment: Light

You can cure any disease of a living creature except for plants.

Curse

School: Necromancy, Black
Spell Points: 4
Alignment: Darkness

You place a curse on the target creature.

Curse Trap

School: Necromancy, Black
Spell Points: 6
Alignment: Darkness

You can draw an indelible mark on the target and state some behavior on its part of the subject that will activate the mark.

Darkness

School: Evocation
Spell Points: 3
Alignment: All

You can cause an object to radiate shadowy illumination out to a 20ft/6m radius.

Daylight

School: Evocation
Spell Points: 5
Alignment: Light

You cause the touched object to shed light as bright as full daylight in a 60ft/18m radius, and dim light for an additional 60ft/18m beyond that.

Daze Creature

School: Enchantment
Spell Points: 1
Alignment: All

You can cloud the mind of a living or undead creature, preventing it from taking

Deafness

School: Necromancy, Black
Spell Points: 3
Alignment: Darkness

You call upon the Darkness to render the subject deaf.

Death Wail

School: Necromancy, Black
Spell Points: 12
Alignment: Darkness

You emit a terrible scream that kills creatures that hear it except for yourself.

Death Ward

School: Necromancy, White
Spell Points: 6
Alignment: Light

You make the recipient of the spell immune to all death magic and life drain from undead for the spell's duration.

Depetrify

School: Abjuration
Spell Points: 8
Alignment: All

You can restore a petrified creature, living or undead, back into its body.

Destruction

School: Necromancy, Black
Spell Points: 12
Alignment: Darkness

You instantly slay the target and utterly consume its remains but not its equipment and possessions.

Detect Death

School: Necromancy, Black
Spell Points: 4
Alignment: Darkness

You can determine the condition of creatures within range that are near death.

Detect Divining

School: Divination
Spell Points: 7
Alignment: All

You immediately become aware of any attempt to observe you by means of divination

Detect Poison

School: Divination
Spell Points: 1
Alignment: All

You can determine whether a creature, object, or area has been poisoned or is poisonous.

Detect Thoughts

School: Divination
Spell Points: 5
Alignment: All

You can detect surface thoughts.

Detect Undead

School: Divination
Spell Points: 2
Alignment: All

You can detect the aura that surrounds undead creatures.

Detoxify

School: Conjuration
Spell Points: 4
Alignment: All

You can detoxify any sort of venom in the creature or object touched.

Devastate Foe

School: Transmutation
Spell Points: 12
Alignment: All

You can deal an opponent 25d6 points of damage in a single blow.

Devastating Script

School: Evocation
Spell Points: 6
Alignment: All

You can trace mystical, magical, explosive symbols upon a book, map, scroll, or similar object that can bear written information.

Disjunction

School: Abjuration
Spell Points: 10
Alignment: All

You cause all magical effects and magical items within the radius of the spell including your own to be disjoined.

Divination Shield

School: Abjuration
Spell Points: 8
Alignment: All

Your target becomes impossible to detect by divination magic.

Divination Veil

School: Abjuration
Spell Points: 4
Alignment: All

Your target becomes difficult to detect by divination spells.

Divining

School: Divination
Spell Points: 5
Alignment: All

You can see and hear the sounds of some creature or at a certain location.

Divining, Extended

School: Divination
Spell Points: 8
Alignment: All

You can see and hear the sounds of some creature or at a certain location. You also can apply certain skills and spells.

Dominate Beast

School: Enchantment
Spell Points: 3
Alignment: All

You can control the actions of most beasts through a telepathic link that you establish with the beast's mind.

Dominate Mutation

School: Enchantment
Spell Points: 7
Alignment: All

You can control the actions of most mutations through a telepathic link that you establish with the mutation's mind.

Dominate Staff

School: Universal
Spell Points: 11
Alignment: All

Takes control of the magic staff of another spellcaster.

Doom

School: Necromancy, Black
Spell Points: 2
Alignment: Darkness

You fill a single subject with a feeling of horrible dread that causes it to become shaken and unable to do anything for the spell's duration.

Doze

School: Enchantment
Spell Points: 2
Alignment: All

You make any creature within the area of effect become drowsy and inattentive.

Draug Touch

School: Necromancy, Black
Spell Points: 4
Alignment: Darkness

You gain 1d6 temporary injury points per two Caster Levels from your target.

Draw Last Life

School: Necromancy, Black
Spell Points: 5
Alignment: Darkness

You can draw forth the ebbing life force of a dying creature and use it to fuel your own power.

Dream Tracer

School: Divination
Spell Points: 10
Alignment: All

You can mentally divine the target of a *Dream* or *Dream Vision* spell, find the mental threads of the spell in its mind and trace those threads back to their point of origin.

Elemental Wall

School: Evocation
Spell Points: 4
Alignment: All

You create a wall out of a raw substance of one of the four elements: Fire, Air, Water or Earth.

Endure the Elements

School: Abjuration
Spell Points: 1
Alignment: All

You can give a creature the ability to endure the elements.

Ensorcel Arms and Armor

School: Universal
Spell Points: 2 (minimum)
Alignment: All

The spell is used ensorcel arms and armor.

Ensorcel Magical Items

School: Universal
Spell Points: 1
Alignment: All
You can create magical items.

Erase Magical Script

School: Abjuration
Spell Points: 1
Alignment: All

You can remove magical writings.

Extinguish Fire

School: Transmutation
Spell Points: 2
Alignment: All

You can put out forest fires and other conflagrations.

Fear

School: Enchantment
Spell Points: 2
Alignment: All

You can make a creature become frightened.

Find the Way

School: Divination
Spell Points: 7
Alignment: All

You or the recipient of the recipient of this spell can find the shortest, most direct physical route to a specified destination.

Fire Trap

School: Abjuration
Spell Points: 3
Alignment: All

You can set a magical trap that creates a fiery explosion when an intruder touches the item that the trap protects.

Fireball

School: Evocation
Spell Points: 3
Alignment: All

A burning fireball rolls in whichever direction you point and burns those it strikes.

Firebolt

School: Evocation
Spell Points: 5
Alignment: All

You create a vertical column of magical fire roaring downward from the sky.

Firecloud

School: Conjuration
Spell Points: 10
Alignment: All

You create a burning cloud of roiling smoke shot through with white-hot embers.

Firestorm

School: Evocation
Spell Points: 8
Alignment: All

You cause the area of effect to be shot through with sheets of roaring flame.

Fireworks

School: Transmutation
Spell Points: 3
Alignment: All

You turn a fire into a burst of blinding fireworks.

Flaming Fingers

School: Evocation
Spell Points: 2
Alignment: All

You can release a cone of searing flame from your fingertips.

Flaming Seeds

School: Conjuration
Spell Points: 7
Alignment: All

You turn the nuts and berries of magic-prone wood into fiery weapons that you or another character can throw or place as a bomb trap.

Flare

School: Evocation
Spell Points: 1
Alignment: All

You create a burst of light.

Fly

School: Transmutation
Spell Points: 6
Alignment: All

Your or your target can fly.

Fog

School: Conjunction
Spell Points: 4
Alignment: All

You create fog that obscures sight and is so thick that any creature attempting to move through it takes severe penalties.

Frost Ray

School: Evocation
Spell Points: 1
Alignment: All

A ray of freezing air and ice projects from your pointing finger.

Gaseous Form

School: Transmutation
Spell Points: 4
Alignment: All

Your or subject and all of your or its gear become insubstantial, misty, and translucent.

Gentle Fall

School: Transmutation
Spell Points: 3
Alignment: All

You can cause the affected creatures or objects to fall slowly.

Ghost Fire

School: Evocation
Spell Points: 1
Alignment: All

You create a pale glow that surrounds and outlines the subjects.

Ghost Lights

School: Evocation
Spell Points: 1
Alignment: All

You can create up to four lights that resemble lanterns or torches.

Gust

School: Evocation
Spell Points: 1
Alignment: All

You create a gust of wind that originates from your wand or fingers, affecting all creatures in its path.

Heal

School: Necromancy, White
Spell Points: 8
Alignment: Light

You can heal all injury points of damage from wounds and injuries.

Heal Blindness

School: Necromancy, White
Spell Points: 9
Alignment: Light

You can heal blindness, if the target's eyes are intact. If not, they must be restored to a healthy condition before this magic can be used.

Heal Critical Wounds and Injuries

School: Necromancy, White
Spell Points: 6
Alignment: Light

You can heal 4d8 injury points damage from wounds and injuries.

Heal Deafness

School: Necromancy, White
Spell Points: 9
Alignment: Light

You can heal deafness, if the target's ears are intact. If not, they must be restored to a healthy condition before this magic can be used.

Heal Light Wounds and Injuries

School: Necromancy, White
Spell Points: 4
Alignment: Light

You can heal 1d8 injury points of damage from wounds and injuries.

Heal Minor Wounds and Injuries

School: Necromancy, White

Spell Points: 3

Alignment: Light

You can heal 1 injury point of damage from wounds and injuries.

Heal Moderate Wounds and Injuries

School: Necromancy, White

Spell Points: 4

Alignment: Light

You can heal 2d8 injury points of damage from wounds and injuries.

Heal Serious Wounds and Injuries

School: Necromancy, White

Spell Points: 5

Alignment: Light

You can heal 3d8 injury points of damage from wounds and injuries.

Hero

School: Enchantment

Spell Points: 6

Alignment: All

You imbue a single creature with great bravery and morale in battle.

Hypnosis

School: Enchantment

Spell Points: 3

Alignment: All

Your gestures and droning incantation fascinate an intelligent target creature, making it stop and pay intense intention to you.

Ice Bolt

School: Evocation

Spell Points: 5

Alignment: All

You create a vertical column of ice erupting upward from the earth.

Iceball

School: Evocation

Spell Points: 3

Alignment: All

A freezing Iceball rolls in whichever direction you point and freezes those it strikes. It moves 30ft/9m per round.

Icecloud

School: Conjuration

Spell Points: 10

Alignment: All

You create a freezing cloud of icy mist shot through with sharp, freezing darts of ice.

Identify Magic Item

School: Divination

Spell Points: 12

Alignment: All

You can learn information about a magical object.

Implosion

School: Evocation

Spell Points: 10

Alignment: All

You create a destructive resonance in a living or undead creature's body.

Imprison Soul or Spirit

School: Necromancy, Black

Spell Points: 12

Alignment: Darkness

You draw the soul from a newly dead body and imprison it in a black sapphire gem.

Infect the Living

School: Necromancy, Black

Spell Points: 9

Alignment: Darkness

Each round, you may target a single living creature, striking it with a ray of evil power from your wand or fingers that cause varying degrees of sickness.

Instant Call

School: Conjuration

Spell Points: 10

Alignment: All

You call some nonliving item from virtually any location directly to your hand.

Instant Death

School: Universal
Spell Points: 15
Alignment: All

You can will a target dead without a word or gesture.

Instill Hope

School: Enchantment
Spell Points: 6
Alignment: All

You instill a powerful hope in the subjects.

Invulnerability

School: Abjuration
Spell Points: 6
Alignment: All

You create an immobile, faintly shimmering magical sphere that surrounds you and excludes all spell effects that expend 4 spell points or less.

Iron to Bronze

School: Transmutation
Spell Points: 12
Alignment: Light

You can transmute one item within range from iron into bronze.

Iron to Bronze, Mass

School: Transmutation
Spell Points: 15
Alignment: Light

You can transmute all iron items within range from iron into bronze.

Killer Cloud

School: Conjuration
Spell Points: 8
Alignment: Light

You create a cloud of fog consisting of yellow-green, poisonous vapors.

Levitation

School: Transmutation
Spell Points: 5
Alignment: All

You can move yourself, another creature, or an object up and down as you wish.

Liberation

School: Abjuration
Spell Points: 12
Alignment: All

You free yourself or your target from spells and effects that restrict movement.

Life Drain

School: Necromancy, Black
Spell Points: 12
Alignment: Darkness

You drain your target of 2d4 life points.

Life Theft

School: Necromancy, Black
Spell Points: 15
Alignment: Darkness

You can take some or all of the ability points from a living creature who still is in good health. If the victim resists, you must make a spell check against its Endurance defense.

Life Trade

School: Necromancy, White
Spell Points: 15
Alignment: Light

A willing, living creature who still is in good health can give you one, some or all of his or her ability points. You then can transfer the life energy that has been donated to yourself or to another living being.

Light

School: Evocation
Spell Points: 1
Alignment: All

You cause an object to glow like a torch, shedding bright light in a 20ft/6m radius and dim light for an additional 20ft/6m from the point you touch.

Little Fimbul Winter

School: Evocation
Spell Points: 15
Alignment: All

You create a deeply cold area that damages anyone within it without magical protection from cold.

Locate Creature

School: Divination
Spell Points: 6
Alignment: All

You can locate a known or familiar creature.

Locate Object

School: Divination
Spell Points: 5
Alignment: All

You can locate a known object.

Locate Soul or Spirit

School: Divination
Spell Points: 5
Alignment: All

You can determine whether the soul or spirit of a dead creature still wanders the world of the living or whether it has gone to Deep Hell or elsewhere.

Magic Armor

School: Conjuration
Spell Points: 2
Alignment: All

You create an invisible but tangible field of force that surrounds the subject, providing it with a +4 armor bonus to its Armor defense.

Magical Berries

School: Transmutation
Spell Points: 1
Alignment: All

You can make 2d4 freshly picked, edible berries magical.

Magical Bolt

School: Evocation
Spell Points: 3
Alignment: All

You can attack a target within range once every 2 rounds with a bolt of magical energy that deals 1d8 injury points damage.

Magical Eye

School: Divination
Spell Points: 6
Alignment: All

You create an invisible magical sensor that sends you visual information.

Magical Mark

School: Universal
Spell Points: 1
Alignment: All

You can inscribe your personal, invisible rune or mark upon a creature or object.

Magical Prison

School: Evocation
Spell Points: 12
Alignment: All

You bring into being an immobile, invisible cubical prison composed of either bars of magical force or solid walls of force.

Magical Tornado

School: Evocation
Spell Points: 8
Alignment: All

You create a powerful miniature tornado of raging wind that moves through the air, along the ground, or over water at a speed of 60ft/18m per round.

Magical Web

School: Conjuration
Spell Points: 2
Alignment: All

You create a many-layered mass of strong, sticky strands similar to a large, semi-circular spider web. The strands trap anything caught in them.

Massive Frog Conversion

School: Transmutation
Spell Points: 14
Alignment: All

You can turn all human- or smaller-sized creatures within range into frogs.

Metal Temperature

School: Transmutation
Spell Points: 2
Alignment: All

You can make the metal weapon or other metal object of a creature either freezing cold or burning hot.

Mistletoe Bough (Spell or Bardic Song)

School: Universal

Spell Points: 14

Alignment: All

You can travel to Deep Hell to bargain for the release of a soul.

Monitor Divining

School: Divination

Spell Points: 10

Alignment: All

You immediately become aware of any attempt to observe you by means of divination magic.

Move Object

School: Transmutation

Spell Points: 1

Alignment: All

You can point your wand or finger at an object and lift it and move it at will from a distance.

Murdering Finger

School: Necromancy, Black

Spell Points: 9

Alignment: Darkness

You can send a blue ray of death from your finger to slay any one living creature within range.

Nauseating Cloud

School: Conjuraton

Spell Points: 4

Alignment: All

You must make a successful spell attack against Endurance to affect each creature within the cloud. Living creatures in the cloud become nauseated.

Nose of the Bloodhound

School: Transmutation

Spell Points: 3

Alignment: All

You smell scents and odors and understand them, even if you never have encountered them before.

Observe Companions

School: Divination

Spell Points: 3

Alignment: All

You can mentally monitor the relative positions and general conditions of your companions when they are separated.

Pass

School: Transmutation

Spell Points: 6

Alignment: All

You can create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials.

Permanent Flame

School: Evocation

Spell Points: 3

Alignment: All

You create a flame equivalent in brightness to a torch.

Petrify

School: Transmutation

Spell Points: 9

Alignment: All

You turn your target's living or undead body to solid stone, along with any garments and equipment worn or carried.

Polymorph Creature

School: Transmutation

Spell Points: 5

Alignment: All

You change the target into another form of living creature.

Preserve Corpse

School: Necromancy, White

Spell Points: 4

Alignment: Light

You can preserve the remains of a dead creature so that they do not decay or otherwise degenerate.

Protection

School: Abjuration

Spell Points: 2

Alignment: All

You ward your target wards against attacks.

A weakening ray springs from your finger.

Quench Dragon Breath

School: Conjuration

Spell Points: 12

Alignment: All

You cause temporarily chemical changes in the blood of a dragon that quench its magical breath weapon for the duration of the spell.

Read Stone

School: Divination

Spell Points: 7

Alignment: All

You can read the impression of events left within the minimal life force of stones.

Raise Island

School: Conjuration

Spell Points: 13

Alignment: All

You can raise a new island from out of the sea, bringing to the surface a sandy or rocky but otherwise barren protrusion that is solid, stable, and permanently established.

Rebound Missiles

School: Abjuration

Spell Points: 11

Alignment: All

You cause ranged attacks targeted against you to rebound on the original attacker.

Ravage Foe

School: Transmutation

Spell Points: 14

Alignment: All

You can deal an opponent 40d6 points of damage in a single blow.

Reclaim Staff

School: Enchantment

Spell Points: 6

Alignment: All

Regain control of your own staff if it has been dominated.

Ray of Exhaustion

School: Not given

Spell Points: 5

Alignment: Darkness

A black ray projects from your pointing wand or finger.

Regenerate Draugs

School: Necromancy, Black

Spell Points: 8

Alignment: Darkness

The undead target's severed body members such as fingers, toes, hands, feet, arms and legs grow back.

Ray of Fire

School: Evocation

Spell Points: 2

Alignment: All

You blast your enemies with rays of fire.

Regeneration

School: Necromancy, White

Spell Points: 8

Alignment: Light

The target's severed body members such as fingers, toes, hands, feet, arms, legs, tails, or even heads of multi headed creatures, broken bones, and ruined organs grow back.

Ray of Life

School: Necromancy, White

Spell Points: 1

Alignment: Light

You direct a ray of life energy against a draug.

Rehabilitation

School: Conjuration

Spell Points: 13

Alignment: All

You can restore lost ability score points.

Ray of Weakness

School: Necromancy, Black

Spell Points: 2

Alignment: Darkness

Remove Scars

School: Conjuration

Spell Points: 3

Alignment: All

You can remove non-injurious scars.

Repel Elves

School: Evocation
Spell Points: 8
Alignment: All

With this dark and dangerous spell, you can draw iron from your own blood and that of your companions and any other living, blooded creatures that are within range and set it adrift in the air to poison elves.

Repel Iron

School: Abjuration
Spell Points: 7
Alignment: All

You magically draw strong, non-magical magnetic energy from the earth and apply it to all iron within range.

Resist Elements

School: Abjuration
Spell Points: 2
Alignment: All

You grant a creature limited protection from damage of whichever one of the four basic elements that you select.

Restore Life

School: Necromancy, White
Spell Points: 15
Alignment: Light

You can restore ability points to a living creature that have been stolen from him or her through the Black Necromantic spell Life Theft.

Restore Sanity

School: Necromancy, White
Spell Points: 8
Alignment: Light

You can heal a living or undead creature of insanity.

Return Home

School: Conjuration
Spell Points: 4
Alignment: All

You can teleport yourself and some or all of your companions instantly back to your main home.

Reverse Aging

School: Transmutation
Spell Points: 13
Alignment: All

You can reverse the effects of the past year of aging in yourself or the living target creature.

Safe Refuge

School: Conjuration
Spell Points: 10
Alignment: All

You create a powerful magic in some small object of high value. This object contains the power to transport its possessor instantly across any distance to your abode or temple.

Secret Message

School: Transmutation
Spell Points: 1
Alignment: All

You can whisper messages and receive whispered replies with little chance of being overheard.

See in the Dark

School: Not given
Spell Points: 4
Alignment: All

You give the recipient the ability to see over a radius of 120ft/36m in the darkness.

Sense Lies

School: Divination
Spell Points: 4
Alignment: All

Each round, you can concentrate on one subject, who must be within range. You will know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying.

Sense Location

School: Divination
Spell Points: 11
Alignment: All

You can locate creatures or objects that are known to you.

Sense the Future

School: Divination
Spell Points: 10
Alignment: All

You gain a powerful sixth sense in relation to yourself or another.

Shattering Sound

School: Evocation
Spell Points: 4
Alignment: All

You create a loud, ringing noise that breaks brittle, non-magical objects.

Shocking Touch

School: Evocation
Spell Points: 2
Alignment: All

Your touch attack deals 1d6 points of electricity damage per Caster Level.

Shovel

School: Transmutation
Spell Points: 7
Alignment: All

You can move various kinds of soil such as clay, loam or sand.

Silence

School: Abjuration
Spell Points: 3
Alignment: All

You bring complete silence to the affected area. All sound is stopped.

Sleep

School: Enchantment
Spell Points: 2
Alignment: All

You cause a magical slumber to come upon a number of living creatures that equals your Caster Level.

Sleet Storm

School: Conjuration
Spell Points: 3
Alignment: All

You cause a driving sleet that blocks all sight within it and causes the ground in the area to be icy.

Slow

School: Transmutation
Spell Points: 3
Alignment: All

You can make creatures move and attack at a drastically slowed rate.

Slow Poison

School: Necromancy, White
Spell Points: 3
Alignment: Light

You make the recipient temporarily immune to poison.

Soul and Spirit Divination

School: Divination
Spell Points: 14
Alignment: All

You are able to tap the consciousness of another sentient creature with whom you are familiar.

Soul or Spirit Brother

School: Conjuration
Spell Points: 15
Alignment: All

You can create a duplicate version of yourself as you were when you were a 21st level character (but not necessarily a 21st level caster).

Soul or Spirit Vault

School: Necromancy, Black
Spell Points: 8
Alignment: Darkness

You place your soul into an object, a Spirit Cage, leaving the body lifeless.

Speak with Animals

School: Divination
Spell Points: 1
Alignment: All

You can comprehend and communicate with animals.

Speak with the Dead

School: Universal
Spell Points: 3
Alignment: All

You allow a corpse to briefly become a speaking conduit for the soul or spirit that once

Spears of Ice

School: Evocation
Spell Points: 4
Alignment: All

You can send spears of ice from your wand or finger against one or more targets.

Speed

School: Transmutation
Spell Points: 6
Alignment: All

You allow the targets move and act more quickly than normal.

Spell Drain

School: Abjuration
Spell Points: 12
Alignment: All

Each round you draw the spell with the highest spell point cost from the ability of your target.

Spider Climb

School: Transmutation
Spell Points: 2
Alignment: All

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

Spying Eyes

School: Divination
Spell Points: 8
Alignment: All

You create a number of semi-tangible, visible magical eyes equal to 1d4 + your caster level.

Spying True-Seeing Eyes

School: Divination
Spell Points: 11
Alignment: All

You create a number of semi-tangible, visible magical eyes equal to 1d4 + your caster level. The eyes have True Sight.

Staffmorph

School: Transmutation
Spell Points: 8
Alignment: All

You can change your magical staff (if you have one) into an animated tree-herder-like creature 24ft/7.2m tall.

Stasis

School: Transmutation
Spell Points: 11
Alignment: All

You place your target into a state of suspended animation.

Statue

School: Transmutation
Spell Points: 9
Alignment: All

You turn your willing target to solid stone, along with any garments and equipment worn or carried.

Stone Union

School: Transmutation
Spell Points: 4
Alignment: All

You can meld your own body and possessions into a single block of stone.

Stop Animate Draug

School: Enchantment
Spell Points: 6
Alignment: All

You paralyze your target and freeze it in place.

Stop Beast

School: Enchantment
Spell Points: 1
Alignment: All

You paralyze your target and freeze it in place.

Stop Magical Mutation

School: Enchantment
Spell Points: 3
Alignment: All

You paralyze your target and freeze it in place.

Stop Mutation

School: Enchantment
Spell Points: 3
Alignment: All

You paralyze your target and freeze it in place.

Stop Person

School: Enchantment
Spell Points: 6
Alignment: All

You paralyze your target and freeze it in place.

Stop Skeletons and Zombies

School: Abjuration
Spell Points: 2
Alignment: All

You paralyze your targets and freeze them in place.

Stop Time

School: Transmutation

Spell Points: 10

Alignment: All

You make time cease flowing for everyone but you and the creatures that you designate.

Summon Creature

School: Conjuration

Spell Points: 1

Alignment: All

You can summon a beast, mutation, magical mutation or other living being without free will to appear at a location that you designate.

Sword of Force

School: Evocation

Spell Points: 10

Alignment: All

You create a shimmering, long-sword-like plane of force.

Sylvan Bodyguard

School: Transmutation

Spell Points: 7

Alignment: All

You can turn a tree into a protector or guardian.

Telepathic Network

School: Divination

Spell Points: 7

Alignment: All

You forge a telepathic network among yourself and a number of willing, intelligent creatures.

Teleport

School: Conjuration

Spell Points: 7

Alignment: All

This spell instantly transports you and/or your targets to a designated destination.

Teleport Perfectly

School: Conjuration

Spell Points: 9

Alignment: All

You and/or your targets are transported instantly to a designated destination of which you have at least a reliable description.

Teleport Trace

School: Divination

Spell Points: 6

Alignment: All

You can track the location of a creature that has used teleportation magic.

Traceless Travel

School: Transmutation

Spell Points: 1

Alignment: All

The targets can move through any type of terrain and leave neither footprints nor scents.

Transmute Elements

School: Transmutation

Spell Points: 5

Alignment: All

You can transmute the allowed quantity any of the four basic elements into another of the four basic elements.

Transmute Plants

School: Transmutation

Spell Points: 3

Alignment: All

You can cause varying effects with plant growth depending on the version chosen.

Turn Magic

School: Universal

Spell Points: 7

Alignment: All

You can turn spells and spell-like effects that are targeted on you are back upon the original caster.

Unremember

School: Enchantment

Spell Points: 11

Alignment: All

You reach into the subject's mind and modify as many as 5 minutes of its memories.

Violent Storm

School: Conjuration
Spell Points: 9
Alignment: All

You create an enormous black storm cloud that devastates those caught within it.

Ward, Permanent

School: Abjuration
Spell Points: 14
Alignment: All

You can create permanent wards to defend the area of effect.

Wall of Blades

School: Evocation
Spell Points: 7
Alignment: All

You create an immobile, vertical wall of whirling blades shaped of pure force.

Warp Wood

School: Transmutation
Spell Points: 2
Alignment: All

You cause wood to bend and warp, permanently destroying its straightness, form, and strength.

Ward

School: Abjuration
Spell Points: 4
Alignment: All

You create a powerful inscription that harms those who enter, pass, or open the warded area or object.

Weapon of Life

School: Transmutation
Spell Points: 9
Alignment: Light

You make a normal melee weapon deadly to undead.

Ward, Greater

School: Abjuration
Spell Points: 9
Alignment: All

You can create temporary wards to defend the area of effect.

Wilt

School: Necromancy, Black
Spell Points: 12
Alignment: Darkness

You evaporate moisture from the body of each living target, dealing 2d4 points of damage per caster level. To succeed, you must make a spell attack against the target's Endurance defense.



Magic can cause a Violent Storm in any season.



Magic can change everything – even the weather.

Product Identity

5.11 Spell and Song Descriptions

Abjure Abjuration

School: Abjuration
 Spell/Magic Points: Bardic Class: 10, Magi Class: 10
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: One Round
 Duration: Until dissipated
 Range: Close
 Target: One Creature or Object
 Alignment: All

This spell can be placed upon a single object or a single creature. If it is placed upon a creature, it will protect both it and the physical possessions it bears. It also will protect a magical container and similar items carried by the protected creature, but it will not protect their contents, if the spell can penetrate the item. However, if the spell is placed directly upon such a container, the protection is absolute. *Abjure Abjuration* will negate any spell of the Abjuration school that expends 1 to 10 spell points. If the target is a protected creature, the spellcaster must make a successful spell attack against the target's Will defense.

Acid Cloud

School: Conjunction
 Spell/Magic Points: Bardic Class: 10, Magi Class: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Caster Level
 Range: Medium
 Effect: Cloud, 20ft/6m radius, 20ft/6m high
 Alignment: All

You create an acid cloud of misty vapors. In addition to slowing creatures and obscuring sight, the vapors are acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 injury points of acid damage to each creature and object within it.

Alarm

School: Abjuration
 Spell/Magic Points: Bardic Class: 4, Magi Class: 2.
 Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 2 Hours/Caster Level

Range: Close
 Effect: 20ft/6m radius
 Alignment: All

You create a magical alarm that sounds a mental or audible alarm each time a creature enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile/1.5 km of the warded area. You note a single mental bell that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60ft/18m of the warded area can hear it clearly. Reduce the distance by 10ft/3m for each interposing closed door and by 20ft/3m for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180ft/54m away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Alarm can be made permanent with a permanency spell.

Alter Yourself

School: Transmutation
 Spell/Magic Points: Bardic Class: 3 Magi Class: 3
 Green/Nature Druids: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 Minutes/Caster Level
 Range: Personal
 Target: You
 Alignment: All

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum Character Level of an assumed form is equal to your caster level, to a maximum of Level 5. You can change into a member of your own kind or even into yourself. You retain your own ability scores. You retain all of your own scores and spell, song, etc. abilities except for those requiring a body part that the new form does not have. You acquire the physical qualities of the new form while retaining your own mind.

Physical qualities include natural size, mundane movement capabilities such as burrowing, climbing, walking, swimming, and flight with wings. A body with extra limbs does not allow you to make more attacks. You do not gain any extraordinary special attacks or special qualities or other physical qualities. You do not gain any supernatural special attacks, special qualities, or spell-like abilities. When the change occurs, your equipment melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body that they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet.

Analyze Magic

School: Divination
 Spell/Magic Points: Bardic Class: 7, Magi Class: 7
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Level
 Range: Close
 Target: 1 Object/Creature per Caster Level
 Alignment: All

You discern all spells and magical properties present in a number of creatures or objects. Each round as a free action, you may examine a single creature or object that you can see. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. You must make a spell attack against the holder's Will defense to examine an attended object if the holder resists the examination. If the attack fails, you learn nothing about the object except what you can discern by looking at it. You cannot examine that object anew for 24 hours. The spell does not function when used on an artifact.

Analyze Ravel

School: Divination
 Spell/Magic Points: Bardic Class: 6 Magi Class: 8
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round per caster level
 Range: 60ft/18m
 Effect: One spell ravel
 Alignment: All

You have the ability to analyze a spell ravel without unraveling it. During the use of this spell, uninterrupted concentration is required. Any break in concentration ends the spell and may trigger the raveled magic. If the concentration is broken during an active round, the spell must make a spell attack with the caster's attack bonus against the caster's Will defense. If the spell hits the caster, the raveled magic will be triggered. At the end of each full round of concentration, the caster can end his or her concentration and the spell without penalty. The results:

First Round: The caster can determine the presence or absence of raveled magic.

Second Round: The caster can determine the number of spells raveled.

Each additional round: With a successful Spellcraft check, the caster can determine the school or identity of one spell, working from the outside to the core of the ravel. The first spell analyzed usually will be *Conduit*. The caster must determine whether he or she is trying to identify the school or the spell itself. The Spellcraft check to determine the school is 15 + spell level. The DL to identify the spell is 20 + spell level. If the caster is unfamiliar with the raveled spell, he or she will learn only the school and vague information. A caster with the special ability *Bardic Knowledge* can check against DL 30 to identify a spell with which he or she is otherwise unfamiliar.

Animal Form

School: Transmutation
 Spell/Magic Points: Magi Class: 13, Green/Nature
 Druids: 9
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Hour/Caster Level
 Range: Close
 Target: 1 Creature/Caster Level
 Alignment: All

You can polymorph up to one willing creature per caster level into an animal of your choice. The targets must be within 30ft/9m of each other. The spell has no effect upon unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action. Doing so ends the spell for that subject alone. The maximum Character Level of an assumed form is equal to the subject's Character Level or your Caster Level, whichever is lower, to a maximum of 20th level.

Animal Growth

School: Transmutation
 Spell/Magic Points: Bardic Class: 3, Magi Class: 5,
 Green/Nature Druids: 3
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Medium
 Target: 1 animal per 2 caster levels
 Alignment: All

You can make a number of animals grow to twice their normal size and eight times their normal weight. The animals must be within 30ft/9m of each other. To succeed you must make a spell attack against the target's Endurance defense. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Stamina and thus an extra 2 hit points per level. It imposes a -2 size penalty to Dexterity. The creature's existing natural Armor defense bonus increases by 2. The size change also affects the animal's attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect upon the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size. The spell gives no means of command or influence over the enlarged animals. Multiple magical effects that increase size do not stack.

Animal Messenger

School: Enchantment
 Spell/Magic Points: Bardic Class: 3, Magi Class: 6,
 Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: One day/level
 Range: Close
 Target: One tiny animal
 Alignment: All

You compel a tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else. This includes such creatures as familiars and animal companions. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge. It can't find a destination on its

own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires. It then resumes its normal activities. During the period of waiting, the messenger allows others to approach it and remove any scroll or token it carries.

Animal Trance

School: Enchantment
 Spell/Magic Points: Bardic Class: 3, Magi Class: 6,
 Green/Nature Druids: 3
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Concentration
 Range: Close
 Target: Unintelligent creatures
 Alignment: All

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. The spell works only on creatures with instinct rather than intelligence. Roll 2d6 to determine the total number of levels of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected. You must make a spell attack against the target's Will defense to affect magical beasts and animals trained to attack or guard.

Animate Dead Bodies and Bones

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 5
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Partial concentration
 Range: Medium
 Target: 1 or more corpses, skeletons
 Alignment: Darkness

You create animated skeletons and zombies out of human, halfling or half-elf corpses and bones. You can create and control a total number of animations equal to your *Concentration* skill bonus per use of the spell. The undead fulfill your commands until they are destroyed or until you lose concentration. You must fully concentrate to control the animations.

Animate Objects

School: Transmutation
 Spell/Magic Points: Bardic Class: 3, Magi Class: 6
 Attack Throw? No

Gestures or Wand? No
 Words? No
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Caster Level
 Range: Medium
 Target: 1 object/Caster Level
 Alignment: All

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then moves to destinations you choose (such as a self-climbing rope) or it immediately attacks with an attack bonus of +1 whomever or whatever you initially designate. No object may have a dimension larger than 18 inches/45cm, and no object may weigh more than 10 pounds/5kg. You can change the designated target or targets as a move action, as if directing an active spell. This spell cannot animate objects carried or worn by a creature.

Annihilate

School: Transmutation
 Spell/Magic Points: Bardic Class: 13, Magi Class: 10
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: Round
 Duration: Instantaneous
 Range: Medium
 Effect: Ray
 Alignment: All

You can disintegrate a target. The caster must make a spell attack against the victim's Endurance defense. Anyone subjected to this magic will be disintegrated. No creature slain by this magic can be restored to life by any magic that expends less than 11 spell points.

Anti-Life Shell

School: Abjuration
 Spell/Magic Points: Bardic Class: 10, Magi Class: 8,
 Green/Nature Druids: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 minutes/Caster Level
 Range: 10ft/3m
 Area of Effect: 10ft/3m radius from caster
 Alignment: All

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier. The spell is ineffective against undead.

Antipathy

School: Enchantment
 Spell/Magic Points: Bardic Class: 6, Magi Class: 9,
 Green/Nature Druids: 10
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Hour
 Duration: 2 hours/caster level
 Range: Close
 Target: One location or object
 Alignment: All

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures that you define. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Creatures of the designated kind feel an urge to leave the area or to avoid the affected item. A compulsion usually forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. However, if a creature attempts to resist the spell, you must make a spell attack against its Will defense, or its resistance will succeed. It then can stay in the area or touch the item, but it feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Anti-Plant Shell

School: Abjuration
 Spell/Magic Points: Bardic Class: 6, Magi Class: 8,
 Green/Nature Druids: 5
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 minutes/caster level
 Range: 10ft/3m
 Area of Effect: 10ft/3m radius from caster
 Alignment: All

The anti-plant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Attune Wand or Staff

School: Universal
 Spell/Magic Points: Magi Class: 1
 Attack Throw? No
 Gestures or Wand? No
 Words? Yes
 Material? Yes
 Casting time: 1 minute

Duration: Permanent
Range: Touch
Target: 1 Wand or Staff
Alignment: All

This spell must be used to attune a staff or wand to its owner. A fire must be made by the spellcaster in which components he or she chooses are burned while the magical words are spoken. These components must have a value of at least 50 GP for a wand and 500 GP for a staff. After attunement, the wand or staff recognizes the caster as its sole owner. An heir also may be designated. The wand will begin doing its work as a spell conduit, and the staff will begin serving its master. It is impossible for a spellcaster to take control of another caster's wand. A spellcaster can gain control of another caster's staff only through use of the Dominate Staff spell.

Awaken

School: Enchantment
Spell/Magic Points: Bardic Class: 1, Magi Class: 3
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Minute
Range: Close
Target: Sleeping creatures
Alignment: All

You can awaken all sleeping creatures within 50ft/15m of the designated center point of the spell. All who are awakened by this spell are fully awake and able to act in the round following that in which the spell was spoken. Most often, this spell is used to awaken comrades who face an imminent threat, but it also will awaken those who have been placed into a magical sleep.

Awaken Plant or Animal

School: Transmutation
Spell/Magic Points: Bardic Class: 12, Magi Class: 14,
Green/Nature Druids: 8
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 full day
Duration: Permanent
Range: Touch
Target: Plant or animal
Alignment: All

You can awaken a plant or animal to humanlike sentience. The awakened animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in

specific tasks or endeavors if you communicate your desires to it. An awakened plant has characteristics as if it were an animated object, except that it has average intelligence. An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's. An awakened animal also has average intelligence. It becomes a magical beast. An awakened animal can't serve as an animal companion, familiar, or special mount. An awakened plant or animal communicates with you and you alone telepathically.

Balls of Fire

School: Evocation
Spell/Magic Points: Bardic Class: 4, Magi Class: 4,
Green/Nature Druids: 6
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Long
Target: Creatures or objects
Effect: 1 Ball of Fire/Caster Level
Area of Effect: Targets within 30ft/9m of each other
Alignment: All

You can send balls of fire from your wand or finger against one or more targets, each doing 1d6 damage. You can unleash one ball per Caster Level. If a target has room and the opportunity to dodge a ball of fire, he or she can do so with a successful Dexterity check against your caster level + 10 for half damage.

Ban Demon or Devil

School: Abjuration
Spell/Magic Points: Magi Class: 13, Green/Nature
Druids: 11
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? Yes
Casting time: 1 Minute
Duration: Instantaneous
Range: Middle
Target: 1 Demon or Devil
Alignment: Light

You can ban a demon or devil back to its current main lair. To succeed you must make a spell attack against the demon's or devil's Will defense. Once banned, the demon or devil cannot return for a month to a point within 100 miles/160km of the place from which it was banned. While you say the spell you must be standing within a pentagram and burning mixed incense with a value of 100 GP for every character level of the demon or devil being banned.

Ban Enchantment

School: Abjuration
 Spell/Magic Points: Bardic Class: 5, Magi Class: 6,
 Green/Nature Druids: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 1 Minute
 Duration: Instantaneous
 Range: Close
 Target: 1 creature/caster level
 Alignment: All

You can free victims from enchantments, transmutations, and curses. You also can reverse an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level) against a DL of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DL is 25. If the effect comes from some permanent magic item, the spell does not remove the curse from the item, but it does free the victim from the item's effects. While casting the spell, you must burn mixed rowan, beech and yew twigs that have been soaked in abora oil with a value of 500 GP.

Ban Magic

School: Universal
 Spell/Magic Points: Bardic Class: 3, Magi Class: 3,
 Green/Nature Druids: 4
 Attack Throw? No
 Gestures or Wand? No
 Words? No
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: 100ft/30m +30ft/3m per level
 Target: 1 caster, creature or object
 Area of Effect: 20ft/6m
 Alignment: All

You can cancel the effects of a magical spell or item. You can cancel all spell and spell equivalents that have a magic point expense equal to that of the highest spell, song, etc., that you personally can cast or use. *Ban Magic* is ineffective against raveled magic and other spells that are defined specifically as being unaffected by it. To undo such spells, one must use other magic. The spell has a chance to neutralize or negate the specified magic of a spell or a spell-like effect (including magical runes, device effects and innate abilities) from creatures or objects. The magic of potions also can be undone. Potions in this case are treated as though they were spells cast by 12th level members of the Magi class. With this spell, the magic of items including weapons and armor but not of artifacts can be rendered ineffective for 1d20 rounds. Artifacts and relics are not subject to this spell; however, some of their spell-like

effects may be, at the game master's discretion. The spell also can be used to disrupt the casting of magic in the area of effect at the instant the spell is cast. If the spell to be countered has an instantaneous duration, *Ban Magic* must be cast before or simultaneously with the spell to be countered. If you are unable to end your own magic by other methods, you always can ban your own magic with this spell, without having to check for success. The chance to undo magic of another caster depends in part upon the difference in caster levels and types of magic. The result is determined as follows:

Caster of Ban Magic: The success check is calculated with the formula caster level + bonuses + 1d20.

Difficulty Level: The Difficulty Level is calculated with the formula original caster level + bonuses + 10.

Difficulty Level for Potions: The Difficulty Level is calculated with the formula 1d20 + 12, with the die cast by the game master.

The two results are compared. If the results are equal or your result is higher, the spell succeeds. Otherwise it has no effect.

Ban Summoned Creature

School: Abjuration
 Spell/Magic Points: Bardic Class: 1, Magi Class: 1,
 Green/Nature Druids: 1
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: See text
 Target: 1 summoned creature
 Alignment: All

You can ban a creature that you summoned back to its original location. You must expend 1 spell point for each two Character Levels of the creature being banned. You can ban only creatures which you personally have summoned.

Barkskin

School: Transmutation
 Spell/Magic Points: Healer/Herbal Witch: 3, Bardic
 Class: 3, Magi Class: 6
 Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 minutes/caster level
 Range: Touch

Target: One living creature
Alignment: All

You can toughen a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural Armor defense bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th. The enhancement bonus provided by *Barkskin* stacks with the target's natural Armor defense bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Bind and Ban Demon or Devil

School: Abjuration
Spell/Magic Points: Magi Class: 15
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? Yes
Casting time: 1 Hour
Duration: Instantaneous
Range: Unlimited
Target: 1 Demon or Devil
Alignment: Light

You can bind a demon or devil whose true name you know and ban it back to its lair at a moment of your choosing, regardless of where it is at present. However, you must know its true location at the instant you ban it. To succeed you must make a successful spell attack against the target's Will defense. During the casting time, you mix incense with a value of 100 GP for every character level of the demon or devil being conjured. You also must stand the entire time in a perfectly drawn pentagram. If your spell attack fails or if your pentagram is less than perfect, the demon or devil is free to appear within one hour at your location and do as it will. This spell usually is used before a demon or devil is conjured.

Bind Creature

School: Enchantment
Spell/Magic Points: Bardic Class: 5 Magi Class: 7
Green/Nature Druids: 9
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Minute
Duration: Until dismissed or banned
Range: Close
Target: 1 living creature
Alignment: All

You can create a magical restraint to hold a creature. If the target's Character Level equals at least one-half

your caster level, you must make a spell attack against the victim's Will defense to succeed. All binding spells are dismissible and their magic can be banned. You can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition gives the target a Will defense penalty of -2.

Blank Mind

School: Abjuration
Spell/Magic Points: Bardic Class: 11, Magi Class: 9,
Green/Nature Druids: 9
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 24 Hours
Range: Close
Target: One creature
Alignment: All

You protect the target from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. In the case of divining that scans an area the creature is in, the spell works but the creature simply isn't detected. Divining attempts that are targeted specifically at the subject do not work at all. If for some reason the target resists the spell you must make a successful spell attack against its Will defense or the spell is ineffective.

Blindness

School: Necromancy, Black
Spell/Magic Points: Magi Class: 3 Green/Nature
Druids: 3
Attack Throw? Endurance
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Until removed
Range: Medium or 25 miles/40km
Target: One living creature
Alignment: Darkness

You call upon the Darkness to render a target within medium range blinded. To succeed you must make a spell attack against the target's Endurance defense.

Blizzard

School: Evocation
Spell/Magic Points: Bardic Class: 9, Magi Class: 9,
Green/Nature Druids: 8
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Medium
Area of Effect: Two 30ft/9m cubes per Caster Level
Alignment: All

You cause the area of effect to be battered with heavy hail and snow. They do not harm natural vegetation, ground cover or any plants in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of cold damage per caster level.

Bolts of Lightning

School: Evocation
Spell/Magic Points: Bardic Class: 4, Magi Class: 4,
Green/Nature Druids: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Long
Target: Creatures or objects
Effect: 1 Lightning Bolt/Caster Level
Area of Effect: Targets within 30ft/9m of each other
Alignment: All

You can send bolts of lightning from your wand or finger against one or more targets, each doing 1d6 damage. You can unleash one bolt per Caster Level. If a target has room and the opportunity to dodge a bolt, he or she can do so with a successful Dexterity check against your caster level + 10 for half damage.

Bronze to Iron

School: Transmutation
Spell/Magic Points: Bardic Class: 15, Magi Class: 12
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Range: Close
Target: One bronze item
Alignment: All

You can transmute one item within range from bronze into iron. The spell often is used to destroy the magical

properties of an opponent's bronze weapons or other items.

Bullets of Stone

School: Evocation
Spell/Magic Points: Bardic Class: 3, Magi Class: 3,
Green/Nature Druids: 3
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Long
Target: Creatures or objects
Effect:
Area of Effect:
Alignment: All

You can send *Bullets of Stone* from the local terrain against one or more targets, each doing 1d4 damage. You can unleash one bullet per Caster Level. If a target has room and the opportunity to dodge a bullet, he or she can do so with a successful Dexterity check against your caster level + 10 for half damage. The bullets are gravel or stones no larger than 1 inch/2.5cm at their longest dimension. This spell can be used only where adequate stones are upon the ground and within 10ft/3m of the caster, who must animate them with gestures of the wand or hand.

Burning Gaze

School: Enchantment
Spell/Magic Points: Bardic Class: 1, Magi Class: 3,
Green/Nature Druids: 3
Attack Throw? Will
Gestures or Wand? No
Words? No
Material? No
Casting time: 1 Round
Duration: 1 Round/Level
Range: Close
Target: 1 Creature/Round
Alignment: All

Your eyes glow dull red, allowing you to make a gaze attack upon foes that causes fire damage and that can temporarily blind the target. The latter requires a successful spell attack against the target's Endurance defense. The blinding lasts for 1d4 rounds plus 1 round per 3 caster levels.

Call Lightning

School: Evocation
Spell/Magic Points: Bardic Class: 7, Magi Class: 6,
Green/Nature Druids: 5
Attack Throw? Reflex

Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 minute/caster level
 Range: Medium
 Area of Effect: Bolt of lightning
 Alignment: All

You can call real lightning bolts to attack your foe. You can define the precise position where the lightning strikes. You can call one bolt per caster level. All targets within 10ft/3m of that position take 1d8 injury points damage per caster level. All targets more than 10ft/3m and up to 30ft/9m from the strike position take 1d6 injury points damage. If the target says ahead of the attack that it intends to dodge, you must make a spell attack against its Reflex defense. If you fail, those who were within 10ft/3m of the strike point dodge out of it and sustain only 1d6 damage per caster level. Those more than 10ft/3m from the strike point dodge out of it and into safety for no damage. This spell can be used only if there are enough clouds in the sky to produce lightning.

Call Object

School: Conjuration
 Spell/Magic Points: Bardic Class: 14, Magi Class: 11
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 10 Minutes
 Duration: Instantaneous
 Range: 300ft/90m
 Target: One inanimate material object
 Alignment: All

You can summon an object that is neither living nor undead at a known location out of the depths, from the heights, etc., undamaged and unchanged, to your location. The spell also can call magical objects and even artifacts. Spellcasters attempting to summon objects in the physical possession of creatures unwilling to release them must make a spell attack against the possessor's Will defense. The spell cannot draw objects through barriers existing of pure magic. Any magic that blocks magical transportation also will block this spell. *Call Object* will draw a subject through magical barriers created of physical or elemental matter. If such barriers normally are passable, the creature or objects will sustain the damage such barriers cause. If you use this spell to steal objects from their location, you must pinpoint its location within the limits of effect defined above or the spell will fail. If an alarm is associated with the object being taken or a trap has been placed upon it, these will be triggered.

Call Staff

School: Conjuration
 Spell/Magic Points: Magi Class: 5, Green/Nature
 Druids: 5
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 minute
 Duration: Permanent
 Range: Unlimited
 Target: Staff
 Alignment: All

As long as nothing is holding it magically, a spellcaster can call his or her staff to him or her over any distance, and the staff will appear in his or her hand one 5-second round later. If another magic user is holding the staff from travel in some magical manner, he or she will become aware of the call and can attempt to resist it. In this case, each caster sends a mental attack with his or her base spell attack bonus against the Will defense of the other caster. This is a one round action in its own right. The caster with the highest result wins the battle of wills. If there is a tie, the owner succeeds in calling the staff. This spell has no effect upon a staff that has been dominated by another caster.

Call Thunderstorm

School: Evocation
 Spell/Magic Points: Bardic Class: 9, Magi Class: 8,
 Green/Nature Druids: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 minute/caster level
 Range: Medium
 Area of Effect: Bolt of lightning
 Alignment: All

You can call lightning bolts to attack your foe. You can define the precise position where the lightning strikes. You can call one bolt per caster level. All targets within 10ft/3m of that position take 1d8 injury points damage per caster level. All targets more than 10ft/3m and up to 30ft/9m from the strike position take 3d8 injury points damage. If the target says ahead of the attack that it intends to dodge, you must make a spell attack against its Reflex defense. If you fail, those who were within 10ft/3m of the strike point dodge out of it and sustain only 3d6 damage per caster level. Those more than 10ft/3m from the strike point dodge out of it and into safety for no damage. This spell can be used only if there are enough clouds in the sky to produce a thunderstorm.

Calm Animals

School: Enchantment
Spell/Magic Points: Healer/Herbal Witch: 2, Bardic Class: 3, Magi Class: 4
Green/Nature Druids: 1
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 round
Duration: 1 minute/caster level
Range: Close
Target: Animals within 30ft/9m circle
Alignment: All

You can soothe and quiet animals, rendering them docile and harmless. Only ordinary animals can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30ft/9m apart. The maximum levels of animals you can affect is equal to 2d4 + your caster level. To succeed against an animal trained to attack or guard, you must make a spell attack against its Will defense. The affected creatures remain where they are and do not attack or flee. They are not helpless. They defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Campfire Lullaby (Song)

School: Enchantment
Spell/Magic Points: Bardic Class: 6
Attack Throw? No
Gestures or Wand? No
Words? Yes
Material? No
Casting time: 10 Minutes
Duration: 1 hour
Range: Close
Target: Living creatures
Area of Effect: 15ft/7.5m radius from spell center
Alignment: All

You can grant your companions a full night's sleep with a single hour of sleep. This song works only upon willing targets. It grants all of the rest one ordinarily would have with a full night's sleep along with all of the benefits of such a sleep. A person can benefit from this spell only once a week. It also affects the Skáld or Blue Druid who sings it.

Canto of Revisitation (Diction)

School: Divination
Spell/Magic Points: Bardic Class: 5
Attack Throw? No
Gestures or Wand? No
Words? Yes
Material? No
Casting time: 1 Round per Minute

Duration: Concentration
Range: Personal
Target: All within 30ft/9m of you
Area of Effect: 5ft/150cm square area per Bardic level
Alignment: All

You can look back and review events at an earlier time. You begin with an expenditure of 5 magic points for a one-minute segment of your own past. For each additional minute you view, your casting time increases by one minute and you expend an additional magic point. The casting and expenditure of the magic points are completed before the visions appear. If anyone in the audience of the vision wishes to avoid seeing it, you must make a successful spell attack against their Will defense or they will be excluded. During the time the visions appear, all who view them are in a time beyond all time and they cannot be disturbed, contacted or found in any manner. For most intents and purposes, your audience's senses are in the time and place to which you take them while their physical essence remains in the timeless location. You and your audience can see, hear, smell, etc., all that is there, but none of you can take any actions in the past. You can only observe.

Captive Audience

School: Enchantment
Spell/Magic Points: Bardic Class: 2, Magi Class: 5, Green/Nature Druids: 6
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Up to 1 Hour
Range: Medium
Target: Creatures
Alignment: All

If you have the attention of a group of creatures, you can use this spell (or song for the Bardic Classes) to hold them spellbound. You must make a spell attack against the Will defense of the audience members for the spell or song to succeed with any but those who positively wish to hear you. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those who do not consciously resist you will give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell or song. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance also are affected. The spell or song ends if you lose concentration or do anything other than speak or sing. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell's or song's effects ends.

This spell cannot violate the free will of any member of the public. Those who strongly resist the spell automatically are unaffected. However, those who do not resist fall under its effect. If opinions or other things are spoken by the spellcaster during the spell's duration that offend listeners, they can immediately break the spell's effect.

Caster's Lasting Light

School: Divination
 Spell/Magic Points: Bardic Class: 6, Magi Class: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Until extinguished
 Range: Immediate
 Target: Held Object
 Alignment: All

You create a brilliant light with illumination that only you can perceive. The light lasts until you extinguish it. The light, which must be attached to an object that you hold, completely illuminates everything within 50ft/15m of you.

Caster's Light

School: Divination
 Spell/Magic Points: Bardic Class: 4 Magi Class: 4
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Immediate
 Target: Held Object
 Alignment: All

You create a brilliant light with illumination that only you can perceive. The light, which must be attached to an object that you hold, completely illuminates everything within 50ft/15m of you.

Cause Disease

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 5, Green/Nature
 Druids: 4
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Touch
 Target: 1 living creature
 Alignment: Darkness

The subject contracts a curable disease of your choice. To succeed you must make a touch attack against the target's Reflex defense.

Cause Earthquake

School: Evocation
 Spell/Magic Points: Bardic Class: 13, Magi Class: 12,
 Green/Nature Druids: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round
 Range: Long
 Area of Effect: 80ft radius
 Alignment: All

When you cast an earthquake, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check vs. DL 20 + spell level or fail in any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in and pinning that creature beneath the rubble. An earthquake cast on the roof of a very large cavern also could endanger those outside the actual area but below the falling debris.

Cliffs: Earthquakes can cause a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage and is pinned beneath the rubble.

Open Ground: Each creature standing in the area must make a Dexterity check vs. DL 15 or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance of falling into one. Victims can make a Dexterity check against DL 20 to avoid a fissure. At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes enough damage to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage and is pinned beneath the rubble.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a Dexterity check vs. DL 15 or sink down into the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a Stamina check vs. DL 15 or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Cause Insanity

School: Enchantment
 Spell/Magic Points: Bardic Class: 4, Magi Class: 6.
 Green/Nature Druids: 8
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Medium
 Target: One creature, living or undead
 Alignment: All

You can make a creature, living or undead, insanely feeble-minded. To succeed, you must make a successful spell attack against the target's Will defense. The spell reduces the target's intelligence to idiot level and makes his or her actions chaotic and unpredictable. The affected creature is unable to cast spells, understand spoken or written words or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until magic cancels the effect.

Centipede Swarm

School: Conjuration
 Spell/Magic Points: Bardic Class: 12, Magi Class: 10,
 Green/Nature Druids: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 1 Round
 Duration: 1 minute/caster level
 Range: Close
 Effect: One centipede swarm/2 caster levels
 Alignment: All

You can call forth a mass of centipede swarms. You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the Centipede Swarm to move (a 1-Round-action). You can command any number of the swarms to move toward any prey within 100ft/30m of you. You cannot command any swarm to move more than 100ft/30m away from you, and if you move more than 100ft/30m from any swarm, that swarm remains stationary, attacking any creatures in its area, but it can be commanded again if you move back within 100ft/30m of it.

Change Shape

School: Transmutation
 Spell/Magic Points: Bardic Class: 12, Magi Class: 10,
 Green/Nature Druids: 10
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 Minutes/Caster Level
 Range: 0
 Target: You
 Alignment: All

You can assume the form of any single, living, non-unique creature with a Character Level no more than twice your Caster Level. This spell also allows gaseous forms to be assumed. You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. The new form does not disorient you. You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place during your regular action.

Charm Beast

School: Enchantment
 Spell/Magic Points: Bardic Class: 2, Magi Class: 3,
 Green/Nature Druids: 1
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Level
 Range: Medium
 Target: 1 Undead
 Alignment: All

You make an animal or other living creature other than human, halfling, half-elf, elf, dwarf or giant regard you as its trusted friend and your attitude as friendly. To succeed, you must make a successful spell attack against the beast's Will defense. If the beast is being

threatened or attacked simultaneously by you or your allies, the spell is ineffective. The spell does not enable you to control the beast, but it perceives your actions in the most favorable way. An affected beast never obeys suggestions that would cause it to harm itself, but it might be convinced that something very dangerous is worth doing.

Charm Dragon

School: Enchantment
 Spell/Magic Points: Bardic Class: 6, Magi Class: 9
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Level
 Range: Medium
 Target: One Dragon
 Alignment: All

You make a dragon regard you as its trusted friend and your attitude as friendly. To succeed, you must make a successful spell attack against the dragon's Will defense. If the dragon is being threatened or attacked simultaneously by you or your allies, the spell is ineffective. The spell does not enable you to control the dragon, but it perceives your words and actions in the most favorable way. An affected creature never obeys suggestions that would cause it to harm itself, but it might be convinced that something very dangerous is worth doing.

Charm Elven Tree

School: Enchantment
 Spell/Magic Points: Bardic Class: 3, Magi Class: 6,
 Green/Nature Druids: 3
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Level
 Range: Medium
 Target: One Elven Tree
 Alignment: All

You make an elven tree regard you as its trusted friend and your attitude as friendly. To succeed, you must make a successful spell attack against the tree's Will defense. If the tree is being threatened, attacked or damaged simultaneously by you or your allies, the spell is ineffective. The spell does not enable you to control the tree, but it perceives your actions in the most favorable way. An affected tree never obeys suggestions that would cause it to harm itself, but it might be convinced that something very dangerous is worth doing.

Charm Mutation

School: Enchantment
 Spell/Magic Points: Bardic Class: 3, Magi Class: 4,
 Green/Nature Druids: 5
 Attack Throw? Will
 Gestures or Wand? No
 Words? No
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Level
 Range: Medium
 Target: 1 Undead
 Alignment: All

You make a mutation regard you as its trusted friend and your attitude as friendly. To succeed, you must make a successful spell attack against the mutation's Will defense. If the mutation is being threatened or attacked simultaneously by you or your allies, the spell is ineffective. The spell does not enable you to control the mutation, but it perceives your actions in the most favorable way. An affected mutation never obeys suggestions that would cause it to harm itself, but it might be convinced that something very dangerous is worth doing. The spell has no effect upon dragons, demons, devils or unicorns.

Charm Person

School: Enchantment
 Spell/Magic Points: Bardic Class: 1, Magi Class: 2,
 Green/Nature Druids: 3
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Level
 Range: Medium
 Target: 1 Undead
 Alignment: All

You delude a human, halfling, half-elf, elf, dwarf or giant into regarding you as its trusted friend and your attitude as friendly. To succeed, you must make a successful spell attack against the person's Will defense. If the person is being threatened or attacked simultaneously by you or your allies, the spell is ineffective. The spell does not enable you to control the person, but it perceives your words and actions in the most favorable way. An affected person never obeys suggestions that would cause it to harm itself, but it might be convinced that something very dangerous is worth doing.

Charm Undead

School: Enchantment
 Spell/Magic Points: Bardic Class: 7 Magi Class: 10
 Attack Throw? Will
 Gestures or Wand? Yes

Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Minute/Level
Range: Medium
Target: 1 Undead
Alignment: All

You make an undead regard you as its trusted friend and your attitude as friendly. The spell has no effect upon zombie or skeleton draugs. To succeed, you must make a successful spell attack against the draug's Will defense. If the undead is being threatened or attacked simultaneously by you or your allies, the spell is ineffective. The spell does not enable you to control the undead, but it perceives your words and actions in the most favorable way. An affected creature never obeys suggestions that would cause it to harm itself, but it might be convinced that something very dangerous is worth doing. This spell has no effect upon Great Draugs.

Choking Smoke Cloud

School: Transmutation
Spell/Magic Points: Bardic Class: 3, Magi Class: 3,
Green/Nature Druids: 3
Attack Throw? Endurance
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 2d4 Rounds
Range: Long
Target: One fire source
Alignment: All

You turn a fire into a thick cloud of choking smoke. A writhing stream of smoke billows out from the fire source, forming the choking cloud. The cloud spreads 20 ft/6m in all directions. All sight is ineffective in or through the cloud. You must make a spell attack for Endurance against all creatures within range. Those targets with whom your spell attack succeeds take -4 penalties to Strength and Dexterity. These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud.

Circle of Death

School: Necromancy, Black
Spell/Magic Points: Magi Class: 7
Attack Throw? Endurance
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Medium

Area of Effect: Living Creatures Within a 40ft/12m Radius
Alignment: Darkness

You can extinguish the life force of living creatures, killing them instantly. To succeed, you must make a spell attack against the victims' Endurance defense. You can slay 1d4 Character Levels of living creatures per Caster Level. Creatures with the lowest levels are affected first. Among creatures of equal levels, those who are closest to the point of origin you designate are affected first. No creature of Level 11 or higher can be affected.

Circle of Death, Greater

School: Necromancy, Black
Spell/Magic Points: Magi Class: 10
Attack Throw? Endurance
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Medium
Area of Effect: Living Creatures Within a 40ft/12m Radius
Alignment: Darkness

You can extinguish the life force of medium level living creatures, killing them instantly. To succeed, you must make a spell attack against the victims' Endurance defense. You can slay 2d4 Character Levels of living creatures per Caster Level. Creatures with the lowest levels are affected first. Among creatures of equal levels, those who are closest to the point of origin you designate are affected first. No creature of Level 21 or higher can be affected.

Clairaudience and Clairvoyance

School: Divination
Spell/Magic Points: Bardic Class: 4, Magi Class: 5,
Green/Nature Druids: 6
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 10 Minutes
Duration: 1 minute/caster level
Range: Long
Effect: Magical sensor
Alignment: All

You create an invisible magical sensor at a specific location that enables you to hear and see almost as if you were there. You don't need line of sight or line of effect, but the locale must be known, a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in

all directions to view the area as desired. This spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10ft/3m radius around the center of the spell's effect.

Cleanse, Purify and Restore

School: Necromancy, White
 Spell/Magic Points: Healer/Herbal Witch: 7, Bardic Class: 12, Magi Class: 11, Green/Nature Druids: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: Minimum 6 hours per day dead
 Duration: Permanent
 Range: Touch
 Target: Human, Halfling or Half-Elf Corpse
 Alignment: Light

You can restore the dead body to the point where it again can be a host to its soul. This spell works only if the soul has not yet reached Deep Hell. The number of spell or magic points expended is higher if certain conditions prevail:

Condition	Effect
Target decapitated:	+ 2 magic points.
Rot has begun:	+1 magic point.
Severely rotted:	+3 magic points.
Only dust remains:	+5 magic points.
Target body was a zombie:	+8 points.
Nothing remains of body:	Impossible.

The spell affects only bodies that died an unnatural death. Bodies that died of old age or other natural causes cannot be restored. The casting time of six hours per day dead is a base. For each extra magic point required for the conditions listed above, another 6 hours of casting time is necessary. The spell requires the burning of incenses with a value of 500 GP per 6-hour period.

Clone

School: Necromancy, White or Necromancy, Black
 Spell/Magic Points: Bardic Class: 14 Magi Class: 10
 Green/Nature Druids: 12
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 8 Hours
 Duration: Instantaneous
 Range: Immediate
 Target: One clone
 Alignment: All

You can create a physical duplicate of your body that is able to be a living host to your soul. The spell captures your soul at the moment of death and transfers it immediately into your preferred clone, which awakens to life, can conduct normal menial affairs after 3d6 minutes and can begin functioning fully after the first night's sleep of 7 hours. If you have more than one clone, the process continues until each clone has been slain, at which time you die. You must give each clone a priority if more than one is created. The soul automatically uses the assigned priority. The material components are the bodies of three newly-sacrificed animals, which in turn are transformed into your clone.

Cloud of Fog

School: Conjuraction
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2,
 Green/Nature Druids: 2
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 minutes/level
 Range: Medium
 Effect: Fog, 2ft/6m radius, 20ft/6m high
 Alignment: All

You create a bank of fog that billows out from the point you designate. The fog obscures all sight beyond 5ft/150cm. A creature within 5ft/150cm has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind disperses the fog in 4 rounds; a strong wind disperses the fog in 1 round. The spell does not function underwater.

Conduit

School: Conjuraction
 Spell/Magic Points: Bardic Class: 9, Magi Class: 9
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Area of Effect: Up to 125 cubic yards/100 cubic meters
 Alignment: All

You can create a vessel that can contain an endless number of other spells. This spell usually is known and mastered only by high level spellcasters who have mastered the raveling of magic and who create conduits to contain the raveled magic. A conduit is insubstantial and therefore invisible but it can be detected. If *Detect Magic* is used upon a conduit, the spell will function

normally, but it will detect only the spell at the highest level of the conduit and not the conduit itself. A member of a Specialist class seeking traps can detect a conduit that is not hidden by a Dweomer Shield. The DL for the Specialist's Search Check is 28. If a Dweomer Shield is used, the Specialist can detect the magic of the Dweomer Shield instead with a successful Search check against DL 33. These checks will reveal no information to the Specialist beyond the fact that a trap is in place. Conduits are necessary if raveled magic is to be contained. However, the magic cast into a conduit need not be raveled. When another spell is cast into a conduit, it is inert and cannot normally be triggered. It also cannot be detected by any means as long as it is inert. It remains inert in exactly the status in which it had been at the precise instant after the casting was completed and before the spell would have been activated. Normally a *Trigger* spell or other similar magic is needed to set off a raveled or unraveled spell in a conduit. Thus, a conduit also may be used to create an indefinitely delayed spell. Another simple means of triggering the spell is to ban or undo the conduit. When the conduit ceases to exist, the contained spell returns to the state in which it was at the instant it became inert. In the case of a Fireball cast into a conduit, it would explode at the very instant that the conduit was dispelled. The size of a conduit can be increased by creating two or more conduits that are in direct contact with one another. Such adjacent conduits automatically merge into a larger conduit, which cannot be divided back into lesser conduits.

Cone of Cold

School: Evocation
 Spell/Magic Points: Bardic Class: 9, Magi Class: 6,
 Green/Nature Druids: 7
 Attack Throw? Reflex
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 round/caster level
 Range: Medium
 Target: All creatures within 15ft/450cm
 Alignment: All

You create a cone of extreme cold that extends outward over the range from your wand or hand. It drains heat, dealing 1d6 injury points of cold damage per round. You must make a spell attack each round against the targets' Reflex defense or they will dodge the cone's outer perimeter and take only 1d4 points damage.

Cone of Colors

School: Illusion
 Spell/Magic Points: Bardic Class: 3 Magi Class: 2
 Attack Throw? Will
 Gestures or Wand? Yes

Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: 15ft/450cm
 Area of Effect: Cone shaped color burst
 Alignment: All

You create a vivid cone of clashing colors that springs forth from your wand or hand, causing creatures to become stunned and blinded. You must make a spell attack against the Will defense of each creature within the color cone. Those with whom you fail are unaffected. Those with whom you succeed are blinded, and stunned for 1d4 rounds.

Confusion

School: Enchantment
 Spell/Magic Points: Bardic Class: 4, Magi Class: 5
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/caster level
 Range: Medium
 Target: Creatures within 15ft/4.5cm
 Alignment: All

You cause your targets to become confused, making it difficult for them to determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d20	Behavior
1-4	Attack you with melee or ranged weapons.
5-8	Act normally.
9-12	Do nothing but be confused.
13-16	Flee away from you at top speed.
17-20	Attack nearest creature.

A confused character who can't carry out the indicated action does nothing but be confused. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it still is confused when its turn comes.

Conjure Salt Rain

School: Conjuration
 Spell/Magic Points: Magi Class: 15
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 1 Hour per Mile

Duration: 1 Day per Caster Level
Range: 1 mile/1.5 km / Caster Level
Area of Effect: Designated range from spell center
Alignment: All

You can conjure a heavy rainstorm of concentrated salt clouds drawn from sea water if you are within 60 miles/100 km of a large body of salt water. The storm will center around a location that you designate and spread out from there in a radius equal to your range or less if you desire. From the time that you complete your spell, the storm will move to your designated center point at a rate of 30 miles/50 km per hour. However, the storm will not break out until it reaches that point. You can lessen the radius in any direction if you do not wish the storm to strike certain areas. The magical storm will cause all iron within range to begin rusting at a rate of 1% deterioration per minute. Most items will become useless at 50% deterioration. Weapons will lose one point of attack bonus per minute, and armor and shields will lose one point of Armor defense per minute. You also must calculate damage from salt poisoning to all trees and plants in the area. Trees will be destroyed at the rate of 1% per hour. Other plants will die at the rate of 5% per hour. In addition, no seeds will germinate in the affected area for 3d4 months. Druids doubtless could learn this spell, but because of these side effects, they refuse to do so. Instead, they probably will attack anyone who does so.

Control Animals

School: Enchantment
Spell/Magic Points: Bardic Class: 11, Magi Class: 12,
Green/Nature Druids: 9
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 minute/caster level
Range: Close
Target: Living animals
Alignment: All

You control a number of animals within 30ft/9m of you. The number and kind of animals you control can have total character levels no higher than twice your caster level. The animals will carry out all possible commands you give them.

Control Mutations

School: Enchantment
Spell/Magic Points: Bardic Class: 12, Magi Class: 13,
Green/Nature Druids: 10
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes

Material? No
Casting time: 1 Round
Duration: 1 minute/caster level
Range: Close
Target: Living mutations
Alignment: All

You control a number of mutations within 30ft/9m of you. The number and kind of mutations you control can have total character levels no higher than twice your caster level. The maximum character level of mutation you can control is equal to your own character level. The mutations will carry out all possible commands you give them. You must make a spell attack against the Endurance defense of each mutation you attempt to control.

Control Plants

School: Enchantment
Spell/Magic Points: Healer/Herbal Witch: 8, Bardic
Class: 10, Magi Class: 11, Green/Nature Druids: 8
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 minute/caster level
Range: Close
Target: Living plants
Alignment: Darkness

You control a number of plants within 30ft/9m of you. The number and kind of plants you control can have total character levels no higher than twice your caster level. The plants will carry out all possible commands you give them. The spell does not allow the plants to move their roots but they can move all other parts that are above the earth. They also can drop items onto a creature or object.

Control Weather

School: Enchantment
Spell/Magic Points: Healer/Herbal Witch: 6, Bardic
Class: 8, Magi Class: 11, Green/Nature Druids: 8
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 10 minutes
Duration: 4d12 hours
Range: 2 miles/3.5 km
Area of Effect: 2-mile/3.5km radius from caster
Alignment: All

You select a certain weather condition that occurs. You change the weather in the local area. It takes 10min

utes for the effects to begin. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather, such as where lightning strikes, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Cure Diseases

School: Necromancy, White
 Spell/Magic Points: Healer/Herbal Witch: 3, Green/
 Nature Druids: 5
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Touch
 Target: 1 Living Creature
 Alignment: Light

You can cure any disease of a living creature except for plants. Certain diseases may require a special check to succeed. After the spell is completed, the target gradually regains his or her sight over a period of 1d4 days.

Curse

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 5, Green/Nature
 Druids: 4
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 1 Minute
 Duration: Until removed
 Range: Touch (spell), Unlimited (rite)
 Target: Target creature
 Alignment: Darkness

You place a curse on the target creature. Choose one of the following three effects:

-6 decrease to an ability score (minimum 1).

-4 penalty on attack rolls, defenses, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above. You must touch the target creature well enough to smear ashes of your own burnt hair and blood upon its skin. This requires a successful spell attack against his or her Armor defense.

Curse Trap

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 6, Green/Nature
 Druids: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Touch
 Target: Touched creature
 Alignment: Darkness

You can draw an indelible mark on the target and state some behavior on its part that will activate the mark. It then curses the subject. Typically, you designate some sort of behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of a *Curse* spell. The curse cannot be lifted with *Ban Magic*, but it can be removed with a *Ban Curse* spell.

Darkness

School: Evocation
 Spell/Magic Points: Healer/Herbal Witch: 3, Bardic
 Class: 3, Magi Class: 3, Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 minutes
 Range: Touch
 Target: Touched object
 Alignment: All

You can cause an object to radiate shadowy illumination out to a 20ft/6m radius. All creatures in the area gain

concealment. Even creatures that normally can see in such conditions have the miss chance in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells that expend fewer than 3 spell points. Higher level light spells are not affected by *Darkness*. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Daylight

School: Evocation

Spell/Magic Points: Bardic Class: 5, Magi Class: 5,
Green/Nature Druids: 5

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: 10 minutes/caster level

Range: Touch

Target: Touched object

Alignment: Light

You cause the touched object to shed light as bright as full daylight in a 60ft/18m radius, and dim light for an additional 60ft/18m beyond that. Creatures that take penalties or damage in sunlight also take them while within the 60ft/18m radius of this magical light. If such creatures are in the secondary 60ft/18m radius, they are forced to flee to a point more than 120ft/36m from the light. Any troll that sees the light at any distance will be destroyed automatically.

Daze Creature

School: Enchantment

Spell/Magic Points: Bardic Class: 1, Magi Class: 1,
Green/Nature Druids: 1

Attack Throw? Will

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: 1 Round

Range: Close

Target: 1 living creature

Alignment: All

You can cloud the mind of a living or undead creature, preventing it from taking actions. To succeed you must make a successful spell attack against the creature's Will defense.

Deafness

School: Necromancy, Black

Spell/Magic Points: Magi Class: 3, Green/Nature

Druids: 3

Attack Throw? Endurance

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: Until removed

Range: Medium or 25 miles/40km

Target: One living creature

Alignment: Darkness

You call upon the Darkness to render a target within medium range deaf. To succeed you must make a spell attack against the target's Endurance defense.

Death Wail

School: Necromancy, Black

Spell/Magic Points: Magi Class: 10, Green/Nature

Druids: 12

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: Instantaneous

Range: Close

Target: 1 living creature/Caster Level

Area of Effect: 4ft/12m radius from caster

Alignment: Darkness

You call upon the Darkness to enable you to utter a powerful, deadly scream that slays all living targets up to the limit within range who clearly hear the wail. The victims may not be of a higher Character Level than the caster.

Death Ward

School: Necromancy, White

Spell/Magic Points: Bardic Class: 6 Magi Class: 6

Green/Nature Druids: 6

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: 1 minute/caster level

Range: Touch

Target: Creature touched

Alignment: Light

You make the recipient of the spell immune to all death magic and life drain from undead for the spell's duration.

Deep Dungeon

School: Abjuration

Spell/Magic Points: Bardic Class: 14, Magi Class: 10
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Touch
Target: Creature touched
Alignment: All

You can touch a creature and entomb it in a state of suspended animation within a small sphere far beneath the surface of the earth. The subject remains there until a *Liberation* spell is cast at the locale where the imprisonment took place. Magical search by divination does not reveal the fact that a creature is imprisoned, only where it is entombed. To succeed in imprisoning the target, you must make a successful spell attack against its Will defense.

Depetrify

School: Abjuration
Spell/Magic Points: Bardic Class: 7, Magi Class: 7,
Green/Nature Druids: 8
Attack Throw? Endurance
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Close
Target: One creature, living or undead
Alignment: All

You can restore a petrified creature, living or undead, back into its body if the victim makes a successful Stamina check against a DL equal to 10 plus the Caster Level of the magic that petrified it. After petrification, the soul or spirit of the victim remains within the stone for 6 to 16 days (1d10+5). During this time, the victim's body can be restored to life or undeath. After that time, the physical change cannot be reversed.

Destruction

School: Necromancy, Black
Spell/Magic Points: Magi Class: 13, Green/Nature
Druids: 12
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Close
Target: 1 living creature
Alignment: Darkness

You instantly slay the target and utterly consume its remains but not its equipment and possessions. You must make a successful spell attack against the target's Endurance defense to succeed. If the spell attack fails, the target sustains 1d6 injury points damage per caster level. Only the Cleric rite Resurrect the Dead can restore the victim of this spell to life and then only in another body.

Detect Death

School: Necromancy, Black
Spell/Magic Points: Magi Class: 4, Green/Nature
Druids: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 10 minutes/caster level
Range: 30ft/9m radius
Target: Living creatures
Alignment: Darkness

You can determine within range the condition of creatures near death. You instantly know whether each creature within the area is dead, alive and uninjured, alive and wounded or in mortal danger with only life points left.

Detect Divining

School: Divination
Spell/Magic Points: Bardic Class: 5, Magi Class: 5,
Green/Nature Druids: 7
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 hour/caster level
Area of Effect: 40ft radius from you
Alignment: All

You immediately become aware of any attempt to observe you by means of divination magic. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area. If the divination attempt originates within the area, you also know its location; otherwise, you and the person doing the spying immediately make opposed caster level checks (1d20 + caster level). If you at least match the spy's result, you get a visual image of him or her and an accurate sense of his or her direction and distance from you.

Detect Poison

School: Divination

Spell/Magic Points: Healer/Herbal Witch: 1, Bardic Class: 1, Magi Class: 1, Green/Nature Druids: 1
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Close
 Effect: Detect all poison within range
 Alignment: All

You can determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DL 20 check for *Herbalistic Knowledge* or the Craft *Alchemy*. The spell can penetrate barriers, but 1ft/30cm of stone, 1 inch/2.5cm of common metal, a thin sheet of lead, or 3ft/90cm of wood or dirt blocks it.

Detect Thoughts

School: Divination
 Spell/Magic Points: Bardic Class: 3, Magi Class: 3, Green/Nature Druids: 5
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Concentration - 1 minute/level
 Range: 30ft/9m
 Area of Effect: 30ft/9m radius from you
 Alignment: All

You can detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts from conscious creatures.

2nd Round: Number of thinking minds. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. This requires a successful spell attack against the target's Will defense. If you fail, the spell ends.

The spell can penetrate barriers, but 1ft/30cm of stone, 1 inch/2.5cm of common metal, a thin sheet of lead, or 3ft/90cm of wood or dirt blocks it.

Detect Undead

School: Divination
 Spell/Magic Points: Healer/Herbal Witch: 2, Bardic Class: 2, Magi Class: 2, Green/Nature Druids: 2

Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Concentration - 1 minute/level
 Range: 30ft/9m
 Area of Effect: 30ft/9m radius from you
 Alignment: All

You can detect the aura that surrounds undead creatures. The amount of information revealed depends upon how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the Character Level of the undead creature, as given on the following table:

Character Level	Strength
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

Lingering Aura: An undead aura lingers after its original source is destroyed. If the spell is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura).

The spell can penetrate barriers, but 1ft/30cm of stone, 1 inch/2.5cm of common metal, a thin sheet of lead, or 3ft/90cm of wood or dirt blocks it.

Detoxify

School: Conjuration
 Spell/Magic Points: Healer/Herbal Witch: 3 Bardic Class: 5 Magi Class: 5 Green/Nature Druids: 4
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 minutes/Caster Level
 Range: Touch
 Target: Creature or object
 Area of Effect: Object to 1ft/30cm cube per Caster Level
 Alignment: All

You can detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison in its system, but the spell does not heal poison damage that already has occurred. The creature is immune to any additional poison to which it is exposed during the duration of the spell. Detoxify also can neutralize the poison in a poisonous creature or an object. However, if a creature is naturally poisonous, its store of poison will be reconstituted within 4 to 24 hours (4d6).

Devastate Foe

School: Transmutation
 Spell/Magic Points: Bardic Class: 12, Magi Class: 12,
 Green/Nature Druids: 12
 Attack Throw? Reflex
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: 12,000ft/3,600m
 Target: Living or undead creature
 Alignment: All

You can deal an opponent 25d6 points of damage in a single blow. The target must be within range and line of sight. If it attempts to dodge your attack and has room to do so, you must make a successful spell attack against its Reflex bonus or it takes only 15d6 points damage. If the target is reduced to zero life points, it is utterly destroyed as if disintegrated. Only a trace of fine dust remains.

Devastating Script

School: Evocation
 Spell/Magic Points: Bardic Class: 4, Magi Class: 4,
 Green/Nature Druids: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Until discharged
 Range: Touch
 Target: Object
 Alignment: All

You can trace mystical, magical, explosive symbols upon a book, map, scroll, or similar object that can bear written information. The script detonates when read, dealing 6d6 points of force damage to anyone within Close range. The object on which the Magical Script was written also takes full damage. You and any characters you specifically instruct can read the protected writing without triggering the effects. Likewise, you can remove the script whenever desired. Another creature can remove them with a successful *Ban Magic* or *Erase*

Magical Script, but attempting to dispel or erase the script and failing to do so triggers the explosion. Note: Magic traps such as explosive runes are hard to detect and disable. Only Specialists can use the Search skill to find the script, but the skill Enable/Disable Device cannot disarm them. The DL for Search is 25.

Disintegration

School: Transmutation
 Spell/Magic Points: Bardic Class: 10, Magi Class: 7
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Medium
 Effect: Ray
 Alignment: All

Any creature struck by a *Disintegration* ray takes 2d6 points of damage per caster level. Any creature that is reduced to zero life points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. The creature's equipment also is affected. When used against an object, the ray simply disintegrates as much as one cube of nonliving matter with 10ft/3m sides. Thus, the spell disintegrates only part of any very large object or structure that is targeted. To successfully hit his or her target, the caster must make a successful spell attack against the target's Endurance defense. Only the first creature or object struck by the ray is affected; that is, the ray affects only one target per casting. The ray extends from the caster's wand outward.

Disjunction

School: Abjuration
 Spell/Magic Points: Bardic Class: 13, Magi Class: 10,
 Green/Nature Druids: 10
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Close
 Area of Effect: All spells and magical items within
 40ft/12m radius of spell center.
 Alignment: All

You cause all magical effects and magic items within the radius of the spell including your own to be disjoined. Spells and spell-like effects are separated into their individual components ending the effect as the *Ban Magic* spell does, and each permanent magic item not in the possession of a creature is turned into a normal, non-magical item. The spell works as described for all

spells that expend 10 spell points or less and their equivalents in magical items. For higher level spells and items, you must expend an additional spell point for each additional point expended by the spell or in its equivalent as a magical item. To disjoin a magical item in a creature's possession or to disjoin an active spell within the area of effect that was worked by a creature that still is in the area of effect, you must make a successful spell attack against that creature's Will defense. Even artifacts can be disjoined. However, there is only a 1% chance per caster level of actually affecting such powerful items. If as a spellcaster you destroy an artifact, you must make a DL 25 check for *Magical Aptitude* or permanently lose your affinity for magic and all spellcasting abilities.

Distraction

School: Enchantment
 Spell/Magic Points: Bardic Class: 7, Magi Class: 9
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Level
 Range: Close
 Target: One creature per 3 caster levels
 Alignment: All

The target creature or creatures are distracted from the focus of their attention, giving them a temporary Initiative score of only 2 and halving the frequency with which they can act, in other words, instead of attacking every round, the distracted can attack only every second round. The caster can designate which creatures are affected by this spell. It affects any creature that can hear and understand the caster. To succeed, the caster must make a successful spell attack against the targets' Will defenses.

Divination Shield

School: Abjuration
 Spell/Magic Points: Bardic Class: 8, Magi Class: 8,
 Green/Nature Druids: 8
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Hour/Caster Level
 Range: Unlimited
 Target: Creature or object
 Alignment: All

Your target becomes impossible to detect by divination magic. If cast on a creature, Divination Shield wards the creature's gear as well as the creature itself.

Divination Transfer

School: Illusion
 Spell/Magic Points: Bardic Class: 3, Magi Class: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Hour/Caster Level
 Range: Close
 Target: Creature or object
 Area of Effect: Up to 10ft/3m cube
 Alignment: All

You can misdirect the information from divination spells that reveal auras. To succeed, you must make a spell attack against the Diviner's Will defense. If you fail, the spell has no effect upon the Diviner. On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Detection spells provide information based on the second object rather than on the actual target. This spell does not affect other types of divination magic.

Divination Veil

School: Abjuration
 Spell/Magic Points: Bardic Class: 4, Magi Class: 4,
 Green/Nature Druids: 4
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Hour/Caster Level
 Range: Unlimited
 Target: Creature or object
 Alignment: All

Your target becomes difficult to detect by divination spells. If a divination is attempted against the target, the diviner must succeed on a caster level check of 1d20 + his or her caster level against a DL of 1d20+ your caster level. If cast on a creature, Divination Veil wards the creature's gear as well as the creature itself.

Divining

School: Divination
 Spell/Magic Points: Bardic Class: 4, Magi Class: 5,
 Green/Nature Druids: 5
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Hour
 Duration: 1 Minute/Caster Level
 Range: Unlimited
 Effect: Magical sensor
 Alignment: All

You can see and hear the sounds of some creature or at a certain location. If any living or undead creatures at the location being divined become aware or even suspicious of the divination, you must make a spell attack against their Will defense. For each creature with whom your attack fails, you lose sight of that creature, its words, its deeds, etc. If your attack fails for all creatures at the scene, the spell ends abruptly. You may not repeat your divining attempt for another 24 hours with any creature or for any scene where your attempt has failed.

Divining, Extended

School: Divination
 Spell/Magic Points: Bardic Class: 7, Magi Class: 8,
 Green/Nature Druids: 8
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Hour
 Duration: 1 Minute/Caster Level
 Range: Unlimited
 Effect: Magical sensor
 Alignment: All

You can see and hear the sounds of some creature or at a certain location. You also can apply the Skills *Detect Magic*, *Read and Write Magic*, *Sense Magic*, *Sense Mechanics* and *Sense Motive* and you can use all *Detect* and *Sense* spells at the divined location. If any living or undead creatures at the location being divined become aware or even suspicious of the divination, you must make a spell attack against their Will defense. For each creature with whom your attack fails, you lose sight of that creature, its words, its deeds, etc. If your attack fails for all creatures at the scene, the spell ends abruptly. You may not repeat your divining attempt for another 24 hours with any creature at any scene where your attempt has failed.

Dominate Beast

School: Enchantment
 Spell/Magic Points: Bardic Class: 4, Magi Class: 5,
 Green/Nature Druids: 3
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Level
 Range: Close
 Target: One Undead
 Alignment: All

You can control the actions of most beasts through a telepathic link that you establish with the beast's mind. The spell requires a successful spell attack against the

beast's Will defense. You generally can force the beast to perform as you desire, within the limits of its abilities, as long as you do not command it to harm itself knowingly. Once you have given a dominated beast a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a *Sense Motive* check against DL 15 can determine that the beast's behavior is being influenced by an enchantment effect. By concentrating fully on this spell (a 1-round action), you can receive full sensory input as interpreted by the mind of the beast. You can't see through the beast's eyes, but you do get a good idea of what's happening. Once control is established, the range at which it can be exercised is unlimited. You need not see the beast to control it. If you don't spend at least 1 round concentrating on the spell each day, the spell expires.

Dominate Dragon

School: Enchantment
 Spell/Magic Points: Bardic Class: 7, Magi Class: 11
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Level
 Range: Close
 Target: One Dragon
 Alignment: All

You can control the actions of any dragon through a telepathic link that you establish with the dragon's mind. The spell requires a successful spell attack against the dragon's Will defense. You generally can force the dragon to perform as you desire, within the limits of its abilities, as long as you do not command it to harm itself knowingly. Once you have given a dominated dragon a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a *Sense Motive* check against DL 15 can determine that the dragon's behavior is being influenced by an enchantment effect. By concentrating fully on this spell (a 1-round action), you can receive full sensory input as interpreted by the mind of the dragon. You can't see through the dragon's eyes, but you do get a good idea of what's happening. Once control is established, the range at which it can be exercised is unlimited. You need not see the dragon to control it. If you don't spend at least 1 round concentrating on the spell each day, the spell expires.

Dominate Mutation

School: Enchantment

Spell/Magic Points: Bardic Class: 5, Magi Class: 6,
Green/Nature Druids: 7
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Minute/Level
Range: Close
Target: One Mutation
Alignment: All

You can control the actions of most mutations through a telepathic link that you establish with the mutation's mind. The spell requires a successful spell attack against the mutation's Will defense. You generally can force the mutation to perform as you desire, within the limits of its abilities, as long as you do not command it to harm itself knowingly. Once you have given a dominated mutation a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DL 15 can determine that the mutation's behavior is being influenced by an enchantment effect. By concentrating fully on this spell (a 1-round action), you can receive full sensory input as interpreted by the mind of the mutation. You can't see through the mutation's eyes, but you do get a good idea of what's happening. Once control is established, the range at which it can be exercised is unlimited. You need not see the mutation to control it. If you don't spend at least 1 round concentrating on the spell each day, the spell expires. The spell has no effect upon dragons, demons, devils or unicorns.

Dominate Staff

School: Universal
Spell/Magic Points: Magi Class: 11, Green/Nature
Druids: 11
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Minute
Duration: Permanent
Range: Touch
Target: Staff
Alignment: All

This powerful spell wrests control of the magical staff of another spellcaster and gives it to the caster. Before this spell can be used, the caster must learn the command word of the opponent's staff. This command word must be spoken in the process of working the spell. An Arcane Knowledge check is necessary to work this spell successfully. If the owner of the staff is dead, the DL is 10 plus the original owner's level. If the

owner is alive but more than 10 miles/15 km distant from the staff the DL is 10 plus the original owner's level + the spell point cost of the highest spell in the staff. If the owner is present or within 10 miles/15 km, the DL is decided by the caster's Arcane Knowledge check vs. the staff owner's check + 10. In this case, the owner will be fully aware of the attempt to dominate the staff and will be able to send any spell he or she has available through the staff to attack the caster. If the spell fails and the owner is dead, the staff will explode and cause 1d10 automatic damage per level of the dead owner within a radius of 30ft/9m from the staff. If the owner is alive, the staff will remain dormant and will be immune to all further domination attempts on the caster's part. If the caster succeeds in the domination attempt, the staff will communicate knowledge of all the spells it contains to its new owner, who then can learn that magic available to his or her class. He or she can activate the staff's spells only when he or she knows personally how to use those spells.

Dominate Undead

School: Enchantment
Spell/Magic Points: Bardic Class: 9, Magi Class: 12
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Minute/Level
Range: Close
Target: One Undead
Alignment: All

You can control the actions of most undead through a telepathic link that you establish with the draug's mind. The spell requires a successful spell attack against the draug's Will defense. You generally can force the undead to perform as you desire, within the limits of its abilities, as long as you do not command it to harm itself knowingly. Once you have given a dominated draug a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival. Because of this limited range of activity, a Sense Motive check against DL 15 can determine that the undead's behavior is being influenced by an enchantment effect. By concentrating fully on this spell (a 1-round action), you can receive full sensory input as interpreted by the mind of the draug. You can't see through the undead's eyes, but you still get a good idea of what's happening. Once control is established, the range at which it can be exercised is unlimited. You need not see the draug to control it. If you don't spend at least 1 round concentrating on the spell each day, the spell expires. The spell has no effect upon Great Draugs.

Doom

School: Necromancy, Black
Spell/Magic Points: Magi Class: 2, Green/Nature
Druids: 2
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 minute/caster level
Range: Medium
Target: One living creature
Alignment: Darkness

You fill a single subject with a feeling of horrible dread that causes it to become shaken and unable to do anything for the spell's duration. To succeed, you must make a successful spell attack against the target's Will defense.

Doze

School: Enchantment
Spell/Magic Points: Healer/Herbal Witch: 1, Bardic
Class: 1, Magi Class: 2, Green/Nature Druids: 2
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Concentration, 1 Round/Caster Level
Range:
Area of Effect: Creatures within 10ft/3m radius of spell center
Alignment: All

You make any creature within the area of effect become drowsy and inattentive. To succeed, you must make a successful attack against each target's Will defense. If you succeed, the target takes a -5 penalty on *Notice Objects and Movement* checks and a -2 penalty on its Will defense. The spell effect lasts 1 Round per Caster Level but only long as the caster concentrates.

Draug Touch

School: Necromancy, Black
Spell/Magic Points: Magi Class: 4, Green/Nature
Druids: 4
Attack Throw? Reflex
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Hour
Range: Touch
Target: 1 Living Creature
Alignment: Darkness

You gain 1d6 temporary injury points per two Caster Levels from your target. The spell deals normal

damage to the target, but you gain its lost injury points for only 1 hour. To succeed, you must make a spell attack against the victim's Reflex defense. The spell cannot draw more than the target's total remaining injury points. It will not draw life points.

Draw Last Life

School: Necromancy, Black
Spell/Magic Points: Magi Class: 5, Green/Nature
Druids: 5
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 10 minutes/remaining life point
Range: Touch
Target: Touch dying creature
Alignment: Darkness

You can draw forth the ebbing life force of a dying creature and use it to fuel your own power. To succeed, you first must make a successful touch attack against the intended victim's Reflex defense. If you fail to maintain that touch through succeeding rounds, you must make a new touch attack each time you need to re-establish physical contact. After making the touch, you also must make a successful spell attack each round against the victim's Will defense. You then can draw one life point from the victim and add it to your own life points. You retain these life points for 24 hours or until they are lost through damage. The spell continues for 10 minutes or until the victim dies. This spell works only upon targets that have lost all of their injury points and now are losing life points.

Dream

School: Illusion
Spell/Magic Points: Bardic Class: 6, Magi Class: 6
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 10 Minutes
Duration: Instantaneous
Range: Unlimited
Target: 1 Creature
Area of Effect:
Alignment: All

You can send an illusionary vision of any good, neutral or bad nature to a specific creature that you name or otherwise specifically designate. A good dream can motivate the recipient and cause him or her to gain 90 minutes of true rest for each hour of sleep. A bad dream can prevent restful sleep giving the target only 40 minutes of restful sleep hourly. To succeed, you need to make a spell attack against the target's Will defense as modified, based on your knowledge of the target:

Knowledge of Target	Will Defense Modifier
None	+20
Secondhand - you have heard descriptive information about the target	+15
Firsthand - you have met the subject	+10
Familiar - you know the subject well	None

The Will defense is further modified by items you may have to form a magical connection to the target:

Connection	Will Defense Modifier
Likeness or picture	-5
Possession or garment	-10
Body part, lock of hair, bit of nail, etc.	-15

If you have neither knowledge of nor a connection to the target, the spell fails. If the target is awake when the spell begins, you can choose to cease casting, which ends the spell, or enter a trance until the recipient goes to sleep. You then become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check against DL 20 or the spell ends. If you choose to enter a trance, you are not aware of your surroundings or the activities around you while you are in the trance. You are defenseless, both physically and mentally, while in the trance.

Dream Messenger

School: Illusion
Spell/Magic Points: Bardic Class: 6, Magi Class: 6
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Minute
Duration: Until task completed
Range: Unlimited
Target: One touched living creature
Alignment: All

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient. Once the message is delivered, the messenger's mind returns instantly to its body. The duration

of the spell is the time required for the messenger to enter the recipient's dream and deliver the message. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally while in the trance.

Dream Tracer

School: Divination
Spell/Magic Points: Bardic Class: 10, Magi Class: 8, Green/Nature Druids: 10
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 10 Minutes
Duration: 1 Hour
Range: Unlimited
Target: Dreamer
Alignment: All

You mentally can divine the target of a *Dream* or *Dream Vision* spell, find the mental threads of the spell in its mind and trace those threads back to their point of origin. The spell will define the exact geographical point at which the spell was cast, but it will give you no information

Dream Vision

School: Illusion
Spell/Magic Points: Bardic Class: 4, Magi Class: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 10 Minutes
Duration: Instantaneous
Range: Unlimited
Target: 1 Creature
Alignment: All

You can send an illusionary vision as a dream to a specific creature that you name or otherwise specifically designate. The illusionary dream will not help or damage the target, but he or she will remember it vividly and in all details on the following day. If it causes any reactions within the target, they will be triggered by the target's own psyche beginning on the following day. If the target is awake when the spell begins, you can choose to cease casting, which ends the spell, or enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check against DL 20 or the spell

ends. If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance.

Drinking Song

School: Enchantment
 Spell/Magic Points: Bardic Class: 5
 Attack Throw? Will
 Gestures or Wand? No
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Concentration
 Range: Close
 Target: All living creatures
 Alignment: All

You can better the mood of an audience and make it thirsty, leading it to drink to drunkenness. The song affects any number of creatures within your range. Creatures who absolutely refuse alcohol are immune to the song, but all of those who drink, even only small amounts occasionally, are affected. At the beginning of the first round, you make a spell attack against the Will defense of all those who would be affected. The effect lasts as long as you sing and concentrate fully upon your song. The time it takes for a listener to become totally inebriated depends upon the amount he or she already had consumed before you start singing. For all others, it takes 1d10 + 20 minutes to reach full drunkenness. For those who already have been drinking, subtract the number of minutes that they have been drinking from the total of the 1d10 + 20 roll.

Duplicate a Creature

School: Illusion
 Spell/Magic Points: Bardic Class: 9, Magi Class: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 12 Hours
 Duration: Instantaneous
 Range: 0
 Effect: Duplicate creature
 Alignment: All

You create an illusory duplicate of any creature. The duplicate creature is partially real and formed from water, ice or snow. It appears to be the same as the original, but it has only one-half of the real creature's levels injury points, talents and skills, and special abilities for a creature of that level. You can create a duplicate of any creature with a Character Level up to your Caster Level. The duplicate has no ability to become more powerful. It cannot increase its level or abilities. If it is reduced to 0 hit points or otherwise

destroyed, it reverts to water and vanishes instantly into nothingness.

Duplicate Yourself

School: Illusion
 Spell/Magic Points: Bardic Class: 3, Magi Class: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Personal
 Target: You
 Alignment: All

You bring several illusory duplicates of yourself into being, making it difficult for enemies to know which target to attack. The figments stay near you and appear to be wounded and injured when struck. You can create 1d4 images plus one image per three caster levels, beginning with Level 1 and continuing with Levels 4, 7, etc. These figments separate from you and remain in a cluster, each within 5ft/150cm of you or of at least one other figment. You can move into and through a group of duplicate images. When you and the duplicates separate, observers see or hear which one is you and which are images. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, etc. Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image does illusory damage that matches that which you would have sustained if hit. When a figment is reduced to zero illusory life points, it vanishes. Figments seem to react normally to area spells, such as looking like they're burned or dead after being hit by a *Ball of Fire*. While moving, you can merge with and split off from figments so that enemies who have learned which image is real are confounded anew. An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. Being unable to see carries the same penalties as being blinded.

Dweomer Fog

School: Evocation
 Spell/Magic Points: Bardic Class: 8, Magi Class: 6
 Attack Throw? No
 Gestures or Wand? No
 Words? No
 Material? No
 Casting time: 1 Round
 Duration: Until dissipated
 Range: Immediate

Area of Effect: One cube with sides of 3ft/90cm
Alignment: All

You create a magical glowing fog that makes it impossible to detect any magic within it that expends less than 11 magic points or that is below artifact level. The spell radiates an aura only of its own moderate magic of the school Evocation. Identifying spells such as *Detect Magic* will reveal only the fog's own aura. The spell *Ban Magic* will destroy the fog and with it its aura..

Dweomer Shield

School: Abjuration
Spell/Magic Points: Bardic Class: 12, Magi Class: 9
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Range: 1 Object or Area
Effect: 125 cubic yards/100 cubic meters
Alignment: All

You make it impossible to detect any magic within the protected object or area. No magical device or other spell short of artifact level will detect a *Dweomer Shield*. However, when a person with the *Sense Magic* skill who actively is seeking magic has reasonable grounds to believe that a concealed dweomer is in place, the game master can decide to allow a *Sense Magic* check against DL 35. If the check is successful, the seeker can attempt to ban the *Dweomer Shield*. This spell has no negative effect upon the ability of a Specialist to use his or her *Search* skill to find magical traps. The Search DL for a Specialist is 33.

Elemental Wall

School: Evocation
Spell/Magic Points: Bardic Class: 5, Magi Class: 5,
Green/Nature Druids: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Minute/Caster Level
Range: Medium
Area of Effect: 1ft/3m square per Caster Level
Alignment: All

You create a wall out of a raw substance of one of the four elements: Fire, Air, Water or Earth. The wall must consist of a raw material of these elements. You could, for instance, make a wall of copper ore but not a wall of bronze. Watery walls as a sheet of water suspended in the air usually would serve little purpose. However, you

could include a damaging whirlpool in the wall's center. An ice wall would serve a defensive purpose. The same would apply to walls of hard mud or stone. A wall of air could have a devastating tornado funnel at its center and draw those within 20ft/6m of it into the funnel if you make your spell attack against the victims' Reflex defense. A wall of fire would do 2d4 points of fire damage to creatures within 10ft/3m of it and 1d4 points of fire damage to those between 10 and 20ft/3 and 6m of it. Lead, iron and iron ore resist magic and will not produce magical walls.

Endure the Elements

School: Abjuration
Spell/Magic Points: Bardic Class: 1, Magi Class: 1,
Green/Nature Druids: 1
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? Yes
Casting time: 1 Round
Duration: 6d4 hours
Range: Touch
Target: Creature touched
Alignment: All

You can give a creature the ability to endure the elements. It suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit/-45 and 60 degrees Celsius. The creature's equipment likewise is protected. The spell doesn't provide protection from fire or non-environmental cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, etc.

Ensorcel Arms and Armor

School: Universal
Spell/Magic Points (minimum): Bardic Class: 2, Magi
Class: 2, Green/Nature Druids: 2
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? Yes
Casting time: Varies
Duration: Permanent
Range: Touched item
Area of Effect: One weapon or armor item
Alignment: All

You can ensorcel a weapon with 1-5 temporary bonus points or a weapon or armor permanently with one plus (+) point for every two spell points expended in a single casting. If the spell is cast with 2 spell points used, it has a bonus of +1. If it is cast with the use of 15 spell points, it has a bonus of +7. This spell also can be used to add to the magical bonus of arms or armor with a bonus of +5 or more. If the strength of a +5 or +6

weapon or armor piece is being increased to +7, the spellcaster must expend 5 spell points per additional point above the fifth. If the strength of a +7 weapon or armor piece is increased to +8, +9 or +10, the caster must expend 10 spell points for each additional bonus point above the seventh. An *Arcane Knowledge* skill check is needed to ensorcel arms and armor with more than 5 bonus points. The DL is 40. If the check fails but the result is 40 or higher, the result is a bonus of 4 less than intended. All other failures do not ensorcel the item at all. The material components are the magical items plus the expendable materials consumed in making the enchantment. To ensorcel a weapon with properties other than plus points, you also need to use this spell. Consult with your game master for details.

Ensorcel Magical Items

School: Universal

Spell/Magic Points: Healer/Herbal Witch: 1, Bardic

Class: 1, Magi Class: 1, Green/Nature Druids: 1

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? Yes

Casting time: Varies

Duration: Varies

Target: Item to be ensorcelled

Area of Effect: Item

Alignment: All

You can:

- Brew Magical Potions
- Ensorcel Magical Staffs
- Ensorcel Magic Wands
- Ensorcel Magical Rings
- Create and Ensorcel Other Magical Items

You have the ability to brew magical potions and to create and/or ensorcel all other types of magical items. You can create items that correspond to those spells which you know and can use. The number of spell points actually expended is dependent upon the number of spell points required for the magic being cast into the item. For every spell point being cast into non-permanent items, you must expend two spell points. That means that for objects that require high spell point expenditures or that incorporate more than one spell, you may have to cast this spell more than once to complete the item.

Brewing Potions: With this talent, a member of the Green Druid, Healer, Herbal Witch, Magi or Nature Druid classes can create a potion of any spell or work that he or she knows with 1 to 5 spell or magic points and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the Caster Level, which must be sufficient to cast the spell in question and no higher than your own level. Whoever drinks the potion is the target of the spell.

Ensorcel Staffs: You can create a staff with magical powers that you can command. You also can recharge staffs that have charges. This ability is not available to Healers or Herbal Witches. If a staff is to contain permanent charges, there is an extra cost of 3 spell points.

Ensorcel Wands: Once a wand has been ensorcelled, it serves as a magical conduit only for the person who enhanced it magically. It never can serve another master. This ability is not available to Healers or Herbal Witches.

Ensorcel Magical Rings: You can ensorcel a ring for any magic that you command. You also can mend the magic in a broken ring if it is one that you could make. This ability is not available to Healers or Herbal Witches. Rings contain only permanent magic. As a result, they always have an additional expense of 3 spell points.

Create and Ensorcel Other Magical Items: All other types of magical items including rods belong in this category. Creation is necessary only when you also make the physical item. Ensorcellment enhances the item with its magic. You also can mend a broken magical item if it is one that you could make. This ability is not available to Healers or Herbal Witches.

Erase Magical Script

School: Abjuration

Spell/Magic Points: Bardic Class: 1, Magi Class: 1, Green/Nature Druids: 1

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: Instantaneous

Range: Close

Target: Up to 1 scroll or 2 pages

Alignment: All

You can remove magical writing. The spell works automatically on magical script written by anyone of a Class Level valid for the skill *Read and Write Magic* that is lower than your Caster Level.

Erase Time's Pages

School: Enchantment

Spell/Magic Points: Bardic Class: 13, Magi Class: 15

Attack Throw? No

Gestures or Wand? No

Words? No

Material? No

Casting time: 1 Minute

Duration: 20 Minutes

Range: 120ft/36m

Target: One page of time

Alignment: All

All traces of events recorded on the one-year page of time for the area within range of the caster are erased from the pages of time, which are rendered blank.

Extinguish Fire

School: Transmutation
Spell/Magic Points: Bardic Class: 5, Magi Class: 5,
Green/Nature Druids: 2
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Long
Area of Effect: 20ft/6m cube per caster level or fire-based magic item
Alignment: All

You can put out forest fires and other conflagrations. You can extinguish all non-magical fires within range. You also can ban any active fire spells in the area. Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours. To ban fire magic, you must make a spell attack against the original caster's Will defense.

False Divination

School: Illusion
Spell/Magic Points: Bardic Class: 6, Magi Class: 6
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 hour/Caster Level
Range: 40ft/12m radius
Target: Diviner
Alignment: All

You create a false image seen by any divination spell used to view anything within the area of this spell. The false image that the opposing diviner sees is defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Fear

School: Enchantment
Spell/Magic Points: Healer/Herbal Witch: 2, Bardic Class: 1, Magi Class: 1, Green/Nature Druids: 2
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No

Casting time: 1 Round
Duration: 1d4 Rounds
Range: Close
Target: One living creature
Alignment: All

You can make a creature become frightened. To succeed, you must make a successful spell attack against the target's Will defense. The spell causes mental visions of elements in the target's current situation that it fears. While frightened, the target is the last in initiative. Members of the Fighter class lose their Strength bonus for the duration. Magic users lose their Magical Aptitude bonus, and members of other classes lose their Dexterity bonus.

Fiery Rain

School: Evocation
Spell/Magic Points: Bardic Class: 13, Magi Class: 13
Attack Throw? Yes
Gestures or Wand? Yes
Words? No
Material? No
Casting time: 1 Minute
Duration: 30d4 Minutes
Range: 5 miles/8 km
Area of Effect: Designated area within range with a radius of 2 miles/5 km
Alignment: All

You summon a swirling thunderstorm that rains fire rather than raindrops down on everything within a 2-mile/3.5-km radius of the designated center point. Everything caught unprotected or unsheltered in the flaming deluge takes 1 point of fire damage per round. Unless the ground is exceedingly damp, all vegetation eventually will be blackened and destroyed, leaving behind a barren wasteland similar to the aftermath of a grass or forest fire. The fiery storm is stationary and persists even if the caster leaves. Druids probably could learn this spell, but they refuse to do so because causing such damage is contrary to their beliefs.

Find the Way

School: Divination
Spell/Magic Points: Healer/Herbal Witch: 10, Bardic Class: 7, Magi Class: 7, Green/Nature Druids: 7
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 3 Rounds
Duration: 10 minutes/level
Range: Personal or touch
Target: You or creature touched
Alignment: All

You or the recipient of this spell can find the shortest, most direct physical route to a specified destination. The locale can be outdoors, underground, or even inside a magical maze. The spell works with respect to locations, not objects or creatures at a locale. It enables the subject to sense the correct direction that eventually will lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. The spell ends when the destination is reached or the duration expires, whichever comes first. This divination is keyed to the recipient, not to its companions.

Fire Trap

School: Abjuration
 Spell/Magic Points: Bardic Class: 6, Magi Class: 5,
 Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 10 minutes
 Duration: Until discharged
 Range: Touch
 Target: Object touched
 Alignment: All

You can set a magical trap that creates a fiery explosion when an intruder touches the item that the trap protects. A fire trap can ward any object. When casting fire trap, you select a point on the object as the spell's center. When someone other than you touches the object, a fiery explosion fills the area within a 5ft/150cm radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level. The item protected by the trap is not harmed by this explosion. An *Open Magical Lock* spell does not bypass a fire trap. An unsuccessful *Ban Magic* spell does not detonate the trap. Underwater, this ward deals half damage and creates a large cloud of steam. You can use the fire trapped object without discharging it, as can any individual to whom the object was specifically attuned when you cast the spell. Attuning a fire trapped object to an individual usually involves setting a password that you can share with friends. A *Fire Trap* can be detected only by Specialists who use the Search skill to seek it and Enable/Disable Device to thwart it. The DL in each case is 25 + spell level.

Fireball

School: Evocation
 Spell/Magic Points: Bardic Class: 4 Magi Class: 3
 Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round

Duration: 1 Round/Caster Level
 Range: Medium
 Effect: Fireball, 5ft/150cm in diameter
 Alignment: All

A burning fireball 5ft/150cm diameter rolls in whichever direction you point and burns those it strikes. It moves 30ft/9m per round. As part of this movement, it can ascend or jump up to 30ft/9m to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature. With a successful Dexterity check vs. your Caster Level + 10, the victim can attempt to dodge the *Fireball* if room and opportunity permit. This results in half damage. The fireball rolls over barriers less than 4ft/120cm tall. It ignites flammable substances that it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it; otherwise, it merely stays at rest and burns. Moving the sphere is a Move Action. The Fireball can be extinguished by any means that would put out a normal fire.

Firebolt

School: Evocation
 Spell/Magic Points: Bardic Class: 7, Magi Class: 6,
 Green/Nature Druids: 5
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Medium
 Area of Effect: 40ft/12m cylinder with 10ft/3m Radius
 Alignment: All

You create a vertical column of magical fire roaring downward from the sky. The spell deals 1d6 points of damage per Caster Level. If a target has the room and opportunity to dodge the column, he or she can make a Dexterity check against the Caster Level + 10 for half the damage. This spell works only when the temperature is above freezing.

Firecloud

School: Conjuration
 Spell/Magic Points: Bardic Class: 13 Magi Class: 8
 Green/Nature Druids: 10
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Caster Level
 Range: Medium
 Area of Effect: Spreading cloud, 20ft/6m radius, 20ft/6m high
 Alignment: All

You create a burning cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round. The smoke moves away from you at 10ft/3m per round. Calculate the smoke's new spread each round based on its new point of origin, which is 10ft/3m farther away from where you were when you cast the spell. By concentrating, you can make the cloud's center point move as much as 60ft/18m each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter. Wind disperses the smoke, and the spell can't be cast underwater.

Firestorm

School: Evocation
 Spell/Magic Points: Bardic Class: 9, Magi Class: 9,
 Green/Nature Druids: 8
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Medium
 Area of Effect: Two 10ft/3m cubes per Caster Level
 Alignment: All

You cause the area of effect to be shot through with sheets of roaring flame. The fire does not harm natural vegetation, ground cover or any plants in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level.

Fireworks

School: Transmutation
 Spell/Magic Points: Bardic Class: 3, Magi Class: 3,
 Green/Nature Druids: 3
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 2d4 Rounds
 Range: Long
 Target: One fire source
 Alignment: All

You turn a fire into a burst of blinding fireworks. The pyrotechnics are a flashing, fiery, momentary burst of glowing, colored aerial lights. You must make a spell attack against the Endurance defense of all creatures within 120ft/36m of the fire source. Those creatures with which you succeed are blinded for 1d4+1 rounds. These targets must have line of sight to the fire.

Flaming Fingers

School: Evocation
 Spell/Magic Points: Bardic Class: 13, Magi Class: 8,
 Green/Nature Druids: 10
 Attack Throw? Reflex
 Gestures or Wand? Yes
 Words? No
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: 15ft/450cm
 Area of Effect: Cone-shaped flame
 Alignment: All

You can release a cone of searing flame from your fingertips. Any creature in the area of the flames takes 1d4 injury points of fire damage per caster level if your spell attack against the target's Reflex defense succeeds. Otherwise, the target dodges part of the flame and takes only half damage. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Flaming Seeds

School: Conjunction
 Spell/Magic Points: Bardic Class: 10, Magi Class: 9,
 Green/Nature Druids: 7
 Attack Throw? See below
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 minutes/Caster Level
 Range: Touch
 Target: Touched seeds or berries
 Alignment: All

You turn the nuts and berries of magic-prone wood into fiery weapons that you or another character can throw or place as a bomb trap.

Hazelnut Grenades: As many as four hazelnuts turn into special weapons that can be hurled as far as 100ft/30m. A ranged attack roll must be made against the intended target's Reflex defense. The nuts each are capable of dealing 1d6 points of fire damage per caster level. Each nut explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of damage per die, and it ignites any combustible materials within 10ft/3m.

Rowan, Yew or Mistletoe Berry Bombs: You can turn as many as 8 berries into special bombs. The berries are placed by hand, since they are too light to make effective thrown weapons. If you are within 200ft/60m of their position and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature within a 5ft/150cm radius of the berry and igniting any combustible materials within 5ft/150cm.

Flare

School: Evocation
Spell/Magic Points: Healer/Herbal Witch: 2, Bardic Class: 1, Magi Class: 1, Green/Nature Druids: 1
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Minute
Range: Close
Effect: Burst of Light
Alignment: All

You create a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute.

Duration: 1 Minute/Caster Level

Range: Medium

Area of Effect: 10ft/6m from spell center per Caster Level

Alignment: All

You create fog that obscures sight and is so thick that any creature attempting to move through it progresses at a speed of 5ft/150cm, regardless of its normal speed, and it takes a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks except for magic rays and the like. A creature or object that falls into such a fog is slowed, so that each 10ft/3m of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5ft/150cm step while in such a fog. However, unlike normal fog, only a severe wind (30+ mph/50+ kmh) disperses these vapors in 1 round.

Fly

School: Transmutation
Spell/Magic Points: Bardic Class: 5, Magi Class: 4, Green/Nature Druids: 6
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Minute/Caster Level
Range: Touch
Target: Touched Creature
Alignment: All

Your or your target can fly at a speed of 60ft/18m or 40ft/12m with medium or heavy armor or with a medium or heavy load. The recipient can ascend at half speed and descend at double speed. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. Should the spell duration expire while the subject still is aloft, the magic fails slowly. The subject floats downward 60ft/18m per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10ft/3m of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled.

Frost Ray

School: Evocation
Spell/Magic Points: Bardic Class: 1, Magi Class: 1, Green/Nature Druids: 1
Attack Throw? Reflex
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Close
Target: Creature, living or undead
Effect: Ray
Alignment: All

A ray of freezing air and ice projects from your pointing wand or finger. You must succeed on a spell attack against the target's Reflex defense to damage the target. The ray deals 1d3 injury points of cold damage.

Gaseous Form

School: Transmutation
Spell/Magic Points: Bardic Class: 4, Magi Class: 4, Green/Nature Druids: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 2 minutes/Caster Level
Range: Touch
Target: Willing creature touched
Alignment: All

Your or subject and all of your or its gear become insubstantial, misty, and translucent. The target is immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. The target also loses

Fog

School: Conjuration
Spell/Magic Points: Bardic Class: 4, Magi Class: 4, Green/Nature Druids: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round

supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect. A gaseous creature can't run, but it can fly at a speed of 10ft/3m. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Gentle Fall

School: Transmutation
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2,
 Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: Free action
 Duration: 1 Round/Caster Level
 Range: Close
 Target: Creature or object/Caster Level
 Alignment: All

You can cause the affected creatures or objects to fall slowly. The spell instantly changes the rate at which the targets fall to 60ft/18m per round. The subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes. The spell affects one or more human-sized or smaller creatures including their gear and carried objects up to each creature's maximum load or objects, or the equivalent in larger creatures: A large creature or object counts as two human-sized creatures or objects. You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You also may cast this spell when it isn't your turn. If the spell is cast on a falling item, the object does half damage based upon its weight, with no bonus for the height of the drop.

Ghost Fire

School: Evocation
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2,
 Green/Nature Druids: 1
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 minute/caster level
 Range: Long
 Area of Effect: Creatures and objects within 10ft/3m radius
 Alignment: All

You create a pale glow that surrounds and outlines the subjects. Outlined subjects shed light like candles. Outlined creatures do not benefit from the concealment normally provided by normal darkness. The light is too dim to have any special effect upon undead or dark-dwelling creatures vulnerable to light. The fire can be blue, green, or violet, according to your choice at the time of casting. The fire does not cause any harm to the objects or creatures thus outlined.

Ghost Hand

School: Illusion
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Medium
 Effect: One Ghost Hand
 Alignment: All

You create a ghostly, glowing hand shaped from your life force that materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. Upon casting the spell, you lose 1d4 injury points that return when the spell ends if the hand is not destroyed. For as long as the spell lasts, any touch range spell that you cast and that expends four spell points or fewer can be delivered by the spectral hand. To make contact, you must make a touch or spell attack against the target's Reflex defense. Attacking with the hand counts as a normal attack and one-round action. The hand always strikes from your direction. After it delivers a spell the hand returns to you and hovers. The hand cannot be harmed by normal weapons.

Ghost Lights

School: Evocation
 Spell/Magic Points: Bardic Class: 1, Magi Class: 1,
 Green/Nature Druids: 1
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute
 Range: Medium
 Effect: Up to 4 lights within a 10ft/3m radius
 Alignment: All

You can create up to four lights that resemble lanterns or torches and cast that amount of light or up to four glowing spheres of light that look like will-o'-wisps or one faintly glowing, vaguely humanoid shape. The *Ghost Lights* must stay within a 10ft/3m-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or

down, straight or turning corners, or the like. The lights can move up to 100ft/30m per round. A light winks out if the distance between you and it exceeds the spell's range.

Global Sight

School: Divination
 Spell/Magic Points: Bardic Class: 6, Magi Class: 8
 Attack Throw? No
 Gestures or Wand? No
 Words? No
 Material? No
 Casting time: 1 Round
 Duration: 10 Rounds/Level
 Range: 0
 Effect: 100 miles/160km per caster level
 Alignment: All

You can see major magical activity within the area of effect. In normal usage, the spell shows you only disturbances in the network of magical energy that have been caused by strong, active magic, that is, magic that expends 8 magic points or the equivalent. To be detected, magic that totals at least 100 magic points or more of 8-point magic or higher must be in use in the area viewed, i.e. the equivalent of 13 spells that expend 8 points each or 10 spells that expend 10 points each. etc. This spell reacts to all forms of arcane and runic magic. It does not differentiate between magical sources. The cumulative spell totals can come from spells, magical items, artifacts and other sources. This spell does not give the caster any information whatsoever about the magic that is being used. It shows nothing more than a strong draw upon the network of magical energy within a specific geographical area. The caster can estimate with a $\pm 10\%$ (1d20, 1-10 negative, 11-20 positive) error tolerance how many point levels of power (8 magic points and higher) are being drawn from the network of magical energy. The precise location of the magic also is shown with a $\pm 10\%$ (1d20, 1-10 negative, 11-20 positive) error tolerance. You know that the location seen is imprecise, and you also know approximately how great the margin of error can be, but you never will know exactly how great the margin of error is in a specific case, nor will you know the direction of error. More information is available if you use this spell locally. When the area scanned is limited to 100 feet/30m per caster level, you can detect every usage of magic within the scanned area and its level in magic points. With such local usage, you also can, with a successful check, apply your *Spellcraft* skill to any single manifestation of magic detected by the spell. *Spellcraft* can be applied to only one source of magic at any given time, but it can be shifted to other magical sources afterward, for the entire duration of the Global Sight spell.

Gust

School: Evocation
 Spell/Magic Points: Bardic Class: 2, Magi Class: 1,
 Green/Nature Druids: 1
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round
 Range: Medium
 Area of Effect: A windy breeze 20ft/6m wide extends out from caster
 Alignment: All

You create a gust of wind that originates from your wand or fingers, affecting all creatures in its path. Tiny creatures on the ground are knocked down and rolled 1d4x10ft/3m, taking 1 injury point of nonlethal damage per 10ft/3m. If flying, a tiny or creature is blown back 2d6x10ft/3m and takes 2 points of nonlethal damage due to battering and buffeting. Small flying creatures are blown back 1d6x10ft/3m. Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5ft/150cm. Large or larger creatures may move at half speed within a gust of wind effect. A gust of wind can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and *Notice Objects and Movement* checks for sound in the area of a gust of wind. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Heal

School: Necromancy, White
 Spell/Magic Points: Healer/Herbal Witch: 7, Bardic
 Class: 15, Magi Class: 13, Green/Nature Druids: 8
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Touch
 Target: 1 living creature
 Alignment: Light

You can heal all injury points of damage from wounds and injuries. A body is unable to accept this spell more than once a day except from Clerics. A single creature

can benefit from only two spells in the Heal Wounds and Injuries group daily.

Heal Blindness

School: Necromancy, White
Spell/Magic Points: Healer/Herbal Witch: 6,
Green/Nature Druids: 9
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? Yes
Casting time: 1 Round
Duration: Instantaneous
Range: Touch
Target: 1 Living Creature
Alignment: Light

You can heal blindness, if the target's eyes are intact. If not, they must be restored to a healthy condition before this spell can be used. After the spell is completed, the target gradually regains his or her sight over a period of 2d4 days.

Heal Critical Wounds and Injuries

School: Necromancy, White
Spell/Magic Points: Healer/Herbal Witch: 5, Bardic
Class: 13, Magi Class: 11, Green/Nature Druids: 6
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Range: Touch
Target: 1 living creature
Alignment: Light

You can heal 4d8 injury points damage from wounds and injuries. A single creature can benefit from only two spells in the Heal Wounds and Injuries group daily. After the second spell, the body is unable to react to additional magical healing except from Clerics.

Heal Deafness

School: Necromancy, White
Spell/Magic Points: Healer/Herbal Witch: 6,
Green/Nature Druids: 9
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? Yes
Casting time: 1 Round
Duration: Instantaneous
Range: Touch
Target: 1 Living Creature
Alignment: Light

You can heal deafness, if the target's ears are intact. If not, they must be restored to a healthy condition before this spell can be used. After the spell is completed, the target gradually regains his or her sight over a period of 2d4 days.

Heal Light Wounds and Injuries

School: Necromancy, White
Spell/Magic Points: Healer/Herbal Witch: 2, Bardic
Class: 10, Magi Class: 8, Green/Nature Druids: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 round
Duration: Permanent
Range: Touch
Target: One wounded person
Alignment: Light

You can heal 1d8 injury points of damage from wounds and injuries. After the second spell, the body is unable to react to additional magical healing except from Clerics.

Heal Minor Wounds and Injuries

School: Necromancy, White
Spell/Magic Points: Healer/Herbal Witch: 1, Bardic
Class: 9, Magi Class: 7, Green/Nature Druids: 3
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Range: Touch
Target: 1 living creature
Alignment: Light

You can heal 1 injury point of damage from wounds and injuries. A single creature can benefit from only two spells in the Heal Wounds and Injuries group daily. After the second spell, the body is unable to react to additional magical healing except from Clerics.

Heal Moderate Wounds and Injuries

School: Necromancy, White
Spell/Magic Points: Healer/Herbal Witch: 3 Bardic
Class: 11 Magi Class: 9
Green/Nature Druids: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent

Range: Touch
Target: 1 living creature
Alignment: Light

You can heal 2d8 injury points of damage from wounds and injuries. A single creature can benefit from only two spells in the Heal Wounds and Injuries group daily. After the second spell, the body is unable to react to additional magical healing except from Clerics.

Heal Serious Wounds and Injuries

School: Necromancy, White
Spell/Magic Points: Healer/Herbal Witch: 4, Bardic
Class: 12, Magi Class: 10, Green/Nature Druids: 5
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Range: Touch
Target: 1 living creature
Alignment: Light

You can heal 3d8 injury points of damage from wounds and injuries. A single creature can benefit from only two spells in the Heal Wounds and Injuries group daily. After the second spell, the body is unable to react to additional magical healing except from Clerics.

Hero

School: Enchantment
Spell/Magic Points: Bardic Class: 2, Magi Class: 4,
Green/Nature Druids: 6
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 10 Minutes/Caster Level
Range: Touch
Target: Touched creature
Alignment: All

You imbue a single creature with great bravery and morale in battle. The target gains a +3 morale bonus on attack rolls, defenses, and skill checks.

Hypnosis

School: Enchantment
Spell/Magic Points: Bardic Class: 1, Magi Class: 2,
Green/Nature Druids: 3
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round

Duration: 10 Minutes
Range: 10ft/3m
Target: One intelligent creature
Alignment: All

Your gestures and droning incantation fascinate an intelligent target creature, making it stop and pay intense attention to you. A spell attack usually is necessary to succeed in hypnotizing the target. The spell does not break the target's free will, but it does attract him or her by stirring a deep reaction of interest in what you are saying and doing. You can use this rapt attention to make your suggestions and requests seem more plausible. While the target is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of it. The request must be brief and reasonable in the target's mind. Usually, the target will fulfill the request. The target of the spell attack varies with the type of spell target chosen. In most cases, you must make the spell attack against the spell target's Will defense. However, if the spell target is under the complete control of another creature, as is the case with most undead, and if the controlling creature is free to duel mentally with you, then you must attack its Will defense instead. If it cannot deal with you, you succeed automatically. The spell has no effect upon skeletons, zombies or other unintelligent creatures.

Ice Bolt

School: Evocation
Spell/Magic Points: Bardic Class: 7, Magi Class: 6,
Green/Nature Druids: 5
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Medium
Area of Effect: 40ft/12m cylinder with 10ft/3m Radius
Alignment: All

You create a vertical column of ice erupting upward from the earth. The spell deals 1d6 points of damage per caster level. If a target has the room and opportunity to dodge the column, he or she can make a Dexterity check against the Caster Level + 10 for half the damage. The spell works only when the temperature is at or below freezing.

Iceball

School: Evocation
Spell/Magic Points: Bardic Class: 4, Magi Class: 3,
Green/Nature Druids: 3
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No

Casting time: 1 Round
Duration: 1 Round/Caster Level
Range: Medium
Effect: Iceball, 5ft/150cm in diameter
Alignment: All

A freezing *Iceball* rolls in whichever direction you point and freezes those it strikes. It moves 30ft/9m per round. As part of this movement, it can ascend or jump up to 30ft/9m to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of cold damage to that creature. The victim can attempt to dodge the *Iceball*, if room and opportunity permit, with a successful Dexterity check against your Caster Level + 10. This results in half damage. An *Iceball* rolls over barriers less than 4ft/120cm tall. If it freezes breakable substances it touches it can cause them to shatter. The sphere moves as long as you actively direct it. This is a move action for you. Otherwise, it merely stays at rest and radiates damaging cold. It can be countered by fire.

Icecloud

School: Conjuration
Spell/Magic Points: Bardic Class: 13, Magi Class: 8,
Green/Nature Druids: 10
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Round/Caster Level
Range: Medium
Area of Effect: Spreading cloud, 20ft/6m radius, 20ft/6m high
Alignment: All

You create a freezing cloud of icy mist shot through with sharp, freezing darts of ice. The cloud obscures sight as a fog cloud does. In addition, the freezing ice darts within the cloud deal 4d6 points of cold damage to everything within the cloud on your turn each round. The cloud moves away from you at 10ft/3m per round. Calculate the cloud's new spread each round based on its new point of origin, which is 10ft/3m farther away from where you were when you cast the spell. By concentrating, you can make the cloud's center point move as much as 60ft/18m each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter. Wind disperses the cloud, and the spell can't be cast underwater.

Icy Finger of the Darkness

School: Necromancy, Black
Spell/Magic Points: Magi Class: 4
Attack Throw? No
Gestures or Wand? No
Words? No

Material? No
Casting time: 1 Round
Duration: 1 Round/Level
Range: Touch
Target: Living creatures
Alignment: Darkness

You cause cold damage and ability loss to living creatures. The effect requires a successful touch attack against the target's Reflex defense. You can attack a new target once every round for the duration of the spell, but when the spell ends, lost abilities are restored. A spell attack against the target's Reflex defense is required. A touch causes 1d6 injury points damage and reduces the target's combat attack, combat damage and spell attack bonuses cumulatively by 2 points per touch.

Identify Magic Item

School: Divination
Spell/Magic Points: Bardic Class: 4, Magi Class: 8,
Green/Nature Druids: 12
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? Yes
Casting time: 1 Hour
Duration: Instantaneous
Range: Touch
Target: Touched object
Alignment: All

You can learn information about a magical object. Repeated uses of the spell will produce additional information. The first time you use the spell, it will reveal what magic it works. When you personally use the spell a second time, it will reveal whether the item uses charges and, if so, how many charges remain. The third time, it may give you the command word and any other information you need to activate the item. However, if the last item's owner still lives or is undead and is free to engage in a battle of mental wills with you, you must make a spell attack against his or her Will defense to succeed. If you fail, you cannot try again as long as the last owner remains alive or undead. If you succeed in this third application of the spell, a fourth application will reveal whether the item is cursed. For each application of this spell, you must burn corpse powder of a Wizard, White Druid, Blue Druid, Skáld or Sorcerer with a value of 500 GP.

Illusion

School: Illusion
Spell/Magic Points: Bardic Class: 1, Magi Class: 1
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round

Duration: Concentration
Range: Long
Effect: Four 10ft/3m cubes + one 10ft/3m cube/Caster Level
Alignment: All

You create the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect. If a viewer has a grounded disbelief in the illusion, you must make a spell attack against its Will defense or the illusion disappears in its eyes.

Illusion, Aural

School: Illusion
Spell/Magic Points: Bardic Class: 2, Magi Class: 2
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Concentration
Range: Long
Effect: Four 10ft/3m cubes + one 10ft/3m cube/Caster Level
Alignment: All

You create the visual illusion of an object, creature, or force, as visualized by you. The illusion can create sounds and words but no smell, texture, or temperature. You can move the image within the limits of the size of the effect. If a viewer has a grounded disbelief in the illusion, you must make a spell attack against its Will defense or the illusion disappears in its eyes.

Illusion, Full

School: Illusion
Spell/Magic Points: Bardic Class: 4, Magi Class: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Concentration
Range: Long
Effect: Four 10ft/3m cubes + one 10ft/3m cube/Caster Level
Alignment: All

You create the visual illusion of an object, creature, or force, as visualized by you. The illusion can create sounds, words, smells and temperature. You can move the image within the limits of the size of the effect. If a viewer has a grounded disbelief in the illusion, you must make a spell attack against its Will defense or the illusion disappears in its eyes.

Illusionary Censor

School: Illusion
Spell/Magic Points: Bardic Class: 9, Magi Class: 9
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 10 Minutes
Duration: 24 Hours
Range: Close
Area of Effect: 30ft/9m cube per Caster Level
Alignment: All

This spell combines several elements to create a powerful protection from divining and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to divine the area automatically detect the image stated by you. Sight and sound are appropriate to the illusion created. If there is cause to disbelieve what is seen by direct observation but not by divining and the observer has a grounded reason to disbelieve, you must make a successful spell attack against his or her Will defense, or the illusion fails for him or her. Even entering the area does not cancel the illusion or necessarily require a spell attack, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Illusionary Terrain

School: Illusion
Spell/Magic Points: Bardic Class: 5, Magi Class: 5
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 10 Minutes
Duration: 2 Hours/Caster Level
Range: Long
Target:
Effect:
Area of Effect: One cube with 30ft/9m sides/Caster Level
Alignment: All

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Illusionary Wall

School: Illusion
Spell/Magic Points: Bardic Class: 6 Magi Class: 4
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes

Material? No
Casting time: 1 Round
Duration: Permanent
Range: Close
Area of Effect: Image, up to 10ft/3m high and up to 30ft/9m long per Caster Level
Alignment: All

You create the illusion of a wall or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. If the target has a grounded reason for disbelieving the wall's existence, you must make a spell attack against the target's Will defense. If a target touches the wall, it will feel inexplicably strange to him or her. If he or she perceives this as unreality, you must make a second spell attack against the target's Will defense, but this time with a penalty of -2. If you are unaware of the touch action and the victim disbelieves after the touching the wall, the vision vanishes immediately in his or her eyes.

Implosion

School: Evocation
Spell/Magic Points: Bardic Class: 14, Magi Class: 11, Green/Nature Druids: 10
Attack Throw? Endurance
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Concentration - to 4 Rounds
Range: Close
Target: 1 Creature/Round
Alignment: All

You create a destructive resonance in a living or undead creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. To succeed, you must make a successful spell attack against each target's Endurance defense. This effect is instantaneous and cannot be dispelled. You can target a particular creature only once with each casting of the spell. Implosion has no effect on creatures in gaseous form, but it can destroy draugs, skeletons and zombies.

Imprison Soul or Spirit

School: Necromancy, Black
Spell/Magic Points: Magi Class: 10, Green/Nature Druids: 12
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Range: Close

Target: One Soul or Spirit
Alignment: Darkness

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The spirit or soul must still be free. Once trapped in the gem, the soul can be returned only by destroying the gem or banning the spell on the gem. The soul remains dead.

Infect the Living

School: Necromancy, Black
Spell/Magic Points: Magi Class: 7, Green/Nature Druids: 9
Attack Throw? Endurance
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Round/3 Caster Levels
Range: Close
Target: 1 Living Creature
Effect: Ray
Alignment: Darkness

Each round, you may target a single living creature, striking it with a ray of evil power from your wand or fingers that causes varying degrees of sickness. To succeed, you must make a spell attack against each victim's Endurance defense. Upon success, the result depends upon the difference in the target's Character Level and your Caster Level. If the target's level is higher than your level, the target is sickened for 1 Minute/Caster Level. If the target's Character Level is equal to your Caster Level or no more than to three levels lower, it is sickened and it panics for 1 Minute/Caster Level. If the target's Character Level is more than 3 levels below your Caster Level, it is comatose and unconscious for 1 Minute/Caster Level. A comatose target is helpless. Other sickened creatures take a -2 penalty on attack rolls, weapon damage rolls, defenses, skill checks, and ability checks. The effects cannot be negated by a spells that heal diseases, but a *Ban Curse* spell is effective.

Instant Call

School: Conjuration
Spell/Magic Points: Bardic Class: 11, Magi Class: 8, Green/Nature Druids: 10
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? Yes
Casting time: 1 Round
Duration: Until discharged
Range: Unlimited
Target: One object
Alignment: All

You can call a nonliving item from any location directly to your hand. First, you must place your *Magical Mark* upon the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 GP. Thereafter, you can summon the item by speaking a special word set by you when the spell is cast into the sapphire. The item appears instantly in your hand. Only you can use the gem in this way. If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs. The inscription on the gem is invisible. It is also unreadable by anyone but you, except by means of the *Read and Write Magic* talent. The object being summoned may not weigh more than 10lbs/5kg or be more than 6ft/180cm long.

Instant Death

School: Universal
 Spell/Magic Points: Bardic Class: 15, Magi Class: 15,
 Green/Nature Druids: 15
 Attack Throw? Endurance
 Gestures or Wand? No
 Words? No
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Long
 Target: 1 Creature, Living or Undead
 Alignment: All

You can will a target dead without a word or gesture. Your thoughts end the life or undeath force of a creature with 160 or fewer injury points, killing it instantly. You must make a successful spell attack against the target's Endurance defense or the spell causes 3d6+20 points of damage instead.

Instill Hope

School: Enchantment
 Spell/Magic Points: Bardic Class: 4, Magi Class: 6,
 Green/Nature Druids: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Medium
 Target: 1 Living Creature/Caster Level
 Area of Effect: 15ft/7.5m Radius
 Alignment: All

You instill a powerful hope in the subjects. Each affected creature gains a +2 morale bonus on defense scores, attack rolls, ability checks, skill checks, and weapon damage rolls. Hope counters and dispels crushing despair.

Invisibility

School: Transmutation
 Spell/Magic Points: Bardic Class: 4, Magi Class: 4
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Personal or touch
 Target: One creature or object
 Alignment: All

You make yourself or your target invisible for the spell's duration. The spell does not conceal sounds you make or trails you leave such as footprints, and it does not conceal anything that lands upon you after you have cast the spell.

Invisibility, Extended

School: Transmutation
 Spell/Magic Points: Bardic Class: 5, Magi Class: 5
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 Minutes/Caster Level
 Range: Personal or touch
 Target: One creature or object
 Alignment: All

You make yourself and/or your target invisible for the spell's duration. The spell does not conceal sounds you make or trails you leave (such as footprints), and it does not conceal anything that lands upon you after you have cast the spell.

Invisibility, Extended Group

School: Transmutation
 Spell/Magic Points: Bardic Class: 7, Magi Class: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 Minutes/Caster Level
 Range: Personal or touch
 Target: Several creatures or objects
 Alignment: All

You make yourself and/or your targets invisible for the spell's duration. The spell affects two creatures or objects for every four Caster Levels. The spell does not conceal sounds you make or trails you leave (such as footprints), and it does not conceal anything that lands upon you after you have cast the spell.

Invisibility, Group

School: Transmutation
 Spell/Magic Points: Bardic Class: 6, Magi Class: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Personal or touch
 Target: Several creatures or objects
 Alignment: All

You make yourself and/or your targets invisible for the spell's duration. The spell affects two creatures or objects for every four Caster Levels. The spell does not conceal sounds you make or trails you leave (such as footprints), and it does not conceal anything that lands upon you after you have cast the spell.

Invulnerability

School: Abjuration
 Spell/Magic Points: Bardic Class: 7, Magi Class: 5,
 Green/Nature Druids: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Caster Level
 Range: 10ft/3m
 Area of Effect: Sphere from Caster with 10ft/3m radius
 Alignment: All

You create an immobile, faintly shimmering magical sphere that surrounds you and excludes all spell effects that expend 4 spell points or less. Such spells fail to affect any target located within the sphere. However, any type of spell can be cast through and out of the magical globe. Spells already in effect when this spell is cast are not affected. The spell can be ended by a targeted *Ban Magic* spell but not by an area *Ban Magic*. You can leave and return to the area of effect without penalty. Note that spell effects are not disrupted unless their effects enter the area of effect, and even then they are merely suppressed, not dispelled.

Iron to Bronze

School: Transmutation
 Spell/Magic Points: Bardic Class: 15, Magi Class: 12,
 Green/Nature Druids: 12
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Close

Target: One iron item within range
 Alignment: Light

Turns one iron item within range into bronze. The spell also can reverse the effects of a *Bronze to Iron* spell, which will restore a transmuted object's lost magical properties.

Iron to Bronze, Mass

School: Transmutation
 Spell/Magic Points: Magi Class: 15, Green/Nature
 Druids: 15
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Close
 Target: All iron items within range
 Alignment: Light

Turns all iron items within range into bronze. For the most part, this spell is known only to elves. It is quite useful to prevent their being slain by the lethal effects of iron. However, it also can reverse the effects of a *Bronze to Iron* spell, which will restore a transmuted object's lost magical properties.

Killer Cloud

School: Conjuraction
 Spell/Magic Points: Bardic Class: 10, Magi Class: 7,
 Green/Nature Druids: 8
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 minute/caster level
 Range: Medium
 Effect: Spreading cloud, height and radius of 20ft/6m
 Area of Effect:
 Alignment: Light

You create a cloud of fog consisting of yellow-green, poisonous vapors. You must make a spell attack against the Endurance defense of any living creatures within the cloud. Those creatures with whom you succeed must make a Stamina check against a DL equal to 10 plus your caster level or they die. All other targets take 6d6 points injury damage.

Levitation

School: Transmutation
 Spell/Magic Points: Bardic Class: 4 Magi Class: 3
 Green/Nature Druids: 5
 Attack Throw? Will

Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Personal or Close
 Target: Creature or object
 Alignment: All

You can move yourself, another creature, or an object up and down as you wish. A creature usually must be willing to be levitated, and an object must be unattended or possessed by a willing creature. If the creature resists the spell, you must make a spell attack against its Will defense. You can mentally direct the recipient to move up or down as much as 20ft/6m each round. Doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally, generally at half its base land speed.

Liberation

School: Abjuration
 Spell/Magic Points: Bardic Class: 13, Magi Class: 10, Green/Nature Druids: 12
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Close
 Target: One creature
 Alignment: All

You free yourself or your target from spells and effects that restrict movement, including binding, entanglement, grappling, imprisonment, mazes, paralysis, petrification, pinning, sleep, slowing, stunning, stasis and webs.

Life Drain

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 10, Green/Nature Druids: 12
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Close
 Target: 1 Living Creature
 Alignment: Darkness

You drain your target of 2d4 life points. You also must make a spell attack against the target's Endurance defense. If you succeed the life point loss becomes permanent. The life points can be regained only with the help of a Restore Life Energy clerical rite.

Life Theft

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 15, Green/Nature Druids: 15
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 4 Hours
 Duration: 1 Hour Per Ability Life
 Range: 0 or Touch
 Target: Willing living creature
 Alignment: Darkness

You can take some or all of the ability points from a living creature who still is in good health. If the victim resists, you must make a spell attack against its Endurance defense. If you fail, you cannot attempt to use this spell on this victim again until you have gained a new Caster Level. If the spell succeeds, you can transfer the life energy that has been taken to yourself or to another living being. Each ability point taken in effect rejuvenates the recipient's body by five years. As soon as the victim reaches a level of 0 points in one ability, he or she remains in a state of half-living stasis until the last ability point has been drained and death sets in. At the point where the first ability score drops to 0, the victim is beyond the point where he or she normally could be restored to life. The clerical rite Resurrect the Dead cannot restore such a victim to life. A body that has been brought to 0 points in one or more abilities through the use of this spell never again will be able to be a host to life. However, the donor could be restored to life in another body with the *Reincarnate* rite. It is not necessary to drain all ability points from a donor. One can take only as many as one wishes and let the victim live on in a weakened body. Only a reversing *Restore Life* spell of the White Necromancy school can take the lost points back from the life thief and restore them to the victim.

Life Trade

School: Necromancy, White
 Spell/Magic Points: Magi Class: 15, Green/Nature Druids: 15
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 4 Hours
 Duration: 1 Hour Per Ability Life
 Range: 0 or Touch
 Target: Willing living creature
 Alignment: Light

A willing, living creature who still is in good health can give you one, some or all of his or her ability points. You then can transfer the life energy that has been donated to yourself or to another living being. Each

ability point received in effect rejuvenates the recipient's body by 5 years. As soon as the donor reaches a level of 0 points in one ability, he or she remains in a state of half-living stasis until the last ability point has been drained and death sets in. At the point where the first ability score drops to 0, the donor is beyond the point where he or she normally could be restored to life. The clerical rite *Resurrect the Dead* cannot restore such a donor to life. A body that has been brought to 0 points in one or more abilities through the use of this spell never again will be able to be a host to life. However, the donor could be restored to life in another body with the *Reincarnate* rite. It is not necessary to drain all ability points from a donor. One can take only as many as one wishes or as the donor wishes to give. It is beyond the ability of magic to restore ability points lost through the use of this spell.

Light

School: Evocation
 Spell/Magic Points: Healer/Herbal Witch: 1, Bardic Class: 1, Magi Class: 1, Green/Nature Druids: 1
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 Minutes/Caster Level
 Range: Touch
 Target: Touched object
 Alignment: All

You cause an object to glow like a torch, shedding bright light in a 20ft/6m radius and dim light for an additional 20ft/6m from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Litany of the Lost (Diction)

School: Enchantment
 Spell/Magic Points: Bardic Class: 7
 Attack Throw? No
 Gestures or Wand? No
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Concentration
 Range: Medium
 Target: Allies within range
 Alignment: All

With this litany, you can strengthen your allies in battle. The litany is a tale of glory about former friends and companions who have fallen in battle. You can continue to recite it for as long as you are able to concentrate upon it. During that time, all allies within range gain a bonus of +4 on their four defenses, a +2 bonus to

weapon and spell attacks and a +2 bonus on injury point damage caused by combat and magical attacks.

Little Fimbul Winter

School: Evocation
 Spell/Magic Points: Bardic Class: 15, Magi Class: 15, Green/Nature Druids: 15
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Minute
 Duration: 24 Hours
 Range: 1,000ft/300m
 Area of Effect: Square with 1,000ft/300m sides per Caster Level
 Alignment: All

You create a deeply cold area that damages anyone within it without magical protection from cold. The emanated cold deals 2d6 points of damage per minute to living creatures protected with normal winter clothing and 6d6 points per minute to persons without winter clothing. The intense cold freezes water out of the air, causing constant snowfall and wind. The snow and wind produce a blizzard effect within the area. Temperatures average -50°F/-51°C. Druids will not use this spell when it could damage flora and fauna, but they will use it in the winter season in areas where the temperature could drop to -20°F/-29°C or lower.

Living to Zombie

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 12
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Medium
 Target: Humans, Halflings, Half-Elves
 Area of Effect: 40ft/12m radius from target point
 Alignment: Darkness

You can slay a group of humans, halflings and/or half-elves and turn their bodies into soulless zombies that are under your control. You must make a single spell attack against the Endurance defense of the targets. The spell slay can 1d4 Character Levels of living creatures per caster level. The zombies then remain under your control. The souls of the slain continue to hover for the normal period of time after death in the vicinity of their bodies, but they cannot reclaim their bodies, even after the zombies that inhabited their bodies have become have been destroyed. Only a Cleric using the rite *Cleanse, Purify & Restore* can restore a zombie body to a condition where it again can be a host to its soul.

Locate Creature

School: Divination
 Spell/Magic Points: Healer/Herbal Witch: 4, Bardic Class: 5, Magi Class: 5, Green/Nature Druids: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Long
 Target: Sought creature
 Area of Effect: Circle with radius from caster of 400ft/120cm
 Alignment: All

You can locate a known or familiar creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any. Running water blocks the spell. It cannot detect objects. It can be fooled by illusionary spells.

Locate Object

School: Divination
 Spell/Magic Points: Bardic Class: 4, Magi Class: 4, Green/Nature Druids: 5
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Long
 Target: Sought object
 Effect:
 Area of Effect: Circle with radius from caster of 400ft/120cm
 Alignment: All

You can locate a known object. You slowly turn and sense when you are facing in the direction of the object to be located, provided it is within range. Running water blocks the spell. It cannot detect objects. It can be fooled by illusionary spells.

Locate Soul or Spirit

School: Divination
 Spell/Magic Points: Healer/Herbal Witch: 3 Bardic Class: 7 Magi Class: 7 Green/Nature Druids: 5
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Unlimited
 Target: 1 Soul or Spirit
 Alignment: All

You can determine whether the soul or spirit of a dead creature still wanders the world of the living or whether it has gone to Deep Hell or elsewhere. The spell will reveal where the soul currently is but it will give no other information. The necessary material component is either a piece of the target's body or one of its personal possessions. This spell works upon the soul of a destroyed draug, but it will give no information about the soul of an undead.

Locate the Living

School: Divination
 Spell/Magic Points: Bardic Class: 5, Magi Class: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 Minutes/Caster Level
 Range: Long
 Area of Effect: Radius 400ft/120m + 40ft/12m per caster level
 Alignment: All

With this spell, you can sense the presence of any creature life forms within range. This spell identifies the location of the living to you. It does not identify the race of life found. Great Draugs often use this magic to detect the presence of living beings within their undead domains.

Lubricate

School: Conjuration
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Level
 Range: Close
 Target: Object or 10ft/3m square
 Alignment: All

You can cover a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Dexterity check or fall. This check must be repeated on your turn in each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DL 15 Dexterity check. Failure means it can't move that round and it must then make a new Dexterity check or fall. The spell can also be used to create a greasy coating on an item. Material objects not in use always are affected by this spell. Objects wielded or employed by a creature come under the creature's Dexterity check. If the Dexterity check fails, the creature immediately drops the item. A new Dexterity check

must be made in each round that the creature attempts to pick up or use the lubricated item.

Mage's Apprentice

School: Conjuration
 Spell/Magic Points: Bardic Class: 1, Magi Class: 1
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Hour/Caster Level
 Range: Close - from Caster's position
 Effect: One invisible, mindless, shapeless servant
 Alignment: All

You create an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if you tell it to do so for as long as you remain within range. It can open only normal doors, drawers, lids and the like. It has an effective Strength score of 2, so it can lift only 10 lbs./5 kg. It can trigger traps and such, but it can exert only 10 lbs/5 kg of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DL higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15ft/7.5m. The servant cannot attack in any way. It cannot be killed or damaged. If you attempt to send it beyond the spell's range, which is measured from your current position, the servant ceases to exist.

Magic Armor

School: Conjuration
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2,
 Green/Nature Druids: 2
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Hour/Caster Level
 Range: Touch
 Target: Creature touched
 Alignment: All

You create an invisible but tangible field of force that surrounds the subject, providing it with a +4 armor bonus to its Armor defense. Unlike real armor, Mage Armor causes no armor check penalty, arcane spell failure chance or speed reduction.

Magical Aura

School: Illusion
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2
 Attack Throw? Will
 Gestures or Wand? No
 Words? No
 Material? No
 Casting time: 1 Round
 Duration: 1 Day/Caster Level
 Range: Touch
 Target: Touched object
 Alignment: All

You alter an item's aura so that it registers under magic detection as though it were non-magical or of a different school than it really is. If the object bearing the *Magical Aura* has the spell *Identify Magic Item* cast upon it, the examiner recognizes that the aura is false and detects the object's true qualities with a successful spell attack against the caster's Will defense. Otherwise, he or she believes the aura. This spell has no effect upon artifacts. If a magic weapon, shield, or suit of armor is of less than masterwork quality, this is ground for suspicion and disbelief in the magical aura. In that case, you must make a spell attack against the examiner's Will defense to maintain the illusion.

Magical Berries

School: Transmutation
 Spell/Magic Points: Bardic Class: 2, Magi Class: 4,
 Green/Nature Druids: 1
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 day/Caster Level
 Range: Touch
 Target: 2d4 fresh berries
 Alignment: All

You can make 2d4 freshly picked, edible berries magical. Each transmuted berry provides nourishment as if it were a normal meal for a human-sized creature. The berry also cures 1 injury point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Magical Bolt

School: Evocation
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2,
 Green/Nature Druids: 3
 Attack Throw? Reflex
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/2 Caster Levels

Range: Medium
Target: One creature per bolt
Alignment: All

You can attack a target within range once every two rounds with a bolt of magical energy that deals 1d8 injury points damage. You must make a successful spell attack against the victim's Reflex defense or the spell deals only half damage. You can shoot one bolt every two rounds per Caster level, beginning with the 1st round and continuing with the 3rd round, etc. You can take no actions in the interval rounds.

Magical Eye

School: Divination
Spell/Magic Points: Bardic Class: 6, Magi Class: 5,
Green/Nature Druids: 6
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 10 minutes
Duration: 1 minute/caster level
Range: Unlimited
Area of Effect:
Alignment: All

You create an invisible magical sensor that sends you visual information. You can create the eye at any point you can see, but it can then travel outside your line of sight without hindrance. A magical eye travels at 30ft/9m per round or 300ft/90m per minute if it is viewing by looking primarily at the floor. It travels at 10ft/3m per round (100ft/30m per minute) if it is examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch/2.5cm in diameter. You must concentrate to use a magical eye. If you do not concentrate, the eye is inert until you again concentrate.

Magical Lock

School: Abjuration
Spell/Magic Points: Bardic Class: 4, Magi Class: 2
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Range: Touch
Target: Door, chest, portal
Alignment: All

You can cast a Magical Lock spell upon a door, chest, or portal magically, thereby locking it. You can freely pass your own arcane lock without affecting it.

Otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *Ban Magic* or *Open Magical Lock* spell. Add 10 to the normal DL to break open a door or portal affected by this spell. An *Open Magical Lock* spell does not remove a *Magical Lock*; it only suppresses the effect for 10 minutes.

Magical Mark

School: Universal
Spell/Magic Points: Bardic Class: 1, Magi Class: 1,
Green/Nature Druids: 1
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Range: Close
Target: One creature or object
Alignment: All

You can inscribe your personal, invisible rune or mark upon a creature or object. If you wish, the mark can be visible. A *Magical Mark* enables you to etch the rune upon any substance without harm to the material upon which it is placed. Only the caster can detect the presence of the mark when it is in range, if he or she actively tries to sense it. Doing so is a one-round action. Active use of the *Detect Magic* talent will sense the presence of weak magic, but it will yield no other information about the magic.

Magical Mouth

School: Illusion
Spell/Magic Points: Bardic Class: 2, Magi Class: 3
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Permanent
Range: Close
Target: One creature or object
Alignment: All

You can imbue the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified triggering event occurs. The message, which can be only 25 or fewer words long, can be delivered over a period of 10 minutes. The mouth cannot utter verbal spell components, use magical command words, or activate magical effects. It does, however, move according to the words articulated. If it were placed upon a statue, the mouth of the statue would move and appear to speak. The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can

be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. The range limit of a trigger is 20ft/6m per caster level, so a 6th-level caster can command a *Magical Mouth* to respond to triggers as far as 120ft/40m away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magical Prison

School: Evocation
 Spell/Magic Points: Bardic Class: 12, Magi Class: 8,
 Green/Nature Druids: 12
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 2 hours/Caster Level
 Range: Close
 Area of Effect: Barred cage (20ft/6m cube) or
 Windowless cell (10ft/3m cube)
 Alignment: All

You bring into being an immobile, invisible cubical prison composed of either bars of magical force or solid walls of force (your choice). Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell fails automatically. *Teleportation* provides no means of escape.

Barred Cage: This version of the spell produces a 20ft/6m cube made of bands of magical force for bars. The bands are a half-inch/12mm wide, with half-inch/12mm gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons including arrows and similar ranged attacks, a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10ft/3m cube with no way in and no way out. Solid walls of force form its six sides.

Magical Tornado

School: Evocation
 Spell/Magic Points: Bardic Class: 12, Magi Class: 10,
 Green/Nature Druids: 8

Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Caster Level
 Range: Long
 Area of Effect: Miniature tornado, 10ft/3m at base,
 30ft/9m high and wide at top
 Alignment: All

You create a powerful miniature tornado of raging wind that moves through the air, along the ground, or over water at a speed of 60ft/18m per round. You can concentrate on controlling the tornado's every movement or specify a simple program. Directing the tornado's movement or changing its programmed movement is a standard one-round action for you. If the tornado exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d4 rounds and then dissipates. You can't regain control of the tornado, even if comes back within range. Any creature that comes in contact with the spell takes 3d6 points of damage per round in the tornado and another 2d6 points damage upon being dropped from it. If a victim attempts to dodge the tornado and has room to do so, you must make a successful spell attack against its Reflex defense or it escapes the funnel and takes only 1d6 points damage from small, flying debris. You may direct the tornado to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Magical Web

School: Conjunction
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2,
 Green/Nature Druids: 2
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 Minutes/Caster Level
 Range: Medium
 Area of Effect: 20ft/6m radius from spell's center
 Alignment: All

You create a many-layered mass of strong, sticky strands similar to a large, semi-circular spider web. The strands trap anything caught in them. The strands are far larger and tougher than spider webs. These strands must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself. Creatures and objects caught within a magical web become entangled among the gluey fibers. However, attacking a creature caught in a web won't cause you to become entangled as long as you do not touch the strands. An entangled creature can't move from its space, but it can break loose from the web by making a

DL 20 Strength check or *Escape Bindings* skill check. These are one-round actions. The strands of a *Magical Web* are flammable. Fire can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away an area 5ft/150cm square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Massive Frog Conversion

School: Transmutation
 Spell/Magic Points: Bardic Class: 14, Magi Class: 14,
 Green/Nature Druids: 14
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: 300ft/90m
 Target: Living creature
 Alignment: All

You can turn all human- or smaller-sized creatures within range into frogs. The transformed creatures retain their mental faculties, including personality, Magic Aptitude, Mechanical Aptitude and Knowledge ability scores, level and class, injury and life points, base attack bonus, defenses, extraordinary abilities and spells. They assume the physical characteristics of frogs, including natural size and Strength, Dexterity, and Stamina ability scores. All of the creatures' equipment drops to the ground upon transformation. If the targets resist, you must make a successful spell attack against their Endurance defense or the spell fails upon the target involved.

Metal Temperature

School: Transmutation
 Spell/Magic Points: Healer/Herbal Witch: 2, Bardic
 Class: 4, Magi Class: 5
 Green/Nature Druids: 2
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 1 Round
 Duration: 7 Rounds
 Range: Close
 Target: One metal object per 2 caster levels
 Alignment: All

You can make the metal weapon or other metal object of a creature either freezing cold or burning hot. You need to state in advance whether you choose heat or cold. The spell does not affect iron. The spell's effects accrue over 7 rounds:

Round	Metal Temperature	Damage
1	Cold or Warm	None
2	Icy or Hot	1d4 points
3-5	Freezing or Burning	2d4 points
6	Icy or Hot	1d4 points
7	Cold or Warm	None

Mirage

School: Illusion
 Spell/Magic Points: Bardic Class: 6, Magi Class: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Concentration + 1 Hour/Caster Level
 Range: Long
 Area of Effect: One 20ft/6m cube per Caster Level
 Alignment: All

You make natural terrain look, sound, and smell like some other sort of natural terrain. You are fully able to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. The spell can alter the appearance of structures or add them where none are present. Still, it can't disguise, conceal or add creatures, although creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location. If an observer states a grounded disbelief in the illusion, you must make a successful spell attack against its Will defense or it remains unaffected.

Misleading Twin

School: Illusion
 Spell/Magic Points: Bardic Class: 6, Magi Class: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Caster Level
 Range: Close
 Target: You
 Alignment: All

You become invisible and at the same time, an illusory double of you appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it. In any round in which you move your double, you must concentrate. You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

Mistletoe Bough (Spell or Bardic Song)

School: Universal
 Spell/Magic Points: Bardic Class: 12, Magi Class: 15,
 Green/Nature Druids: 14
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 10 Minutes
 Duration: Until released
 Range: Close
 Target: You or chosen creature
 Alignment: All

You can travel to Deep Hell to bargain for the release of a soul. This spell will take you or one chosen human, halfling or half-elf to the gate of Hell. From there one must travel through Hell to Deep Hell, where one can bargain for the release of a dead soul. The bargaining can take place only if the soul still is in Deep Hell. To work this spell or song, you must have a fire of mistletoe burning during the full time of casting or singing (10 minutes). During this time, you must burn all of the feathers taken from a slain swan and mixed incense worth 1,000 GP in the mistletoe fire.

Monitor Divining

School: Divination
 Spell/Magic Points: Bardic Class: 8, Magi Class: 8,
 Green/Nature Druids: 10
 Attack Throw? No
 Gestures or Wand? No
 Words? No
 Material? No
 Casting time: 1 Round
 Duration: 1 day/caster level
 Range: 40ft/12m
 Area of Effect: 40ft/12m radius from you
 Alignment: All

You immediately become aware of any attempt to observe you by means of divination magic. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area. If the divination attempt originates within the area, you also know its location; otherwise, you and the person doing the spying immediately make opposed caster level checks (1d20 + caster level). If you at least match the spy's result, you get a visual image of him or her and an accurate sense of his or her direction and distance from you.

Move Freely

School: Abjuration
 Spell/Magic Points: Bardic Class: 4, Magi Class: 4,
 Green/Nature Druids: 10
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes

Material? No
 Casting time: 1 Round
 Duration: 10 minute/Caster Level
 Range: Personal or touch
 Target: You or creature touched
 Alignment: All

You or a creature you touch can move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slowing and webs. The subject also can move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The spell does not, however, allow water breathing.

Move Object

School: Transmutation
 Spell/Magic Points: Bardic Class: 1, Magi Class: 1,
 Green/Nature Druids: 1
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Concentration
 Range: Close
 Target: Object to 5lbs/2.5kg weight
 Alignment: All

You can point your wand or finger at an object and lift it and move it at will from a distance. As a move action, you can move the object as far as 15ft/7.5m in any direction. The spell ends if the distance between you and the object ever exceeds the spell's range.

Murdering Finger

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 8, Green/Nature
 Druids: 9
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Close
 Target: 1 living creature
 Alignment: Darkness

You can send a blue ray of death from your wand or finger to slay any one living creature within range if you succeed in your spell attack against the victim's Endurance defense. If your spell attack fails, the creature instead takes 3d6 points of damage +1 point per caster level.

Nauseating Cloud

School: Conjuration
 Spell/Magic Points: Bardic Class: 4, Magi Class: 4,
 Green/Nature Druids: 4
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Caster Level
 Range: Medium
 Area of Effect: Spreading cloud 20ft/6m diameter and
 20ft/6m high
 Alignment: All

You create a bank of fog with nauseating vapors. You must make a successful spell attack against Endurance to affect each creature within the cloud. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. You can make a new attack in successive rounds for any creature with whom your original spell attack failed. Once your spell attack succeeds, the target continues to take damage as long as it is in the cloud.

Nose of the Bloodhound

School: Transmutation
 Spell/Magic Points: Healer/Herbal Witch: 4, Bardic
 Class: 4, Magi Class: 5, Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? No
 Words? Yes
 Material? Yes
 Casting time: 1 Round
 Duration: 1 hour/level
 Range: Touch
 Target: Caster
 Alignment: All

You smell scents and odors and understand them, even if you never have encountered them before. You also can trace them to their point of origin by following the scent trail that they leave. If you do not have the talent *Track*, you gain it temporarily for the duration of this spell. Before casting this spell, you must coat the inside of your nostrils with blood from a bloodhound.

Observe Companions

School: Divination
 Spell/Magic Points: Healer/Herbal Witch: 2, Bardic
 Class: 2, Magi Class: 3, Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Hour/Caster Level

Range: Touch
 Target: One creature/3 Caster Levels
 Alignment: All

You can mentally monitor the relative positions and general conditions of your companions when they are separated. You are aware of direction and distance to them and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, etc. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell.

Open Magical Lock

School: Transmutation
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Close
 Target: Magically locked item
 Alignment: All

You can open most magically locked items. If the item is locked with both magic and a physical lock, only the magical lock will be opened.

Paralysis

School: Enchantment
 Spell/Magic Points: Bardic Class: 5, Magi Class: 6
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Level
 Range: Medium
 Target: 1 Living Creature
 Alignment: All

You can paralyze a target, causing it to freeze in place, standing helpless. The spell succeeds with a successful spell attack against the target's Will defense. The paralyzed target is aware and breathes normally but cannot take any physical actions, even speech. The target can, however, execute purely mental actions. A winged creature that is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Pass

School: Transmutation
 Spell/Magic Points: Bardic Class: 6 Magi Class: 6
 Green/Nature Druids: 6

Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Hour/Caster Level
 Range: Touch
 Area of Effect: See text
 Alignment: All

You can create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10ft/3m deep plus an additional 5ft/150cm deep for three caster levels above. If the wall's thickness is more than the depth of the passage created, then a single *Pass* simply makes a niche or short tunnel. Several *Pass* spells then can form a continuing passage to breach very thick walls. When *Pass* ends, creatures within the passage are ejected out of the nearest exit.

Penetrate Conduit

School: Abjuration
 Spell/Magic Points: Bardic Class: 5, Magi Class: 7
 Attack Throw? No
 Gestures or Wand? No
 Words? No
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Medium
 Target: One Conduit
 Alignment: All

You have a chance to penetrate a conduit and work upon the spells within it without undoing the conduit itself and possibly triggering those spells. The check for penetrating a conduit is: Caster level + Magical Aptitude Bonus + Spellcraft Bonus +1d20. The DL for the check is: Level of the conduit caster + its Magical Aptitude bonus + its Spellcraft Bonus +10.

Perceive Ravel

School: Divination
 Spell/Magic Points: Bardic Class: 4, Magi Class: 6
 Attack Throw? No
 Gestures or Wand? No
 Words? No
 Material? No
 Casting time: 1 Minute
 Duration: 20 Minutes
 Range: 120ft/36m
 Target: Cone-Shaped Emanation
 Alignment: All

You can observe raveled magic und understand the manner in which it was raveled. The spell gives your no ability to unravel the magic. *Perceive Ravel* provides

only the information on how many spells lie within the conduit and how many layers are raveled. It does not identify the raveled spells.

Permanent Flame

School: Evocation
 Spell/Magic Points: Bardic Class: 3, Magi Class: 3, Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Touch
 Target: One object
 Alignment: All

You create a flame equivalent in brightness to a torch. It springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *Permanent Flame* can be covered and hidden but not smothered or quenched.

Petrify

School: Transmutation
 Spell/Magic Points: Bardic Class: 12, Magi Class: 9, Green/Nature Druids: 9
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Touch
 Target: Living or undead creature
 Alignment: All

You turn your target's living or undead body to solid stone, along with any garments and equipment worn or carried. In statue form, the target retains its own injury points. The target can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. To succeed, you must make a spell attack against the target's Endurance defense.

Phased Form

School: Illusion
 Spell/Magic Points: Bardic Class: 4, Magi Class: 4
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No

Casting time: 1 Round
Duration: 1 round/caster level
Range: Personal
Target: 1 creature, living or undead
Alignment: All

You leave the illusion that your target may be 5ft/150cm away from its true position. There is a 1/3 chance each round that he or she appears to the left, right or in its true position. No spell attack is necessary, but the game master must roll 1d6 at the beginning of each round to determine where the target appears to be:

1-2: 5ft/150cm to the left.
3-4: On position.
5-6: 5ft/150cm to the right.

Normally, opponents hit the target only if it is on position in the round. However, an opponent who becomes wise to the spell may say he is aiming to the left or right. However, he or she still only hits when the correct position is chosen. Disbelief has no effect against this spell.

Poetic Stigma (Diction)

School: Enchantment
Spell/Magic Points: Bardic Class: 3
Attack Throw? Will
Gestures or Wand? No
Words? Yes
Material? No
Casting time: 5 minutes
Duration: 1 Month per Bardic level
Range: Touch
Target: One human, halfling or half-elf
Alignment: All

You can affect the motivational aura of your target. If the game master believes that the target would resist the poem's effects, he or she will require you to make a spell attack against the target's Will defense. If the poem succeeds, strangers encountering the target will have an immediate slightly positive or negative reaction. Roleplaying can reverse this effect quickly, but the initial impression will be there. In addition, if the talent *Sense Motive* is applied to the target, the DL to determine negative information over the target increases by 2 if the target has been given a positive aura. If he or she has a negative aura, the DL decreases by 2.

Polymorph Creature

School: Transmutation
Spell/Magic Points: Bardic Class: 5, Magi Class: 5,
Green/Nature Druids: 5
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No

Casting time: 1 Round
Duration: 1 minute/Caster Level
Range: Touch
Target: Creature
Alignment: All

You change the target into another form of living creature. If the target is unwilling, you must make a spell attack against its Will Defense. The new form may not have a higher character level than the target. Upon changing, the subject regains lost injury points as if it had rested for a night. If slain, the subject reverts to its original form, although it remains dead. The subject gains the Strength, Dexterity, and Stamina scores of the new form. It also gains all the physical attacks and abilities of the form but does not gain its extraordinary or spell-like abilities. A shapechanging target can revert to its natural form.

Preserve Corpse

School: Necromancy, White
Spell/Magic Points: Healer/Herbal Witch: 2 Magi Class:
4 Green/Nature Druids: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 day/Caster Level
Range: Touch
Target: Corpse touched
Alignment: Light

You can preserve the remains of a dead creature so that they do not decay or otherwise degenerate. Doing so effectively extends the time limit that the body is capable of regaining its soul or spirit without being restored magically. Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant. The spell also works on severed body parts and the like. The spell does not, however, extend the time before the soul or spirit departs for Deep Hell or its next destination.

Projected Image

School: Illusion
Spell/Magic Points: Bardic Class: 7, Magi Class: 8
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Round/Level
Range: Medium
Effect: Shadowy duplicate of yourself
Alignment: All

You create an illusionary version of yourself. The projected image looks, sounds, and smells like you but it is intangible. The projected image mimics your actions including speech unless you direct it to act differently. You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened. If you desire, any spell you cast with a range of touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If an observer has a grounded reason to disbelieve the image's reality, you must make a spell attack against its Will defense. If it fails, the image and its effects are lost to the disbeliever.

Protection

School: Abjuration
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2,
 Green/Nature Druids: 2
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Touch
 Target: Creature touched
 Area of Effect: Alignment: All

You ward your target against attacks. You create a magical barrier around the target at a distance of 1ft/30cm. The barrier moves with the target and has three major effects. The target gains a +2 deflection bonus to its Armor defense and a +2 resistance bonus to its Reflex defense. The barrier blocks any attempt to possess the warded target or to exercise mental control over the creature including enchantment effects. The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the spell. If *Protection* ends before the effect granting enchantment effect does, the enchantment begins to take effect. The barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. The spell prevents bodily contact with summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. No summoned creatures are immune to this effect. The protection against contact with summoned creatures ends if the warded target attacks or tries to force the barrier against the blocked creature.

Quench Dragon Breath

School: Conjuration
 Spell/Magic Points: Bardic Class: 15, Magi Class: 13,
 Green/Nature Druids: 12
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 4d6 hours
 Range: Long
 Target: Dragon
 Alignment: All

You cause temporary chemical changes in the blood of a dragon that quench its magical breath weapon for the duration of the spell. To succeed you must make a spell attack against the dragon's Endurance defense. The dragon's breath powers will be restored within 4 to 24 hours (4d6).

Raise Island

School: Conjuration
 Spell/Magic Points: Bardic Class: 13, Magi Class: 13,
 Green/Nature Druids: 13
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 60 days
 Duration: Permanent
 Range: 10 miles/16 km
 Area of Effect: Island, 100ft/30m radius
 Alignment: All

You can raise a new island from out of the sea, bringing to the surface a sandy or rocky but otherwise barren protrusion that is solid, stable, and permanently established. The island is roughly circular and about 200ft/60m in diameter. Raise island works only if the ocean is less than 50ft/15m deep where at the spell target.

Ravage Foe

School: Transmutation
 Spell/Magic Points: Bardic Class: 14 Magi Class: 14
 Green/Nature Druids: 14
 Attack Throw? Reflex
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: 12,000ft/3,600m
 Target: Living or undead creature
 Alignment: All

You can deal an opponent 40d6 points of damage in a single blow. The target must be within range and line of sight. If it attempts to dodge your attack and has room to do so, you must make a successful spell attack against its Reflex bonus or it takes only 25d6 points damage. If the target is reduced to zero life points, it is utterly destroyed as if disintegrated. Only a trace of fine dust remains.

Ravel Magic

School: Evocation
 Spell/Magic Points: Bardic Class: 14, Magi Class: 11
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 10 Minutes
 Duration: Until triggered
 Range: Medium
 Effect: One or more spells
 Alignment: All

You can ravel one spell inside of another spell. A conduit first must be created to contain the raveled spells, and it is at the outermost level of the raveling. Raveled spells cannot merely be dispelled or unwoven. Raveled spells must be unraveled before they can be made harmless. They can be unraveled only with the spell *Unravel Magic*, and they can be unraveled only spell-for-spell, from the outside to the inside. The process of raveling begins with the casting of the spell *Conduit*. A conduit is necessary to hold raveled magic. If a large conduit is needed, the *Conduit* spell may have to be cast repeatedly. After the conduit is created, the first spell to be raveled is cast into the conduit. *Ravel Magic* then is cast upon the conduit, and the spell ravel the conduit and all succeeding magic cast into it. After that the second, third, fourth, etc., spells are cast, and each successive spell is raveled into the newest spells. At the end of this sequence, *Ravel Magic* is cast a second time to seal the ravel, and all spells from the conduit inward are raveled together. If there is no second casting, the internal spells will be raveled but the outermost conduit spell remains unraveled. All raveled spells become immune to being dispelled or invalidated by other spells until they are magically unraveled (see the spell *Unravel Magic*).

Ray of Exhaustion

School: Not given
 Spell/Magic Points: Magi Class: 4, Green/Nature Druids: 5
 Attack Throw? Reflex
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Level

Range: Close
 Target: Creature, living or undead
 Effect: Ray from wand or finger
 Alignment: Darkness

A black ray projects from your pointing wand or finger. You must succeed on a spell attack against the target's Reflex defense to strike. If you succeed, the target is exhausted immediately and for the spell's duration. This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Ray of Fire

School: Evocation
 Spell/Magic Points: Bardic Class: 3, Magi Class: 3, Green/Nature Druids: 2
 Attack Throw? Reflex
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Close
 Target: Creatures
 Effect: 1 or more rays
 Alignment: All

You blast your enemies with rays of fire. You may fire one ray, plus one additional ray for every four levels beginning with the 4th level. Each ray requires a spell attack against the target's Reflex defense to hit. It deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30ft/9m of each other, and they must be fired simultaneously.

Ray of Life

School: Necromancy, White
 Spell/Magic Points: Bardic Class: 1, Magi Class: 1, Green/Nature Druids: 1
 Attack Throw? Reflex
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Close
 Target: 1 undead being
 Effect: Ray
 Alignment: Light

You direct a ray of life energy against a draug. You must make a spell attack against the draug's Reflex defense to hit. The ray deals 1d6 points of damage.

Ray of Weakness

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 1, Green/Nature
 Druids: 2
 Attack Throw? Reflex
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute/Level
 Range: Close
 Target: Creature, living or undead
 Effect: Ray from wand or finger
 Alignment: Darkness

A weakening ray springs from your wand or finger. You must succeed on a spell attack against the target's Reflex defense to strike. If you succeed, the target takes a penalty to Strength equal to 1d6+1 per two caster levels. The spell cannot reduce the target's Strength score below 1.

Read Stone

School: Divination
 Spell/Magic Points: Bardic Class: 9, Magi Class: 8,
 Green/Nature Druids: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 10 Minutes
 Duration: 1 Minute/Caster Level
 Range: Personal
 Target: You
 Alignment: All

You can read the impression of events left within the minimal life force of stones. These impressions show who or what has touched the stone as well as revealing what is covered or concealed behind or beneath them. The stones impressions give complete descriptions, but the perspective, perception and knowledge of the stone's latent life energy may prevent it from understandably relating the details you are seeking. The spell works with natural or worked stone.

Read the Pages of Time

School: Divination
 Spell/Magic Points: Bardic Class: 7, Magi Class: 10,
 Attack Throw? No
 Gestures or Wand? No
 Words? No
 Material? No
 Casting time: See text
 Duration: Concentration
 Range: Close
 Area of Effect: Radius from caster with 10ft/3m radius
 Alignment: All

With this spell, you can scan and read the pages of time. This is a powerful spell but not a useful one for adventurers who are in a hurry. It will produce results for as long as you are willing and able to concentrate, but it can take considerable time before it finds the information you are seeking. At the beginning, you can scan only the pages of time from the present backward. Such a scan takes one round per scanned year, with a minimum of one round per scan. However, as soon as the scan finds an action at the examined location, it goes to the beginning of that action and stops. An action might be someone speaking a password, but it also could be a rat running across the floor or a spider dropping down from the ceiling on a strand of web. Your know nothing of an event until you begin to read the page of time where the spell has stopped. Reading one page of time takes at least one round and can be done only in real time. In other words, if you wish to read a page of time that has recorded an hour's worth of events, you must spend an hour reading them. The pages of time record only the normal visual, aural and sensual components of an event. If magic was used during an event, the caster sees the result of that magic, but he or she cannot access that magic or interact, simply because it isn't there. The magic itself is not a part of time's record; only its result is. In other words, if a person walked in the past into the examined area and was magically invisible at the time, you will see nothing and will not know what event the scan has detected. You cannot use magic to see the invisible person, because the magic of invisibility is not there, only its visual result. Likewise, if someone outside the examined area had cast *Darkness* into it, you have no ability to bring light into the scene or dispel the darkness. You can stop reading an event at anytime after the end of the first round. You then can start a new scan at the rate of one round per scanned year, with a minimum of one round per scan. The spell cannot scan back to a specific point in time. It can begin only at the present and scan backwards. If the spell is interrupted, the caster must start the scan again with the present moment and scan backward.

Rebound Missiles

School: Abjuration
 Spell/Magic Points: Bardic Class: 11, Magi Class: 11,
 Green/Nature Druids: 11
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Minute
 Duration: 12 Hours
 Range: Personal
 Target: You
 Alignment: All

You cause ranged attacks targeted against you to rebound on the original attacker. Any time during the



See the fortress before its fall: Read the Pages of Time..

duration, five attacks are automatically reflected back on the original attacker. You must decide whether to rebound a certain attack after a successful hit is determined but before the damage is rolled. The reflected attack rebounds on the attacker's own attack roll against its Reflex defense. Once five attacks are so reflected, the spell ends.

Reclaim Staff

School: Enchantment
 Spell/Magic Points: Magi Class: 6, Green/Nature
 Druids: 6
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Immediate
 Range: Within sight of staff
 Target: Staff
 Alignment: All

Even a dominated staff retains knowledge of its original owner. He or she can regain control of the staff automatically if the caster who has dominated it is not present or does not resist the reclamation attempt. If the dominating caster resists, each makes a check for Knowledge (arcana), and the higher result wins. In the case of a higher result for the original owner or a tie, the original owner regains control of the staff, and its dominator never can dominate it again. In addition, the staff will deliver a blast of magical energy against the dominator that inflicts 1d4 injury points damage per caster level of the original owner. To hit, the staff must make an attack throw with the original caster's spell attack score against the dominator's Reflex defense. If the bolt misses, it causes no damage.

Regenerate Draugs

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 14, Green/Nature
 Druids: 8
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 5 Minutes
 Duration: Instantaneous
 Range: Touch
 Target: 1 Undead Creature
 Alignment: Darkness

The target's severed body members such as fingers, toes, hands, feet, arms and legs grow back. However, this spell cannot restore an undead that has been destroyed by being decapitated. After the spell is completed, the physical regeneration takes 3d4 rounds.

The severed members must be present and touching the creature for the spell or rite to work. The spell also cures 4d8 points of injury damage +1 point per caster level and eliminates all nonlethal damage the subject has taken. It has no effect on living creatures.

Regeneration

School: Necromancy, White
 Spell/Magic Points: Healer/Herbal Witch: 8, Bardic
 Class: 14, Magi Class: 14, Green/Nature Druids: 8
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 5 Minutes
 Duration: Instantaneous
 Range: Touch
 Target: 1 Living Creature
 Alignment: Light

The target's severed body members such as fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures, broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration takes 3d4 days. The severed members must be present and touching the creature for the spell or rite to work. The spell also cures 4d8 points of injury damage +1 point per caster level and it rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on undead or dead creatures.

Rehabilitation

School: Conjuraton
 Spell/Magic Points: Green/Nature Druids: 13
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 1 Minute
 Duration: Instantaneous
 Range: Touch
 Target: 1 Creature
 Alignment: All

You can restore lost ability score points. With each application of this spell, you can restore one lost point. The material component is a garland of mistletoe worn by the target.

Remove Scars

School: Conjuraton
 Spell/Magic Points: Healer/Herbal Witch: 3, Bardic
 Class: 8, Magi Class: 6, Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes

Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Touch
 Target: Creature touched
 Alignment: All

You can remove non-injurious scars. Wounds and injuries, regardless if they are healed by nature, herbal medicine or magic, often leave scars. This spell will remove all traces of scars, if the injury that caused them already is fully healed.

Repel Elves

School: Evocation
 Spell/Magic Points: Bardic Class: 13, Magi Class: 11,
 Green/Nature Druids: 8
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 1 Round
 Duration: 1 Minute/Caster Level
 Range: Close
 Area of Effect: Radius from caster
 Alignment: All

With this dark and dangerous spell, you can draw iron from your own blood and that of your companions and any other living, blooded creatures that are within range and set it adrift in the air. This action costs you, your allies and other blooded creatures including the elves an immediate loss of 4 points Stamina. These can be regained only at the rate of 1 point daily after the spell has ended. The iron in the air is not sufficient to slay elves that are within range immediately. Rather, it is a slow poison that continually does more damage. As soon as an elf breathes the poisoned air, he or she is slowed to half of his or her normal speed, and all of his or her actions take twice the normal time. In addition, each elf within range loses 4d4 injury points each minute that he or she spends in the poisoned area. Because the cause is true iron rather than magic, no spell attack is required. It is believed that this magic was developed by ancient human druids for use in their wars against the elves.

Repel Iron

School: Abjuration
 Spell/Magic Points: Bardic Class: 10, Magi Class: 8,
 Green/Nature Druids: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 1 Round
 Duration: 1 Hour/Caster Level

Range: Long
 Target: Caster or Location
 Alignment: All

You magically draw strong, non-magical magnetic energy from the earth and apply it to all iron within range. A counter-magnetic field covers the entire range, a radius from you or from a specific point upon which you set the spell. This field strongly repels all iron or any alloy of iron. A bearer of iron must make a Strength check against DL 30 to overcome the field in order bring iron into it. A failed attempt can be repeated, but each attempt is a full, one-round action. However, once the iron is within the field, it becomes highly magnetic and will draw itself to heavier items of iron or iron alloys and draw lighter items of iron or iron alloys to it. As an example, a warrior with iron full plate armor, an iron helmet, an iron shield and an iron sword would find that the helmet, shield and sword are bound magnetically to the full plate armor. With a successful check for Strength check against DL 30 the bearer again can overcome the field and separate these items, but as soon as he or she releases them, the magnetism will draw them back together. A failed attempt can be repeated, but each attempt is a full, one-round action. If the bearer has only one iron item and his or her companions have none, he or she can wield or use it normally. However, as soon as two or more items are in the magnetic field, they will begin to draw each other. Under these conditions, there is an appropriate penalty of -10 for the use of separated items. A sword wielder, for instance, will have an attack penalty and a Dexterity penalty of -10. A wearer of armor and/or bearer of a shield will have penalties of -10 on the Armor and Reflex defenses. Because the magnetism itself is natural and non-magical in nature, iron's resistance to magic is ineffective.

Resist Elements

School: Abjuration
 Spell/Magic Points: Bardic Class: 2, Magi Class: 3,
 Green/Nature Druids: 2
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 Minutes/Caster Level
 Range: Touch
 Target: 1 Creature
 Alignment: All

You grant a creature limited protection from damage of whichever one of the four basic elements that you select: Earth, Water, Air or Fire. The target gains a bonus of +10 to all defenses against the elemental type chosen.

Restore Life

School: Necromancy, White
 Spell/Magic Points: Magi Class: 15, Green/Nature
 Druids: 15
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 4 Hours
 Duration: 1 Hour Per Ability Life
 Range: 0 or Touch
 Target: Willing living creature
 Alignment: Light

You can take restore ability points to a living creature that have been stolen from him or her through the Black Necromantic spell *Life Theft*. To perform this spell, both the life thief and his victim must be present. The thief must be tranquilized or unconscious. If he or she is physically active, the spell will not work. If he or she is conscious and resists your magic, you must make a spell attack against his or her Endurance defense. If you fail, you cannot attempt to use this spell on this thief again until you have gained a new Caster Level. If the thief is unconscious, you can work the spell without a spell attack. If the spell succeeds, you can transfer the life energy that the thief took from the victim back to the victim. You can transfer up to the number of ability levels that were originally taken, but no more than the ability points that they thief still has. As soon as the thief reaches a level of 0 points in one ability, he or she remains in a state of half-living stasis until the last ability point has been drained and death sets in. At the point where the first ability score drops to 0, the thief is beyond the point where he or she normally could be restored to life. The clerical rite Resurrect the Dead cannot restore such a victim to life. A body that has been brought to 0 points in one or more abilities through the use of this spell never again will be able to be a host to life. However, the thief could be restored to life in another body with the *Reincarnate* rite. One can take only as many ability points from the life thief as he or she originally took from the victim. It is beyond the ability of magic to restore ability points lost through the use of this spell.

Restore Sanity

School: Necromancy, White
 Spell/Magic Points: Healer/Herbal Witch: 8,
 Green/Nature Druids: 8
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 10 Minutes
 Duration: Permanent
 Range: Touch
 Target: One insane creature.
 Alignment: Light

You can heal a living or undead creature of insanity. After the magic has been worked, the target must make a Stamina check against DL 18 for the spell to succeed.

Return Home

School: Conjuraction
 Spell/Magic Points: Bardic Class: 4, Magi Class: 5,
 Green/Nature Druids: 4
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Unlimited
 Target: You and touched creatures
 Alignment: All

You can teleport yourself and some or all of your companions instantly back to your main home. The actual point of arrival is a point in the home that you designate and that is no larger than 10x10ft/3x3m. You can travel over any distance. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You also may bring one of your companions and his or her gear up to his or her maximum load per three caster levels. The spell accepts only willing passengers who are personally close to you.

Reverse Aging

School: Transmutation
 Spell/Magic Points: Magi Class: 13, Green/Nature
 Druids: 13
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 4 Hours
 Duration: Instantaneous
 Range: 0 or Touch
 Target: You or Living Creature
 Alignment: All

You can reverse the effects of the past year of aging in yourself or the living target creature. All natural physical deterioration for that year is reversed. You can use this spell a total number of times in your life equal to your caster level.

Safe Refuge

School: Conjuraction
 Spell/Magic Points: Healer/Herbal Witch: 10 Bardic
 Class: 12 Magi Class: 10 Green/Nature Druids: 10
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes

Material? Yes
Casting time: 1 Round
Duration: Until discharged
Range: Touch
Target: Object touched
Alignment: All

You create a powerful magic in some small object of high value. This object contains the power to transport its possessor instantly across any distance to your abode. Once the item is transmuted, you may keep it for yourself or give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item. Doing so is a standard one-round action. When this is done, the individual and all objects it is wearing and carrying are instantly transported to your abode. No other creatures are affected aside from a familiar that is touching the target. You also can alter the spell when casting it so that instead of transporting the bearer, it transports you to within 10ft/3m of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the spell is discharged, but once you decide to alter the spell in this fashion, you will be transported automatically to the bearer upon activation, whether you wish to be or not. The material component, the object, must have a value of at least 1,500 GP.

Scintillating Pattern

School: Illusion
Spell/Magic Points: Bardic Class: 8, Magi Class: 9
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Concentration + 2 Rounds
Range: Close
Effect: Colorful lights in 20ft/6m radius from spell center
Alignment: All

You create a twisting pattern of discordant colors that weave through the air, affecting creatures within it. Sightless creatures are not affected. The spell affects creatures with a total number of Character Levels equal to your Caster Level. Creatures with the lowest levels are affected first. Among creatures with equal levels, those who are closest to the spell's center are affected first. The spell affects each target according to its Character Level:

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds.

7 to 12: Stunned for 1d4 rounds, then confused for 1d4 rounds.

13 to 20: Confused for 1d4 rounds.

Over 20: Unaffected.

Secret Message

School: Transmutation
Spell/Magic Points: Bardic Class: 1, Magi Class: 1,
Green/Nature Druids: 1
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 10 Minutes/Caster Level
Range: Medium
Target: 1 Listener/Caster Level
Alignment: All

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1ft/30cm of stone, 1 inch/2.5cm of common metal, a thin sheet of lead or 3ft/90cm of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It does not transcend language barriers. To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

See in the Dark

School: Not given
Spell/Magic Points: Bardic Class: 4, Magi Class: 4,
Green/Nature Druids: 4
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Hour/Level
Range: Touch
Target: 1 living creature
Alignment: All

You give the recipient the ability to see over a radius of 120ft/36m in the darkness. The spell does not enable sight in magical darkness.

Sense Lies

School: Divination
Spell/Magic Points: Bardic Class: 5, Magi Class: 5,
Green/Nature Druids: 4

Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Concentration - 1 minute/level
 Range: Close
 Target: One creature/caster level
 Alignment: All

Each round, you can concentrate upon one subject that is within range. You will know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. To succeed, you must make a spell attack against the Will attack of each creature tested. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate upon a different target.

Sense Location

School: Divination
 Spell/Magic Points: Bardic Class: 13, Magi Class: 11,
 Green/Nature Druids: 11
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 10 Minutes
 Duration: Instantaneous
 Range: Unlimited
 Target: One creature or object
 Alignment: All

You can locate creatures or objects that are known to you. This spell is among the most powerful means of locating creatures or objects. No spell, song or rite that expends less than 13 spell points can counter *Sense Location*. The spell reveals, as applicable, the place, name, business name, building name, community, political entity, country and continent where the target lies. To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Sense the Future

School: Divination
 Spell/Magic Points: Bardic Class: 13, Magi Class: 11,
 Green/Nature Druids: 10
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 minutes/Caster Level
 Range: Personal or touch
 Target: You
 Alignment: All

You gain a powerful sixth sense in relation to yourself or another. If you are the subject, you receive instantaneous warnings of impending danger or harm. You never are surprised. When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating all can be accomplished before some danger befalls the subject.

Shattering Sound

School: Evocation
 Spell/Magic Points: Bardic Class: 3, Magi Class: 3,
 Green/Nature Druids: 4
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Close
 Area of Effect: 5ft/150cm from spell center
 Alignment: All

You create a loud, ringing noise that breaks brittle, non-magical objects. You destroy non-magical objects of crystal, glass, ceramic, or porcelain within a 5ft/150cm radius of the spell's center point. These objects are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound/500g per Caster Level are not affected, but all other objects of the appropriate composition are shattered.

Shocking Touch

School: Evocation
 Spell/Magic Points: Bardic Class: 1, Magi Class: 1,
 Green/Nature Druids: 2
 Attack Throw? Reflex
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Touch
 Target: Creature or object
 Alignment: All

Your touch attack deals 1d6 points of electrical damage per Caster Level. To make the necessary contact, you must make a touch or spell attack against the victim's Reflex defense.

Shovel

School: Transmutation
 Spell/Magic Points: Bardic Class: 10, Magi Class: 7,
 Green/Nature Druids: 7

Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: Variable (see text)
Duration: Instantaneous
Range: Long
Area of Effect: Earth in an area up to 750ft/250m square and up to 10ft/3m deep
Alignment: All

You can move various types of soil such as clay, loam or sand. This can collapse embankments, move hillocks, shift sand dunes, etc. The spell does not effect rock. The area affected determines the casting time. For every 150ft/45m square shoveled up to 10ft/3m deep, casting takes 10 minutes. The maximum area, 750x750ft/25x250m, takes 4 hours and 10 minutes to move. This spell does not break the surface of the ground violently. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography. The spell cannot be used for tunneling, and it generally is too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

Silence

School: Abjuration
Spell/Magic Points: Bardic Class: 2, Magi Class: 2, Green/Nature Druids: 3
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Minute/Caster Level
Range: Long
Area of Effect: 20ft/6m from spell center
Alignment: All

You bring complete silence to the affected area. All sound is stopped. Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters or passes through the area. The effect can be ended only by using *Ban Magic* upon the center point.

Slay

School: Evocation
Spell/Magic Points: Bardic Class: 14, Magi Class: 11
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round

Duration: Instantaneous
Range: Long
Target: Creatures in 20ft/6m radius
Alignment: All

You can slay either a single creature or a group. If *Slay* is targeted at a single creature, that creature dies if it has 200 or fewer injury points. If *Slay* is cast as an area spell, it kills creatures within a 20-foot/6-meter radius that have 50 or injury points. It slays up to a total of 200 injury points of such creatures. The spell affects creatures with the lowest injury point totals first until the next creature would put the total over the limit of 200.

Slay Undead

School: Necromancy, White
Spell/Magic Points: Magi Class: 13
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Medium
Target: Undead creatures
Area of Effect: 40ft/12m from center point
Alignment: Light

With a successful spell attack against the target's or targets' Will defense you can slay undead, making dead of them. The maximum Character Level of undead that you can slay is equal to your own Character Level. In casting, you choose a center point for the spell's effect. The spell then affects all undead upon whom your spell attack succeeded and who are within 40ft/12m from the center point where your spell hit. The draughts with the lowest levels die first, followed by those of the next higher level, until you have slain a total of undead equal with combined character levels that are equal to your own Character Level. All undead slain in this manner go directly to Deep Hell.

Sleep

School: Enchantment
Spell/Magic Points: Bardic Class: 1, Magi Class: 1, Green/Nature Druids: 2
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Minute/Caster Level
Range: Medium
Target: Living creatures
Area of Effect: 10ft/3m radius from spell center
Alignment: All

You cause a magical slumber to come upon a number of living creatures that equals your Caster Level. You must make a spell attack against the Will defense of each creature to succeed. Creatures with the lowest Character Levels are affected first. Among creatures with equal Character Levels, those who are closest to the spell's point of origin are affected first. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a one-round action. Sleep does not target unconscious or undead creatures.

Sleet Storm

School: Conjuraction
 Spell/Magic Points: Bardic Class: 3, Magi Class: 3,
 Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Caster Level
 Range: Long
 Area of Effect: 100ft/30m square per Caster Level
 Alignment: All

You cause a driving sleet that blocks all sight within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a Dexterity check against DL 17. Failure means it can't move in that round. A second failure means that it falls. The sleet also extinguishes torches and small fires.

Slow

School: Transmutation
 Spell/Magic Points: Bardic Class: 3, Magi Class: 3,
 Green/Nature Druids: 3
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Caster Level
 Range: Medium
 Target: Living or undead creatures
 Area of Effect: 10ft/3m from spell center
 Alignment: All

You can make creatures move and attack at a drastically slowed rate. To succeed, you must make a spell attack against each target's Endurance defense. A slowed creature can take only a single move action or a standard one-round action each turn, but not both. It also takes a -1 penalty on attack rolls and defenses. A slowed creature moves at half its normal speed, rounded down to the next 5ft/150cm increment, which affects the creature's jumping distance as normal for decreased speed. Multiple slow effects don't stack.

Slow Poison

School: Necromancy, White
 Spell/Magic Points: Healer/Herbal Witch: 2, Bardic
 Class: 6, Magi Class: 6, Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 hour/caster level
 Range: Touch
 Target: Touched creature
 Alignment: Light

You make the recipient temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell has expired. The spell does not cure any damage that poison already may have done.

Song of Deafness

School: Abjuration
 Spell/Magic Points: Bardic Class: 12
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Minute
 Duration: Length of Song to 3 Minutes
 Range: 30ft/9m
 Target: Enemies
 Area of Effect: 30ft/9m from caster
 Alignment: All

You can use song or poetics to temporarily deafen all enemies within a 30ft/9m of you. To succeed, you must make a spell attack against each foe's Endurance defense. The deafening effect lasts for as long you continue the deafening song. You can choose to exclude any creatures from this effect. You may sing, play, or recite a deafening song while taking other mundane actions. You may keep up the deafening song for a maximum of 3 minutes. Using the deafening song counts as one use of song or poetics for the day.

Song of Hindrance

School: Enchantment
 Spell/Magic Points: Bardic Class: 14
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Minute
 Duration: Length of Song to 3 Minutes
 Range: 30ft/9m
 Target: Enemies
 Area of Effect: 30ft/9m from caster
 Alignment: All

You can use song or poetics to hinder enemy spell-casters who are within a 30ft/9m of you. To succeed, you must make a spell attack against the foe's Will defense. You may exclude any creatures from this effect. You may sing, play, or recite a hindering song while taking other mundane actions. You may keep up the hindering song for up to three minutes. Using the hindering song counts as one of your uses of song or poetics for the day.

Song of Oblivion

School: Enchantment
 Spell/Magic Points: Bardic Class: 7
 Attack Throw? Will
 Gestures or Wand? No
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Minute per Bardic level
 Range: 30ft/9m
 Target: One Undead
 Alignment: All

You can demoralize an undead and makes it lethargic. The song haunts the deepest recesses of the mind of an undead and, if it succeeds, makes the undead so lethargic that it takes no actions. The Bard must make a single spell attack against the undead's Will defense for undead of levels 1-10, an attack each minute for undead of levels 11-20 and an attack each round for undead of levels 21-30.

Song of the Woodlands

School: Enchantment
 Spell/Magic Points: Bardic Class: 7
 Attack Throw? No
 Gestures or Wand? No
 Words? Yes
 Material? No
 Casting time: 3 Minutes
 Duration: 1 Minute per Bardic level
 Range: 5 miles/8km
 Target: Tree herders, Elventrees
 Area of Effect: 50ft/15m radius from Skáld or Blue Druid
 Alignment: All

You can call tree herders to you and communicate with elven trees. The first effect of this song is to issue a call to all tree herders within range, asking them to come to you. If a tree herder is within range, it will hear the song, but it is not bound to come to you. For the rest of the duration, any elven trees within 50ft/15m of you will understand your speech. However, they are not bound to answer you or react in any manner.

Soul and Spirit Divination

School: Divination
 Spell/Magic Points: Bardic Class: 14, Magi Class: 14, Green/Nature Druids: 14
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 10 Minutes
 Duration: 20 Minutes
 Range: Unlimited
 Target: 1 Living or Undead Creature
 Alignment: All

You are able to tap the consciousness of another sentient creature with whom you are familiar. You must make a successful spell attack against the target's Will defense or the spell fails. You can gain familiarity by meeting, observing or successfully divining the subject. Whether the spell is successful or not, the target is unaware of the attempted intrusion. Once the target is tapped, you are able to hear, see, feel, smell, and taste everything the target senses. You cannot control the target, however. During this time, your own body remains in a trance-like state. If the target takes damage, you sense the injuries, although your own body suffers no ill effects. If the target is knocked unconscious or killed, the spell immediately ends.

Soul Cage

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 15
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Touch
 Target: One Creature
 Alignment: Darkness

You can separate the soul of a human, half-elf or halfling from his or her flesh, cage the soul inside of another object such as a statue, where it remains fully conscious and observant and destroy the body of the victim, turning it into grave dust. To make the spell work, you must touch the victim the entire time that the enchantment is being spoken with a finger bone of a person from the same race. At the end of the casting, you must make a spell attack against the target's Endurance defense. If the attack fails, the target is permanently immune to this spell – from you or anyone else. The soul can be freed from the object without the use of magic only through the destruction of the receptacle object itself. In other words, if the soul has been placed in a statue, the destruction of the statue will free the soul to go on to its post-death fate. This spell sometimes is used by cruel necromancers as a punish

ment intended to be worse than a death sentence. Another spell called *Soul Eye* can be enacted upon the soul in the statue. These statues then can be placed at important locations, and diviners can read the thoughts of the trapped souls, seeing all things these souls see in their locations. There is much division among Clerics and philosophers on how to deal with such statues. Most believe they should be destroyed, to free the trapped soul to death. Others believe the statues should be preserved until a means can be found to restore the long-trapped victims to life. Sages who are aware of still existing statues believed to be soul traps tend to subscribe to the latter school of thinking.

Soul Eye

School: Transmutation
 Spell/Magic Points: Bardic Class: 12, Magi Class: 10
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Touch
 Target: Trapped, bodiless soul
 Alignment: All

You can read the thoughts of targets of this spell, seeing all things these souls see in their locations. The spell often is used with the spell *Soul Cage*, which transfers the target's soul into an inanimate object such as a statue. The statute then performs eternal watch duty for you.

Soul or Spirit Brother

School: Conjuraction
 Spell/Magic Points: Bardic Class: 15, Magi Class: 15,
 Green/Nature Druids: 15
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Minute
 Duration: 8 Hours
 Range: 5ft/150cm
 Area of Effect: Duplicate of you
 Alignment: All

You can create a duplicate version of yourself as you were when you were a 21st level character (but not necessarily a 21st level caster). The duplicate is fresh and rested when created. It may cast any spell to which you had access when you were at 21st level. Use your own former 21st level statistics. The duplicate appears in whatever mundane clothing you wish when it initially is conjured, but it has no other possessions. It shares part of your soul or spirit, so it is you for all intents and purposes. You and your duplicate can communicate

with each other normally. Usually, the duplicate does not begrudge its brief existence, because it's a part of you.

Soul or Spirit Vault

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 6, Green/Nature
 Druids: 8
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 hour/Caster Level
 Range: Medium
 Target: Creature with spirit or soul
 Alignment: Darkness

You place your soul into an object, a *Soul* or *Spirit Vault*, leaving the body lifeless. You then can use the spell to attempt to take control of a nearby body, forcing its soul or spirit into a *Vault*. During the spell's duration, you may move back to the *Vault* at will, which returns the trapped soul or spirit to its body. You then can attempt to possess another body. The spell ends when you send your soul or spirit back to your own body, leaving the *Vault* empty. To cast the spell, the intended *Vault* receptacle must be within spell range and you must know where it is, although you do not need line of sight or line of effect to it. When you transfer your soul or spirit upon casting, your body appears to be dead. While in the *Vault*, you can sense and attack with spells any life force within 10ft/3m per caster level. You can cast without gestures, wands, words or materials. You do need line of effect from the *Vault* to the creatures. You cannot determine what the types or positions of the creatures that might be threatening you are. In a group of live or undead beings, you can sense a difference of 4 or more levels between one creature and you can determine whether the beings are alive or undead. The spell will not detect skeletons or zombies because they have neither souls nor spirits. You can attempt to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly. Attempting to possess a body is a one-round action. It can be blocked by some magical wards. You possess the body and force the creature's soul or spirit into the *Vault* if your spell attack against its Will defense succeeds. Failure to take over the host leaves your life force in the *Vault*, and your new spell attacks against the same target will fail automatically if you attempt to possess its body again. If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *Vault*. All of your value scores remain intact except for Strength, Dexterity and Stamina as well as related scores which depend on these. You gain the Strength, Dexterity and Stamina scores of the new body. A body with extra limbs allows you to make more attacks than

normal. However, you can't activate the body's extraordinary or supernatural abilities, if it has any. The creature's spells and spell-like abilities do not stay with the body. As a one-round action, you can shift freely from a host to the *Vault* if it is within range, sending the trapped soul back to its body. The spell ends when you shift from the *Vault* to your own body. If the host body is slain, you return to the *Vault*, if it is within range, and the life force of the host departs. It is dead. If the host body is slain beyond the range of the spell, both you and the host die. Any life force with no body to enter goes directly to Deep Hell. If the spell ends while you are in the *Vault*, it remains there until you are able to take over another body. Under unfortunate circumstances, your wait could be eternal. Destroying the *Vault's* host object ends the spell. The spell can be dispelled at either the *Vault's* or at the host's location.

Speak with Animals

School: Divination

Spell/Magic Points: Bardic Class: 3, Magi Class: 3,
Green/Nature Druids: 1

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: 1 Minute/Caster Level

Range: Personal

Target: You

Area of Effect:

Alignment: All

You can comprehend and communicate with animals. You are able to ask questions of and receive telepathic answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Speak with the Dead

School: Universal

Spell/Magic Points: Bardic Class: 3, Magi Class: 4,
Green/Nature Druids: 3

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 10 Minutes

Duration: 1 Minute/Caster Level

Range: 10ft/3m

Target: One dead creature

Alignment: All

You allow a corpse briefly to become a speaking conduit for the soul or spirit that once occupied it. You may

ask one question per two Caster Levels. The corpse's knowledge is limited to what the creature knew during life. Answers are usually brief, cryptic or repetitive. If the soul or spirit resists your questions, you must make a spell attack against the Will defense it had when alive, or it will ignore your questions. A soul or spirit answers to this spell only once daily. If another caster already has used the spell on a particular soul or spirit on the day in question, a new attempt on the same day will fail. You can cast this spell on a corpse that has been deceased for any amount of time, but the soul or spirit must still be wandering free among the living. Souls and spirits that have gone to Deep Hell or elsewhere are beyond your reach. Because the spell animates the corpse and uses it to make speech, a damaged corpse may have difficulty answering. This spell does not affect a corpse that has been turned into a draug.

Spears of Ice

School: Evocation

Spell/Magic Points: Bardic Class: 4, Magi Class: 4,
Green/Nature Druids: 4

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: Instantaneous

Range: Long

Target: Creatures or objects

Effect: 1 Spear of Ice/Caster Level

Area of Effect: Targets within 30ft/9m of each other

Alignment: All

You can send 1ft/30cm long *Spears of Ice* from your wand or finger against one or more targets, each doing 1d6 damage. You can unleash one spear per Caster Level. If a target has room and the opportunity to dodge a spear, he or she can do so with a successful Dexterity check against your caster level + 10 for half damage.

Speed

School: Transmutation

Spell/Magic Points: Bardic Class: 5, Magi Class: 4,
Green/Nature Druids: 6

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: 1 Round/Caster Level

Range: Close

Target: Once creature/Caster Level

Area of Effect: 20ft/6m radius from spell center

Alignment: All

You allow the targets move and act more quickly than normal. This extra speed has several effects. When

making a one-round action, a hasted creature may make one extra attack with any weapon it is holding. The attack is made using the creature's full attack bonus, plus any modifiers appropriate to the situation. This second attack is at the end of the initiative sequence. All of the hasted creature's modes of movement increase by 30ft/9m, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple Speed effects don't stack. *Speed* dispels and counters *Slow*.

Spell Drain

School: Abjuration
 Spell/Magic Points: Bardic Class: 12, Magi Class: 12,
 Green/Nature Druids: 12
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Caster Level
 Range: Medium
 Target: 1 Living or Undead Creature
 Alignment: All

Each round you draw the spell with the highest spell point cost from the ability of your target. To succeed, you must make a successful spell attack against the target's Will defense. Your only action is the enactment of the spell in its first round. Each round after that, the subject loses the ability to use another spell, moving to lower level spells once all the higher level spells are gone. The subject realizes the spells are being lost but cannot stop the process if your spell attack succeeded. This is not a matter of free will, because the victim is not taking part in the process. He or she can take whatever actions he or she chooses as the spells vanish. At the end of the spell's duration, the victim may use only those spells that were not drawn from him or her. The victim can regain those spells through whatever process of review or study is required for his or her class.

Spellguard

School: Abjuration
 Spell/Magic Points: Bardic Class: 8 Magi Class: 5
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: Free Action
 Duration: Instantaneous
 Range: Personal
 Target: Second Spell
 Alignment: All

You can raise the effective caster level against *Ban Magic* spells. This spell can be cast simultaneously with any other spell, song, etc. If attempts are made to dispel the magic or the main spell or song with the spell *Ban Magic*, the effective caster level of the main spell or song is increased by 10 to a maximum of 30.

Spider Climb

School: Transmutation
 Spell/Magic Points: Bardic Class: 2, Magi Class: 2,
 Green/Nature Druids: 2
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 Minutes/Caster Level
 Range: Touch
 Target: Touched creature
 Alignment: All

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20ft/6m. Furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to its Reflex defense if any while climbing, and opponents get no special bonus to their attacks. It cannot, however, use the run action while climbing.

Spying Eyes

School: Divination
 Spell/Magic Points: Bardic Class: 6, Magi Class: 6,
 Green/Nature Druids: 8
 Attack Throw? No
 Gestures or Wand? Yes
 Words? No
 Material? No
 Casting time: 1 Minute
 Duration: 1 Hour/Caster Level
 Range: 1 mile/1.5km
 Effect: 10 or more Spying Eyes
 Alignment: All

You create a number of semi-tangible, visible magical eyes equal to 1d4 + your caster level. These eyes move out, scout and return as you direct them to do when you cast the spell. Each eye can see over a normal vision range of 120ft/36m in all directions. The individual eyes are quite fragile, but they're small and difficult to spot. Each eye is about the size of a small apple, that has 1 hit point, and Armor, Endurance, Reflex and Stamina scores of 14. They fly at a speed of 30ft/9m with perfect maneuverability, and have a +16 *Sneak* modifier and a *Notice Objects and Movement* modifier equal to your caster level. They are subject to

illusions, darkness, fog and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch. When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well. In order to report their findings, the eyes must return to your hand. Each eye replays in your mind all it has seen during its existence. It takes an eye one round to replay one hour of recorded images. After relaying its findings, an eye disappears. If an eye ever gets more than 1 mile/1.5km away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event. The eyes exist for up to one hour per caster level or until they return to you. *Ban Magic* can destroy eyes. Roll separately for each eye caught by a *Ban Magic* spell.

Spying True-Seeing Eyes

School: Divination
 Spell/Magic Points: Bardic Class: 9, Magi Class: 9,
 Green/Nature Druids: 11
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Minute
 Duration: 1 Hour/Caster Level
 Range: 1 mile/1.5km
 Effect: 10 or more Spying True-Seeing Eyes
 Alignment: All

You create a number of semi-tangible, visible magical eyes equal to 1d4 + your caster level. The eyes have true sight. The eyes move out, scout and return as you direct them to do when you cast the spell. Each eye can see over a normal vision range of 120ft/36m in all directions. The individual eyes are quite fragile, but they're small and difficult to spot. Each eye is about the size of a small apple, that has one hit point and Armor, Endurance, Reflex and Stamina bonuses of 18. The eyes fly at a speed of 30ft/9m with perfect maneuverability, and have a +16 *Sneak* modifier and a *Notice Objects and Movement* modifier equal to your caster level. They are subject to illusions, darkness, fog and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch. When you create the eyes, you specify instructions you want the eyes to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well. In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye one round to replay one hour of recorded images. After relaying its findings, an eye disappears. If an eye ever gets more than 1 mile/1.5km away from

you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event. The eyes exist for up to one hour per caster level or until they return to you. *Ban Magic* can destroy eyes. Roll separately for each eye caught by a *Ban Magic* spell.

Staffmorph

School: Transmutation
 Spell/Magic Points: Bardic Class: 12, Magi Class: 12,
 Green/Nature Druids: 8
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 1 Round
 Duration: 1 hour/caster level
 Range: Touch
 Target: Your staff
 Alignment: All

You can change your magical staff into an animated tree-herder-like creature 24ft/7.2m tall. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a non-living creature that looks and fights just like a tree herder. It defends you and carries out your mental commands. The staff has 16d10 injury points. If it is reduced to zero injury points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell expires or when you dismiss it. The pseudo-tree-herder has an attack bonus of +10 and deals 4d4 injury points of damage per blow.

Stasis

School: Transmutation
 Spell/Magic Points: Bardic Class: 10, Magi Class: 9,
 Green/Nature Druids: 11
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Touch
 Target: Living or undead creature
 Alignment: All

You place your target into a state of suspended animation. If the target is unwilling, you must make a successful spell attack against its Endurance defense. If the spell succeeds, time ceases to flow for the victim and its condition becomes fixed. The creature does not grow older. Its bodily functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed by spells such as *Ban Magic* or *Liberate*.

Statue

School: Transmutation
 Spell/Magic Points: Bardic Class: 10, Magi Class: 7,
 Green/Nature Druids: 9
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Hour/Caster Level
 Range: Touch
 Target: Living or undead creature
 Alignment: All

You turn your willing target to solid stone, along with any garments and equipment worn or carried. In statue form, the target retains its own injury points. It can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The target of a statue spell can return to its normal state, act and then return instantly to the statue state in a free action, if it so desires, as long as the spell duration is in effect.

Stone Union

School: Transmutation
 Spell/Magic Points: Bardic Class: 7, Magi Class: 7,
 Green/Nature Druids: 4
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 Minutes/Caster Level
 Range: Personal
 Target: You
 Alignment: All

You can meld your own body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100lbs/50kg of non-living gear merge with the stone. If either condition is violated, the spell fails and is wasted. While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction to the extent that you no longer fit within it expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a successful DL 18 Stamina check. Any time before the duration ends, you

can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage. The following spells harm you if cast upon the stone that you are occupying: *Depetrify* or other spells that change the substance of the stone expel you and cause 4d6 points of damage.

Stoneguard

School: Necromancy, Black
 Spell/Magic Points: Magi Class: 15
 Attack Throw? Endurance
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 10 Minutes
 Duration: Permanent
 Range: Close
 Target: Living or undead creature
 Alignment: Darkness

You can slay the victim with this spell and then place its soul or spirit in a guarding statue. The imprisoned soul can see in the direction the statue is facing, just as if it and the statue had eyes. Whenever the soul sees a threat approaching the statue, the statue automatically emanates a telepathic message to all designated recipients. The message contains no words, but it delivers a clear picture of the threat, as the statue and soul have seen it. The soul can be freed only by destroying the statue. The slain victim can be restored to life only through a clerical *Reincarnate* rite. At the time you cast the spell, you must make a successful spell attack against the victim's Endurance defense or the victim will be slain and its soul or spirit will be free. This spell was developed in olden times as a punishment.

Stop Animate Draug

School: Enchantment
 Spell/Magic Points: Bardic Class: 3, Magi Class: 6,
 Green/Nature Druids: 6
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 Round/Caster Level
 Range: Medium
 Target: One animate undead
 Alignment: All

You paralyze your target and freeze it in place. To succeed, you must make a spell attack every round against the target's Will defense. It is aware and breathes normally but it cannot take any actions, even speech. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may

drown. This spell has no effect upon skeletons and zombies.

Stop Beast

School: Enchantment

Spell/Magic Points: Bardic Class: 1, Magi Class: 4,
Green/Nature Druids: 1

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: 1 Round/Caster Level

Range: Medium

Target: One beast

Alignment: All

You paralyze your target and freeze it in place. To succeed, you must make a spell attack every round against the target's Will defense. It is aware and breathes normally but it cannot take any actions, even speech. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Stop Magical Mutation

School: Enchantment

Spell/Magic Points: Bardic Class: 2, Magi Class: 5,
Green/Nature Druids: 3

Attack Throw? Will

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: 1 Round/Caster Level

Range: Medium

Target: One magical mutation

Alignment: All

You paralyze your target and freeze it in place. To succeed, you must make a spell attack every round against the target's Will defense. It is aware and breathes normally but it cannot take any actions, even speech. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Stop Mutation

School: Enchantment

Spell/Magic Points: Bardic Class: 2, Magi Class: 5,
Green/Nature Druids: 3

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: 1 Round/Caster Level

Range: Medium

Target: One non-magical mutation

Alignment: All

You paralyze your target and freeze it in place. To succeed, you must make a spell attack every round against the target's Will defense. It is aware and breathes normally but it cannot take any actions, even speech. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Stop Person

School: Enchantment

Spell/Magic Points: Bardic Class: 3, Magi Class: 6,
Green/Nature Druids: 6

Attack Throw? Will

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: 1 Round/Caster Level

Range: Medium

Target: One magical mutation

Alignment: All

You paralyze your target and freeze it in place. To succeed, you must make a spell attack every round against the target's Will defense. It is aware and breathes normally but it cannot take any actions, even speech. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Stop Skeletons and Zombies

School: Abjuration

Spell/Magic Points: Bardic Class: 1, Magi Class: 2,
Green/Nature Druids: 2

Attack Throw? Will

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: 1 Round/Caster Level

Range: Medium

Target: 1d4 Skeletons or Zombies/Caster Level

Alignment: All

You paralyze your targets and freeze them in place. To succeed, you must make a spell attack every round against the Will defense of the creature controlling the draugs.

Stop Time

School: Transmutation

Spell/Magic Points: Bardic Class: 9, Magi Class: 9,
Green/Nature Druids: 10

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: 1 Virtual Minute (Instantaneous)

Range: Close
Target: Living or undead creatures
Alignment: All

You make time cease flowing for everyone but you and the creatures that you designate. Enacting the spell is a full, one-round action. The spell takes effect at the very end of the round in which you enact it, and it ends before the beginning of the next round. It lasts exactly one minute or 12 rounds in virtual time. You can designate one creature in addition to yourself as a target for every three Caster Levels beginning with the 6th. As an example, you can designate one companion for the 6th caster level, a second for the 9th, etc. A creature usually cannot resist being drawn into virtual time because it is there before it knows that there is anything to resist. However, if a creature who has detected the nature of the spell before it is triggered resists, you must make a successful spell attack against its Will defense or it escapes the spell's effects. Other creatures that do not enter virtual time are at a standstill. For 1 minute (12 rounds) of apparent time, which takes place between two 5-second rounds in real time, you and your designated companions are free to take actions that ordinarily would not directly change the history of true time. However, most indirect effects are not prohibited. Because your actions take place outside of true time, damaging conditions in true time do not harm you. On the other hand, you are unable to harm or damage anything in real time. You also cannot move objects in real time but you can open items in real time and look within them, turn corners and look around them, read texts, perform divination and some other spells, use sense and detect skills, etc. If you open a trapped item, the trap will not trigger. If you move or change anything, the spell will return it to its original position and condition at the end of the 12th virtual round.

Summon Creature

School: Conjunction
Spell/Magic Points: Bardic Class: 1, Magi Class: 1,
Green/Nature Druids: 1
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Round/Caster Level
Range: 1 Mile/1.5km / Caster Level
Target: Creature without free will
Area of Effect: Radius of 1 Mile/1.5km / Caster Level
from Caster
Alignment: All

You can summon a beast, mutation, magical mutation or other living being without free will to appear at a location that you designate. You cannot summon a creature with which you are in combat or with which you are directly dealing in another matter. You also cannot

summon a creature that already is under the control of another creature of a Caster Level equal to or higher than your own. The summoned creature acts immediately on your turn and carries out your orders to the best of its ability. The number of spell points expended is based upon the Character Level of the summoned creature. For every two character levels summoned, you expend one spell point. Thus, you can expend one spell point and summon a creature of the first or second Character Level. Likewise, you can expend 15 points and summon a creature of the 29th or 30th character level. To succeed, you must make a spell attack against the summoned creature's Will defense. You can summon a type of creature only if one of the type sought is within the spell's range. If more than one summonable creature is within range, the nearest creature will respond. Creatures cannot be summoned into an environment that cannot support their life needs or that automatically damages them. At the end of the spell's duration, the summoned creature remains at the location to which you summoned it, but it no longer is bound to your commands. It is free to act as it wishes.

Summon Demon or Devil

School: Conjunction
Spell/Magic Points: Magi Class: 12
Attack Throw? Will
Gestures or Wand? Yes
Words? Yes
Material? Yes
Casting time: 1 Hour
Duration: Instantaneous
Range: Unlimited
Target: 1 Demon or Devil
Alignment: Darkness

You can summon a demon or devil whose true name you know. To succeed you must make a successful spell attack against the target's Will defense. If you succeed, upon its appearance, the demon or devil is bound to perform one service that you desire. It cannot avenge itself upon you in anyway until that service is performed. After the Service is performed, the demon or devil is free to do as it wishes. During the casting time, you mix incense with a value of 100 GP for every character level of the demon or devil being conjured. You also must stand the entire time in a perfectly drawn pentagram. If your spell attack fails or if your pentagram is less than perfect, the demon or devil is free to appear within one hour at your location and do as it will.

Swerve

School: Abjuration
Spell/Magic Points: Bardic Class: 10, Magi Class: 8
Attack Throw? No
Gestures or Wand? No
Words? Yes
Material? No

Casting time: 1 Round
Duration: 3 Rounds
Range: Personal
Target: You
Alignment: All

You can cause a spell targeted upon you to swerve away unpredictably at a distance of 2d4ft/2d4x30cm to either side of you or above you rather than striking you. The spell protects you alone and not other members of your party. In fact, when the spell swerves, there is a chance it will hit another member of your party if any are within 8ft/2.5m of you. Casting this spell has a shaking effect upon you, which will prevent your using additional spells for another 1d4 rounds. During this time you also lose all bonuses on checks of any kind and combat attacks.

Sword of Force

School: Evocation
Spell/Magic Points: Bardic Class: 12, Magi Class: 8,
Green/Nature Druids: 10
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Minute/Level
Range: Close
Target:
Effect: Sword of Force
Area of Effect:
Alignment: All

You create a shimmering, long-sword-like plane of force. Only you can wield this sword. If it leaves your hands, it ceases to exist and vanishes. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks like a magical sword +3 using your basic attack bonus. You can raise that to +4 or +5 by expending one or two additional spell points. The weapon deals 1d8+3 damage plus your own personal melee damage bonus. The sword always strikes from your direction. You may use this long sword without a weapon proficiency or encumbrance penalties. It has no weight and therefore causes no encumbrance. The sword cannot be attacked or harmed by physical attacks, but magic banning spells can banish it out of existence. The sword's Arm- or defense is 13.

Sylvan Bodyguard

School: Transmutation
Spell/Magic Points: Bardic Class: 12, Magi Class: 10,
Green/Nature Druids: 7
Attack Throw? No
Gestures or Wand? Yes
Words? Yes

Material? No
Casting time: 10 Minutes
Duration: 1 Day/Caster Level
Range: Touch
Target: Touched tree
Alignment: All

You can turn a tree into a protector or guardian. The spell can be cast on only a single tree at a time. The tree on which the spell is cast must be within 300ft/90m of something that you wish to guard or protect. The spell must be cast on a healthy, large tree. A triggering phrase of up to one word per caster level is placed on the targeted tree. The spell triggers the tree into animating as a tree herder. If the spell is banned, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Telepathic Network

School: Divination
Spell/Magic Points: Bardic Class: 4, Magi Class: 6,
Green/Nature Druids: 7
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 10 Minutes/Caster Level
Range: Close
Target: Target creatures
Area of Effect: Within 30ft/9m of caster
Alignment: All

You forge a telepathic network among yourself and one willing, intelligent creature per Caster Level. Each creature included in the network is linked to all the others. The creatures can communicate telepathically through the network regardless of language. No special power or influence is established as a result of this link. Once the network is formed, it works over any distance. If desired, you may leave yourself out of the network. This decision must be made at the time of casting.

Teleport

School: Conjuration
Spell/Magic Points: Bardic Class: 7, Magi Class: 6,
Green/Nature Druids: 7
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Personal and touch
Target: You and living or undead creatures
Alignment: All

This spell instantly transports you and/or your targets to a designated destination. Each teleported creature can bring along objects as long as they do not exceed its maximum load for weight and bulk. You may transport one creature per three caster levels beginning with the 11th Caster Level. At the 11th Caster Level you can teleport three creatures, at the 13th Caster Level four creatures, at the 16th level five creatures, etc. If a target resists the teleportation, you must make a successful spell attack against its Will defense. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation is to work. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To determine how well the spell has worked, the game master rolls d% and consults the following list and table:

Terms:

Very familiar is a place where you have been very often and where you feel at home.

Studied carefully is a place you know well, either because you currently can see it, you've been there often, or you have used other means such as divining to study the place for at least one hour.

Seen casually is a place that you have seen more than once but with which you are not very familiar.

Viewed once is a place that you have seen once, possibly using magic.

False destination is a place that does not truly exist or that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, the game master rolls 1d20+80 to obtain results on the table, rather than rolling d%, because there is no real destination for which you can hope to arrive.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. The distance off target is 1d% of the distance that was to be traveled. The direction off target is determined randomly

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting were scrambled. You each take 1d10 points of damage, and the game master rerolls on the chart to see where you wind up. For these rerolls, he or she rolls 1d20+80.

Each time Mishap comes up, the characters take more damage and the game master must reroll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	-
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
False destination (1d20+80)	-	-	81-92	93-100

Teleport Perfectly

School: Conjuration

Spell/Magic Points: Bardic Class: 9, Magi Class: 8, Green/Nature Druids: 9

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: Instantaneous

Range: Personal and touch

Target: You and living or undead creatures

Alignment: All

This spell instantly transports you and/or your targets to a designated destination of which you have at least a reliable description. There is no possibility of landing at a false location. Each teleported creature can bring along objects as long as they do not exceed its maximum load for weight and bulk. You may transport one creature per three caster levels beginning with the 11th Caster Level. At the 11th Caster Level you can teleport three creatures, at the 13th Caster Level four creatures, at the 16th level five creatures, etc. If a target resists the teleportation, you must make a successful spell attack against its Will defense. If the information you use for this spell is incorrect or the spell malfunctions for some other reason, you and/or your targets simply vanish in the round in which the spell is cast and reappear again in your original location.

Teleport Trace

School: Divination

Spell/Magic Points: Bardic Class: 5, Magi Class: 6, Green/Nature Druids: 6

Attack Throw? No

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: Instantaneous

Range: Personal
Target: Teleported creature
Alignment: All

You can track the location of a creature that has used teleportation magic. The spell is effective only within the first five minutes after the creature has teleported. The amount of information you gain is dependent upon your Magical Aptitude check against the following DLs:

DL 15:	The general geographic region.
DL 20:	The specific area, such as a city, village, mountain valley, etc.
DL 25:	The precise location.

No other information is gained.

Throw Your Voice

School: Illusion
Spell/Magic Points: Bardic Class: 1, Magi Class: 2
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Minute/Caster Level
Range: Close
Target: You
Alignment: All

You can make your voice or any sound that you normally can make vocally seem to issue from someplace else. If a listener believes the sound to be illusory, you must make a successful spell attack against its Will defense, or it recognizes the sound for what it is.

Traceless Travel

School: Transmutation
Spell/Magic Points: Bardic Class: 3, Magi Class: 3,
Green/Nature Druids: 1
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: 1 Hour/Caster Level
Range: Touch
Target: One creature/Caster Level
Alignment: All

The targets can move through any type of terrain and leave neither footprints nor scents. Tracking the subjects is impossible by non-magical means.

Transfiguration

School: Necromancy, Black
Spell/Magic Points: Magi Class: 9

Attack Throw? Endurance
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Touch
Target: One human, halfling or half-elf
Alignment: Darkness

You can turn a willing human, half-elf or halfling into an intermediate draug of the same Character Level as the target. The target must make a successful Stamina check against DL 20 or it dies and goes directly to Deep Hell.

Transfiguration, Greater

School: Necromancy, Black
Spell/Magic Points: Magi Class: 15
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round
Duration: Instantaneous
Range: Touch
Target: One human, halfling or half-elf
Alignment: Darkness

You can turn a willing human, half-elf or halfling into a dark draug of the same character level as the target. The target must make a successful Stamina check against DL 30 or it dies and goes directly to Deep Hell.

Transmute

School: Transmutation
Spell/Magic Points: Bardic Class: 9, Magi Class: 6
Attack Throw? No
Gestures or Wand? Yes
Words? Yes
Material? No
Casting time: 1 Round/Cube with 10ft/3m sides
Duration: Instantaneous
Range: Close
Target: 1 Cube with 10ft/3m sides/Caster Level
Alignment: All

You can convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by this spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cube with 1ft/30cm sides per level. You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship.

Transmute Elements

School: Transmutation
 Spell/Magic Points: Bardic Class: 10, Magi Class: 8,
 Green/Nature Druids: 5
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Long
 Area of Effect: Volume of two 10ft/3m cubes/Caster
 Level
 Alignment: All

You can transmute the allowed quantity any of the four basic elements into another of the four basic elements. For example, you can change fire to water, water to air, air to earth and earth to fire. You also can transmute a member of one elemental group into another member of that same group. For example, you can transmute stone of the earth element into mud, or you can convert oxygen of the air element into carbon dioxide. If the elemental object you are trying to control is under the magical control or is a magical property of another creature and it resists the transmutation, you must make a successful spell attack against its Will defense or your spell fails. That could apply, for instance, if you tried to turn a dragon's fiery breath into water.

Transmute Plants

School: Transmutation
 Spell/Magic Points: Healer/Herbal Witch: 6, Bardic
 Class: 4, Magi Class: 4, Green/Nature Druids: 3
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Long
 Target: See text
 Area of Effect: See text
 Alignment: All

Depending on the version chosen, you can cause varying effects with plant growth.

Overgrowth: This effect causes normal vegetation such as grasses, briars, bushes, creepers, thistles, trees and vines within range to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5ft/150cm. The area must have brush and trees in it for this spell to take effect. At your option, the area can be a 100ft/30m-radius circle, a 150ft/45m-radius semicircle, or a 200ft/60m-radius quarter circle. You may designate places within the area that are not affected.

Enrichment: This effect targets plants within range, raising their potential productivity over the course of the next year to one-third above normal.

This spell has no effect upon plant creatures such as elven trees or tree herders.

Trigger

School: Evocation
 Spell/Magic Points: Bardic Class: 13, Magi Class: 10
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? Yes
 Casting time: 10 Minutes
 Duration: Until discharged
 Range: Close
 Target: One spell
 Area of Effect: Within 20ft/6m of the Triggered Spell(s)
 Alignment: All

You can define conditions which will trigger certain other spells. The 10-minute casting time is valid only for the *Trigger* spell itself. The casting time of the spell to be triggered must be added to the casting time of *Trigger*. Any time this spell is set off, its intended victim has a chance to dispel it or otherwise react to it first. The Initiative Bonus of the spell is identical to your Initiative Bonus. Similar Initiative Checks must be made for each spell that is to be triggered. Each spell has the Initiative Bonus of the spell user who cast the *Trigger*. One can use *Trigger* to activate any spell except the following:

- Spells that require a touch.
- Spells that require specific commands to be given.
- Spells that require the selection of a specific target and that cannot be placed in advance upon a specific location.

Actions which can be used to define the conditions of a trigger are:

- Any living creature that comes within range of the trigger.
- An undead creature that comes within range of the trigger.
- A member of a specific race (i.e. human, halfling, etc.) or a specific beast or mutation (i.e. wolf or orc) that comes within range of the trigger.
- A creature with a defined mark comes within range of the trigger.
- A specific object comes within range of the trigger.
- A spell-like effect is worked within range of the trigger.
- A given temperature is reached.
- A defined degree of light or darkness is reached.
- A certain word is spoken.
- A defined action does not take place within the location of the spell within a defined amount of time.

The range of 20ft/6m is the maximum for the triggering creature or object, but you may reduce this range if you wish. The material component is a piece of phosphorous weighing 4 ounces/120 grams, which must be burned during the casting.

Turn Magic

School: Universal
 Spell/Magic Points: Bardic Class: 7, Magi Class: 7,
 Green/Nature Druids: 7
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 10 Minutes/Caster Level
 Effect: Expended upon use
 Alignment: All

You can turn spells and spell-like effects that are targeted on you are back upon the original caster. You can turn only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch spells. You can turn 1d4+6 spell points of magic. The exact number is rolled secretly by the game master. If you and a spellcasting attacker both are warded by spell turning effects in operation, a resonating field is created. Roll 1d100 to determine the result.

d100	Effect
01-70	Spell drains away without effect.
71-80	Spell affects both of you equally at full effect.
81-97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98-100	Both of you are teleported to a random location.

Unchained Melody (Song)

School: Enchantment
 Spell/Magic Points: Bardic Class: 4
 Attack Throw? Will
 Gestures or Wand? No
 Words? Yes
 Material? No
 Casting time: 3 Minutes
 Duration: 1 Round per Bardic Level
 Range: Close
 Target: One living creature
 Alignment: All

You put a distracting, repeating melody into the target's head. It will be a song that in and of itself causes a very negative reaction with the target upon first hearing. To succeed, you must make a spell attack against the target's Will defense. You can choose the time when the song triggers in the target's mind. It can even be years in the future, but you must name a specific time

and date. As an alternative, you also can telepathically describe a very specific circumstance that will trigger the song. While the song plays back, it distracts the victim to such an extent that it has an Initiative score of zero in combat - despite dice rolls and bonuses - for the duration of the song's effect. If the target is a spellcaster or member of a Bardic class, it also is so distracted that it must make a Magical Aptitude check against DL 20 in any round it wishes to use spells, song, diction, etc.

Unravel Magic

School: Evocation
 Spell/Magic Points: Bardic Class: 14, Magi Class: 11
 Attack Throw? No
 Gestures or Wand? No
 Words? No
 Material? No
 Casting time: 10 Minutes
 Duration: Until Triggered
 Range: Close
 Target: One or more spells
 Alignment: All

This spell is the exact opposite of Ravel Magic. Instead of raveling spells, you can unravel them without triggering the contained spell. Each layer of raveling must be unraveled separately, which requires another casting. For each unraveling, the same Spellcraft DL factors must be calculated as for Ravel Magic.

Unremember

School: Enchantment
 Spell/Magic Points: Bardic Class: 5, Magi Class: 9,
 Green/Nature Druids: 11
 Attack Throw? Will
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Permanent
 Range: Close
 Target: Creature
 Alignment: All

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

To succeed, you must make a spell attack against the target's Will defense. You must spend up to five minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject ever is beyond the spell's range during this time, the spell is lost. A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogically modified memory is dismissed by the creature as a bad dream or a memory muddled by too much wine.

Violent Storm

School: Conjuration
 Spell/Magic Points: Bardic Class: 10, Magi Class: 10,
 Green/Nature Druids: 9
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Concentration
 Range: Long
 Area of Effect: 400ft/120m radius from spell center
 Alignment: All

You create an enormous black storm cloud that devastates those caught within it. You can move the storm's center 100ft/30m during each round in which you concentrate. Lightning and crashing claps of thunder appear within the storm. You must make a spell attack against the Endurance defense of each creature beneath the cloud. Those with whom you succeed are deafened for 1d4x10 minutes. If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Ice balls rains down in the area, dealing 1d6 points of damage.

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. If it is possible for a target to dodge a bolt, you must make a spell attack against its Reflex defense. If you fail, the target takes half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage.

Succeeding Rounds of Concentration: Violent rain and wind gusts reduce visibility. The rain obscures all sight beyond 5ft/150cm. A creature 5ft/150cm away has concealment with attacks having a 20% miss chance. Creatures farther away have total concealment

with a 50% miss chance, and the attacker cannot use sight to locate the target. Speed is reduced by 75%. Ranged attacks are impossible within the area of the storm. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DL equal to 10 plus Caster Level.

Wall of Blades

School: Evocation
 Spell/Magic Points: Bardic Class: 8, Magi Class: 8,
 Green/Nature Druids: 7
 Attack Throw? Reflex
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: 1 minute/caster level
 Range: Medium
 Effect: Wall of whirling blades
 Alignment: All

You create an immobile, vertical wall of whirling blades shaped of pure force. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6). You must make a spell attack against the target's Reflex defense. If the attack fails, the target takes only half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall, ending up on the side of its choice, and take no damage if your spell attack vs. the target's Reflex defense fails. A *Wall of Blades* provides cover (+4 bonus to Armor defense, +2 bonus to Reflex defense) against attacks made through it.

Ward

School: Abjuration
 Spell/Magic Points: Bardic Class: 4, Magi Class: 4,
 Green/Nature Druids: 4
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 10 Minutes
 Duration: Until discharged
 Range: Touch
 Target: Object or area touched
 Area of Effect: Up to 5 square feet/150 square cm per Caster Level
 Alignment: All

You create a powerful inscription that harms those who enter, pass or open the warded area or object. A *Ward* can guard a bridge, passage, portal, trap a chest or box, and so on. You set the conditions of the Ward. Typically, any creature entering the warded area or opening the warded object without speaking a password that you set when casting the spell is subject to the magic it stores.

Alternatively or in addition to a password trigger, *Wards* can be set according to physical characteristics such as height or weight or creature type, subtype, or kind. Multiple *Wards* cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the warding symbol. A *Ward* can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the symbol and tracery become nearly invisible. *Wards* cannot be affected or bypassed by such means as physical or magical probing, though they can be banned. The talent *Read Magic* allows you to identify a *Ward* with a DL 13 *Spellcraft* check. Identifying the *Ward* does not discharge it, but it allows you to know the basic nature of the *Ward*, such as version, type of damage caused, what spell is stored. *Wards* are hard to detect and disable. A Specialist can use the *Search* skill to find the *Ward* and *Enable/Disable Device* to thwart it. The DL in each case is 25 + spell level, or 28 for the *Ward*. Depending on the version selected, a *Ward* either blasts the intruder or activates a spell.

Blast Ward: Deals 1d8 points of damage per two caster levels to the intruder and to all within 5ft/150cm of him or her. This damage is acid, cold, fire, electrical or sonic as chosen by the caster at the time of casting.

Spell Ward: You can store any harmful spell that expends three spell points or less that you know. All level-dependent features of the spell are based on your caster level at the time of casting the *Ward*. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder.

Ward, Greater

School: Abjuration
 Spell/Magic Points: Bardic Class: 9, Magi Class: 6,
 Green/Nature Druids: 9
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 30 minutes
 Duration: 2 Hours/Caster Level
 Range: Unlimited
 Area of Effect: One square with 20ft/6m sides/Caster Level
 Alignment: All

You can create temporary wards to defend the area of effect. The warded area can be as much as 20ft/6m high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring sight beyond 5ft/150cm. A creature within 5ft/150cm has concealment. Attacks have a 20% miss chance. Creatures farther away have total concealment with a 50% miss chance. The attacker cannot use sight to locate the target.

Magical Locks: All doors in the warded area are magically locked.

Webs: Webs fill all stairs from top to bottom. These strands are identical to those created by the *Spider Web* spell, except that they regrow in 10 minutes if they are burned or torn away while the spell lasts.

Confusion: Where there are choices in direction, such as a corridor intersection or side passage, a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect.

Lost Doors: One door per caster level is covered by a silent image to appear as if it were a plain wall.

Ward, Permanent

School: Abjuration
 Spell/Magic Points: Bardic Class: 15, Magi Class: 13,
 Green/Nature Druids: 14
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 30 minutes
 Duration: Until dismissed
 Range: Unlimited
 Area of Effect: One square with 20ft/6m sides/Caster Level
 Alignment: All

You can create permanent wards to defend the area of effect. The warded area can be as much as 20ft/6m high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the same magical effects as *Greater Ward*.

Warp Wood

School: Transmutation
 Spell/Magic Points: Bardic Class: 3, Magi Class: 4,
 Green/Nature Druids: 2
 Attack Throw? No
 Gestures or Wand? Yes
 Words? Yes
 Material? No
 Casting time: 1 Round
 Duration: Instantaneous
 Range: Close

Target: 1 Object/Caster Level

Area of Effect: Objects within 20ft/6m of each other

Alignment: All

You cause wood to bend and warp, permanently destroying its straightness, form and strength. For example, a warped door would spring open or become stuck, requiring a Strength check to open it. A boat or ship could spring a leak. Warped ranged weapons would be useless. A warped melee weapon would cause a -4 penalty on attack rolls. You may warp one small object or its equivalent per Caster Level. A medium object counts as two small objects, a large object as four small objects. You also can use this spell to straighten warped wood, effectively warping it back to normal. You also can stack multiple consecutive *Warp Wood* spells to warp or unwarped an object that is too large for you to warp with a single spell.

Weapon of Life

School: Transmutation

Spell/Magic Points: Bardic Class: 9, Magi Class: 6,
Green/Nature Druids: 9

Attack Throw? Will

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1Round

Duration: 1 Round/caster level

Range: Touch

Target: One melee weapon

Alignment: Light

You make a normal melee weapon deadly to undead. You must make a spell attack against the undead's Will defense. If you succeed, any draug with a Character Level equal to or less than your caster level must succeed on a Will save or be destroyed if struck in combat with this weapon. Iron weapons are immune to the spell.

Wilt

School: Necromancy, Black

Spell/Magic Points: Magi Class: 9, Green/Nature

Druids: 12

Attack Throw? Endurance

Gestures or Wand? Yes

Words? Yes

Material? No

Casting time: 1 Round

Duration: Instantaneous

Range: Long

Target: Living creatures

Area of Effect: 30ft/9m center from spell center

Alignment: Darkness

You evaporate moisture from the body of each living target, dealing 2d4 points of damage per Caster Level. To succeed, you must make a successful spell attack against the target's Fortitude defense.



Most magi dwell in city towers.



Ruins of a magical battle between two wizards

5.12 Clerical Rite Descriptions

NOTE: Clerics may perform either rites of the Light or rites of the Darkness but not both. Which type they perform is based upon the thinking of the deity or deities that they serve.

Atonement

School: Necromancy, White
 Magic Points: 5
 Rite duration: 5 hours
 Range: Touch
 Target: Living creature
 Area of Effect:
 Alignment: Light

This rite removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act under some form of coercion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity in order to expunge the subject's burden. This involves the burning of 100 GP worth of mixed incenses hourly for the duration of the rite. Many clerics first assign a target of this sort a quest or similar penance to determine whether the creature is truly contrite before conducting the atonement rite on its behalf.

Ban Demon or Devil

School: Abjuration
 Magic Points: 10
 Rite duration: 10 Hours
 Duration: Instantaneous
 Range: Middle
 Target: 1 Demon or Devil
 Alignment: Light

You can ban a demon or devil back to its current main lair. To succeed you must make a spell attack against the demon's or devil's Will defense. Once banned, the demon or devil cannot return for a month to a point within 100 miles/160km of the place from which it was banned. During the rite, you must burn mixed incense each hour with a value of 100 GP per character level of the demon or devil being banned.

Ban Enchantment

School: Abjuration
 Magic Points: 6
 Rite duration: 6 Hours
 Range: Close
 Target: 1 creature/caster level
 Alignment: All

You can free victims from enchantments, transmutations, and curses. The rite also can reverse an instant

aneous effect. For each such effect, you make a caster level check (1d20 + caster level) against a DL of 11 + Caster Level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magical item, the DL is 25. If the effect comes from some permanent magic item, *Ban Enchantment* does not remove the curse from the item, but it does free the victim from the item's effects. During the six-hour rite duration, you must burn mixed rowan, beech and yew branches that have been soaked in abora oil. Each hour, you must burn branches and oil with a value of 100 GP.

Bless Healing Potion

School: Transmutation
 Magic Points: Light
 Rite duration: See below
 Range: Close
 Target: Vials of liquid
 Area of Effect:
 Alignment: Light

With this rite you can store the benefits of curing rites that you are able to perform into 4 ounce/110 ml vials of pure water. You can perform any rite with the bottles as a target that you are able to use. Simultaneously you can bless three vials per caster level. You can cast only a single spell into the water with one rite. The rite lasts as long as it would if you were healing a single person, at the rate of one hour per magic point expended.

Bless Holy Water/Curse Unholy Water

School: Transmutation
 Magic Points: 2
 Rite duration: 1 Hour
 Range: Touch
 Target: 4 ounce/110 grams of water
 Alignment: Light

You create either a vial of holy water or a vial of unholy water, depending upon the alignment of your faith.

Blindness

School: Necromancy, Black
 Magic Points: 3
 Rite duration: 3 Hours
 Range: Medium or 25 miles/40km
 Target: One living creature
 Alignment: Darkness

You call upon the Darkness to render a victim within 25 miles/40km blinded. To succeed you must make a spell attack against the target's Endurance defense.

Cleanse, Purify and Restore

School: Necromancy, White
 Magic Points: 7
 Rite duration: 8 hours per day dead
 Range: Touch
 Target: Human, Halfling or Half-Elf Corpse
 Alignment: Light

You can restore a dead body to the point where it again can be a host to its soul. The number of spell or magic points expended is higher if certain conditions prevail:

Target decapitated:	+ 2 magic points.
Rot has begun	+1 magic point.
Severely rotted	+3 magic points.
Only dust remains	+5 magic points.
Target body was a zombie	+8 points.
Nothing remains of body	Impossible.

The spell affects only bodies that died an unnatural death. Bodies that died of old age or other natural causes cannot be restored. The rite time of 8 hours per day dead is a base. For each extra magic point required for the conditions listed above, another 6 hours of casting time is necessary. The spell requires the burning of incenses with a value of 500 GP per 8-hour period and the use of holy oils with a value of 1,000 GP to anoint the body. In addition, there is the average price of 200 GP per hour for performing the rite.

Cure Diseases

School: Necromancy, White
 Magic Points: 4
 Rite duration: 4 Hours
 Range: Touch
 Target: 1 Living Creature
 Special: This rite cannot be ensorcelled into objects.
 Alignment: Light

You can cure any disease of a living creature except for plants. Certain diseases may require a special check to succeed. After the rite is completed, the target gradually regains his or her health over a period of 1d4 hours. During the four-hour rite, you must burn mixed incense with a value of 100 GP per hour.

Curse

School: Necromancy, Black
 Magic Points: 3
 Rite duration: 3 hours
 Range: Touch (spell), Unlimited (rite)

Target: Target creature
 Alignment: Darkness

You place a curse on the target creature. Choose one of the following three effects:

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, defenses, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You also may invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with the *Remove Curse* spell or rite. Once during each hour of the rite you must burn 1 ounce/30 grams of your own hair and your own dried blood.

Deafness

School: Necromancy, Black
 Magic Points: 3
 Rite duration: 3 Hours
 Duration: Until removed
 Range: Medium or 25 miles/40km
 Target: One living creature
 Alignment: Darkness

You call upon the Darkness to render a victim within 25 miles/40km deaf. To succeed you must make a spell attack against the target's Endurance defense.

Destruction

School: Necromancy, Black
 Magic Points: 8
 Rite duration: 8 hours
 Range: Close
 Target: 1 living creature
 Alignment: Darkness

You must conduct the rite in advance, burning 400 GP worth of mixed incense per hour. The rite's magic takes effect if you are able to point your finger at the victim within 8 hours after the rite, thereby unleashing the magic. If you succeed, you instantly slay the target and utterly consume its remains but not its equipment and possessions. You must make a successful spell attack against the target's Endurance defense to succeed. If the spell attack fails, the target sustains 1d6 injury points damage per caster level. Only the Cleric rite *Resurrect the Dead* can restore the victim of this spell to life and then only in another body.

Detect Divining

School: Divination
 Magic Points: 8

Rite duration: 1 hour
Area of Effect: 40ft radius from you
Alignment: Light

You immediately become aware of any attempt to observe you by means of divination magic. The rite's area radiates from you and moves as you move. You know the location of every magical sensor within the rite's area. If the divination attempt originates within the area, you also know its location; otherwise, you and the person doing the spying immediately make opposed caster level checks (1d20 + caster level). If you at least match the spy's result, you get a visual image of him or her and an accurate sense of his or her direction and distance from you. You must burn mixed incense with a value of 500 GP during the rite. The magic takes effect at the end of the rite.

Detect Poison

School: Divination
Magic Points: 1
Rite duration: 1 Hour
Range: Close
Effect: Detect all poison within range
Alignment: Light

You can determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DL 20 *Herbalistic Knowledge* or *Craft* check for Alchemy. The rite can penetrate barriers, but 1ft/30cm of stone, 1 inch/2.5cm of common metal, a thin sheet of lead, or 3ft/90cm of wood or dirt blocks it. You must burn 100 GP of incense during the rite.

Detoxify

School: Conjuration
Magic Points: 4
Rite duration: 4 Hours
Range: Touch
Target: Creature or object
Area of Effect: Object to 1ft/30cm cube per Caster Level
Alignment: Light

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison in its system, but the rite does not heal poison damage that already has occurred. The creature is immune to any additional poison to which it is exposed during the duration of the rite. Detoxify also can neutralize the poison in a poisonous creature or an object. However, if a creature is naturally poisonous, its store of poison will be reconstituted within 4 to 24 hours (4d6). During each of the rite's four hours you must burn a deadly poison with a value of at least 100 GP. You must be careful to choose a poison that burns without producing poisonous fumes or you may poison yourself and your target in the process,

Disjunction

School: Abjuration
Magic Points: 10
Rite duration: 10 Hours
Range: Close
Area of Effect: All spells and magical items within 40ft/12m radius of spell center.
Alignment: All

You cause all magical effects and magic items within the radius of the rite's site including your own to be disjoined. In practice, Clerics usually use this rite only to destroy magical items of their religious foes or to destroy some forms of active magic that are working upon creatures. Spells and spell-like effects are separated into their individual components ending the effect as the *Ban Magic* spell does, and each permanent magic item not in the possession of a creature is turned into a normal, non-magical item. To disjoin a magical item in a creature's possession or to disjoin an active spell within the area of effect that was worked by a creature that still is in the area of effect, you must make a successful spell attack against that creature's Will defense. Even artifacts can be disjoined. However, there is only a 1% chance per caster level of actually affecting such powerful items. Destroying artifacts is a dangerous business for a Cleric. There is 95% chance that it will attract for your deity the attention of some powerful being who dislikes your deed, which can result in your god exacting horrible consequences from you.

Divination Shield

School: Abjuration
Magic Points: 7
Rite duration: 7 Hours
Range: Unlimited
Target: Creature or object
Alignment: All

Your target becomes impossible to detect by divination magic. If cast on a creature, this rite wards it and its gear. The rite requires the burning of the powered brain of a human, half-elf, halfling, elf, dwarf or intelligent mutation. Powder with a value of 150 GP much be burned each hour.

Divination Veil

School: Abjuration
Magic Points: 3
Rite duration: 3 Hours
Range: Unlimited
Target: Creature or object
Alignment: All

Your target becomes difficult to detect by divination spells. If a divination is attempted against the target, the diviner must succeed on a caster level check of (1d20 + his or her caster level) against a DL of (1d20+

your caster level). If cast on a creature, the rite wards the it and its gear. The rite requires the burning of the powered brain of a human, half-elf, halfling, elf, dwarf or intelligent mutation. Powder with a value of 150 GP much be burned each hour.

Divining

School: Divination
 Magic Points: 6
 Rite duration: 6 Hours
 Range: Unlimited
 Effect: Magical sensor
 Alignment: All

You can see and hear the sounds of some creature or at a certain location. If any living or undead creatures at the location being divined become aware or even suspicious of the divination, you must make a spell attack against their Will defense. For each creature with whom your attack fails, you lose sight of that creature, its words, its deeds, etc. If your attack fails for all creatures at the scene, the rite's effect ends abruptly. You may not repeat your divining attempt for another 24 hours with any creature or for any scene where your attempt has failed. You must burn mixed incense at a value of 50 GP for each of the rite's six hours.

Dream Tracer

School: Divination
 Magic Points: 10
 Rite duration: 10 Hours
 Range: Unlimited
 Target: Dreamer
 Alignment: All

You can mentally divine the target of a *Dream* or *Dream Vision* spell, find the mental threads of the spell in its mind and trace those threads back to their point of origin. This rite will define the exact geographical point at which the spell was cast, but it will give you no information. This rite requires that you burn 150 GP worth of mixed incense in each of the 10 hours.

Ensorcel Magical Items

School: Universal
 Magic Points: 1
 Rite duration: 1 hours per magic point
 Target: Item to be ensorcelled
 Area of Effect: Item
 Alignment: All

With this rite you can:

- Brew Magical Potions
- Ensorcel Magical Rings
- Create and Ensorcel Other Magical Items

You have the ability to brew magical potions and to create magical rings and many other types of magical items. You can create items that correspond to those rites that you can use. The number of magic points actually expended is dependent upon the number of magic points required for the magic being cast into the item. For every magic point being cast into non-permanent items, you must expend two magic points. That means that for objects that require high magic point expenditures or that incorporate more than one rite, you may have to perform *Ensorcel Magic Items* more than once to complete the item.

Brewing Potions: With this talent, you can create a potion of any rite with 1 to 5 magic points that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to duplicate the effects of the rite in question and no higher than your own level. Whoever drinks the potion is the target of the magic. You also can use this talent to brew an herbal medicine successfully, if you have a Healer's recipe for the medicine. No check is necessary.

Ensorcel Staffs: You can create a staff with magical powers that you can command. You also can recharge staffs that have charges. If a staff is to contain permanent charges, there is an additional cost of 5 magic points.

Ensorcel Magical Rings: You can ensorcel a ring for any magic that you command. You also can mend the magic in a broken ring if it is one that you could make. Rings contain only permanent magic. As a result, they always have an additional expense of 5 magic points.

Create and Ensorcel Other Magical Items: All other types of magical items including rods belong in this category. Creation is necessary only when you also make the physical item. Ensorcellment enhances the item with its magic. You also can mend a broken magical item if it is one that you could make.

Please note that certain designated rites cannot be ensorcelled into objects.

Heal

School: Necromancy, White
 Magic Points: 7
 Rite duration: 7d4 hours
 Range: Touch
 Target: 1 living creature
 Alignment: Light

You can heal all injury point damage from wounds and injuries. There is an average cost of 100 GP per hour for performing the rite. Clerical healing does not count toward the limit of *Heal Wounds and Injuries* group spells that a creature's body can accept in a day's time.

Heal Blindness

School: Necromancy, White
Magic Points: 7
Rite duration: 7 Hours
Range: Touch
Target: 1 Living Creature
Alignment: Light

You can heal blindness, if the target's eyes are intact. If not, they must be restored to a healthy condition before this rite can be performed. After the rite is completed, the target gradually regains his or her sight over a period of 6d4 hours. During the seven-hour rite, you must burn mixed incense with a value of 100 GP per hour.

Heal Critical Wounds and Injuries

School: Necromancy, White
Magic Points: 5
Rite duration: 4d4 hours
Range: Touch
Target: 1 living creature
Alignment: Light

You can heal 4d8 injury points damage from wounds and injuries. There is an average cost of 100 GP per hour for performing the rite. Clerical healing does not count toward the limit of *Heal Wounds and Injuries* group spells that a creature's body can accept in a day.

Heal Deafness

School: Necromancy, White
Magic Points: 7
Rite duration: 7 Hours
Range: Touch
Target: 1 Living Creature
Alignment: 2

You can heal deafness, if the target's ears are intact. If not, they must be restored to a healthy condition before this rite can be performed. After the spell is completed, the target gradually regains his or her hearing over a period of 6d4 hours. During the seven-hour rite, you must burn mixed incense with a value of 100 GP per hour.

Heal Light Wounds and Injuries

School: Necromancy, White
Magic Points: 2
Rite duration: 1d4 hours
Range: Touch
Target: One wounded person
Alignment: Light

You can heal 1d8 injury points of damage from wounds and injuries. There is a average cost of 100 GP per hour for performing the rite. Clerical healing does not count toward the limit of *Heal Wounds and Injuries* spells that a creature's body can accept.

Heal Minor Wounds and Injuries

School: Necromancy, White
Magic Points: 1
Rite duration: 1 hour
Range: Touch
Target: 1 living creature
Alignment: Light

You can heal 1 injury point damage from wounds and injuries. There is an average cost of 100 GP for performing the rite. Clerical healing does not count toward the limit of *Heal Wounds and Injuries* group spells that a creature's body can accept in a day.

Heal Moderate Wounds and Injuries

School: Necromancy, White
Magic Points: 3
Rite duration: 2d4 hours
Range: Touch
Target: 1 living creature
Alignment: Light

You can heal 2d8 injury points damage from wounds and injuries. There is an average cost of 100 GP per hour for performing the rite. Clerical healing does not count toward the limit of *Heal Wounds and Injuries* group spells that a creature's body can accept in a day.

Heal Serious Wounds and Injuries

School: Necromancy, White
Magic Points: 4
Rite duration: 3d4 hours
Range: Touch
Target: 1 living creature
Alignment: Light

You can heal 3d8 injury points damage from wounds and injuries. There is an average cost of 100 GP per hour for performing the rite. Clerical healing does not count toward the limit of *Heal Wounds and Injuries* group spells that a creature's body can accept in a day.

Locate Soul or Spirit

School: Divination
Magic Points: 3
Rite duration: 3 Hours
Range: Unlimited
Target: 1 Soul or Spirit
Alignment: All

You can determine whether the soul or spirit of a dead creature still wanders the world of the living or whether it has gone to Deep Hell or elsewhere. The rite will reveal where the soul currently is but it will give no other information. This rite works upon the soul of a destroy

ed draug, but it will give no information about the soul of an undead. One necessary material component is either a piece of the target's body or one of its personal possessions. Another is mixed incense in the value of 100 GP, with this amount being burned in each of the three hours.

Monitor Divining

School: Divination

Magic Points: 10

Rite duration: 4 hours

Range: 40ft/12m

Area of Effect: 40ft/12m radius from you

Alignment: All

You immediately become aware of any attempt to observe you by means of divination magic. The area of effect radiates from you and moves as you move. You know the location of every magical sensor within the rite's area. If the divination attempt originates within the area, you also know its location; otherwise, you and the person doing the spying immediately make opposed caster level checks (1d20 + caster level). If you at least match the spy's result, you get a visual image of him or her and an accurate sense of his or her direction and distance from you. You must burn mixed incense with a value of 500 GP per hour during the rite. The magic takes effect at the end of the rite.

Regeneration

School: Necromancy, White

Magic Points: 8

Rite duration: 8 Hours

Range: Touch

Target: 1 Living Creature

Special: This rite cannot be ensorcelled into objects.

Alignment: Light

The target's severed body members such as fingers, toes, hands, feet, arms, legs, tails or even heads of multi-headed creatures, broken bones and ruined organs grow back. After the rite is performed, the physical regeneration takes 3d4 days. The severed members must be present and touching the creature for the rite to work. *Regenerate* also cures 4d8 points of injury damage +1 point per caster level. It rids the subject of exhaustion and/or fatigue and eliminates all nonlethal damage the subject has taken. It has no effect on undead or dead creatures. During the rite, you must burn body dust of a destroyed draug with a value of 100 GP per hour.

Rehabilitation

School: Conjuratation

Magic Points: 10

Rite duration: 10 Hours

Range: Touch

Target: 1 Creature

Special: This rite cannot be ensorcelled into objects.

Alignment: Light

You can restore lost ability score points. With each performance of this rite, you can restore one lost point. You must burn 300 GP worth of mixed incense during each of the 10 hours.

Reincarnate

School: Necromancy, White

Magic Points: 10

Rite duration: 10 Hours

Range: Touch

Target: Body and Soul or Spirit

Special: This rite cannot be ensorcelled into objects.

Alignment: Light

You can bring back a dead creature in another body, provided that its soul or spirit still is free. This spell has no effect upon souls or spirits that have gone to Deep Hell, that have been dispersed into the general life stream or that have passed otherwise beyond the limits of mortal recall. If the subject's soul is not willing to return, you must make a spell attack against the Will defense it had before being slain or destroyed to succeed. You cannot command an unwilling returnee, but you can force it back to life in a new body. If a draug is reincarnated, it returns as a living creature, not as an undead being. Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The dead body receiving the soul or spirit must be in excellent condition and be able to be a host to life again. If the caster uses a body of a creature of soul or spirit (in other words, not an animal, beast or mutation), the host body's soul or spirit must be in Deep Hell or otherwise be beyond resurrection. You may choose any type of body except that of a plant as a host for the reincarnated soul or spirit. When the body is ready, the subject is reincarnated. A reincarnated creature recalls the majority of its former life and form. It retains any class abilities talents and skills it formerly possessed. Its Magical Aptitude, Mechanical Aptitude and Knowledge abilities are as they were in the soul's or spirit's life or undeath. The Strength, Dexterity, and Constitution scores are those that apply to the new body. The reincarnated creature gains all non-magical abilities associated with its new form, including forms of movement and speeds, defenses, natural attacks, extraordinary abilities etc. During the 10-hour rite, you must burn the corpse of one dead human in each of the 10 hours. Each corpse must be prepared in oils and incenses, each with a value of 500 GP. These corpses must be from souls that already have reached Deep Hell.

Remove Scars

School: Conjuratation

Magic Points: 3

Rite duration: 2d4 hours
Range: Touch
Target: Creature touched
Alignment: All

You can remove non-injurious scars. Wounds and injuries, regardless if they are healed by nature, herbal medicine or magic, often leave scars. This spell will remove all traces of scars, if the injury that caused them already is fully healed. There is a cost of 100 GP per hour for performing the rite.

Restoration

School: Necromancy, White
Magic Points: 10
Rite duration: 48 hours
Range: Touch
Target: One Undead
Special: This rite cannot be ensorcelled into objects.
Alignment: Light

You can restore a willing undead being to life. You must make a Magical Aptitude check against DL 30 at the end of the 48-hour period to succeed. The rite has no effect upon Skeleton and Zombie Draugs. The rite requires that rare incenses with a total value of 24,000 GP be burned over the 48-hour period. In addition, there is a ritual fee of 300 GP per hour.

Restore Life Energy

School: Necromancy, White
Magic Points: 9
Rite duration: 9 Hours
Range: Touch
Target: 1 Living Creature
Alignment: Light

You restore life points lost through undead or life-draining magic. You can restore 1d4 life points per Caster Level in a single rite. Over a period of nine hours, you must burn powdered bones of animated undead skeletons that have been destroyed and/or the powdered bones and dried flesh of animated undead zombies that have been destroyed. These materials have a cost of 200 GP per hour.

Restore Sanity

School: Necromancy, White
Magic Points: 8
Rite duration: 4d4 hours
Range: Touch
Target: One insane creature.
Alignment: Light

You can heal a living creature of insanity. After the magic has been worked, the target must make a Stamina check against DL 18 for the rite to succeed. There is a rite cost of 100 GP per hour.

Resurrect the Dead

School: Necromancy, White
Magic Points: 10
Rite duration: 5d4 hours per day dead
Range: Touch
Target: The dead person
Effect: Restores the dead to life
Area of Effect: The dead person
Special: This rite cannot be ensorcelled into objects.
Alignment: Light

You can restore the life of a dead human, halfling or half-elf if the person's soul has not yet reached Deep Hell. That takes 7 to 16 days. If the person has been dead for 7 days or less, the rite functions automatically. If the person has been dead for more than 7 days, the Cleric must check with 1d10+6 at the end of the rite. If the die roll is higher than or equal to the number of days the person has been dead, the rite succeeds. If not, the recipient already is in Deep Hell and beyond reach of the rite. Before this rite can work, the body must be restored to a physical state where it is able to be a living host to a soul. There is a ritual fee of 400 GP per hour.

Safe Refuge

School: Conjunction
Magic Points: 8
Rite duration: 8 hours
Range: Touch
Target: Object touched
Alignment: All

With this rite, you create powerful magic in some small object. This object contains the power to instantly transport its possessor across any distance within the same plane to your temple. Once the item is ensorcelled, you may give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item. Doing so is a standard one-round action. When this is done, the individual and all objects it is wearing and carrying are instantly transported to your temple. No other creatures are affected aside from a familiar that is touching the target. The material component is a mix of incenses which must be burned for the full eight hours of the ritual. You must burn incense worth 100 GP each hour.

Sense Lies

School: Divination
Magic Points: 7
Rite duration: 7 Hours
Range: Close
Target: One creature/caster level
Alignment: All

Each round, you can concentrate on one subject, who must be within range. You will know if the subject delib

erately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. You must conduct the rite in advance, burning mixed incense with a value of 250 GP per hour through the duration of the rite. You can activate the magic with a thought at any time within 24 hours after the rite is concluded. To suc-

ceed, you must make a spell attack against the Will attack of each creature tested. The spell does not reveal the truth, uncover unintentional inaccuracies or necessarily reveal evasions. Each round, you may concentrate upon a different subject.



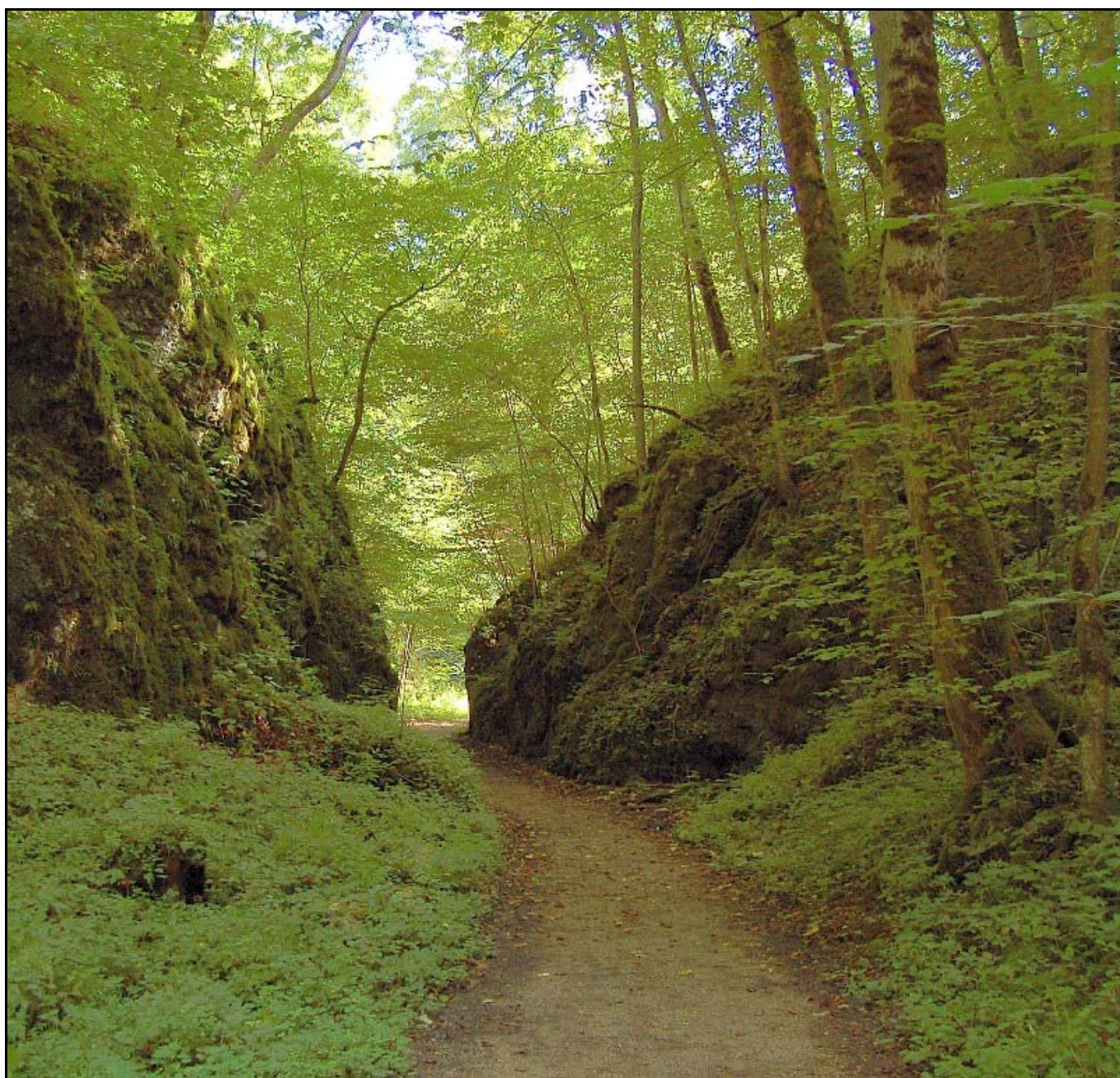
An adventurer's hunting ground – remnants of glorious days past.

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Time for adventuring! As J.R.R. Tolkien wrote, The road goes ever on.

Product Identity

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