BX

BX Player's Guide

Fantasy Adventure Game Rules for Players

PACESETTER
Games & Simulations

BX PLAYER'S GUIDE

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BX Player's Handbook
Product Number: 9002
First Print, August 2019

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Forward

The Secret Origin of *Basic & Expert Dungeons & Dragons*

Making ***Dungeons & Dragons*** playable right out of the box, without anyone teaching you, was my (unspoken) personal goal for *D&D* when TSR hired me to be an editor in September of 1980. Perhaps not coincidentally, that was also the aim of TSR's whole creative division, especially those of us in the Production Department (which is what TSR called Editorial back then).

I'm sure that TSR's upper management was happy with playability being an objective for what people now call the **Moldvay/Cook** edition of *D&D*, too, but they also had another desire: to distinguish *Dungeons & Dragons* from *Advanced Dungeons & Dragons*, for legal reasons. My memory is that they wanted to separate Gary Gygax's royalties for AD&D from those of Dave Arneson for "just" *D&D*.

This meant that those of us working on *Basic & Expert D&D*, from designers Tom Moldvay and Zeb Cook (misleadingly dubbed "editors" in the credits) on down, could only use ideas and rules introduced in the original, small-format *D&D* books—and *not* use anything from AD&D. This was incredibly restrictive but also conversely freeing, because we could then create new ideas to replace the things we couldn't use from *AD&D*.

So, Tom and Zeb put their hearts and souls into working with both old and new to produce what many consider to be the best version of *D&D* ever. They then turned *Basic & Expert* over to Development (Devo) to make sure the whole game (still) worked, and then Devo turned it over to Production (Editorial) to make all that cool material into a printable game. *Basic & Expert* was an "All Hands on Deck!" project, and the whole Creative Division housed above the Dungeon Hobby Shop (including the Art Department) gave it our best.

Production at the time was headed by Harold Johnson and included Frank Mentzer, Jon Pickens, Ed Sollers, Patrick Price, and me. As I said up top, every one of us was dedicated to making *Basic & Expert* playable right out of the box. To that end, Production/Editorial had to do quite a bit of editing and rearranging, not only to make the game(s) easy to read and use, but also to meld Tom and Zeb's somewhat different game approaches into one unified whole. I think everybody did a great job on that front, and it's some of the work I remain proudest of to this day.

Production's final job was to oversee the art, typesetting, and the rest of it all the way through final printing. More than once, on *Basic & Expert*, that meant arriving at the printing plant before dawn, proofing, editing, and sometimes rewriting material as it came out of the typesetting machine, and then getting the pages pasted up and made into printing plates, before finally returning at home late at night.

Sometime during all that madness, I wrote the back-cover copy for both boxes — and almost got fired for spelling out the word "and" in *Dungeons & Dragons*. Nobody had told Production—or anybody in the Creative Division—that TSR had *only* trademarked the name with an ampersand! Once that little goof was fixed, though, *Basic & Expert* hit the stores and the rest, as the tale says, is gaming history.

So, now there's a new edition of the game based on the work that Tom and Zeb and all of us worked on so hard nearly 40 years ago.

I think I speak for everyone involved in the originals when I say that we hope y'all enjoy this version just as much as you enjoyed the original. You might even keep these books on your gaming shelf next to your beloved Moldvay/Cook ***Basic & Expert Dungeons & Dragons***!

Happy Adventuring!

Stephen D. Sullivan
Editor, Artist, Map Maker, Designer, Author
April 2019

Introduction

When I first created Pacesetter Games & Simulations, I had one purpose: create and publish adventure modules for the Dungeons & Dragons game system— specifically, B/X D&D. My first module was **T1 The Thing in the Valley**. The module was printed and made available in late October 2009 and it sold out in 24 hours. I was floored and honored by the event. But it showed there was a hungry and passionate market for this type of adventure. We produced two modules over the next few months and just like T1, they both sold out in less than a day. 10 years later, five or more printings later, we still produce and sell these adventures. This is a testament to the B/X player. As we continued to produce new products, we were besieged with requests to make our products fit the AD&D game system and we did just that. After all, the systems were very similar and to be perfectly clear, many of the original manuscripts for our later adventures were already designed using the AD&D system. Our first three modules were specifically designed using B/X back in the 1980s, and the **The Thing in the Valley** manuscript was actually purchased by TSR back in 1981, but didn't survive the end of the B/X system, as BECMI arrived.

In the years that have followed, we at Pacesetter have produced more than 50 adventure modules, several boxed sets, digest adventures, and more. In that time, I have always wanted to return B/X—my favorite D&D game system. This past year, I decided that it was time to publish a string of adventures that are sequels to those original adventures as well as mini-campaign that was written back in the 1980s using the B/X system.

Therefore, Pacesetter would significantly expand its B/X adventure line up as well as producing some conversions of our solo modules. But the B/X rule books are getting harder and harder to find. There are some great retro clones out there, but just not our vision. We hatched the idea of printing up a revision of the B/X system in **Player's Guide** and **Dungeon Guide** formats. The books were compiled and tested. We were not considering the creation of a whole new game, just easy access to the original rules in a slightly easier-to-use format.

Then we completely changed our minds. We liked the two books but they seemed lacking. At Pacesetter, we pride ourselves on innovation and in particular taking what is old and "Pacesettering" it. More than a face-lift or clone, but a re-mastering and expansion based on the core of the original concept. That is why we created our solo modules—solo adventures that let you map as you go. No invisible ink, no red-light readers, just straight-up mapping. We created the first adventure series that lets you start your adventure with D&D characters, then travel through time to the ages of Boot Hill, Top Secret, and Gamma World—all the while the players use the same characters and following a campaign-style story arc.

With this in mind, we launched the idea of the **BX RPG**—a re-mastering of the original Basic and Expert sets. And by re-mastering, we mean expanding and innovating. To create a natural evolution of the game based on all the core rules of the original. Sure, TSR created BECMI, but in my opinion, as great as it is, BECMI is just another version of Basic / Expert—one that lost some of that vibe created by Moldvay, Cook, Marsh, Sullivan, among others. We did not want to completely re-write Basic / Expert; we decided to bring it into modern RPG world, but without redesigning its core rules. In short, we hoped to create a B/X game that if it was not released in 1980, could be released today. That means adding some character classes, adding some additional abilities for all the classes, adding spells, magical-items, monsters, and more. Yet, with all these additions, you can use these books to run all of those classic TSR adventure modules as written.

This was our goal. I truly hope you find these books a fit for your game table. The Basic / Expert game system deserves a place in the modern world of RPGs. Not just because of its legendary heritage, but because it is a great game that stands on its own, even today, 40 years later.

Lastly, what you will not find in these books are instructions for the new gamer. We designed these books for those of you who are already experienced in RPGs. Whether you ever played Basic / Expert is irrelevant. If you know how to play an RPG or create a character, you will find these books easy to use, and hopefully, intuitive and fun!

All the best,

Bill Barsh

Pacesetter Games & Simulations

Characters - Ability Scores

Step 1

Character Ability Scores

Each **character** has six **ability scores** that are randomly generated by rolling 3d6 for each score. There are several methods that can be used to generate these scores (detailed below). The ability scores are **Strength**, **Intelligence**, **Wisdom**, **Dexterity**, **Constitution**, and **Charisma**. Ability scores determine the basic statistical values of each character— i.e. how much the character can lift or carry, how many **languages** the character can learn, etc. Furthermore, each character has a **prime requisite** (or two) which specifically increases that character's prowess in their chosen **character class**.

Strength: Strength defines the character's ability to perform acts that require physical feats such as lifting heavy objects, breaking down doors, **melee combat**, and **thrown missile combat**. Characters with a strength score of 13 or higher are excellent candidates for the fighter, dwarf, halfling, elf, paladin, or ranger class.

Intelligence: Intelligence is the measure of a character's ability to learn and use knowledge. It also determines the number of languages a character knows. Characters with an intelligence score of 13 or higher or excellent candidates for magic-user, elf, gnome, or necromancer class.

Wisdom: Wisdom refers to the character's ability to make sound judgments and intuition. Not specifically related to intelligence, wisdom helps characters make decisions and solve problems. Characters with a wisdom score of 13 or higher make excellent clerics and paladins.

Dexterity: Dexterity is a measure of speed, agility and balance. It determines whether a character is clumsy or agile. Dexterity also reflects how well a character manipulates his hands and appendages. Armor class and all ranged missile combat is adjusted by high (and low) dexterity scores. Characters with a dexterity score of 13 or higher should consider the thief class. Also, halflings benefit from high dexterity scores.

Constitution: Constitution is reflects a characters physical, and somewhat mental, stability, fortitude, and endurance. A high constitution score grants characters additional **hit points** and ability to resist certain attacks—magical or physical. Dwarf characters typically have high constitution scores, though it is not a prime requisite of any class.

Charisma: Charisma is a measure of a characters appearance—generally in physical terms, but also how well he can communicate with others. It also affects a character's ability to lead others (such as **henchmen** or **retainers**) as well affecting **morale** of the same. Charisma can affect how a monster reacts (called **reaction**) to simply seeing a character.

Generating Ability Scores

As mentioned previously, an ability score is randomly generated by rolling 3d6. Each score, therefore, has a value range of 3 to 18. The higher the score, the "better" value for game play. An ability score of 3 represents the lowest possible score and suffers the most penalties. A score of 18 is, for the most part, the pinnacle. Any score above a 13 generates bonuses for the character, while a score of 7 or less incurs penalties (directly related to that ability score). Each ability score has a corresponding chart that identifies bonuses and penalties.

While the simplest way to generate a character's ability score is to just roll 3d6 six times and record the results in order, it is not the only way. Here are some options, albeit others can be created by the **Game Master** (**GM**):

Roll and Place: This method allows the player to roll 3d6 six times and then place them in the ability of his choice. This method allows the player to determine his class first and then attempt to roll and place his attributes to make the most of his class selection.

Attribute Adjustment: The player rolls his 3d6 and places them in order as rolled. He can then subtract one point from any ability score and add it to another. However, he can only add a maximum of three points to any single ability score and he cannot reduce any ability score below a value of eight.

Roll Four: The player rolls his 3d6 and places them in order as rolled. However, the player can roll 4d6 (selecting the highest three dice) for his character's prime requisite score(s). No other adjustments are allowed.

Characters - Ability Scores

Step 1

Strength Chart

Score	Adjustment	Weight
3	-3 to hit, damage, and open doors	-400
4-5	-2 to hit, damage, and open doors	-300
6-8	-1 to hit, damage, and open doors	-200
9-12	No adjustment	
13-15	+1 to hit, damage, and open doors	+200
16-17	+2 to hit, damage, and open doors	+400
18	+3 to hit, damage, and open doors	+600

Combat adjustment refers to bonuses to hit and damage. Rules for opening doors are found in the **BX Dungeon Guide**.

Intelligence Chart

Score	Adjustment
3	Barely speaks, cannot read or write
4-5	Cannot read or write
6-8	Can read or write simple **Common**
9-12	Read and write Common plus native language
13-15	Read/Write Common, native, +1 bonus
16-17	Read/Write Common, native, +2 bonus
18	Read/Write Common, native, +3 bonus

For more on languages, see Language section on page 11. Native languages are those additional languages spoken by that race. A bonus language is one that is not included in racial base languages. See chart on page 11 to determine bonus language.

Wisdom Chart

Score	Adjustment
3	-3 vs. magic saving throws
4-5	-2 vs. magic saving throws
6-8	-1 vs. magic saving throws
9-12	No adjustment
13-15	+1 vs. magic saving throws
16-17	+2 vs. magic saving throws
18	+3 vs. magic saving throws

See Adventuring section in the **BX Dungeon Guide** for additional details on **saving throws**.

Dexterity Chart

Score	Combat	Armor Class	Initiative
3	-3	+3	-2
4-5	-2	+2	-1
6-8	-1	+1	-1
9-12	0	0	0
13-15	+1	-1	+1
16-17	+2	-2	+1
18	+3	-3	+2

For **combat** and armor class **adjustment descriptions, please see Combat** section in the **BX Dungeon Guide**. Combat adjustments due to dexterity ability score only affect **missile combat** and **thrown weapons**. For initiative, see the **BX Dungeon Guide**.

Constitution Chart

Score	Hit Point Adjustment
3	-3 per hit die
4-5	-2 per hit die
6-8	-1 per hit die
9-12	No adjustment
13-15	+1 per hit die
16-17	+2 per hit die
18	+3 per hit die

For details on hit point adjustments, see the Hit Points and Hit Dice section on page 9.

Charisma Chart

Score	Reaction	Retainers	Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	0	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

For details on reaction and retainer(s), see the **BX Dungeon Guide**. Morale is defined and explained on in the Monster section of the **BX Dungeon Guide**.

Character Class

There are 14 character classes in the **BX RPG** game. In BX there are also six races available. Only humans can select both their race and class. The other races - Dwarf, Elf, Half-Elf, Halfling, and Gnome - are their own character class. These other races are classified as **demi-humans**. The class of a character determines who and what that character is in the world. The class confers certain abilities (i.e. a magic-user can cast spells, a thief can pick pockets) that are unique to that class. As the character progresses in level, he gains more abilities within his class and increases in prowess of abilities he already possesses. Once selected, a class cannot be changed.

Races

Human: A human character is generally the most common in the world. Humans are the predominant race and inhabit all the regions of the game world. A human has no special abilities other than he can select from a variety of character classes including **cleric**, **druid**, fighter, magic-user, monk, thief, **ranger**, **paladin**, and **necromancer**. Humans live between 60-100 years.

Dwarf: Dwarves are hardy demi-humans that stand roughly five feet tall and have a stocky build. They typically sport beards - which has significance in some **clans**. Dwarves are often gruff in demeanor when dealing with strangers or elves (as a general practice). However, they are extremely loyal friends and very brave. They are fond of gold, gems, and ale. Dwarf cities and towns are always found in hills and mountains where they focus on mining and craftsmanship of metal and gems. Dwarves live approximately 300-500 years.

Elf: The elves of the world are generally reclusive and prefer the company of other elves, and sometimes magic-users. This often gives them an air of arrogance, though generally, elves are very friendly with those they know. Elves are typically under six feet tall and slender. They inhabit woodlands and only venture from them when on a specific mission or to trade. Elven adventurers are rare and are often outcasts due to their affinity of travel and exploration. Elves have a lifespan of 500-700 years.

Half-Elf: The mix of human and elf - extremely uncommon - results in a rare demi-human called half-elf. There are no half-elf cities or towns and they often prefer a solitary life. In most cases, they tend to be adventurers because they feel little in common with either their elf or human lineage. They are adept at magic, though not as powerful as pure elves. They share general features of elves but tend to be larger. Because they share no racial bond with others, half-elf adventurers are fiercely loyal to their compatriots - more or less treating them like family. Half-elves live roughly 300 years.

Halfling: Always jovial and good-natured, the adventurer halfling is a bit of an anomaly. Most halflings are dedicated to their family and shire. They seldom venture beyond those borders other than to visit family. However, on occasion, a halfling is born with a queer longing to see the world. These halflings are nimble fighters and completely dependable. Halflings live up to 250 years.

Gnome: The most rare of the demi-human races, gnomes live in the far hills and mountains of the world. They, like halflings, are family-oriented, followed by clan affiliation. They dabble in mining and craftsmanship of all things mechanical. Some gnome clans also delve into magic that is native to gnomes as a race. Gnomes typically live up to 300 years old.

Classes in Detail

All of the character classes and races are fully described on pages 16-43.

Character for Your Character

While this book gives you the parameters and mechanics to build your character, all it really does is give you the blue print. You, as the player, must still give him color, style, and, well…, character! Even by giving your character name, you are developing his personality. Take a few moments and define what makes him unique. Give your character a short back story; what did he do prior to deciding to be an adventurer. What motivated him to trek the wilds and delve into dark dungeons? A few sentences will do for start; then, you are ready to adventure and build on his story…and his character.

Characters - Hit Dice & Hit Points — Step 3

Hit Dice and Hit Points

Every character, **monster**, and **creature** has a number of hit points that reflects how much damage it can sustain before perishing. These hit points are randomly generated by rolling **hit dice.** A character's hit dice is determined by his class/race. Monsters and creatures have a predetermined number of hit dice based on their type (see the **BX Dungeon Guide** for more details). Most non-character creatures use a d8 for their hit dice.

When a character is created, and after the ability scores are generated and class/race selected, the player will roll his character's hit points. For example, Marsh rolls his ability scores and selects a fighter as his class. Fighters use 1d8 to determine hit points. At first level, a fighter has one hit die (d8). Marsh rolled a 15 for his character's constitution score, so he adds one point to his hit die roll. Marsh rolls a "5" on the d8. Adding the one point bonus for the 15 constitution score, his character has six hit points.

Each time a character advances in level, he gains more hit points (another hit dice). Continuing our example, Marsh's fighter managed to survive his first adventure and gained enough **experience points** to attain second level. At second level, a fighter gains one more hit die (d8). Steve rolls 1d8 (resulting in a "6") adds his one point constitution adjustment for a total of seven (6 + 1 = 7). He adds the "7" to his existing hit points of "6", and now has a total of 13 hit points. This is repeated each time Marsh's character advances in level. Therefore, the higher level a character, the more hit points he has, making it more difficult for him to be killed from damage.

Certain character classes continue to add their constitution ability score to their hit points even after they no longer receive hit dice. These character classes are the fighter, paladin, ranger, dwarf, and half-elf. For example, a ninth level fighter who advances to 10th level no longer gains 1d8 hit points. Instead, he gains two hit points standard. However, if the fighter has a +1 hit point modifier due to his constitution ability score, he would gain three hit points at 10th level.

Hit points are a static score and are affected by a large variety of game effects. When a character's hit points reach zero (0), he is considered unconscious and cannot make any action. If hit points reach –1 or less, the character is considered dead. Monsters and creatures that are reduced to zero (0) hit points are always considered dead. Only characters benefit from the zero hit point rule.

Lost hit points are regained by resting or by magical means. If a character **rests** for one full day (24 hours), he regains 1d3 hit points from those lost. **Wounds** (lost hit points) can also be magically healed through the casting of **spells** or use of **magic items**. A character can never gain more hit points through healing than his maximum hit point score.

Optional Hit Point Rule #1

No character is ever more vulnerable to death than when he is first level. Therefore, an option is to give all first level characters maximum hit points at first level. Instead of rolling for hit points randomly, each character gains the maximum allowed by the die type of his class. Therefore, a first level fighter would receive eight hit points plus whatever constitution adjustment he may have. At level advancement, he would have to roll randomly to determine his additional hit points.

Optional Hit Point Rule #2

In lieu of Rule #1, a player may opt for a re-roll. In this case, the player rolls his hit dice and the result is less than desirable. Instead of accepting the roll, the player may opt for a re-roll. He can roll another die. He must then select which result of the two die rolls he will accept. This option is only allowed one time during the character's career. To record this event, simply have the player make a mark next to his constitution score on his **character sheet**.

Characters - Alignment

Step 4

Alignments
All characters and creatures within the game have an alignment. The alignment of a creature's is a general way of behaving—the way their live their life—and their natural preferences. The alignments are Law, Chaos, and Neutrality. Alignments are typically kept secret, but they are not always impossible to determine. Actions, as it is said, speak louder than words.

Alignment, generally, determines how an creature will react to a situation. It is not a rigid concept, but one that is more of guideline.

Law: A creature that has Law as its alignment prefers to follow an orderly life; one that obeys laws, helps others, and acts in a "good" way toward others. Lawful creatures tend to keep promises, only lie if some sort of danger is involved (again, to avoid conflict or danger), help others, and often act selflessly. This is not to say Lawful creatures don't make mistakes, but a "bad" act is more likely a mistake rather than intentional. It is important to understand Lawful characters are not stupid; they do not automatically choose the most "good" action, but will do the best they can to do the right thing in the moment.

Chaos: The base concept of this alignment is at best selfishness and at worst evil. Most characters will not be this alignment because of the tendencies associated to this alignment. Chaotic creatures will steal, injure, kill, and destroy at will and with no regard to others. They are inherently selfish and vile. They will consider taking any action that either produces a result best for themselves or hurts others—they will act out of malice and avarice. Typically, most monsters and humanoids are Chaotic. Creatures of this alignment will not always choose themselves above everything else. Chaotic creatures will protect their young as any other alignment. They may also be recklessly loyal to their leaders.

Neutrality: Those of this alignment tend to the see the world in balance. They can be somewhat selfish but prefer not to interfere too much with others. They rarely side with Law or Chaos and tend to let them battle among themselves; again, balance is their mantra. Neutral characters also value themselves more than others. They can often come off as arrogant or uncaring. They are not very dependable, though they tend not to lie or deceive too readily. This alignment is often referred to as Neutral.

Alignment Language: In the original fantasy RPG game, all creatures can speak their alignment language—a secret language only known to those of a particular alignment. This language includes passwords, secret symbols, as well as hand signals, etc. In the BX RPG, alignment language is not used.

Good vs. Evil: In general, Law is generally found as "good," while Chaos is "evil." In most cases, this is true. For both Law and Chaos there is wide latitude of how "good" or how "evil" that creature might be. The key concept in alignment is remember that it is only a guideline, not a hard and fast rule. Most creatures that are either Law or Chaos in regard to alignment share at least a few traits; good or evil.

Good creatures can tell a lie, cheat, break laws, etc. However, they will feel remorse. They will not commit murder or violent crimes. Evil creatures feel no remorse and they have the capability to sink to any depravity. That does not mean they are always at some extreme, but the capability exists.

Designer's Note
Alignment is one of the most argued facets of any fantasy RPG that includes the concept. The entire idea of alignment is to give a player a way of further describe and build his character. It gives a player a moral compass for his character; one that helps define in-game decisions and actions. However, it is not an absolute. Alignment is not a suicide pact. That is, alignment should never (or as close to never as is possible) be used to determine an action that will cause the death of a character or his party members. Also, alignment is not a weapon for other players to use against each other: "Your character will not do X, he should do Y." The argument of alignment action is something that should always be avoided. The player is the final arbiter of how his character behaves—alignment is simply a guide—and general guide at that. Only the GM should speak to a player about alignment actions that may seem "out of character." My best advice, specifically to this game, is to use it as a tool for specific situations. Alignment should rarely factor into the game. This game is a game of Good versus Evil in most instances. Its also a game—the key thing none of us should ever forget!

Characters - Languages

Step 5

Languages
Every intelligent creature in the game speaks its native language. To determine the ability to speak additional languages, consult the intelligence chart on page 7. All demi-humans and humanoids (intelligence score of six (6) or more) can also speak Common.

Human: All humans speak Common and it is possible for dialects to differ, but this is more of a nuisance than a barrier to communication.

Demi-human: As mentioned, demi-humans can speak their native language as well as Common. The ability to communicate is defined by the intelligence table.

Humanoids: A humanoid can communicate in its native tongue and may speak Common if it has an intelligence score of six (6). A humanoid that gains an additional language due to high intelligence will typically know a language that is either related to their race (a hobgoblin will know goblin first), or one that it has close affiliation (orcs working in close proximity to a band of ogres, will most likely know ogre as an additional language).

Monsters: Any additional languages known by a monster is under the purview of the Game Master. In general, an extra language will most likely be Common.

Monster Languages: In general, a character will not possess a monster language at first level. It is highly unlikely a first level character will speak dragon, for example. Again, the player must determine his back story and what may be appropriate, but reason should govern this selection. It is also key to acknowledge most creatures cannot make the sounds required to speak monster languages. A human, for example, simply cannot speak hydra. Languages that a human (including demi-human and humanoids) can speak are listed on the following charts.

Undead: All undead can understand the language they knew in life. Only greater undead can actually speak these languages. Some mummies have had their tongues cut out and cannot speak (this is determined by the Game Master). Undead do not have an "undead" language and they have lost the ability to speak their alignment language.

Extra Languages
For those characters and creatures with an extra language, use the following chart. The player should select a language as appropriate to his character's background, or roll randomly. Non-characters follow the same rule.

To randomly determine a language, first roll 1d6. If the result is "6", roll on the special language chart. Otherwise, roll on the standard language chart:

Standard Language
1. Bugbear
2. Dwarf
3. Elf
4. Goblin
5. Gnoll
6. Gnome
7. Halfling
8. Hobgoblin
9. Kobold
10. Lizard Man
11. Ogre
12. Orc

Special Language
1. Centaur
2. Doppleganger
3. Dragon*
4. Drugar
5. Gargoyle
6. Giant*
7. Harpy
8. Medusa
9. Minotaur
10. Pixie
11. Troll
12. Wolf, Dire

**Player selects which type.*

Characters - Equipment

Step 5

When outfitting a character or resupplying, use the following charts to determine cost. The cost listed below is an average based on general availability. If the character is in a locale where weapons, for example, are hard to come by, the cost should increase incrementally. Also, basic availability might be an issue. There is no hard and fast rule for equipment availability and cost, but some flexibility will add to the spirit of the game.

Starting Gold

All characters start with a random amount of gold based on their class. Use the following chart to generate gold.

Fighter, Dwarf, Elf, Half-Elf, Ranger, Paladin	3d6 x 10 gp
Cleric, Druid, Monk, Thief, Gnome, Halfling	2d6 x 10 gp
Magic-User, Necromancer	1d8 x 10 gp

General Equipment	Cost (GP)	Weight (GP)
Backpack	5	2
Sack, Small	1	1
Sack, Large	2	1
Pry Bar	10	4
Lantern	10	1
Torch (5)	1	1
Flask, Oil	2	1
Flask, Drinking	3	1
Grappling Hook	25	2
Hammer, Spike	2	2
Iron Spike (10)	1	2
Rope, 50′	1	2
10′ pole	1	2
Mirror, small	5	1
Holy Symbol	10	1
Holy Water, Vial	25	1
Thieves′ Tools	25	1
Water Skin	1	1
Wine Skin	2	1
Wine, bottle	5	1
Iron Ration (per week)	15	3
Standard Ration (per week)	5	3

Armor	Cost (GP)	Weight (GP)
Plate Mail Armor	60	500
Banded Armor	50	450
Chain Mail Armor	40	400
Banded Leather Armor	30	300
Leather Armor	20	200
Shield	10	100

Weapons	Cost (GP)	Weight (GP)
Axe, Battle*	7	50
Axe, Hand	2	10
Bow, Short*	25	20
Bow, Long*	40	30
Club	3	20
Crossbow, Light*	30	40
Crossbow, Heavy*	50	60
Dagger	3	10
Dagger, Silver	30	10
Dart (10)	5	10
Flail	10	40
Hammer, Throwing	5	10
Hammer, War*	10	50
Javelin	5	10
Lance***	10	100
Pole Arm*	25	150
Scimitar	15	60
Sling	5	1
Spear	10	30
Staff*	10	30
Sword, Bastard**	20	90
Sword, Normal	10	60
Sword, Short	8	30
Sword, Two-Handed*	25	150
Trident*	30	100

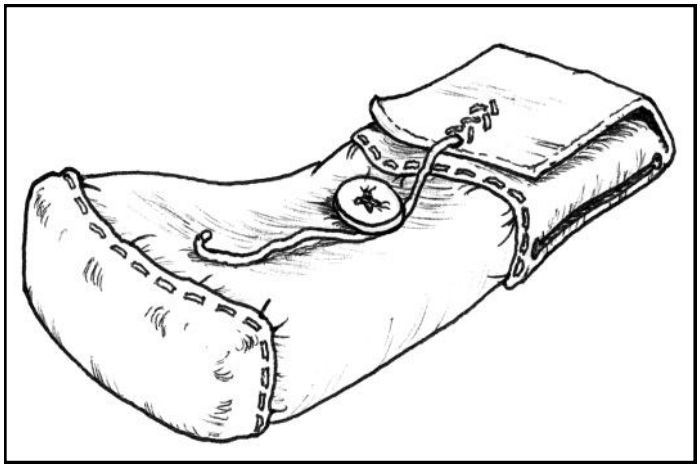
Ammunition	Cost (GP)	Weight (GP)
Arrow (20)	5	10
Arrow, Silver	50	1
Quarrel (20)	10	2
Quarrel, Silver	100	1
Stone, Sling (10)	1	1
Bullet, Sling (10)	5	1

*This weapon requires two hands. No Shield while in use.
**This weapon may require two hands.
***This weapon can only be employed while mounted.

Animals	Cost (GP)	Burden (GP)
Horse, Draft	40	4,500
Horse, Riding	50	3,000
Horse, War	250	4,000
Camel	100	4,000
Mule	25	4,000
Saddle Set	25	
Saddle Bags	5	2
Wagon, Cart	150	5,000
Wagon, Large	250	10,000
Caravan (per passenger)	1/day	5gp/1,000

Water Transport	Cost (GP)	Burden (GP)
Kayak	2,000	3,000
Canoe (2 person)	3,000	6,000
Boat (4 person)	4,000	15,000
Sailboat (6 person)	6,000	25,000
Ferry (per passanger)	1	N/A

Item	Capacity (GP)
Backpack	400
Sack, Small	200
Sack, Large	600
Saddlebags	400
Chest, Small	500
Chest, Medium	2,000
Chest, Large	5,000



Weight

In the **BX RPG**, weight is always measured in gold coins. The simple rule is that all coins weigh the same and are generally the same size; silver and copper coins are slightly larger but still weigh about as much as a gold coin. Every 10 coins is the equivalent of one pound (U.S. weight). This system of weight is used to determine encumbrance and its effect on movement.

Designer's Note

Weight and encumbrance is one of those rules that some people enjoy, while others simply hand-wave away. To be perfectly clear, I am of the hand-wave philosophy. This is a game and as such is meant to be fun. That fun lies in the interaction of the players with the GM and each other. It is about experiences through surviving (or not) the various encounters the game presents. Getting bogged down in a numbers game of how much can a character carry and tracking that number, well, its just not my style. We have included the rules and all the information you may need to track encumbrance. If its for you, by all means have at it. But if not, simply ignore it.

Encumbrance (Optional Rule)

All creatures have an inherent limit to the amount of equipment and weight they can carry. The amount of weight directly affects the movement rate of the character. The amount of weight a character can carry is adjusted by strength (see page 7).

Movement Chart

Weight Carried	Normal/turn	Combat	Run/round
0-400	120	40	120
401-600 (75%)	90	30	90
601-800 (50%)	60	20	60
801-1,600 (25%)	30	10	30

Therefore, a character with a 10 Strength is carrying 550 gp in equipment and coins. His movement rate is 90/30.

If a character with a 13 Strength carried the same amount, his rate is 120/40. The 13 Strength adds 200 gp to his allowance; simply add the bonus to the chart maximums to expand the bracket. So his chart would start 0-600.

Characters - Equipment

Step 5

The following charts provide the statistical values, in respect to combat, for all weapons and armor. In the original version of this game, all weapons inflict 1d6 damage. Smaller weapons, such as a dagger inflict 1d6-1 while two-handed weapons deal 1d6+1 damage. The BX RPG uses variable weapon damage as its base rule. That is, weapons inflict damage based on their type and use various dice from 1d4 to 1d12.

Weapons	Damage
Axe, Battle*	1d8
Axe, Hand	1d6
Bow, Short*	1d6
Bow, Long*	1d6
Club	1d6
Crossbow, Light*	1d8
Crossbow, Heavy*	1d4
Dagger	1d4
Dagger, Silver	1d4
Dart (10)	1d3
Flail	1d6+1
Hammer, Throwing	1d4
Hammer, War*	1d8
Javelin	1d6
Lance***	1d12
Pole Arm*	1d10
Scimitar	1d8
Sling w/stone	1d3
Sling w/bullet	1d4
Spear	1d6
Staff*	1d6
Sword, Bastard**	1d8 or 1d10
Sword, Normal	1d8
Sword, Short	1d6
Sword, Two-Handed*	1d10
Trident*	1d8

*This weapon requires two hands. No Shield while in use.
**This weapon may require two hands.
***This weapon can only be employed while mounted.

Missile and Hurled Weapon Range Chart

Weapon Range	Short	Medium	Long
Missile Weapons	+1	+0	-1
Crossbow, Light*	5-70	71-150	151-220
Crossbow, Heavy*	5-90	91-180	181-300
Box, Short	5-50	51-100	101-150
Bow, Long	5-70	71-150	151-220
Sling, Stone	5-30	31-70	71-100
Sling, Bullet	5-40	41-80	81-120
Hurled Weapons	+1	+0	-1
Axe, Hand	5-20	21-40	41-60
Dagger	5-20	21-40	41-60
Dart	5-10	11-20	21-40
Hammer, Throwing	5-20	21-40	41-60
Javelin	5-30	31-60	61-100
Spear	5-40	41-70	71-120
Special Weapons	+0	-1	-2
Oil Flask	5-10	11-30	31-50
Holy Water	5-10	11-20	21-40
Miscellaneous Item	5-10	11-20	21-30

All ranged attacks are adjusted by the range of the target from the attacker. Determine the distance and then apply the attack modifier to the to-hit roll. For example, an elf fires upon an orc at a range of 160′. The elf is using a long bow so the attack adjustment is –1 to hit.

Armor	Armor Class (AC)
Plate Mail Armor	3
Banded Armor	4
Chain Mail Armor	5
Banded Leather Armor	6
Leather Armor	7
Shield	-1 Bonus to AC*
No Armor	9

** A character wielding a shield (in use) subtracts one from his AC. Therefore, a character wearing banded armor and shield would have an AC 3.*

Sample Character

The image below is of a sample Elf character. A blank character sheet is located on page 101. There are many character sheets available via the internet; check your favorite forum. Follow the steps listed at the page header on pages 6—15 to create your character.

Ability Scores: See page 6-7 for details.

Hit Points: See page 9

Movement Rate

Weapons & Equipment: See page 12 –14

Combat Chart

Character Specifications

BX RPG — Character Record

Player Name: Ben Barsh — DM: Mike Badolato

Character Name: Valkane

Alignment: Law
Class: Elf — Level: 1
Strength: 15 — Bonus to Hit/Damage: +1 — Open Doors: +1 — Weight Allow: +200
Intelligence: 14 — Bonus Languages: +1 — 0 Level Spells:
Wisdom: 11 — Magic Save Bonus: +0
Dexterity: 17 — Combat: +2 — Armor Class Adj.: -2 — Initiative: +1
Constitution: 13 — Hit Die Adj.: +1
Charisma: 12 — Reaction Adj.: +0 — Retainers: 4 — Morale: 7

Hit Dice: 1d6 (6)
Hit Points: 7
Movement Base: 120/40
Armor Type: Chain Mail — Dexterity Bonus: -2 — Armor Class: 3
Weapon #1: Sword, Normal — Damage: 1d8 — Bonus to Hit/Damage: +2 / +1
Weapon #2: Dagger — Damage: 1d4 — Bonus to Hit/Damage: +1 / +1
Weapon #3: Long Bow — Damage: 1d6 — Bonus to Hit/Damage: +3 / +1

Weapon Attack Chart

Weapon	AC	9	8	7	6	5	4	3	2	1	0	#AT
#1: Sword, Normal		9	10	11	12	13	14	15	16	17	18	1
#2: Dagger		10	11	12	13	14	15	16	17	18	19	1
#3: Long Bow		8	9	10	11	12	13	14	15	16	17	1
Base Thaco 20												

Equipment Carried
Backpack
Torch (5)
Large Sack (2)
Arrow (20)
50' Rope
Water Skin
Standard Ration (2)

Spells / Abilities
1st Level Spell: Sleep
Infravision—60 feet
Languages: Common, Dwarf, Goblin, Hobgoblin, Gnoll

Saving Throws
Paralyzation Poison / Death 12
Petrification Polymorph 13
Rod/Staff/Wand 13
Breath Weapon 15
Spell 15

Copper
Silver
Gold
Electrum
Platinum
Experience

Fighter

Fighter: A fighter is a master of armed combat. He can use any weapon and wear any armor. Fighters have several special combat abilities. They have a tremendous ability to survive in combat due to their high hit points, excellent armor class, and ability to use a variety of weapons. Fighters can use most magic items with the exception of those specific to a certain class of character.

Prime Attribute: Strength
Hit Dice: 1d8 (gains 2 hp/level after 9th level)
Armor/Shield Permitted: Any
Weapons Permitted: Any
Race: Human only
Experience Bonus: Strength 13-15 = +5%
Strength 16-18 = +10%

Fighter Class Abilities

The fighter class has combat special abilities. They have the advantage of versatility and are generally harder to kill in most combat situations that any other character class. Additionally, fighters gain prowess in combat faster than any other class as well as having excellent saving throws.

Additional Attacks
Fighters gain the ability to make additional attacks as they progress in level. At fourth level, a fighter may make one extra attack per encounter. At seventh level, a fighter may make three attacks per two rounds. The additional attack is always on the second round of the cycle. If the fighter moves more than 10 feet, the cycle of multiple attacks is reset. At tenth level, the fighter may make two attacks per round. All attack forms are included.

Damage Deflection
Fighters may elect to reduce the damage from one melee attack per round. To use this ability, the fighter must make a strength check (roll equal or less than his strength on 1d20). If successful, the inflicted damage is reduced in half. The fighter is penalized on the subsequent round with a –4 to-hit penalty with any attack.

Burst of Speed
Once per encounter, the fighter may move up to twice his normal movement rate. This ability can be used in combat or in normal movement.

Fighter Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	Additional Attacks
1-3	12	13	14	15	16	19	0
4-6	10	11	12	13	14	17	1 per encounter
7-9	8	9	10	10	12	14	3/2 rounds
10-12	6	7	8	8	10	12	2 per round
13-15	4	5	6	5	8	10	5/2 rounds
16+	2	3	4	2	6	7	3 per round

Fighter

Level	Experience Required	Hit Dice (d8)	Attack Roll vs. AC 0
1	0	1	19
2	2,000	2	19
3	4,000	3	17
4	8,000	4	17
5	16,000	5	16
6	32,000	6	16
7	64,000	7	14
8	120,000	8	14
9	240,000	9	13
10	360,000	9+2	13
11	480,000	9+4	12
12	600,000	9+6	12
13	720,000	9+8	10
14	840,000	9+10	10
15	960,000	9+12	10
16	1,100,000	9+14	8
17	1,300,000	9+16	6
18	2,100,000	9+18	4

Ability Score Gain

At fifth, 10th, and 15th level the fighter may add one point to either his strength, dexterity, or constitution score. The fighter may never add more than two points to any one attribute score.

Cleric

Cleric: A cleric is a character who has dedicated his personal and professional life to the service of his **god/goddess** and their philosophy. Clerics are unwavering in their faith and will make decisions based on their beliefs. A cleric is trained in combat and spell-casting. Characters who are clerics typically are the head of the spear within their faith and organization. They travel the world righting wrongs and spreading the word. While not necessarily missionaries, they have no compulsion against demonstrating the power of their god.

The prime requisite of a cleric is **wisdom**. To be a cleric, a character must have a minimum wisdom score of nine (9). Clerics gain spell use at second level - they must prove their worth to their **deity** before gaining spell use. Additionally, clerics can **turn undead** starting at first level.

A cleric is always human. While demi-humans and humanoids have clerics, they are typically referred to as priests and shamans - they are never adventurers.

Prime Attribute: Wisdom
Hit Dice: 1d6 (gains 1 hp/level after 9th level)
Armor/Shield Permitted: Any - does not impair spell-casting
Weapons Permitted: Staff, mace, flail, hammer, sling
Race: Human only
Experience Bonus: Wisdom 13-15 = +5%
Wisdom 16-18 = +10%

Cleric Class Abilities

Casting Spells: A cleric can cast spells starting at second level. They are not granted spell use by their deity until they reach second level - they must prove their worth through deeds. A cleric must pray for his spells each day; the player selects the spells he wishes to cast that day. Clerics can select from any spells they are able cast (see chart on opposite page). For example, a fourth level cleric can cast two-first level spells and two-second level spells. He can select any two first level spells and any two second level spells. The next day he can elect to select the same spells or choose new spells. The cleric spell lists and descriptions are found on pages 44-53 in the Spell section.

Turn Undead: All clerics have the ability to turn undead. When encountered, a cleric must present himself and his holy symbol. The player then rolls on the turn undead chart (see **BX Dungeon Guide**) to determine the result of his attempt. A cleric may only attempt to turn a specific undead (or group) one time. If the attempt is successful, the undead are turned (per chart), and the cleric can turn this group again later (if applicable). If a cleric fails his turn undead attempt, he may not attempt to turn those same undead for 24 hours.

There are two possible results for a successful turning roll, "T" and "D." If the die roll is successful, or the chart indicates a "T," the undead target(s) is considered turned. A turned undead must immediately flee from the cleric and leave the general area if at all possible. If the undead cannot leave, for whatever reason, it will cower away from the cleric (furthest point in distance). If the turned undead are attacked, by anyone, the turning effect is negated. If the turning chart indicates a "D," the targeted undead is destroyed immediately.

Note: A cleric will not readily indentify every type of undead - specifically, if he has never encountered a type. In these instances, the GM should ask the player to roll and determine the result. Only then should the player be made aware of what type of undead he has encountered.

Cleric

Level	Experience Required	Hit Dice (d6)	Attack Roll vs. AC 0	Number of Cleric Spells by Level								
				1	2	3	4	5	6	7	8	9
1	0	1	19	0								
2	1,500	2	19	2								
3	3,000	3	19	2	1							
4	6,000	4	19	2	2							
5	12,000	5	17	3	2	1						
6	25,000	6	17	4	2	2	1					
7	50,000	7	17	4	2	2	1	1				
8	100,000	8	17	4	3	2	2	1				
9	200,000	9	14	5	3	3	2	2	1			
10	300,000	9+1	14	5	4	3	3	2	2			
11	400,000	9+2	14	5	4	4	3	3	2	1		
12	500,000	9+3	14	6	5	4	4	3	3	2		
13	600,000	9+4	12	6	5	5	4	4	3	2	1	
14	700,000	9+5	12	6	5	5	5	4	4	3	2	
15	900,000	9+6	12	7	6	6	5	5	5	4	2	1
16	1,100,000	9+7	12	7	7	6	6	6	6	5	3	2
17	1,300,000	9+8	10	8	8	7	7	7	6	6	4	3
18	1,500,000	9+9	10	8	8	8	8	8	7	7	5	4

Cleric Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	Righteous Favor Percentage / Bonus
1-4	11	12	14	16	15	19	10% / +1
5-8	9	10	12	14	12	17	20% / +2
9-12	6	7	9	11	9	14	30% / +3
13-16	3	5	7	8	7	12	40% / +4
17-20	2	3	5	6	5	10	60% / +5
21+	2	2	3	4	3	7	75% / +6

To determine how many undead are affected by a successful turn attempt, the player will roll 2d6 and add his current character level. The result is the number of hit dice that are turned or destroyed. Regardless of the hit dice amount rolled, at least one target undead will be turned or destroyed. If a mixed group of undead are encountered, the cleric must announce prior to any rolls if he wished to target hit dice from least to most, or most to least.

For a complete example of turning undead, and more information on evil clerics and undead, see page 100.

Righteous Favor: In times of dire need, a cleric can call upon his pantheon for aid. A cleric may only attempt this once per day. Righteous favor grants a bonus to any single die roll the cleric makes over the following turn. The die roll can be of any type including an attack roll, damage roll, turning undead, etc.

To make the attempt, the cleric must roll percentile dice equal or less than the appropriate chance (see chart above). The cleric adds his level to the chance. Therefore, a third level cleric has a 13% chance to gain Righteous Favor. If the percentage chance roll is % equal to the character's level, the god is angered and the Game Master determines the result.

Druid

Druid: A druid is a character who has dedicated his life to the natural world. They typically worship a god that is dedicated to nature, animals, and the four elements of nature (fire, earth, air, water; see **BX Dungeon Guide** for details). Druids tend to abstain from interacting with the civilized world and avoid cities and towns. However, they will occasionally meet to discuss mutual goals. Generally solitary, druids belong to orders that worship a specific god. Within this order, druids are assigned regions (tracts of land) to shepherd and protect. Rarely, a druid is assigned the task of travelling the world to gain knowledge and power - these druids are adventurers and have not been assigned region to protect.

An adventurer druid is independent but still must conform to his order and god as he travels the world. There can never be more than one druid in an adventuring party. Druids of opposing orders rarely communicate and more often than not, quarrel, and on some occasions, battle. They frequently ally with rangers.

Prime Attribute: Wisdom
Hit Dice: 1d6 (gains 1 hp/level after 9th level)
Armor/Shield Permitted: Leather, no shield
Weapons Permitted: Staff, spear, javelin, dagger, mace, flail, hammer, hand axe, sling
Race: Human only
Experience Bonus: Wisdom 13-15 = +5%
Wisdom 16-18 = +10%

Druid Class Abilities

Casting Spells: A druid can cast spells in the same manner as a cleric. A druid must pray for his spells each day; the player selects the spells he wishes to cast that day. Druids can select from any spells they are able cast (see chart on opposite page). For example, a fourth level druid can cast two-first level spells and two-second level spells. He can select any two first level spells and any two second level spells. The next day he can elect to select the same spells or choose new spells. The druid spell lists and descriptions are found on page 71-77 in the Spell section.

Abilities by Level

First Level

Identify Plant: All druids can unerringly identify any plant. This ability only applies to normal, non-magical plants.

Identify Animal: A druid can identify any normal, non-magical animal. The identification can be assessed from tracks, remains, or even a brief glance.

Elemental Resistance: The druid must select one of the four elements (fire, water, earth, air). He gains a +2 to all saving throws from that form of attack. The element selection is permanent and can never be changed. The chance of reduction and amount of damage reduced replaces any saving throw and is based on level.

Second Level

Identify Water: A druid can detect the purity of water (salt or fresh) without ingesting the liquid. The identification only determines if the water is safe to consume and not what impurities may be present.

Third Level

Language Bonus: When attaining third level, and for each level beyond, a druid automatically learns the language of a woodland creature. The druid is fluent in the chosen language as well as writing/reading.

Druid

Level	Experience Required	Hit Dice (d6)	Attack Roll vs. AC 0	Number of Druid Spells by Level							
				1	2	3	4	5	6	7	
1	0	1	19	1							
2	1,750	2	19	2							
3	3,500	3	19	2	1						
4	7,000	4	19	2	2						
5	14,000	5	17	3	2	1					
6	30,000	6	17	4	2	2	1				
7	60,000	7	17	4	2	2	1	1			
8	125,000	8	17	4	3	2	2	1			
9	250,000	9	14	5	3	3	2	2	1		
10	375,000	9+1	14	5	4	3	3	2	2		
11	500,000	9+2	14	5	4	4	3	3	2	1	
12	625,000	9+3	14	6	5	4	4	3	3	2	
13	750,000	9+4	12	6	5	5	4	4	3	2	
14	900,000	9+5	12	6	5	5	5	4	4	3	
15	1,200,000	9+6	12	7	6	6	5	5	5	4	
16	1,500,000	9+7	12	7	7	6	6	6	6	5	
17	1,800,000	9+8	10	8	8	7	7	7	6	6	
18	2,100,000	9+9	10	8	8	8	8	8	7	7	

Druid Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	Elemental Damage Reduction
1-4	11	12	14	16	15	19	20% / 1d8
5-8	9	10	12	14	12	17	30% / 2d8
9-12	6	7	9	11	9	14	40% / 3d8
13-16	3	5	7	8	7	12	50% / 4d8
17-20	2	3	5	6	5	10	60% / 5d8
21+	2	2	3	4	3	7	80% / 6d8

Fourth Level

Call Woodland Being: By using this ability, the druid may call a woodland being for aid. The called creature will be friendly to the druid and will provide information or some form of aid. The being will not join the druid or engage in any combat to aid the druid. The creature will remain with the druid for one full turn. Aid can include, but is not limited to, information, healing, providing food, etc. This ability can be used once per week.

Fifth Level

Elemental Command: The druid imbues his weapon with the power of his elemental focus (selected at first level). The weapon inflicts an additional point of damage per level of the druid for 1d4 rounds. This ability can be used once per day.

Seventh Level

Shape Change (Animal): This ability can be used once per day and has a duration of one turn per level. The druid can transform into any normal animal, reptile, or fish. The druid has all the abilities of the creature and can speak the animal's language (if it has one) as well as any of those the druid possesses. However, the druid cannot use any of his other abilities or cast spells while in this form. The druid can cancel the shape change at any time.

Magic-User

Magic-User: Master of the arcane arts, the magic-user wields powerful magic that can create and destroy. She uses a variety of spells to defeat enemies, solve problems, and create wondrous items and creatures. However, as most things, magic-users begin their careers with little power. They are woefully weak in combat and cannot sustain much injury. But if they survive to higher levels, they are to be feared.

A magic-user uses a spell book to learn her spells each day. She must study and rest to regain spells each day (minimum of eight hours). She may only learn spells that are included in her spell book (see page 44 for more details on spell books). A magic-user has a limited number of spell slots that she can memorize per day (see chart on opposite page). She must select a spell for each slot at the beginning of the day - these spells cannot be changed until she studies and rests again. Each spell can be cast one time; once cast, it is lost from memory for the day. The same spell can be memorized in different spell slots.

The prime requisite of a magic-user is intelligence. A higher intelligence allows the magic-user to gain extra experience as well as add extra spells to her spell book.

Prime Attribute: Intelligence
Hit Dice: 1d4 (gains 1 hp/level after 9th level)
Armor/Shield Permitted: None permitted
Weapons Permitted: Staff, dagger, dart
Race: Human only
Experience Bonus: Intelligence 13-15 = +5%
Intelligence 16-18 = +10%

Magic-User Class Abilities

Casting Spells: Magic-users have the ability to cast spells. They must memorize spells each day as described above. For more information on spell-casting, see page 44. Also, see page 45 for information on the spell book.

Create Scrolls

A magic-user has the ability to create magical scrolls that may include one or more spells the magic-user can cast (are in her spell book). The magic-user must purchase the materials and spend one full day creating the scroll (one day per spell on the scroll). No more than five spells may be included on any one scroll. The cost of materials is 1,000 gp per spell level. The scroll can only be read by the magic-user who created the scroll or by another who uses the *read magic* to decipher the magical runes.

0 Level Spells

All magic-users learn several minor spells prior to delving into deeper and more powerful magic. Consult the following chart to determine how many of these spells a magic-user may cast per day. She must memorize them just as regular spells; though all are included in her spell book at first level. The magic-user may change these spells each day. Only magic-users gain zero level spells.

Intelligence Chart - 0 Level Spell Chart

Score	# of 0 Level Spells Memorized per Day
9-12	1
13-14	2
15	3
16	4
17	5
18+	6

Magic-User

Level	Experience Required	Hit Dice (d4)	Attack Roll vs. AC 0	Number of Magic-User Spells by Level								
				1	2	3	4	5	6	7	8	9
1	0	1	19	1								
2	2,500	2	19	2								
3	5,000	3	19	2	1							
4	10,000	4	19	2	2							
5	20,000	5	19	2	2	1						
6	30,000	6	17	2	2	2						
7	40,000	7	17	3	2	2	1					
8	80,000	8	17	3	3	2	2					
9	150,000	9	17	3	3	3	2	1				
10	300,000	9+1	17	3	3	3	3	2				
11	450,000	9+2	14	4	3	3	3	2	1			
12	600,000	9+3	14	4	4	3	3	3	2			
13	750,000	9+4	14	4	4	4	3	3	3	1		
14	900,000	9+5	14	4	4	4	4	3	3	2		
15	1,050,000	9+6	14	5	5	4	4	4	3	2	1	
16	1,200,000	9+7	12	5	5	5	5	4	3	3	2	
17	1,350,000	9+8	12	6	6	5	5	5	4	4	3	1
18	1,500,000	9+9	12	6	6	6	6	5	5	4	3	2

Magic-User Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	
1-5	13	14	13	16	15	19	
6-10	11	12	11	14	12	17	
11-15	8	9	8	11	8	14	
16-20	6	7	5	9	5	12	
21-25	4	5	3	7	3	10	
26+	2	2	2	5	2	7	

Zero Level Spells

Spark

Range: 120 Duration: Instant/Special

By means of this spell, the magic-user can start a fire as if using a tinder box. Any flammable object targeted by the spell will catch fire immediately.

Clamor

Range: 120 Duration: Instant / One Round

When this spell is cast, a sound of clamoring weapons, armor, footfalls, etc. erupt for one round.

Dart

Range: 30 Duration: Instant

A magical dart appears and automatically strikes any target selected by the caster. The dart inflicts 1d4 damage.

Pause

Range: 60 Duration: Instant / One Round

One target creature must save vs. spell or lose one entire round. The creature simply stops whatever it was doing. All attacks on the creature are at +4 to hit that round.

Monk

Monk: The monk is a focused and determined adventurer. They undergo training in monasteries that are often located near the wild, uncivilized lands of distant border kingdoms. Unlike priests or paladins who may sometimes act as missionaries, monks travel the world in search of adventure which leads to greater enlightenment. The ranks of monks are formed most often by recruitment of young children who show promise.

Monks that can become adventurers are those of the Elemental Sphere. These monks focus on the four elements of nature and seek to gain knowledge whenever possible. Monks have a variety of abilities and are formidable in combat, frequently using their bare hands and feet as weapons.

Prime Attribute: Strength and Dexterity
Hit Dice: 1d6 (gains 1 hp/level after 9th level)
Armor/Shield Permitted: No Armor is allowed
Weapons Permitted: Dagger, club, staff, spear, blade chain
Race: Human only
Experience Bonus: Strength & Dexterity 13-15 = +5%
Strength & Dexterity 16-18 = +10%

Monk Class Abilities

Monks have a variety of abilities that help them in combat and even some thief-like skills. Monks cannot wear armor, use most weapons, and have no spell use. However, they have skills and abilities as they progress in ability levels that make them powerful characters.

Open Hand Combat (OH)
In lieu of using a weapon, a monk can attack with his open hand. His damage and number of attacks are based on level. At fifth level, this attack is the equivalent of a +1 magic weapon attack. At ninth level, the attack is equivalent to a +2 magic weapon attack. Note: no bonuses are applies; this rule allows monks to hit creatures that are normally only hit by magic weapons. Strength bonuses apply to these attacks.

Move Silently (MS)
Monks may move silently which helps them sneak up on enemies or make covert escapes. On a successful roll, the moving monk cannot be heard or detected by sound. A monk may only move one half of his movement rate while moving silently.

Climb Walls (CW)
Monks are experts at climbing any sort of surface. They can climb structures with amply handholds (i.e. trees, ruins) automatically. However, sheer surfaces like buildings or cliff walls require a climb walls roll. The monk-must make this roll for every 100 feet attempted. A fall incurs damage at 1d6 per 10′ fallen. If a fall takes place, the thief will generally fall from a point half way to the top (or half of the 100 foot height). Note, monks have an ability to reduce damage from falls (see below).

Hear Noise (HN)
Monks are experts at listening at doors and windows. A successful roll indicates the monk has heard everything in the general area. This ability also allows the monk to hear the approach of any target within 100 feet of his position. The monk must remain stationary to use this ability.

Read Languages (RL)
At seventh level a monk character can attempt to read any language. If the attempt fails, he may not retry until

Monk

Level	Experience Required	Hit Dice (d6)	Attack Roll vs. AC 0	Monk Abilities							
				MS	CW	HN	RL	AF	HN	RL	OHD
1	0	1	19	20	87	30	0	87	30	0	1d4
2	2,500	2	19	25	88	35	0	88	35	0	1d6
3	5,000	3	19	30	89	40	0	89	40	0	1d6
4	10,000	4	19	35	90	45	0	90	45	0	1d6+1
5	20,000	5	17	40	91	50	0	91	50	0	1d8
6	35,000	6	17	45	92	55	0	92	55	0	1d8
7	70,000	7	17	50	93	60	10	93	60	10	1d8+1
8	140,000	8	17	55	94	65	20	94	65	20	1d10
9	280,000	9	14	60	95	70	30	95	70	30	1d10
10	450,000	9+1	14	65	96	75	40	96	75	40	1d10+1
11	600,000	9+2	14	70	97	80	50	97	80	50	1d12
12	750,000	9+3	14	75	98	85	60	98	85	60	1d12+1
13	900,000	9+4	12	80	99	90	70	99	90	70	2d8
14	1,100,000	9+5	12	85	99	95	70	99	95	70	2d8+2
15	1,300,000	9+6	12	90	99	99	70	99	99	70	2d10
16	1,500,000	9+7	12	95	99	99	70	99	99	70	2d10+2
17	1,700,000	9+8	10	99	99	99	70	99	99	70	2d12
18	1,900,000	9+9	10	99	99	99	70	99	99	70	2d12+2

Monk Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	Number of Attacks Per Round (OH)
1-4	13	14	13	16	15	19	1
5-8	12	13	11	14	13	17	3/2
9-12	10	11	9	12	10	14	2
13-16	8	9	7	10	8	12	5/4
17-20	6	7	5	8	6	10	3
21+	4	5	3	6	4	7	3

attaining another level of experience. This chance can never exceed 70% regardless of the monk's level of experience.

Avoid Fall (AF)

A monk can avoid some damage from an unexpected fall, such as falling into a pit or off a wall. Typically, a falling character sustains 1d6 damage per 10 feet of fall. A monk may make a dexterity check (roll 1d20 equal or under his dexterity score). A successful dexterity check indicates the monk sustains no damage from the first 10 feet of fall and half damage from any fall greater than 10 feet.

Dodge Missiles (DM)

Monks can completely avoid being struck by missile and hurled weapons. To avoid an attack, the monk must make a successful dexterity check. However, if the monk chooses to avoid such an attack, he may not attack that round. If the dodge occurs after the monk attacks or takes an action during his part of the round, he automatically loses initiative on the next round.

Necromancer

Necromancer: The necromancer is a spell-caster who walks in the light of the midnight sky. The pursuit of magic, both arcane and clerical, is his cause and no matter how dark the path, he will not cower to the fear of the unknown. It is a dangerous road, fore the creatures of darkness do not give up their secrets easily. It is his thirst for ever more knowledge - much of which should remain lost to the world - that drives the necromancer. It is that knowledge that he wields to protect the world from what it does not know. Like the magic-user, a necromancer has no time to learn the art of weaponry and combat. A necromancer uses a spell book, memorizes spells, and casts spells in the same manner as a magic-user. A necromancer has two prime requisites; intelligence and wisdom. Furthermore, the necromancer has minimum ability scores in several categories. A higher intelligence allows the necromancer to add extra spells to his spell book.

Prime Attribute: Intelligence and Wisdom
Hit Dice: 1d4 (gains 1 hp/level after 9th level)
Armor/Shield Permitted: None permitted
Weapons Permitted: Staff, dagger, dart
Race: Human only
Experience Bonus: Intelligence and Wisdom 13-15 = +5%
Intelligence and Wisdom 16-18 = +10%

Required Minimum Ability Scores:
Wisdom - 13
Intelligence - 13
Dexterity - 11
Constitution - 11

Necromancer Class Abilities

Casting Spells: A necromancer memorizes spells in the same manner as a magic-user. He possesses a spell book that contains learned spells; he may add spells from scrolls or books. Note, necromancers can add spells from both the cleric and wizard spell list. Furthermore, they have numerous new spells (see page 43). Spells that are clerical still require memorization (unlike how a cleric casts spells).

Control Undead: When a necromancer encounters an undead creature, he may take control of that creature. A necromancer can control undead equal to his level in hit dice (i.e. a third level necromancer can control up to 3 HD of undead). Any undead targeted by the necromancer are automatically controlled and receive no saving throw. However, to perform this action, the necromancer must sacrifice an active spell (i.e. a third level necromancer is adventuring and has used all but one of his spells for that day. He encounters a ghoul and takes control of the undead. His remaining spell is then considered "cast" and is no longer available until the necromancer rests to regain that spell. A necromancer must use a memorized spell slot to perform this action; he cannot use a scroll or other implement. Undead are controlled for 12 hours at which time they revert to their normal status. A controlled undead will perform any task that the necromancer commands, even one that is self-destructive (undead with three or more hit dice receive a saving throw vs. spell if compelled to perform a self-destructive act; a successful saving throw frees the undead from the necromancer's control). A self-destructive act is strictly described as an action that would immediately cause the destruction of the undead where no die roll is involved. Example, a wraith is commanded to attack an ancient red dragon. While the wraith will surely perish, it is not automatic and without some sort of die roll resolution; therefore, no save is allowed. If the same wraith is commanded to jump off a 500' tall cliff into a pool of lava, it will perish with no die roll resolution; therefore, a save is justified.

Necromancer

Level	Experience Required	Hit Dice (d4)	Attack Roll vs. AC 0	Number of Necromancer Spells by Level								
				1	2	3	4	5	6	7	8	9
1	0	1	19	2								
2	2,750	2	19	3								
3	5,500	3	19	3	1							
4	11,000	4	19	3	2							
5	22,000	5	19	4	2	1						
6	35,000	6	17	4	3	2						
7	50,000	7	17	4	3	2	1					
8	100,000	8	17	5	4	3	2					
9	150,000	9	17	5	4	4	3	1				
10	300,000	9+1	17	5	4	4	3	2	1			
11	500,000	9+2	14	6	5	4	3	2	2			
12	700,000	9+3	14	6	5	5	4	3	2	1		
13	900,000	9+4	14	6	5	5	4	3	3	2		
14	1,200,000	9+5	14	6	6	5	4	4	3	2	1	
15	1,500,000	9+6	14	6	6	6	5	4	3	2	2	
16	1,800,000	9+7	12	7	6	6	6	5	4	3	2	1
17	2,100,000	9+8	12	7	7	6	6	5	4	4	3	2
18	2,400,000	9+9	12	7	7	7	6	6	4	4	4	3

Necromancer Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	
1-5	13	14	13	16	15	19	
6-10	11	12	11	14	12	17	
11-15	8	9	8	11	8	14	
16-20	6	7	5	9	5	12	
21-25	4	5	3	7	3	10	
26+	2	2	2	5	2	7	

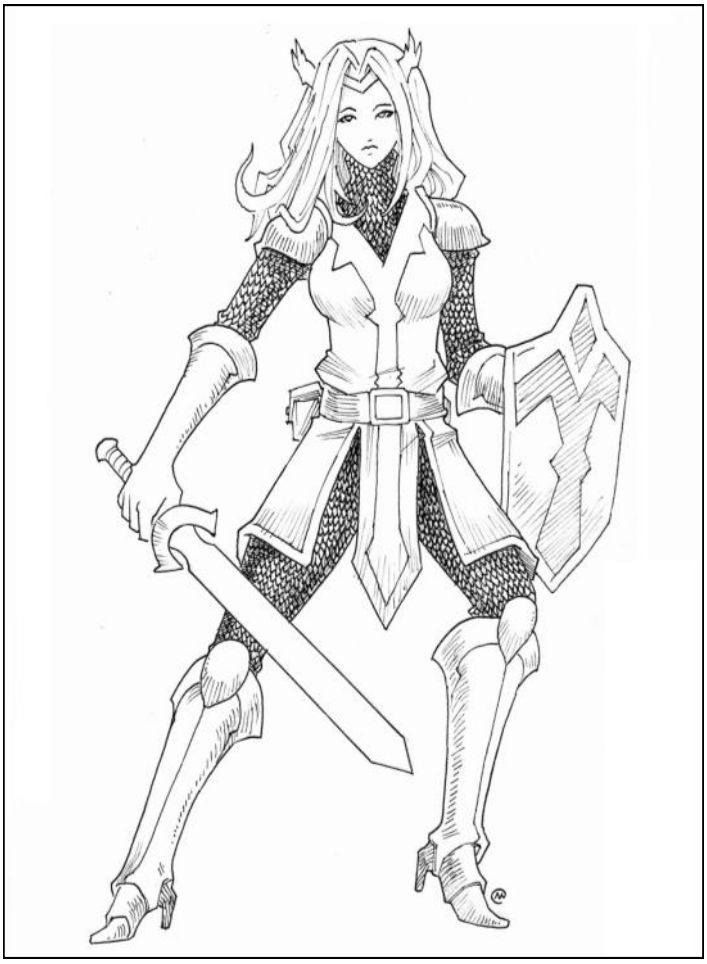
Detect Undead: A necromancer may detect undead up to a range of 120′ at any time (considered an action). The necromancer, if successful, will be aware of the exact location and type of undead within the range. The chance of success is 10% multiplied by the level of the necromancer (i.e. a third level necromancer has 30% chance of success [level 3 x 10% = 30%]). However, each time the necromancer attempts to detect undead, there is chance all of the undead within range will be drawn to the necromancer (regardless if the necromancer was successful or not). The chance is 90% minus the necromancer's detect percentage. Example, our intrepid third level necromancer detects undead at a 30% success rate. Therefore, the chance of attracting undead is 90 - 30 = 60%. Undead attracted by the necromancer's *detect undead* attempt will move at normal rate using the shortest path possible. Undead will pursue the necromancer for up to one hour. The undead seek to destroy the necromancer (as well any who accompany him). A necromancer may detect undead a number of times equal to his experience level per day.

Paladin

Paladin: The paladin is a warrior in the service of a particular god/goddess and travels the world righting wrongs (typically related to his deity). If a cleric is the spear head of his religion, the paladin is the tip of that spear. They are relatively few in number as the requirements and training weed out most. All paladins live by a strict code and abhor chaos and evil. While they are always lawful in alignment, they generally concerned with their larger missions and seldom deal with lesser conflicts and law-breaking. While they will never perform chaotic acts, they are wise enough to navigate most minor and even major moral conflicts.

Paladins are basically fighters with some clerical abilities that are directly bestowed by their god/goddess. These abilities are designed to make the paladin a beacon of his faith. And with this power comes great responsibility. Deviation from his faith or deity will find the paladin stripped of his abilities and banished for life. Paladins, unlike most classes, have minimum ability scores.

NOTE: It is important to understand that paladins are not members of law enforcement, or even moral enforcement. They are, at heart, adventurers but with an altruistic bend that is based on the goals of their deity. Paladins are the elite of their kind; they never unduly risk their lives or the lives of others (most importantly, their comrades) to deal with relatively minor moral quandaries.



Prime Attribute: Strength and Wisdom
Hit Dice: 1d8 (gains 2 hp/level after 9th level)
Armor/Shield Permitted: Any - does not impair spell-casting
Weapons Permitted: Any
Race: Human only
Experience Bonus: Strength and Wisdom 13-15 = +5%
Strength and Wisdom 16-18 = +10%

Required Minimum Ability Scores:
Strength - 11
Wisdom - 11
Charisma - 13
No other score less than 9.

Paladin Class Abilities

Casting Spells: At higher levels, a paladin can cast clerical spells. They are not granted spell use by their deity until they reach fifth level. Paladins gain spells per the cleric class (see page 44). Cleric spell lists and descriptions are found on page 51-57 in the Spell section. Paladins cannot cast the reverse of any clerical spell.

Turn Undead: Paladins have the ability to turn undead as a cleric. However, the paladin only gains the ability at third level and performs the turning as a cleric two levels lower. For example, Moldvay Redblade is a fourth level paladin. He can turn undead as a second cleric. Paladins follow all the turning rules of a cleric with the exception that instead of rolling 2d6 to determine affect hit dice, a paladin only rolls 1d6. However, like the cleric, he adds his current level of experience to the dice roll. For example, Moldvay has successfully turned a group of zombies. He rolls 1d6 and the result is a 5. He adds 4 to the result, giving him 9 HD of undead to be turned.

Poison Resistance: Paladins gain a +4 against all saving throws versus poison. Any poison attack that kills the target (regardless of the saving throw result) reduces the paladin to one hit point.

Paladin

Level	Experience Required	Hit Dice (d8)	Attack Roll vs. AC 0	Number of Cleric Spells by Level								
				1	2	3	4	5	6	7	8	9
1	0	1	19									
2	2,500	2	19									
3	5,000	3	17									
4	10,000	4	17									
5	20,000	5	16	1								
6	35,000	6	16	2								
7	70,000	7	14	2	1							
8	140,000	8	14	3	2							
9	280,000	9	13	3	2	1						
10	450,000	9+2	13	3	3	2						
11	600,000	9+4	12	4	3	2	1					
12	750,000	9+6	12	4	3	3	2					
13	900,000	9+8	10	4	4	3	2	1				
14	1,100,000	9+10	10	5	4	4	2	2				
15	1,300,000	9+12	8	5	5	4	3	2	1			
16	1,500,000	9+14	8	5	5	5	4	2	2			
17	1,700,000	9+16	6	5	5	5	5	3	3			
18	1,900,000	9+18	4	5	5	5	5	4	4			

Paladin Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	Additional Attacks
1-3	12	13	14	15	14	19	0
4-6	10	11	12	13	12	17	1 per encounter
7-9	8	9	10	10	10	14	3/2 rounds
10-12	6	7	8	8	8	12	2 per round
13-15	4	5	6	5	6	10	5/2 rounds
15+	2	3	4	2	4	7	3 per round

Lay on Hands: Paladins, starting at first level, can heal themselves or any other creature a total of two hit points per the level of the paladin. This ability is usable once per day. The healing cannot be split and must be used all at once. The amount of healing is doubled if the paladin is healing himself or any other devotee of his god/goddess.

Protection from Chaos: Paladins receive a –2 AC adjustment versus any attack generated by an opponent that is chaotic in alignment. Furthermore, the paladin receives a +2 on all saving throws required due to the act of a chaotic being (even if the paladin is not the specific target of the attack).

Immune to Disease: At fourth level, all paladins gain complete resistance to disease of any kind.

Hit Point Bonus

Like human fighters, the paladin gains his constitution ability score bonus for each level of experience after ninth level.

Additional Attacks

As the fighter, paladins make extra attacks based on their level. These additional attacks only apply to melee attacks; hurled and missile weapon attacks are not included.

Ranger

Ranger: Rangers live in the wild lands. They are always on guard against the forces chaos. While they are seldom found in towns and cities, they are well-educated and often make alliances with wizards and sages who gain information from the far-travelling rangers. They are fairly rare but do have a formal order and membership is extremely difficult. In fact, the order is so secretive, that new rangers are recruited - petitioning to join the order is nigh-impossible.

While rangers tend to live alone, and in the wild lands, some live in small, borderland villages. Unlike druids whose sole purpose is to maintain the natural state of things, rangers are more focused on destroying the forces of chaos that afflict the wild and those who threaten nature, as well as protecting good-natured peoples. Rangers are sworn enemies of humanoids, giants, and giant-kin.

The ranger class has minimum ability scores in each category and it has two prime requisites: strength and dexterity. Rangers can only wear leather or light chainmail and are not allowed to use shields. They can use any weapons but are particularly well-trained in the use of bows (long and short).

Prime Attribute: Strength and Dexterity
Hit Dice: 1d8 (gains 2 hp/level after 9th level)
Armor/Shield Permitted: Light Chainmail, leather, no shield
Weapons Permitted: Any
Race: Human only
Experience Bonus: Strength and Dexterity 13-15 = +5%
Strength and Dexterity 16-18 = +10%

Required Minimum Ability Scores:
Strength - 11
Intelligence - 11
Dexterity - 13
No other score less than 9.

Ranger Class Abilities

Casting Spells: Rangers are granted spell use by their deity at fifth level. Rangers select spells from the Druid list (see page 48).

Special Enemy: Rangers may select one special enemy from the giants or giantkin list in the **BX Dungeon Guide**. When in combat with this enemy, the ranger gains +1 to hit and +1 damage per level of the ranger. Once selected, the special enemy cannot be changed; the selection is made during character generation. Furthermore, the ranger gains a -2 AC bonus against this enemy.

Archer: All rangers are experts with a bow (short or long). The ranger gains +1 to hit and +1 to damage for every three character levels a number of times per day equal to his level. For example, a sixth level ranger gains +2 to hit and +2 to damage up to six times per day.

Tracker: In normal, wilderness conditions, a ranger can track any target. To track a target, the ranger must roll percentile dice to determine success once per turn while tracking a target. The percent chance is based on the level of the ranger (See chart opposite page). Rangers can also track targets in dungeons or buildings, but his chance of success is much lower and he must roll each round or lose the trail. Once a ranger loses the trail he must spend one full turn attempting to reacquire (making a new die roll). Adverse weather (rain, snow, high winds, etc.) reduce the ranger's chance of success by 15%. Furthermore, a ranger may detect and determine the type of track of any target he is encountered (See chart opposite page).

Ranger

Level	Experience Required	Hit Dice (d8)	Attack Roll vs. AC 0	Number of Druid Spells by Level						Tracking		
				1	2	3	4	5	6	Out %	In %	Type %
1	0	1	19							20	10	15
2	2,500	2	19							22	12	18
3	5,000	3	19							24	14	21
4	10,000	4	17							26	16	24
5	20,000	5	17	1						28	18	27
6	35,000	6	17	2						30	20	30
7	70,000	7	14	2	1					33	23	34
8	140,000	8	14	3	2					36	26	38
9	280,000	9	14	3	2	1				39	29	42
10	450,000	9+2	12	3	3	2				42	32	46
11	600,000	9+4	12	4	3	2	1			48	35	50
12	750,000	9+6	12	4	3	3	2			54	38	55
13	900,000	9+8	10	4	4	3	2	1		60	42	60
14	1,100,000	9+10	10	5	4	4	2	2		70	46	65
15	1,300,000	9+12	10	5	5	4	3	2	1	80	50	70
16	1,500,000	9+14	8	5	5	5	4	2	2	90	55	75
17	1,700,000	9+16	8	5	5	5	5	3	3	95	60	80
18	1,900,000	9+18	8	5	5	5	5	4	4	95	60	80

Ranger Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	Additional Attacks (bows only)
1-3	13	13	14	15	16	19	0
4-6	11	11	12	13	14	17	1 per encounter
7-9	9	9	10	10	12	14	3/2 rounds
10-12	7	7	8	8	10	12	2 per round
12-15	5	5	6	5	8	10	5/2 rounds
18+	3	3	4	2	6	7	3 per round

Cure Wounds: Rangers are adept and finding herbal cures for damage while in the wild. A ranger can find natural healing herbs and plants by searching for 2d6 turns. He can then create a healing salve that will cure 1d4 hit points of damage. No single target can be healed more than one time per day by this method. The ranger must search for the appropriate plants each time he attempts to cure wounds. Once created, the healing salve must be applied in 1d4 turns or it loses its curative properties. This is considered non-magical healing.

Cure Disease: Similar to curing wounds, a ranger can cure disease by creating an elixer. He must search for the appropriate plants or fungi for 3d6 turns. He must spend another 1d6 turns preparing the solution. The completed potion will only cure one disease in one target creature. A single target creature can only be cured one time per day by this method. Potions made in this manner hold their curative properties for 1d6 turns; therefore, they must be imbibed almost immediately or the curing properties expire. It will not cure disease created by magic or spells.

Hit Point Bonus

Like human fighters, the ranger gains his constitution ability score bonus for each level of experience after ninth level.

Thief

Thief: The thief character, while not tremendously effective in combat, has a large group of skills that give her varied abilities in almost any situation. Thieves can pick pockets, find traps, pick locks, hide in shadows, and strike with surprise. They are equally effective in an urban environment or deep within the dungeon.

Prime Attribute: Dexterity
Hit Dice: 1d4 (gains 1 hp/level after 9th level)
Armor/Shield Permitted: Leather; no shield allowed
Weapons Permitted: Any (no two-handed weapons)
Race: Human only
Experience Bonus: Dexterity 13-15 = +5%
Dexterity 16-18 = +10%

Thief Class Abilities

Thieves have a host of abilities that give them unparalleled natural versatility. These abilities can be used at will and have no real restrictions. Most thieves avoid performing any of these actions in public view - the stigma of being a thief is not well-received in civilized areas.

Strike from Behind
All thieves are practiced in the art of the sneak attack. If a thief attacks a target from behind without the target creature being aware of the thief's approach, the thief receives a bonus +4 to her to-hit roll. Furthermore, a successful strike from behind inflicts double damage (total damage rolled plus any other bonuses). A thief may only strike from behind against opponents that are classified as human, demi-human, humanoid, giant, or giant-kin.

Pick Pockets (PP)
A thief may attempt to pick the pockets of any target. If the thief knows exactly what the target is carrying, she can select that item(s) as the purloined item. Otherwise, she will gain whatever the GM decides (or roll randomly). If a thief fails her pick pockets roll by more than 20%, the victim becomes aware of the attempt. Generally, a target that is alerted will immediately attack the thief.

Open Locks (OL)
When a lock is encountered, the thief may attempt to open it (assuming she has her pick tools at hand). A thief may attempt to open the same lock multiple times in the event she fails her attempt. However, each successive attempt incurs a - 5% penalty (cumulative for multiple attempts and failures). If a thief opens a lock, she automatically succeeds opening the same lock thereafter. Opening a lock will not spring most traps unless indicated.

Find / Remove Trap (FT)
A thief may search for traps at any time. It requires an entire round to search a single area (no larger than 10 square feet) or a single object. An area search includes walls, floors, and portals within that 10 foot area. objects require a separate search. Failure to find a trap may or may not trigger a trap (GM's discretion). To remove a found trap (a trap must be identified first), the thief must make another roll. A failed roll will almost always trigger the trap (again, GM's discretion). A find/remove trap roll may only be made once per area or object.

Move Silently (MS)
Thieves may move silently and therefore increase their ability to strike from behind. On a successful roll, the moving thief cannot be heard or detected by sound. A thief may only move one half of her movement rate while moving silently.

Climb Walls (CW)
Thieves are experts at climbing any sort of surface. They can climb structures with ample handholds (i.e. trees, ruins) automatically. However, sheer surfaces like buildings or cliff walls require a climb walls roll. The thief must

Thief

Level	Experience Required	Hit Dice (d4)	Attack Roll vs. AC 0	Thief Abilities								
				PP	OL	FT	MS	CW	HS	HN	RM	RL
1	0	1	19	20	15	10	20	87	10	30	0	0
2	2,500	2	19	25	20	15	25	88	15	35	0	0
3	5,000	3	19	30	25	20	30	89	20	40	0	0
4	10,000	4	19	35	30	25	35	90	25	45	0	0
5	20,000	5	17	40	35	30	40	91	30	50	10	0
6	35,000	6	17	45	40	35	45	92	35	55	15	0
7	70,000	7	17	50	45	40	50	93	40	60	20	10
8	140,000	8	17	55	50	45	55	94	45	65	25	20
9	280,000	9	14	60	55	50	60	95	50	70	30	30
10	450,000	9+1	14	65	60	55	65	96	55	75	35	40
11	600,000	9+2	14	70	65	60	70	97	60	80	40	50
12	750,000	9+3	14	75	70	65	75	98	65	85	45	60
13	900,000	9+4	12	80	75	70	80	99	70	90	50	70
14	1,100,000	9+5	12	85	80	75	85	99	75	95	55	70
15	1,300,000	9+6	12	90	85	80	90	99	80	99	60	70
16	1,500,000	9+7	12	99	90	85	95	99	85	99	65	70
17	1,700,000	9+8	10	99	95	90	99	99	90	99	70	70
18	1,900,000	9+9	10	99	99	95	99	99	95	99	75	70

Theif Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	
1-4	13	14	13	16	15	19	
5-8	12	13	11	14	13	17	
9-12	10	11	9	12	10	14	
13-16	8	9	7	10	8	12	
17-20	6	7	5	8	6	10	
21+	4	5	3	6	4	7	

make this roll for every 100 feet attempted. A fall incurs damage at 1d6 per 10′ fallen. If a fall takes place, the thief will generally fall from a point half way to the top.

Hide in Shadows (HS)
So long as there are shadows to hide in, a thief may do so. The thief will not know if she is successful (unless a compatriot warns her). While in the shadow, the thief can move up to 10 feet per round. If the thief performs any aggressive action, she will be detected and no longer concealed. So long as the thief remains in the shadow, she has the same benefit as an *invisibility* spell.

Hear Noise (HN)
Thieves are experts at listening at doors and windows. A successful roll indicates the thief has heard everything in the general area. This ability also allows the thief to hear the approach of any target within 100 feet of her position. The thief must remain stationary to use this ability.

Read Magic (RM) and Read Languages (RL)
At fifth level, a thief can read magical scrolls and identify magical runes. Note, she cannot cast spells (unless available to the thief class. At seventh level, a thief character can attempt to read any language. If the attempt fails, he may not retry until attaining another level of experience.

Dwarf

Dwarf: A dwarf is fearless and excels at hand-to-hand combat. He typically charges first and asks questions later. He can use any weapon and wear any armor. Dwarves excel at treasure hunting and specifically in the **Deep**. They are excellent miners, and construction in general. A dwarf has an endurance unmatched by any other race; this also gives them the ability to sustain more damage than most other character classes. Dwarves have **infravision** - which allows them limited visibility where no light exists. While some master craftsman dwarves can create magical items, weapons, and armor, they possess no innate magical powers. Dwarves dislike most other races but tolerate humans, halflings, gnomes and in some cases, elves. The have a hatred of all humanoids and giants.

Prime Attribute: Strength
Ability Score Bonus: +1 to constitution score
Hit Dice: 1d8 (gains 2 hp/level after 9th level)
Armor/Shield Permitted: Any
Weapons Permitted: Any (see limitations)
Experience Bonus: Strength 13-15 = +5%
Strength 16-18 = +10%
Minimum Ability Score
Constitution: 9

Dwarf Class Abilities

Racial Ability Score Bonus
Dwarves are a hardy race. When creating a dwarf character, the player may add +1 point to his constitution score.

Saving Throw Bonus
Dwarves receive a bonus to all saving throws against magic or magical attacks based on their constitution score. This bonus is in addition to any other bonuses. Magical attacks are considered all spells, spell-like effects, those generated from any sort of magical device, and breath weapon attacks (that are not poison).

Constitution Chart

Score	Adjustment
9-12	No adjustment
13-15	+1 vs. magic saving throws
16-17	+2 vs. magic saving throws
18	+3 vs. magic saving throws

Special Enemy Bonus
Dwarves are uncommonly proficient at battling giants (including all giant-kin). When a dwarf enters combat against these enemies he must select either an attack bonus or a defense bonus. If he chooses an attack bonus, he receives +1 to hit and +1 to damage against the special enemy for every three levels of experience (i.e. A seventh level dwarf receives +2 to hit and +2 to damage). If he selects defense, the dwarf gains an AC bonus of -2 against all attacks from the special enemy.

Underground Navigation
While underground, a dwarf always knows the direction he is travelling. Also, he automatically detects slopes of any kind. The dwarf also detects a secret door made of stone 50% of the time (1-3d6).

Infravision
Dwarves have excellent vision in dark places and possess infravision up to 60 feet.

Dwarf

Level	Experience Required	Hit Dice (d8)	Attack Roll vs. AC 0
1	0	1	19
2	2,200	2	19
3	4,400	3	19
4	8,800	4	17
5	17,000	5	17
6	35,000	6	17
7	70,000	7	14
8	140,000	8	14
9	270,000	9	14
10	400,000	9+2	12
11	530,000	9+4	12
12	600,000	9+6	12
13	670,000	9+8	10
14	740,000	9+10	10
15	810,000	9+12	10

Languages
Dwarves speak their native language, Common, Orcish, and Gnomish in addition to any languages they may gain from high intelligence.

Hit Point Bonus
Like human fighters, the dwarf gains his constitution ability score bonus for each level of experience after ninth level.

Limitation
Dwarves may not use two-handed swords, pole arms, or long bows. They can use a battle axe or spear (which are two-handed weapons).
Dwarves may only attain level 15. At this point they are considered a dwarven lord and either become head of their clan or form a new one - often searching out ancient dwarven cities and mines that are all but forgotten and lost.

Dwarf Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	Combat & AC Bonus versus Giants/Giantkin
1-3	10	11	12	13	12	19	+1 / -1 AC
4-6	8	9	10	11	10	17	+2 / -2 AC
7-9	6	7	8	9	8	14	+3 / -3 AC
10-12	4	5	6	7	6	12	+4 / -4 AC
12-15	3	3	4	5	4	10	+5 / -5 AC

Elf

Elf: The elf is a warrior-wizard that wields a sword and casts magical spells. She is formidable at any level but advances in experience levels slower than any other class of character. Elves can wear armor and still cast arcane spells without penalty or limitation. However, they cannot employ a shield and cast spells. The favored weapons of the elf are short sword, normal sword, short bow, and long bow. Elves are generally amiable to all demi-human races as well as humans. They do tend to show dwarves sarcasm and even some disdain, but without malice. All elves are on friendly terms with druids and rangers.
Elves must study to gains spells and follow the same rules for spell-casting as the magic-user. They carry a spell book as a magic-user. Elves have two prime requisites, strength and intelligence.

Prime Attribute: Strength and Intelligence
Hit Dice: 1d6 (gains 2 hp/level after 9th level)
Armor/Shield Permitted: Chainmail, leather; no shield
Weapons Permitted: Any
Experience Bonus: Strength and Intelligence 13-15 = +5%
Strength and Intelligence 16-18 = +10%
Minimum Ability Score
Dexterity 9

Elf Class Abilities

Racial Ability Score Bonus
Elves are a agile race. When creating an elf character, the player may add +1 point to his dexterity score.

Casting Spells: Elves have the ability to cast spells. They must memorize spells each day as described under the magic-user class section. For more information on spell-casting, see page 44. Also, see page 45 for information on the spell book.

Weapon Bonus
Elves are extremely adept with the use of swords and bows. They receive a +1 bonus to hit with a short sword, normal sword, short bow, and long bow.

Infravision
Elves have excellent vision and possess infravision up to 60 feet.

Languages
Elves speak their native language, Common, Dwarf, Goblin, and Hobgoblin in addition to any languages they may gain from high intelligence.

Limitation
Elves may only attain level 18. At this point they are considered an elven lord and either become head of their clan or form a new one - often searching out ancient elven cities within the largest forests or on distant islands.

Sure Shot
An elf may re-roll one to-hit roll while using a bow (any type) based on her level of experience. The number of re-rolls is per day. See the chart on the next page.

Elf

Level	Experience Required	Hit Dice (d6)	Attack Roll vs. AC 0	Number of Spells by Level								
				1	2	3	4	5	6	7	8	9
1	0	1	19	1								
2	2,500	2	19	2								
3	5,000	3	19	2	1							
4	10,000	4	17	2	2							
5	20,000	5	17	2	2	1						
6	30,000	6	17	2	2	2						
7	40,000	7	14	3	2	2	1					
8	80,000	8	14	3	3	2	2					
9	150,000	9	14	3	3	3	2	1				
10	300,000	9+1	12	3	3	3	3	2				
11	450,000	9+2	12	4	3	3	3	2	1			
12	600,000	9+3	12	4	4	3	3	3	2			
13	750,000	9+4	10	4	4	4	3	3	3	1		
14	900,000	9+5	10	4	4	4	4	3	3	2		
15	1,050,000	9+6	10	5	5	4	4	4	3	2	1	
16	1,200,000	9+7	8	5	5	5	5	4	3	3	2	
17	1,350,000	9+8	8	6	6	5	5	5	4	4	3	1
18	1,500,000	9+9	8	6	6	6	6	5	5	4	3	2

Elf Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	Sure Shot Re-roll w/bow
1-3	12	13	13	15	15	19	1
4-6	10	11	11	13	12	17	2
7-9	8	9	9	10	10	14	3
10-12	6	7	8	8	8	12	4
13-15	4	5	7	6	5	10	5
16+	2	3	6	4	3	8	6

Gnome

Gnome: Gnomes are a smallish race of demi-humans that rarely grow to a height of four feet. The dwell in either large cities around underground lakes within the Deep or in quaint towns in the foothills of nearly every mountain range. Their above ground towns are trading posts with a combination of farm lands. These towns supply many goods to the cities below. Gnomes, like halflings, are fairly reclusive as a race and prefer the company of other gnomes, although they have a higher tolerance for dwarves than the other races. While not particular good miners, they do have excellent craftsmanship abilities and an affinity to magic - specifically magic that affects the mind. Some have speculated that gnomes were originally created by the fearsome mind slayers as a labor force, but eons passed and they escaped that servitude. Unlike many other Deep dwellers, gnomes are particularly agile and not so stocky as many other underground races.

Gnomes must study to gains spells and follow the same rules for spell-casting as the magic-user. They carry a spell book as a magic-user. Gnomes have two prime requisites, intelligence and dexterity.

Prime Attribute: Intelligence & Dexterity
Hit Dice: 1d4 (gains 1 hp/level after 9th level)
Armor/Shield Permitted: leather; no shield
Weapons Permitted: Any (see limitations)
Experience Bonus: Intelligence and Dexterity 13-15 = +5%
Intelligence and Dexterity 16-18 = +10%
Minimum Ability Score
Intelligence: 9
Dexterity: 9

Gnome Class Abilities

Racial Ability Score Bonus
When creating an gnome character, the player may add +1 point to his intelligence OR dexterity score.

Casting Spells: Gnomes have the ability to cast spells. They must memorize spells each day as described under the magic-user class section. For more information on spell-casting, see page 44. Also, see page 45 for information on the spell book.

Infravision
Gnomes possess infravision up to 60 feet.

Languages
Gnomes speak their native language, Common, Dwarf, and Elfin in addition to any languages they may gain from high intelligence.

Special Enemy Bonus
Gnomes have an absolute hatred for goblins and orcs (including hobgoblins). When a gnome enters combat against these enemies he must select either an attack bonus or a defense bonus. If he chooses an attack bonus, he receives +1 to hit and +1 to damage against the special enemy for every three levels of experience (i.e. A seventh level gnome receives +2 to hit and +2 to damage). If he selects defense, the dwarf gains an AC bonus of -2 against all attacks from the special enemy.

Saving Throw Bonus
Gnomes are peculiarly resistant to illusion spells (all spells in the illusionist spell list even those that are also found in other spell lists) as well as spells and spell-like effects that target the mind. All gnomes receive a +2 to saves meeting that criteria.

Gnome

Level	Experience Required	Hit Dice (d4)	Attack Roll vs. AC 0	Number of Spells by Level								
				1	2	3	4	5	6	7	8	9
1	0	1	19	1								
2	2,500	2	19	2								
3	5,000	3	19	2	1							
4	10,000	4	19	2	2							
5	20,000	5	17	2	2	1						
6	30,000	6	17	2	2	2						
7	40,000	7	17	3	2	2	1					
8	80,000	8	17	3	3	2	2					
9	150,000	9	14	3	3	3	2	1				
10	300,000	9+1	14	3	3	3	3	2				
11	450,000	9+2	14	4	3	3	3	2	1			
12	600,000	9+3	14	4	4	3	3	3	2			
13	750,000	9+4	12	4	4	4	3	3	3	1		
14	900,000	9+5	12	4	4	4	4	3	3	2		
15	1,050,000	9+6	12	5	5	4	4	4	3	2	1	
16	1,200,000	9+7	12	5	5	5	5	4	3	3	2	
17	1,350,000	9+8	10	6	6	5	5	5	4	4	3	1
18	1,500,000	9+9	10	6	6	6	6	5	5	4	3	2

Gnome Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	
1-4	11	14	13	16	14	19	
5-8	9	12	11	13	12	17	
9-12	6	10	9	10	9	14	
13-16	3	7	8	8	7	12	
17-18	2	5	7	6	5	10	

Limitation

Gnomes may only attain level 18. At this point they are considered an gnomish lord and either found a new town in some secluded hill-side area or search out a new cavern lake to establish their kingdom.

Gnomes cannot use larger weapons; the weapons they can employ (in general) include: short sword, dagger, short bow, light crossbow, javelin, sling, hand axe, hammer (throwing), mace, dart, and club. Other weapons of this size maybe allowed by the GM.

Halfling

Halfling: The halfling is a quick, yet sturdy, demi-human standing just about four feet tall. They are jovial and good -natured; sometimes to the annoyance of dwarves, and humor of elves, but liked by most. They live in a tight-knit community called a shire. Most often a halfling shire is located in low hills near rivers and forests. They make excellent farmers and herdsman and this is predominantly their craft. So much so, that the halfling adventurer is a rare sight. Those that do seek adventure and travel, are excellent fighters and they have several native skills that make them dangerous opponents when the mood strikes them. More often than not, a halfling prefers stealth to outright combat, but they are never afraid.

Prime Attribute: Dexterity
Hit Dice: 1d6 (gains 1 hp/level after 9th level)
Armor/Shield Permitted: Any
Weapons Permitted: Any (see limitations)
Experience Bonus: Dexterity 13-15 = +5%
Dexterity 16-18 = +10%
Minimum Ability Score
Dexterity: 9

Halfling Class Abilities

Racial Ability Score Bonus
When creating an halfling character, the player may add +1 point to his dexterity score.

Move Silently (MS)
Halflings may move silently and therefore increase their ability to surprise an enemy. On a successful roll, the moving halfling cannot be heard or detected by sound. A halfling may only move one half of his movement rate while moving silently.

Climb Walls (CW)
Halflings, in spite of their diminutive size, are experts at climbing any sort of surface. They can climb structures with amply handholds (i.e. trees, ruins) automatically. However, sheer surfaces like buildings or cliff walls require a climb walls roll. The halfling must make this roll for every 100 feet attempted. See Thief class for falling rules.

Hide in Forest (HF)
So long as there are woods, foliage, or even tall grass to hide in, a halfling may do so. The halfling will not know if he is successful (unless a compatriot warns him). While hidden, the thief can move up to 10 feet per round. If the halfling performs any aggressive action, he will be detected and no longer considered hiding. So long as the halfling remains in the shadow, he has the same benefit as an *invisibility* spell.

Find Secret/Hidden Doors (FS)
Halflings have an affinity for maps, buildings, and all things associated. To that end, they are extremely good at finding secret doors, pit traps, concealed portals, and the like.

Infravision
Halflings possess infravision up to 60 feet.

Languages
Halflings speak their native language, Common, Dwarf OR Elfin in addition to any languages they may gain from high intelligence.

Halfling

Level	Experience Required	Hit Dice (d6)	Attack Roll vs. AC 0	Halfling Abilities			
				MS	CW	HF	FS
1	0	1	19	15	75	10	25
2	2,500	2	19	20	78	15	30
3	5,000	3	19	25	81	20	35
4	10,000	4	17	30	84	25	40
5	20,000	5	17	35	87	30	45
6	35,000	6	17	40	90	35	50
7	70,000	7	14	45	93	40	50
8	140,000	8	14	50	94	45	50
9	280,000	9	14	55	95	50	50
10	450,000	9+1	12	60	96	55	50
11	600,000	9+2	12	65	97	60	50
12	750,000	9+3	12	70	98	65	50
13	900,000	9+4	10	75	99	70	50
14	1,100,000	9+5	10	80	99	75	75
15	1,300,000	9+6	10	85	99	80	80

Halfling Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	Hurled Weapon Bonus To-hit / Damage
1-3	12	11	12	14	13	19	+1 / +1
4-6	10	9	10	12	11	17	+2 / +2
7-9	8	7	8	10	8	14	+3 / +3
10-12	5	5	6	7	6	12	+4 / +4
13-15	3	3	4	5	5	10	+5 / +5

Weapon Bonus

Halflings are exceptional with hurled missile weapons. They receive a +1 to hit and +1 to damage for every three levels of experience. Therefore, a fourth level halfling receives +2 to hit and +2 to damage when throwing a missile weapon.

Limitation

Halflings cannot use larger weapons; the weapons they can employ (in general) include: short sword, dagger, short bow, light crossbow, javelin, sling, hand axe, hammer (throwing), mace, dart, and club. Other weapons of this size maybe allowed by the DM.

Halflings only attain level 15. At this point, they enter into retirement and story-telling. Some even recruit younger halflings into the business of adventuring; which is frowned upon by most respectable halfling folk.

Half-Elf

Half-Elf: The half-elf is a warrior-wizard that wields a sword and casts magical spells. Half human and half elf, these individuals are just that - alone and often behave as outcasts. They are generally shunned by elves and hold little more respect with humans, they are not a race unto themselves. Oddly enough, when half-elves mate, the resulting children are either fully human or elven. The half-elf is formidable at any level but advances in experience levels slower than any other class of character. Elves can wear armor and still cast arcane spells without penalty or limitation. However, they cannot employ a shield and cast spells. The favored weapons of the elf are short sword, normal sword, short bow, and long bow. Half – elves must study to gains spells and follow the same rules for spell-casting as the magic-user. They carry a spell book as a magic-user. Half-elves, like their elven brethren are inherently magical, and gain spells at the same progression. They have two prime requisites, strength and intelligence.

Prime Attribute: Strength and Intelligence
Hit Dice: 1d6 (gains 2 hp/level after 9th level)
Armor/Shield Permitted: Chainmail, leather; no shield
Weapons Permitted: Any
Experience Bonus: Strength and Intelligence 13-15 = +5%
Strength and Intelligence 16-18 = +10%
Minimum Ability Score
Dexterity 9

Half-Elf Class Abilities

Casting Spells: Half-elves have the ability to cast spells. They must memorize spells each day as described under the magic-user class section. Half-elves select spells from the Magic-User / Elf spell list. For more information on spell-casting, see page 44. Also, see page 45 for information on the spell book.

Infravision
Half-elves have excellent vision and possess infravision up to 60 feet.

Languages
Half-elves speak Common and Elf in addition to any languages they may gain from high intelligence.

Hit Point Bonus
Like human fighters, the half-elf gains her constitution ability score bonus for each level of experience after ninth level.

Limitation
Half-elves do not suffer from level limitations; however, they cease gaining new spells at 18th level. Any spells that have effects based on the level of the spell caster are adjusted by whatever level the half-elf may be.

Half-Elf

Level	Experience Required	Hit Dice (d6)	Attack Roll vs. AC 0	Number of Spells by Level								
				1	2	3	4	5	6	7	8	9
1	0	1	19	1								
2	2,500	2	19	2								
3	5,000	3	19	2	1							
4	10,000	4	17	2	2							
5	20,000	5	17	2	2	1						
6	30,000	6	17	2	2	2						
7	40,000	7	14	3	2	2	1					
8	80,000	8	14	3	3	2	2					
9	150,000	9	14	3	3	3	2	1				
10	300,000	9+2	12	3	3	3	3	2				
11	450,000	9+4	12	4	3	3	3	2	1			
12	600,000	9+6	12	4	4	3	3	3	2			
13	750,000	9+8	10	4	4	4	3	3	3	1		
14	900,000	9+10	10	4	4	4	4	3	3	2		
15	1,050,000	9+12	10	5	5	4	4	4	3	2	1	
16	1,200,000	9+14	8	5	5	5	5	4	3	3	2	
17	1,350,000	9+16	8	6	6	5	5	5	4	4	3	1
18	1,500,000	9+18	8	6	6	6	6	5	5	4	3	2

Half-Elf Saving Throws and Attacks

Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells	THACO	Additional Attacks
1-3	12	13	13	15	15	19	0
4-6	10	11	11	13	12	17	1 per encounter
7-9	8	9	9	10	10	14	3/2 rounds
10-12	6	7	8	8	8	12	2 per round
13-15	4	5	7	6	5	10	5/2 rounds
16-18	2	3	6	4	3	8	3 per round

Additional Attacks

Half-elves gain the ability to make additional attacks as they progress in level. At fourth level, a half-elf may make one extra attack per encounter. At seventh level, a he may make three attacks per two rounds. The additional attack is always on the second round of the cycle. If the half-elf moves more than 10 feet, the cycle of multiple attacks is reset. At tenth level, the half-elf may make two attacks per round. All attack forms are included.

Spells

Magic: The **BX RPG** is game of swords and sorcery - and by sorcery we mean magic. From magic items to mystical creatures, magic spells are integral to all. There are two types of magic in this system; **arcane** and **clerical**. Magic-users, elves, rangers, and necromancers all cast arcane spells. Arcane spells and magic, are those created by study. Clerics, druids, paladins, and rangers cast clerical spells - these as well as certain magical items - are created and granted by gods or god-like beings.

Clerical Spells

Cleric Druid Paladin Ranger

Clerical spells are gained through prayer and meditation. Prior to the start of a new day, the caster selects the spells he wishes to retain. At that point, the caster must pray, meditate, and rest for a period of eight hours. This eight hour cycle cannot be disturbed or the caster must start anew. The spell cycle is 24 hours - the caster can only acquire and cast the number of spells determined by his character level. For example: a second level cleric can acquire one spell per day. A day is considered to be midnight to midnight. Note, the eight hour procurement process can begin prior to midnight, but must extend at least one hour into the "new" day. A caster that has not cast his spell(s) after the day expires, can carry them forward without the procurement process. This rule only applies to clerical spells.

Reversing a Spell: Several clerical spells may be cast in reverse. All such spells are identified in the spell description. A caster must select whether he is praying for a reversed spell at spell acquisition.

Clerical Magic: Clerical magic is used by clerics, druids, paladins, and rangers. Like the arcane schools, there are two types of clerical magic; clerical and druidical. These types magic are mutually exclusive and not interchangeable. Clerics and paladins use clerical spells, while druids and rangers use druidical spells. Unlike arcane spell casters, those who use clerical and druidical magic do not have to study a spell book.

Scrolls are always identified as clerical or druidical. A cleric cannot cast a spell from a druidical scroll even if it is an identical spell from his spell list, such as *cure light wounds*.

Arcane Spells

Magic-User Elf Gnome Half-Elf Necromancer

Arcane spells are gained through the study of a spell book. Each spell caster possess a unique spell book in which she accumulates spells for use. Unlike clerical spell casters that can select any spell from the applicable spell list to acquire, arcane casters can only select spells from their spell book (see next page for spell book description).

To gain a spell, the caster selects the appropriate spell or spells from her book. She must then spend a combined eight hours in study, concentration, and rest to acquire the spell. The eight hour cycle cannot be interrupted or the caster must start anew. Additionally, the eight hour cycle can start at any time during the appropriate day or extend at least one hour past midnight on the day of acquisition. Once selected, a spell must be used within a 24 hour cycle that runs from midnight to midnight. All "memorized" spells that are not cast within the one day cycle are lost and the caster must regain them through study.

Reversing a Spell: A select few arcane spells can be cast in reverse. The caster need not make this distinction when acquiring the spell for the day, but may select whether a spell is to be reversed at the time of casting.

Arcane Magic: All those who use arcane magic must study their spell book to regain and cast spells each day. Each character starts with a spell book during character creation. This spell book contains 1d3 spells (selected from the character class spell chart). The spells can be selected or randomly generated (GM decision). The number of spells a character can accumulate per spell level is based on the character's intelligence score (see next page).

Arcane magic is not universal. There are three schools of magic: magic-user, necromancy, and illusion. Spells from these schools may appear identical in description, but are not useable by all the arcane spell classes. Magic-users can only cast spells from the magic-user spell list; they cannot cast spells from the necromancy or illusionist list even if the spell description is identical. This means a magic-user cannot use a necromancy scroll with the spell *light* on it even though light is also a magic-user spell. The chart below identifies the school for each arcane class.

SPELL BOOK

Magic-User Elf Gnome Half-Elf Necromancer

Arcane spell casters all possess a spell book in which they acquire spells for use. Each caster's spell book is unique to her; the book cannot be read without aid of *read magic* spell by another caster. A caster can record any spell that is learned or found (on a scroll or another spell book). A caster can only possess one spell book at a time (one that is unique to her). If the book is lost or destroyed, the caster must start over by obtaining new spells. An empty spell book can only be purchased at arcane magical academies and cost 1,000 gp. All first level arcane spell casters begin with a spell book with 1d3 spells (player choice). An arcane caster can only add spells to her unique spell book.

Learning spells: An arcane caster may learn a spell from any other caster by merely spending one week per level of the target spell in combined study. Frequently, this knowledge is shared for a price which is typically 500 gp per level of the desired spell.

Scroll: Any caster may copy a spell from a scroll into his spell book. This process takes one day per level of the spell (uninterrupted). The spell vanishes from the scroll as part of this process.

Spell Book: As mentioned, each arcane spell caster possesses a spell book. He can only possess one such book for purposes of gaining spells. Casters can add spells to the book, but only those he can actually cast. For example, a first level elf cannot add a second level spell as he can only cast first level spells. Spells are gained by purchasing them from other spell casters (500 gp per level of the spell and requires one week per level to copy and learn). Additionally, a caster can transfer a spell from a scroll as described above.

If a caster finds a spell book of another, he can use the book as a scroll but must use a *read magic* spell to identify each spell for use or to transfer the spell to his own book. Like a scroll, a spell that is transferred from one book to another causes the pages to crumble and disintegrate. The *read magic* spell must be used on each spell in the book and can be accomplished in advance of actually using the spell book spell. A spell book is valued at 1,000 gp plus 100 gp per spell (per level) included in the book. A blank spell book costs 1,000 gp.

Most casters do not carry their spell book into dungeons unless they are planning on spending multiple days within a dungeon. Spell books are impervious to normal fire or cold. Water has no effect on a spell book.

Casting from a Spell Book: Any arcane caster can cast a spell from her spell book as if it were a scroll. Note, the spell vanishes from the book when cast. Also, a spell may be cast from another's spell book as long as a *read magic* spell is cast on the prior round (or at any previous time).

Arcane School Chart
Magic-User: Magic-User, Elf, Half-Elf
Necromancy: Necromancer
Illusion: Gnome

Intelligence Chart

Score	Maximum Spells per Level
9-12	4
13-14	5
15-16	6
17	7
18	8
19+	No Limit

Clerical and Paladin Spells

Clerical Spells

The following are clerical spells that are used by either the **cleric** or **paladin** class character. Reversible spells are indicated in **bold** type. See spell descriptions for actual reverse name and effects. These spells are available for purchase at various locations such as a church, monastery, temple, etc. The cost to have one of these spells cast on a creature or group is 100 gp per level of the spell. This price can vary based on your campaign. Details for spells are on pages 51-56.

First Level Spells	
Cure Light Wounds	**Protection from Evil**
Detect Evil	Purify Food and Water
Detect Magic	**Remove Fear**

Second Level Spells	
Bless	Resist Damage
Find Traps	Silence 15′ Radius
Know Alignment	Snake Charm
Hold Person	Speak with Animals

Third Level Spells	
Continual Light	Growth
Cure Disease	Locate Object
Continuous Healing	**Remove Curse**

Fourth Level Spells	
Create Water	Protection /Evil 10′ Radius
Cure Serious Wounds	Speak with Plants
Flame Strike	Sticks to Snakes

Fifth Level Spells	
Commune	Insect Plague
Cure Critical Wounds	**Quest**
Dispel Evil	**Raise Dead**

Sixth Level Spells	
Aerial Servant	Speak with Monsters
Blade Barrier	Stone Golem
Conjure Animals	Word of Recall

Seventh Level Spells	
Astral Spell	Regeneration
Control Weather	Restoration
Gate	Resurrection

Magic-User, Elf, and Half-Elf Spells

Magic-User Spells

The following are magic-user spells that are used by the magic-user, elf, and half-elf class character. Reversible spells are indicated in **bold** type. See spell descriptions for actual reverse name and effects. These spells are available for purchase but access is very limited, such as an arcane academy. The cost to have one of these spells cast on a creature or group is 150 gp per level of the spell. This price can vary based on your campaign. Details for spells are on pages 51-70.

First Level Spells	
Charm Person	Protection from Evil
Detect Magic	Read Languages
Floating Disc	Read Magic
Hold Portal	Shield
Light	Sleep

Second Level Spells	
Continual Light	Levitate
Detect Evil	Locate Object
Detect Invisible	Mirror Image
ESP	Phantasmal Force
Invisibility	Web

Third Level Spells	
Clairvoyance	Infravision
Dispel Magic	Invisibility 10′ Radius
Fire Ball	Lightning Bolt
Fly	Prot. From Evil 10′ Rad.
Haste	Protection from Missiles

Fourth Level Spells	
Charm Monster	Polymorph Other
Confusion	Polymorph Self
Dimension Door	**Remove Curse**
Growth of Plants	Wall of Fire
Hallucinatory Terrain	Wall of Cold

Fifth Level Spells	
Animate Dead	Magic Jar
Cloudkill	Pass Wall
Conjure Elemental	Telekinesis
Contact Higher Plane	Teleport
Feeblemind	**Transmute Rock to Mud**

Sixth Level Spells	
Anti-Magic Shell	Lower Water
Control Weather	Move Earth
Death Spell	Part Water
Disintegrate	Projected Image
Geas	Reincarnation

Seventh Level Spells	
Chain Lightning	Limited Wish
Charm Plants	Phase Door
Delayed Blast Fire Ball	Reverse Gravity

Eighth Level Spells	
Clone	Permanency
Incendiary Cloud	Polymorph Any Object
Maze	Spell Immunity

Ninth Level Spells	
Gate	Summon Fiend II
Imprisonment	Temporal Stasis
Meteor Swarm	Time Stop

Druid and Ranger Spells

Druidical Spells

The following are druidical spells that are used by either the **druid** or **ranger** class character. Reversible spells are indicated in **bold** type. See spell descriptions for actual reverse name and effects. These spells are rarely available for purchase as finding a friendly druid or ranger is difficult, at best. The cost to have one of these spells cast on a creature or group, is 200 gp per level of the spell. This price can vary based on your campaign. Details for spells are on pages 71-77.

First Level Spells	
Animal Friendship	Flame Control
Detect Magic	Invisibility to Animals
Entangle	Locate Animals

Second Level Spells	
Bark Skin	**Heat Metal**
Charm Animal	Locate Plants
Cure Light Wounds	Lost

Third Level Spells	
Call Lightning	Plant Growth
Cure Disease	Pyrotechnics
Hold Animal	Summon Insects

Fourth Level Spells	
Animate Plant	**Fire Bolt**
Animal Summoning I	Hallucinatory Terrain
Cure Serious Wounds	Perish

Fifth Level Spells	
Animal Growth	**Fire Blast**
Animal Summoning II	Stone Storm
Anti-Plant Shell	Wall of Cold

Sixth Level Spells	
Animal Summoning III	Fire Seeds
Conjure Elemental	Wall of Thorns
Cure Critical Wounds	

Seventh Level Spells
Control Weather
Fire Storm
Reincarnation

Necromancer Spells

Necromancer Spells

The following are clerical spells that are used by the **necromancer** class character. Reversible spells are indicated in **bold** type. See spell descriptions for actual reverse name and effects. Necromancers never sell spell use on others as a matter of principle. They will trade and sell spells to other necromancers. While these spells share the same name and general description of clerical and magic-user spells, they are unique to necromancers. Details for spells are on pages 78-89.

First Level Spells	
Cure Light Wounds	Necrotic Shield
Detect Magic	Protection From Evil
Floating Disc	Read Languages
Hold Portal	Read Magic
Lashing Tendril	**Remove Fear**
Light	Sleep

Second Level Spells	
Bless	Knock
Chill Cloud	Know Alignment
Continual Light	Locate Object
Detect Evil	Mirror Image
Detect Invisible	Necrotic Touch
Hold Person	Resist Damage

Third Level Spells	
Animate Dead	Fly
Clairvoyance	Haste
Continual Light	Infravision
Continuous Healing	Necrotic Blast
Cure Disease	Protection fm. Evil 10′
Rad.	

Fourth Level Spells	
Confusion	**Neutralize Poison**
Create Water	Polymorph Other
Cure Serious Wounds	Polymorph Self
Dimension Door	Wall of Bone
Necrotic Strike	Wizard Eye

Fifth Level Spells	
Animate Dead	Magic Jar
Cloudkill	Plane of Death
Cure Critical Wounds	**Raise Dead**
Dark Ritual	Summon Undead
Dispel Evil	Teleport

Sixth Level Spells	
Abyssal Flame	Death Spell
Aerial Stalker	Disintigrate
Anti-Magic Shell	**Geas**
Blade Barrier	Invisible Stalker

Seventh Level Spells	
Astral Spell	Restoration
Heal	Instant Summons

Eighth Level Spells	
Clone	Polymorph Any Object
Gate	Regeneration
Maze	Spell Immunity

Ninth Level Spells	
Death Curse	Temporal Stasis
Imprisonment	Time Stop

Gnome Spells

Gnome Spells

The following are clerical spells that are used by the **gnome** class character. Reversible spells are indicated in **bold** type. See spell descriptions for actual reverse name and effects. Gnomes never sell spell use on others as they are a secretive race. They will trade and sell spells to other gnomes. While these spells share the same name and general description of clerical and magic-user spells, they are unique to gnomes. Details for spells are on pages 90-99..

First Level Spells	
Alter Self	**Light**
Charm Person	Mystic Bolt
Detect Magic	Read Languages
Displacement	Read Magic
Floating Disc	Sleep
Hold Portal	Ventriloquism

Second Level Spells	
Continual Light	Levitate
Detect Invisible	Locate Object
ESP	Mirror Image
Hypnotic Field	Phantasmal Force
Invisibility	Phantasmal Orb
Knock	Wizard Lock

Third Level Spells	
Clairvoyance	Infravision
Deception	Invisibility 10′ Radius
Dispel Magic	Paralyzation
Fly	Protection from Missiles
Haste	Spectral Force
Hold Person	

Fourth Level Spells	
Charm Monster	Phantasmal Beast
Confusion	Polymorph Other
Dimension Door	Polymorph Self
Hallucinatory Terrain	Shadow Monster
Massmorph	Wizard Eye

Fifth Level Spells	
Chaos	Pass Wall
Contact Other Plane	Projected Image
Feeblemind	Teleport
Magic Jar	

Sixth Level Spells	
Anti-Magic Shell	Invisible Stalker
Disintegrate	Move Earth
Geas	Stone to Flesh

Seventh Level Spells	
Instant Summons	Reverse Gravity
Limited Wish	Vanish
Phase Door	

Eighth Level Spells	
Clone	Permanency
Maze	Polymorph Any Object
Mind Blank	Spell Immunity

Ninth Level Spells	
Gate	Temporal Stasis
Imprisonment	Time Stop
Prismatic Sphere	Wish

Clerical Spells

Clerical Spells
The following are clerical spells that are used by either the **cleric** or **paladin** class character. Reversible spells are indicated by name / reverse name. Whether a spell is memorized as a reverse spell must be determined at spell selection (beginning of day/adventure).

First Level Spells

Cure Light Wounds / Cause Light Wounds
Range: 0 Duration: Permanent
This spell heals 2-7 hit points (1d6+1) of damage inflicted to any living creature. The cleric must touch the target of the spell (automatic so long as the target is willing). The spell will also remove paralysis (magical or otherwise). A target's hit points are never increased beyond their maximum (original) hit point total. The reverse of spell inflicts 1d6+1 points of damage; the target must be touched and a saving throw vs. spell negates the effect. Undead will heal 1d6+1 hit points if touched by cause light wounds.

Detect Evil
Range: 120 Duration: 6 turns
By means of this spell, the caster can detect evil intentions or evil enchantments/items on all objects or creatures within the range of 120 feet. Targets that are "evil" will glow for all to see. The evil is not defined, only identified. The referee must determine the exact definition of "evil", though a significant latitude should be observed. Traps, poison, and other mechanical items are not considered in evil in any case. Those with the alignment of chaos are not considered evil by default, but they do typically harbor evil intent. Note, the spell originates from the spell caster and therefore the range moves as the spell caster moves.

Detect Magic
Range: 60 Duration: 2 turns
When cast, this spell determines if there are any enchantments, magical devices, active spells, or magical creatures within its range. All such targets will glow for all to see. Note, the spell originates from the spell caster and therefore the range moves as the spell caster moves.

Light / Darkness
Range: 120 Duration: 12 turns
This spell creates a sphere of light (30') located by the spell caster. The spell can be targeted on an area, object, or even a creature's eyes (saving throw negates the entire spell). The light is equal to that of full daylight. Blinded creatures remain so for the duration of the spell; see effects of blindness rules in the Combat section of the **BX Dungeon Guide**. The reverse of this spell creates a magical darkness (impervious to non-magical light). Darkness and Light spells negate each other.

Protection from Evil
Range: 0 (caster only) Duration: 12 turns
This spell creates a barrier around the caster and it moves as he does. All attacks against the caster suffer a -1 penalty. Furthermore, the caster gains a +1 bonus to all saves generated by attacks from opponents (not traps, etc.) Magical creatures cannot touch/melee attack the caster, but may hurl or fire missile weapons with the aforementioned penalty. Clerics entering melee with a magical creature may be engaged in melee from the target creature (only), but penalties still apply.

Purify Food and Water
Range: 10 Duration: Permanent
By means of this spell, the cleric purifies any liquid or food from rot, poison, or similar defect. The food and liquid will remain so for eternity; until consumed. The cleric purifies an amount of food equal to one ration (one meal for six people) per level and one gallon of liquid per level.

Remove Fear / Fear
Range: 0 Duration: 2 turns
When the cleric casts this spell and touches a target creature, all fear will be removed (magical or otherwise). Furthermore, the recipient is immune to fear or fear-like effects for two turns. The spell can be cast to negate fear prior to the actual effect; again, the duration is two turns. The recipient has the option of making a saving throw to negate the spell. The reverse spell, *Fear*, induces a magical fear. A saving throw vs. spell is applicable to negate the spell; a penalty of -1 per level of the caster is applied to a maximum penalty of -4.

Resist Cold / Resist Fire
Range: 30 Duration: 6 turns
Creatures that are the recipient of this spell gain immunity to natural cold. Furthermore, they are resistant to magical cold (and cold-related effects; such as walking on ice). All saving throws vs. magical cold are at +2 and damage from cold attacks are reduced by 1 hit point per attack die regardless of the saving throw result; this is always applied after the saving throw is resolved. Damage can be reduced to zero. The damage subtraction is determined after the damage is rolled in total. For example: A 30 hit point, 5 hit dice white dragon breathes frost at a protected character. The damage from the white dragon is reduced by 5 and adjusted AFTER the result of the saving throw. Assuming it was successful, the character would sustain 15 damage -5 from the modification and therefore the breath weapon would inflict 10 damage on the character. The reverse of this spell affects fire and all adjustments are the same.

Second Level Spells

Bless / Blight
Range: 60 Duration: 6 turns
This spell may only be cast on creatures that are not in combat. All friendly creatures within a 20 foot square area are affected by the spell. The effect of the spell is to improve morale rolls by +1, granting +1 to-hit rolls, and +1 to damage rolls. This spell is also used in various rituals detailed in the **BX Dungeon Guide**. The reverse of this spell reduces morale checks with a –1 penalty, and all affected creatures suffer –1 to-hit and damage rolls. A saving throw vs. spells negates this effect.

Find Traps
Range: 30 Duration: 2 turns
When cast, all traps (magical and mechanical) within the range will glow for all to see. The nature of the trap is not revealed. A thief that is friendly to the casting cleric gains +10% to remove any traps detected in this manner.

Know Alignment
Range: 10 Duration: 1 round
By means of this spell, the cleric will know the alignment of all creatures within a range of 10 feet. The spell will also reveal the alignment of any object or effect within the range.

Hold Person
Range: 180 Duration: 9 turns
This spell only affects humans, demi-humans, and humanoids. It does not affect undead. The cleric may target up to four creatures within the range. Each target creature must save vs. spells or be held for the duration of the spell. A held creature is considered paralyzed. If only one target is selected, that creature suffers a –2 penalty to his saving throw.

Resist Damage
Range: 0 (caster only) Duration: 1 turn/level
The cleric may only cast this spell on himself. The effect of the spell is to reduce all damage by one hit point per die of attack. For example, if the cleric is hit by a hill giant (5d6 damage) the overall damage is reduced by five hit points. This spell is cumulative with any other protection or spell; damage can be reduced to 0 if applicable. The spell protects from all damaging effects including spells.

Silence 15′ Radius
Range: 180 Duration: 12 turns
This spell will create magical silence within a 30 foot sphere. No sound exists within the area of effect and no sound can enter. Sonic attacks do not affect those within the sphere. The spell can target a location or an object/creature. If a creature is selected, a saving throw vs. spell will negate the entire spell. No spells may be cast by creatures within the sphere.

Snake Charm
Range: 60 Duration: 1 turn/level
The cleric, by casting this spell, can charm up to 1 hit dice of serpents per level. The target serpent will follow any commands given by the cleric.

Speak with Animals
Range: 30 Duration: 6 turns
This spell allows the cleric to select one animal type and converse with that animal. The animal will be amiable to the cleric unless attacked. The animal may perform a menial action for the cleric if a save vs. spells is failed. If the save is successful, the animal will leave the general area and avoid the spell caster.

Third Level Spells

Continual Light / Continual Darkness
Range: 120 Duration: Special
This spell has the same effects as the *light* spell with two exceptions; this spell creates a 60 light sphere and remains until dispelled or countered by a *darkness* or *continual darkness* spell.

Cure Disease / Cause Disease
Range: 30 Duration: Permanent
This spell automatically negates all diseases afflicting one target creature. The spell also negates lycanthropy. If cast on a slime or mold creature, it will be destroyed immediately. The reverse of the spell inflicts a disease based on the level of the cleric (see **BX Dungeon Guide** for details). A creature so targeted may make a saving throw vs. spell to negate the effects.

Continuous Healing
Range: 10 Duration: 1 turn/level
This spell imparts magical healing based for a duration based on the level of the cleric. The target creature heals 1d4+1 hit points per turn until the spell effect ends. Note, the target does not have to be damaged for the spell to be in effect. Also, the target is immune to disease and lycanthropy while this spell is in effect.

Dispel Magic
Range: 60 Duration: Instant
This spell targets a broad 10 foot square area. All active spells and enchantments within the area of effect are potentially cancelled. The caster automatically dispels all spells and enchantments cast by spell casters of equal or lesser experience level. Spells or enchantments by higher level spell casters have a 5% (cumulative) chance per level difference of surviving the dispel magic. For example, a fifth level cleric attempts to cast *dispel magic* on a chest that has been enchanted by a 10th level magic-user. The level difference is five (10 - 5 = 5). Therefore, the chance of the *dispel magic* spell of failing is 5 x 5% = 25%.

Growth
Range: 10 Duration: 12 turns
The target creature of this spell will double in size. Animals can carry a double load. All creatures inflict double their natural damage or gain +4 to damage if using a weapon. Also, the target creature moves 50% faster than its normal rate. An unwilling target is allowed to make a saving throw vs. spell to negate the effects.

Locate Object
Range: 120 Duration: 2 turns/level
The caster may select one object (must be known to the caster) to be located. The spell will provide distance and direction. If targeted, the object will glow for the duration of the spell. No living or undead creature may be the target of this spell.

Remove Curse / Curse
Range: 10 Duration: Special
This spell will remove all curses on one target creature or object (or area up to 30′ square). The reverse of the spell inflicts one curse on a target creature; save vs. spell negates. For a list of curses, see the **BX Dungeon Guide**.

Striking
Range: 120 Duration: 1 round/level
This spell doubles the dice damage inflicted by any weapon. For example, if cast on a normal sword, the sword inflicts 2d8 damage. Also, the weapon gains a +2 to hit and the weapon can hit and damage any creature (those only hit by magic weapons, ethereal, etc.).

Fourth Level Spells

Create Water / Destroy Water
Range: 10 Duration: Permanent
When cast, a spring of fresh water supplies 50 gallons of water per level of the caster. The reverse destroys the same amount of water.

Cure Serious Wounds / Cause Serious Wounds
Range: 0 Duration: Permanent
This spell is identical to *cure light wounds* but it heals 2d6+2 hit points of damage. The reverse inflicts 2d6+2 damage (save vs. spell negates).

Flame Strike
Range: 120 Duration: Instant
By casting this spell, the cleric summons a pillar of flame that immolates a 20 foot circular area. All creatures in the area must save vs. spells or suffer 1d6 damage per level of the caster. Half damage is applied for a save vs. spell.

Neutralize Poison / Poison
Range: 10 Duration: Permanent
This spell negates all poisons afflicting one target creature. If cast on a creature that has a poison attack, the poison attack becomes ineffectual for one day. The reverse spell inflicts a poison attack based on the level of the spell caster (see **BX Dungeon Guide).**

Protection from Evil 10′ Radius
Range: 0 Duration: 2 turns/level
This spell is identical to *protection from evil* with the exception that all friendly creatures with 10 feet are provided the same protection.

Speak with Plants
Range: 30 Duration: 6 turns
This spell allows the cleric to select any plant and converse with that plant. The plant will be amiable to the cleric unless attacked. The plant may perform a menial action for the cleric if a save vs. spells is failed. If the save is successful, the plant will ignore the caster.

Sticks to Snakes
Range: 120 Duration: 6 turns
This spell transforms one stick per level of the caster into a normal snake (cobra) (see **BX Dungeon Guide**). The snakes obey all orders of the cleric.

Truth
Range: Caster Duration: 6 turns
The cleric will automatically detect any lies told in his presence.

Fifth Level Spells

Commune
Range: 0 Duration: 3 turns
This spell allows the cleric to ask three yes or no questions of his deity. The questions are always answered truthfully. This spell may only be cast once per month.

Cure Critical Wounds / Cause Critical Wounds
Range: 0 Duration: Permanent
This spell is identical to *cure light wounds* but it heals 3d8+3 hit points of damage. The reverse inflicts 2d6+2 damage (save vs. spell negates).

Create Food
Range: 10 Duration: Instant
When cast, the cleric summons enough food to feed up to 10 people per level. The food is not magical but provides sustenance for one day.

Dispel Evil
Range: 30 Duration: Instant
When this spell is cast, all magical creatures (aligned chaos) and undead must save vs. spell or be destroyed. Those that successfully save, must flee (per magic-user *fear* spell) for one turn per level of the caster. Alternatively, the caster may target a single creature. In this case, the creature must save with a –4 penalty.

Dispel Magic
Range: 120 Duration: instant/permanent
This spell targets a broad 20 foot square area. All active spells and enchantments within the area of effect are potentially cancelled. The caster automatically dispels all spells and enchantments cast by spell casters of equal or lesser experience level. Spells or enchantments by higher level spell casters have a 5% (cumulative) chance per level difference of surviving the dispel magic. For example, a fifth level magic-user attempts to cast *dispel magic* on a chest that has been enchanted by a 10th level cleric. The level difference is five (10 - 5 = 5). Therefore, the chance of the *dispel magic* spell of failing is 5 x 5% = 25%.

Insect Plague
Range: 480 Duration: 1 day
This spell summons a cloud of insects that fill an area 20′ square. Any creatures of 3 hit dice or less must flee the area and not return for one day. All other creatures are considered blind if they are within the cloud. The cloud can move at 20 feet per round up to the 480 foot range of the spell. The caster must remain stationary while the spell is in effect.

Quest / Remove Quest
Range: 30 Duration: Special
This spell forces one target creature to perform a single task dictated by the spell caster. The task cannot be immediately harmful to the target (i.e. jump off a cliff). When the task is complete, the spell ends. The target of the spell may avoid the effect by making a successful save vs. spells but with a –2 penalty. The target must immediately perform the task (or start the process). A *remove quest* spell is the only way short of a *limited wish* or *wish* spell to remove the effects.

Raise Dead / Finger of Death
Range: 10 Duration: N/A
By means of this spell, the cleric can raise one target (human, demi-human, or humanoid) from the dead. The creature cannot be dead for more than one day per level of the caster. The raised creature will come back to life with one hit point and cannot perform any actions and moves at half speed. The raised creature must rest, undisturbed, for two weeks until he can heal normally. Magical healing does not speed up the process. This spell cast on an undead will destroy it immediately unless a save vs. spell is made with a –2 penalty. The reverse of this spell can only be cast by chaotic clerics. The effects kill the target unless a save vs. spell is successful. Creatures slain in this way cannot be the target of a *raise dead* spell.

Summon Holy Weapon
Range: 10 Duration: 1 turn/level
This spell summons a weapon of the caster's choice (only he can use). The weapon gains +1 to hit and damage per level of the spell caster and inflicts double dice damage on every hit.

Sixth Level Spells

Aerial Stalker
Range: 10 Duration: 1 turn/level
This spell summons an aerial stalker that will be completely subservient to the caster. See the **BX Dungeon Guide** for details.

Blade Barrier
Range: 10 Duration: 1 round/level
A spinning and whirling half sphere of blades completely encircles the spell caster (10 foot radius). The barrier has no holes and completely obscures and protects the caster. Any creature that attempts to enter the barrier will be automatically struck and suffer 2d8 damage and be repelled. The damage is magical and affects any target regardless of protections. While the barrier is in effect, the caster cannot move more than 10 feet per round. The caster need not concentrate and is free to perform any action while within the barrier.

Conjure Animals
Range: 10 Duration: 1 turn/level
When this spell is cast, a random animal(s) will be summoned (magically) and assist the cleric in any way. The cleric can communicate with the summoned animal. When the spell duration ends, the animal vanishes. See the **BX Dungeon Guide** for details and chart.

Heal / Suffer
Range: 0 Duration: Instant
The recipient of this spell is healed of all damage. Also, the spell removes all disease and poison. The reverse of this spell reduces the target, which must be touched, to 1d4 hit points. A save vs. spell is applicable to avoid the effect.

Speak with Monsters
Range: 10 Duration: 1 turn/level
This spell is identical to *speak with animals* with the exception that any creature can be targeted with the exception of undead.

Stone Golem
Range: 10 Duration: 1 turn/level
A cleric may cast this spell on any natural stone or stone formation. The stone(s) animate and form a stone golem that will unerringly obey the cleric. For details on the stone golem, see the **BX Dungeon Guide**. The golem will have one hit die per every two levels of the cleric rounding up.

Word of Recall
Range: 0 Duration: Instant
When this spell is cast, the cleric will unerringly teleport to a location determined when the spell is selected. The cleric will not teleport instantly, but in 1d6 rounds (rolled in secret by the GM).

Seventh Level Spells

Astral Spell
Range: 0 Duration: Instant
By means of this spell, the caster is able to teleport to any plane of existence immediately (other than the plane he currently resides). The caster can take up to one creature per level with him. Creatures that are selected must be willing.

Control Weather
Range: Special Duration: 1 day/level
The cleric may control the weather within an area of one mile per level. The weather can be of any he selects regardless of the area he occupies. The range of the spell is one mile per level of the caster and is centered on the location the spell is cast. The weather will remain for one day per level of the caster. The weather can range from any natural occurring weather phenomena such as thunder storms, blizzards, etc. The weather cannot target an object or creature.

Gate
Range: 120 Duration: 3 turns/level
This spell creates a gate between one of the demonic planes and summons a demon. The demon (see **BX Dungeon Guide**) will grudgingly obey the cleric. However, the demon has a 10% per turn of turning against the cleric. The demon will remain for a 3 turns per level of the caster, then return through the gate.

Holy Word
Range: 60 Duration: Instant
The cleric, upon uttering a secret and sacred verse, causes a variety of effects upon the listener (all to target creatures within the range). Creatures of 5 HD or less must save vs. spell or be destroyed immediately. Creatures of 9 HD or less must save vs. spell or be reduced to 1d8 hit points and be paralyzed for one turn. Creatures of 10 or more hit dice must save vs. spell or be stunned for 1d6 rounds and suffer 5d8 damage. Undead that fail to save vs. spell with a –4 penalty are destroyed regardless of their hit dice. Demons suffer the same fate as undead but only suffer a –2 to their saving throw.

Regeneration
Range: 10 Duration: 3 turns/level
The recipient of this spell heals one hit point per round for the duration of this spell. Furthermore, poison and disease have no effect on the creature.

Restoration
Range: 10 Duration: Instant
This spell removes all level and experience drain from one target creature. Any experience lost due to undead level drain, or spell effects, are restored immediately when this spell is cast.

Resurrection
Range: 10 Duration: Instant
The cleric can raise the target creature from the dead without restriction, so long as there is at least one physical part of the creature remaining (even a single hair). The creature must be a human, demi-human, or humanoid. The creature is raised with one hit point and can take no actions but to move at half speed. However, the creature can be healed by any means and if any magical healing is applied, the creature can act normally. Raised spell casters will have no spells available until they rest. Creatures with special abilities (that have uses or are restored on rest) will also require one day of rest before regaining abilities. The cleric must sacrifice a gem of a value equaling the level of the creature targeted times 1,000 gp.

Magic-User / Elf Spells

Magic-User / Elf Spells
The following are magic-user spells that are used by either the **magic, elf**, **half-elf**, and **ranger** class character. Reversible spells are indicated by name / reverse name. Whether a spell is memorized as a reverse spell must be determined at spell selection (beginning of day/ adventure).

First Level Spells

Charm Person
Range: 120 Duration: Special
This spell can affect humans, demi-humans, and humanoids. The caster must know the language of the target creature (or vice versa). The spell does not affect undead. The target can make a saving throw vs. spell to negate the spell. If a target fails its save, it will be completely subservient to the caster.

Detect Magic
Range: 60 Duration: 2 turns
By means of this spell, the caster detects magical enchantments on all objects or creatures within the range of 120 feet. It will even reveal spells that are in effect (i.e. *protection from evil*). Targets that are magic will glow for all to see. The magic is not defined, only identified. Note, the spell originates from the spell caster and therefore the range moves as the spell caster moves.

Floating Disc
Range: 10 Duration: 5 turns plus 1 turn per level
This spell creates an magical platform that is invisible to all but the spell caster. The platform is circular and six feet in diameter; it has a depth of one inch. The disc can move (float three feet above the ground) but never more than 10 feet from the spell caster. It has a movement rate equal to the caster. The disc an carry up to 5,000 gp of weight (500 lbs). The spell caster can climb onto the disc, but the disc cannot move (it always follows the caster). All items on the disc are also invisible (per spell).

Hold Portal
Range: 10 Duration: 2d6 hours
This spell will magically lock/seal one portal (window, door, portcullis, etc.) A *knock* spell negates this spell. Otherwise, the portal must be broken down. To break down a portal held by this spell, a creature must make a strength check with a –1 penalty per level of the caster of this spell. The maximum penalty possible is –6 (regardless of caster level).

Light / Darkness
Range: 60 Duration: 10 turns
This spell creates a sphere of light (30′) located by the spell caster. The spell can be targeted on an area, object, or even a creature's eyes (saving throw negates the entire spell). The light is equal to that of full daylight. Blinded creatures remain so for the duration of the spell; see effects of blindness rules in the Combat section of the **BX Dungeon Guide**. The reverse of this spell creates a magical darkness (impervious to non-magical light). Darkness and Light spells negate each other.

Magic Missile
Range: 150 Duration: Instant
A magical arrow is created when this spell is cast. The arrow inflicts 1d6+1 damage. The arrow automatically strikes any target the caster can see within the range. Line of sight is required, only that the caster can see the target. For every five levels the caster gains an extra magic missile (i.e. at sixth level the caster has two arrows). All arrows must be launched when the spell is cast. Magic missiles affect all creatures including those that are only damaged by magic weapons.

Protection from Evil
Range: 0 (caster only) Duration: 6 turns
This spell creates a barrier around the caster and it moves as he does. All attacks against the caster suffer a -1 penalty. Furthermore, the caster gains a +1 bonus to all saves generated by attacks from opponents (not traps, etc.) Magical creatures cannot touch/melee attack the caster, but may hurl or fire missile weapons with the aforementioned penalty. Spell casters entering melee with a magical creature may be engaged in melee from the target creature (only), but penalties still apply.

Read Languages
Range: 0 (caster only) Duration: 2 turns
The caster, upon casting this spell, can read any language or decipher any code or magical runes, etc. He may not speak the language.

Read Magic
Range: 0 (caster only) Duration: Permanent
A *read magic* spell is required for all arcane spell casters (all but cleric and paladin) to read a spell book of another spell caster. Once cast, the spell caster can copy or cast all spells from a spell book that is not his own.

Shield
Range: 0 (caster only) Duration: 2 turns
This spell creates a magical barrier that complete surrounds the spell caster. The caster gains an AC 2 vs. missile attacks and AC 4 vs. melee attacks.

Sleep
Range: 240 Duration: 4d4 turns
This spell puts creatures into a magical sleep for 4d4 turns. The spell affects all living creatures. Undead, demons, and magical constructs are not affected by this spell. When cast, the spell affects up to 4d4 hit dice of creatures. Lowest hit dice creatures are affected first. For example, a magic-user targets a group of six orcs and a bugbear. He rolls 4d4 with a result of 8. Therefore, the six orcs (1 HD) are put to sleep but the bugbear (3 HD) is not affected as the total hit dice of available creatures is 9. Creatures that are put to sleep by this spell wake up after the duration expires or if they are heavily shaken for one full round.

Ventriloquism
Range: 60 Duration: 2 turns
By means of this spell, the caster can make sounds with his voice up to a distance of 60 feet. Noises must be either normal voice communication (any language known by the caster) or simple noises such as a bird call.

Second Level Spells

Continual Light / Continual Darkness
Range: 120 Duration: Special
This spell has the same effects as the *light* spell with two exceptions; this spell creates a 60 light sphere and remains until dispelled or countered by a *darkness* or *continual darkness* spell. A creature may be targeted per *light* spell.

Detect Evil
Range: 60 Duration: 2 turns
By means of this spell, the caster can detect evil intentions, evil enchantments/items on all objects or creatures within the range of 120 feet. Targets that are "evil" will glow for all to see. The evil is not defined, only identified. The referee must determine the exact definition of "evil", though a significant latitude should be observed. Traps, poison, and other mechanical items are not considered in evil in any case. Those with the alignment of chaos are not considered evil by default, but they do typically harbor evil intent. Note, the spell originates from the spell caster and therefore the range moves as the spell caster moves.

Detect Invisible
Range: 120 Duration: 6 turns
When cast, all invisible items and creatures within the range of the spell are revealed and surrounded by a dull glow. Note, this spell does not dispel the *invisibility*.

ESP
Range: 120 Duration: 12 turns
The caster hears the thoughts of any one creature within range of the spell. The caster need not see the creature, he is automatically aware of all creatures within the range when he casts the spell. Note, he must select a target creature immediately upon casting the spell. When a creature is selected, the caster no longer is aware of any other targets. So long as the caster concentrates he will hear thoughts and have a general understanding of the creatures intentions or recent memories. The spell works through two feet of solid stone, but not through lead. This spell will not work against undead, demons, or magical constructs.

Invisibility
Range: 240 Duration: Special
The spell caster can may select one target creature object to be affected by this spell. Creatures that are unwilling, or unaware, of the spell, may make a save vs. spell to negate the effects. Creatures that are invisible remain so until they attack another creature or perform a similar hostile act. A *dispel magic* will negate this spell. All items carried by the invisible creature, including light sources, are also invisible. The light source only illuminates the area for the invisible creature.

Knock
Range: 60 Duration: Instant
When this spell is cast, any locked object will become unlocked. The lock (or locking effect) can be mechanical or magical. The spell also opens portals that are jammed, stuck, or even held in place by spikes. The spell affects all objects in the range, or those specifically selected by the spell caster.

Levitate
Range: 10 Duration: 6 turns plus one turn per level
By means of the spell, the spell caster can select one target creature or object. That target gains the ability to levitate either of its own volition or under control of the caster. If a target creature is unaware or an unwilling target, a save vs. spell negates the effects. The target creature gains levitation (up and down at will) and moves at a rate of 30 feet per round. If the spell caster is controlling the levitation, he must concentrate and cannot perform other actions. The spell may be voluntarily cancelled at any time by the caster.

Locate Object
Range: 60 + 10/level Duration: 2 turns
The caster may select one object (must be known to the caster) to be located. The spell will provide distance and direction. If targeted, the object will glow for the duration of the spell. No living or undead creature may be the target of this spell.

Mirror Image
Range: 0 (caster only) Duration: 6 turns
With this spell, the caster creates 1d4 additional images of himself which are identical to the caster. The images also mimic, exactly, the caster's every action, including sound. Any attacks on the caster, strike an image first. When an image is struck, it vanishes. Area of effect attacks similarly effect only one image, but the caster, if within the area is fully effected by the attack.

Phantasmal Force
Range: 240 Duration: 1 turn/level
The caster may affect an area of 20 x 20 x 20. The spell creates an illusion of whatever the caster desires. The illusion may be an instant effect (an explosion) or something on-going (an earthquake or wall of fire). If used to create a monster, the creature can mimic all the abilities of that creature but it will have an AC 9. If struck, the creature disappears. Any attacks that cause damage by this spell, do not actually do harm. However, the target will believe he has sustained the damage unless he successfully makes a save vs. spells. A target that believes he has been reduced to zero hit points will fall unconscious for 1d4 turns. Target that are turned to stone, will be paralyzed for 1d4 turns. If the caster has never actually seen the image he is projecting, all targets gain a save vs spells immediately with a +2 bonus to disbelieve the spell. If the spell projects an on-going image, the caster may not take any action other than to focus on the spell.

Web
Range: 30 Duration: 48 turns
Resilient strands of web are created by this spell which cover a 10 foot square area. The webs are extremely strong but are destroyed by fire in one round. However, any creatures stuck in the webbed area will suffer 1d6 damage if the webs are ignited. Creatures may free themselves from the webs in a number of turns based on their strength score. Creatures with a 17 strength or less subtract that number from 18 turns to determine how long it takes to escape. For example, a character with a 12 strength will escape after six turns (18 - 12 = 6 turns). A creature with an 18 strength will escape in 2d4 rounds. Creatures with a strength greater than 18 escape in 1d4 rounds.

Wizard Lock
Range: 10 Duration: Special
By means of the is spell, a magic-user can permanently lock any portal or object that has an opening mechanism. The object must has a latch or lock for the spell to work. Only a *knock* or *dispel magic* spell will defeat the *wizard lock* spell. The caster may choose to bypass or cancel the spell at any time.

Third Level Spells

Clairvoyance
Range: 60 + 10/level Duration: 12 turns
This spell allows the caster to see through the eyes of any creature within range of this spell. The target creature is unaware of the spell or caster. The caster may change targets at any time during the duration of the spell. The caster may also perform other actions while the spell is in effect.

Dispel Magic
Range: 120 Duration: instant/permanent
This spell targets a broad 20 foot square area. All active spells and enchantments within the area of effect are potentially cancelled. The caster automatically dispels all spells and enchantments cast by spell casters of equal or lesser experience level. Spells or enchantments by higher level spell casters have a 5% (cumulative) chance per level difference of surviving the dispel magic. For example, a fifth level magic-user attempts to cast *dispel magic* on a chest that has been enchanted by a 10th level cleric. The level difference is five (10 - 5 = 5). Therefore, the chance of the *dispel magic* spell of failing is 5 x 5% = 25%.

Fire Ball
Range: 240 Duration: Instant
This spell creates ball of fire (fits in palm of hand) that is cast at any target or area within the range of the spell. The target (or area) is automatically hit. The fire ball explodes when it reaches its target and engulfs everything within a 20 foot radius. The fire ball inflicts 1d6 damage per level of the caster. A saving throw vs. spell reduces the damage in half.

Fly
Range: 10 Duration: 1d6 turns + 1 turn/level
The target of this spell gains the ability to fly at a rate of 120 feet per round. The duration is kept secret by the DM.

Haste
Range: 240 Duration: 5 rounds/level
This spell allows a number of creatures equal to twice the hit dice of the caster to move at double their normal movement rate and make twice as many attacks as they could during a normal round. Spell-casting and similar abilities/devices are not affected by this spell.

Hold Person
Range: 120 Duration: 1 turn/level
This spell only affects humans, demi-humans, and humanoids. It does not affect undead. The cleric may target up to four creatures within the range. Each target creature must save vs. spells or be held for the duration of the spell. A held creature is considered paralyzed. If only one target is selected, that creature suffers a –2 penalty to his saving throw.

Infravision
Range: 10 Duration: 1 day
The target of this spell receives the benefit of infravision (see **BX Dungeon Guide** for details) for one full day.

Invisibility 10′ Radius
Range: 120 Duration: Special
This spell affects all creatures within a 10 foot radius of a target creature. To remain invisible, all creatures must stay within 10 feet of the target creature. Creatures that leave, or were never in the original 10′ radius at the time of casting, are unaffected by this spell. The invisibility is identical to the second level magic-user spell.

Lightning Bolt
Range: 180 Duration: instant
A bolt of lightning, five foot wide and 60 feet long, emanates from the hand of the caster and travels in a straight-line direction until its full range is exhausted. If the bolt strikes a solid object (such as a wall), it will rebound back toward the caster. A lightning bolt will pass through closed doors and windows (subtracts 1d6 from the damage). Those struck by a lightning bolt suffer 1d6 damage per level of the caster. A saving throw vs. spells reduces the damage by half. Note, any target creature could be hit multiple times by the same lightning bolt based on rebounds (a separate save is required for each instance).

Protection from Evil 10′ Radius
Range: 0 Duration: 1 turn/level
This spell is identical to first level clerical spell, *protection from evil,* with the exception that all friendly creatures with 10 feet are provided the same protection.

Protection from Missiles
Range: 30 Duration: 2 turns/level
This spell grants complete immunity from all normal (non-magical) missiles or hurled weapons. Only target creature can benefit from this spell.

Water Breathing
Range: 10 Duration: 1 day
The recipient of this spell can breath normally in any sort of liquid, including acid. This does not mitigate any damage the target creature might endure while in such a liquid.

Fourth Level Spells

Charm Monster
Range: 120 Duration: Special
This spell can affect all living things with the exception of undead and magical creatures (elementals, golems, etc.). A single target is announced when the spell is cast. The caster must know the language of the target creature (or vice versa). The target can make a saving throw vs. spell to negate the spell. If a target fails its save, it will become nearly completely subservient to the caster.

Confusion
Range: 120 Duration: 1 round/level
This spell affects up to two hit dice of creatures per level of the caster. All creatures with three or more hit dice are allowed a save vs. spell or they are unaffected by the spell. Otherwise, the targets of the spell must roll 2d6 each round to determine their action:

2 - 5	Attack the spell caster or his nearest ally
6 - 8	Stand immobile
9 - 12	Attack nearest creature (not caster or his ally)

Dimension Door
Range: 10 Duration: 1 round/level
By means of this spell the caster may teleport a distance of up to 360 feet from his current location. A magical portal appears within 10′ of the caster, and any creature may pass through to be teleported. However, after the first creature enters, the portal vanishes. The caster may enter the portal the round he casts the spell. The destination of the portal cannot be within a solid object.

Growth of Plants
Range: 240 Duration: Special
This spell creates an area (60 foot radius) that is so thick with plants, movement is nearly impossible. All movement is reduced to 10′ per round and the creatures moving may take no other action other than to move. The target area must be able to support plant life (i.e. dirt-covered cave, open field, etc.).

Hallucinatory Terrain
Range: 360 Duration: Special
This spell creates an area of terrain as determined by the caster. The terrain includes all elements of a real land feature. The terrain can include a small hill, ridge, wood, glade, etc. The spell persists until it is touched by a creature with an intelligence score of five or more.

Massmorph
Range: 240 Duration: Special
This spell will make 100 or fewer man-sized creatures appear as a thicket of trees, orchard, or similar woodland feature. The area of effect is encompasses an area 240 feet in diameter. Only a *dispel magic* spell (or by will of the caster) will cancel this spell. Creatures hidden in this way

may elect to cease their disguise and attack at any time. Similarly, affected creatures can cease attacking and blend back into the idyllic scene.

Polymorph Other
Range: 60 Duration: Special
This spell transforms one target creature into any other creature the caster determines. A save vs. spell negates this spell. The new form cannot have more than twice the hit dice as the original creature. Regardless, the transformed creature maintains the same hit dice and hit points as its original form. This spell creates a generic version of the desired creature; a specific appearance is not determined by the caster. The target creature retains its intelligence and even its ability to speak its native languages. The new form has all the abilities of that creature with the exception of spell-casting. Also, transformed spell-casters can only cast spells if they are transformed into a race or creature that can cast spells. Only a *dispel magic* or *wish* spell can negate this spell.

Polymorph Self
Range: 0 (caster only) Duration: 6 turns/level
The spell caster can transform herself into any creature she has seen (or has a good point of reference). However, the caster cannot select a creature that has more than twice the hit dice as the caster. The caster can speak his native languages in any form. However, he can only cast spells if the selected creature can also cast spells. The caster gains all abilities of the selected creature with the exception of spell-casting. The caster retains his hit points, AC, and THACO. Only one transformation is allowed (excluding the reversion back to original form). The caster can cancel the transformation at any time.

Remove Curse / Curse
Range: 10 Duration: Special
This spell will remove all curses on one target creature or object (or area up to 30′ square). The reverse of the spell inflicts one curse on a target creature; save vs. spell negates. For a list of curses, see the **BX Dungeon Guide**.

Wall of Fire
Range: 120 Duration: 1 turn/level
The caster creates a wall of fire up to 1,200 square feet (for example (10′ tall x 120′ long). A wall of fire is always one foot wide. Any creature that attempts to pass through the wall will suffer 1d6 damage per level of the caster (save vs. spell for half damage). Creatures of 4 HD or less cannot pass through the wall, but sustain damage if they try. A wall of fire is opaque and blocks normal vision. Undead and cold-based creatures suffer twice the damage inflicted by the wall.

Wall of Cold
Range: 120 Duration: 1 turn/level
The caster creates a wall of swirling ice and snow up to 1,200 square feet (for example (10′ tall x 120′ long). A wall of cold is always one foot wide. Any creature that attempts to pass through the wall will suffer 1d6 damage per level of the caster (save vs. spell for half damage). Creatures of 4 HD or less cannot pass through the wall, but sustain damage if they try. A wall of cold is opaque and blocks normal vision. Fire-based creatures suffer twice the damage inflicted by the wall.

Wizard Eye
Range: 240 Duration: 1 turn/level
This spell creates a small eye (per normal human eye) that is invisible. The magical eye floats at a rate of 30′ per round and has infravision and can see invisible objects and creatures. The eye cannot pass through solid objects. A magic-user must concentrate to use the eye and he can see anything that is visible to the wizard eye. The eye can be attacked, if it is detected, and has an AC 8 with 1d4 hit points. Any damage done to the wizard eye is also transferred to the caster.

Fifth Level Spells

Animate Dead
Range: 60 Duration: Permanent
When this spell is cast on the remains of any dead creature, a skeleton, or zombie (caster determines) is raised. The raised undead is under full control of the caster. The caster can raise up to two hit dice of undead per caster level. For each undead raised, there must be a corpse within the range of the spell. The undead confer exactly to those described in the **BX Dungeon Guide**.

Cloudkill
Range: 10 Duration: 3 rounds/level
A poisonous cloud, 30 foot in diameter, is created when this spell is cast. The cloud will move up to 10′ per round as directed by the caster. All 4 HD or less creatures caught within the cloud must save vs. poison or die immediately; a successful save indicates the creature suffers 1 hit point of damage per round they remain within the cloud. Creatures of 5 HD or more must save vs. poison or suffer 1 hit point of damage per each round they remain within the cloud.

Conjure Elemental
Range: 240 Duration: Special
The caster of this spell summons an elemental (type of his choice, see Dungeon Guide) to serve him indefinitely. However, the caster can only summon and control one elemental at a time. The elemental will follow all commands of the caster. So long as the caster concentrates on his control of the elemental there is no chance the creature will revolt. However, if the caster performs an action or suffers damage, there is a 25% chance minus the caster's level that the elemental will revolt and attack the caster. Regardless of the caster's level, the chance to revolt is always a minimum of 5%. Once the caster loses control of the elemental, he cannot regain authority. However, a caster may (prior to losing control) release the elemental back to its native plane of existence.

Contact Other Plane
Range: 0 (caster only) Duration: Special
By casting this spell, the magic-user may contact a powerful being from one of the other planes. The caster may ask 1d4 yes or no questions. Use the following chart to determine the results of the questioning. The GM rolls for chance of success. The player rolls for chance of insanity.

Plane	% Know	% Lie	% Insane
Air	50	15	5
Earth	60	10	5
Water	40	15	5
Fire	70	10	5
Negative	75	25	10
Hell	65	35	15

Feeblemind
Range: 240 Duration: Special
This spell can only target magic-users, elves, half-elves, gnomes, and necromancers. The target of this spell must save vs. spell with a –4 penalty or be unable to think or cast spells. Only a *dispel magic* or *wish* spell can break this enchantment.

Hold Monster
Range: 120 Duration: 6 turns +1/level
This spell has the same effects as a hold person spell except that any monster other than undead and magical beings can be targeted. If a single monster is targeted, it saves vs. spell with a –2 penalty. Otherwise, up to four creatures can be targeted.

Magic Jar
Range: 30 Duration: Special
When this spell is cast, the magic-user puts his body in a state of suspended animation (it neither ages or decays). His spirit and mind are transferred into an inanimate object within range of the spell (caster's choosing). From that object (called a magic jar), the caster can attempt to possess any creature within 120 feet (cannot possess undead or magical creatures). The target creature must make a saving throw vs. spells to avoid the possession. Once possessed, the target creature is the new host body of the magic-user. He may perform any actions, including spell-casting, that he could in his normal body. He also gains all the abilities of the new host body (spell-casting excluded). The new host body now has the hit points of the magic-user's former self. Only a *dispel evil* and *wish* can negate the possession (the magic-user's spirit and mind return to the magic jar). Similarly, if the new host body is destroyed, the magic-user's spirit and mind return to the magic jar. If the magic jar is destroyed, while the magic-user is within the magic jar, he is destroyed. Killing the magic-user's suspended body traps the wizard in the magic-jar or host body. The caster may return to his original body at any time; this cancels the spell.

Pass Wall
Range: 30 Duration: Permanent
This spell disintegrates solid rock, earth, or stone, to create a circular hole that is 5 feet in diameter and 10 feet deep.

Telekinesis
Range: 120 Duration: 1 round/two levels
The caster may levitate any object or objects in any direction at a rate of 20′ per round. The weight limit is 200 coins per level of the caster. An unwilling object may make a saving throw vs. spell to avoid the effects. The caster must concentrate during the entire duration or the spell ceases.

Teleport
Range: 10 Duration: Instant
By means of this spell, the magic-user can transport himself across any distance to any specific location. The location must be known by the caster to avoid possible death. The subject of the teleportation arrives at the designated location with all carried objects (this can include other creatures). The success of the spell is subject to how well the caster knows the target location:
Well Known - Caster has been in this location more than a few times and has spent some time (a few hours or more) at this spot.
Known - The caster has visited this spot one to three times and may or may not have spent any appreciable time here (walking passed a park bench, last night's camp).
Familiar - The caster has actually seen this spot or briefly visited it on one or two occasions (walking by a fountain in the center of a village).
Unfamiliar - The caster knows or has seen the general area, but has never actually spent time there (the royal vault, for example).
Unknown - The target location has never been seen or visited by the caster. It may be a location described by someone else, or the subject of a painting, etc.
Consult the following chart to determine teleportation success. Roll percentile dice to determine the success of the spell. If a caster has successfully teleported to a location, he can unerringly teleport to that location.
High/Low - If this is the result, roll 1d6 to determine high or low (1-3 = high, 4-6 = low). Roll percentile dice to determine the distance from target center. If the area is a solid object (ground, for example), the teleporting creature is killed immediately. If not, and the teleporting creature can fall, it will sustain 1d6 damage per 10 feet of fall distance.
Direction - Roll 1d4 to determine direction of missed teleport location (1 = north, 2 = east, 3 = south, 4 = west). Roll percentile dice to determine distance from target center. If the area is solid, the teleporting creature dies immediately. Falling rules apply if the creature does not arrive on solid ground.
Water - Creatures teleporting into water simply arrive at the location; it is not considered a solid object (such as earth or a wall).

Location	Success	High/Low	Direction
Well Known	100	0	0
Known	01-90	91-95	96-100
Familiar	01-70	71-85	86-100
Unfamiliar	01-60	61-80	81-100
Unknown	01-40	41-70	71-100

Transmute Rock to Mud
Range: 120 Duration: 1 day/level
The caster changes up to 3,000 square feet of rock to mud. The depth of the area is 10 feet. Creatures caught in the mud, move at 1/10th their normal rate and suffer a –2 penalty to their AC and –4 on all "to hit" attack rolls. The reverse of this spell transforms mud to solid stone and the duration is permanent.

Wall of Stone
Range: 10 Duration: Permanent
This spell creates a stone wall (10′ tall x 10′ long x 2′ deep) per level of the caster. The wall dimensions can be altered to any shape so long as the total area remains within the limits (i.e. a wall may be 5′ tall and 20′ long). The wall can touch a solid object but not occupy the same space as any solid object. A *dispel magic* will remove the wall. Otherwise, the wall has the same structural elements of a natural stone wall.

Sixth Level Spells

Anti-Magic Shell
Range: Caster only Duration: 1 turn/level
By means of this spell, a barrier surrounds the caster (1 foot). This barrier dispels any magic that targets the caster or spells that the caster attempts that project beyond the barrier. If the caster is within the target area of any spell, the entire spell is negated.

Control Weather
Range: See below Duration: 1 hour/level
This spell allows the caster to control the weather in the general area centered on his location. The area of effect is the entire area (or up to that size) within visible range of the caster. The duration of the spell is 1 hour/level after the caster stops concentrating (a caster can concentrate for up to 18 hours; concentration must be complete). The effects of weather are as below:
Rain - All creatures within the area suffer –2 to hit rolls. Vision is reduced in half. Movement is reduced in half.
Snow - All creatures in the area have their vision and movement reduced to 1/4 normal. Creatures not protected from cold suffer 1 hp damage per hour (unless under cover or sufficiently protected).
Fog - Vision is reduced to 10′. Movement is reduced by 1/2. Creatures can become lost.
Clear - All weather clears; clouds are gone, little to no wind, etc.
Heat - Creatures must consume additional water every hour or suffer one hit point loss per hour.
High Winds - Movement is 50%. Flying is impossible.

Death Spell
Range: 240 Duration: Instant
This spell affects all creatures within a 40 foot cube (40′ x 40′ x 40′). All creatures up to 7 hit dice are destroyed unless they save vs. death ray. A successful save indicates the creature has sustained one hit point of damage per level of the caster. Creatures of 8 - 12 hit dice must save vs. death ray or suffer two hit points of damage per level of the caster. A successful save indicates no effect. Creatures of 13 hit dice or more must save vs. death ray or suffer one hit point of damage per level of the caster; a successful save indicates no effect. This spell does not effect undead or magical creatures.

Disintegrate
Range: 120 Duration: Instant
This spell will disintegrate one target item (or 10 foot cube of a solid area). Living creatures and undead may attempt a saving throw vs. death ray to negate the spell. Magical items have a 25% chance of avoiding the effect of the spell. Weapons with "+" bonuses add 5% per "+" from the chance. Alternatively, for every 5,000 gp value of a magical item, 5% is added to the survival chance. The chance of avoiding disintegration cannot be greater than 50% regardless of modifiers.

Geas/Reverse Geas
Range: 30 Duration: Special
The target of this spell must perform a specific task set by the caster. The task may be one of a quest to find a specific object, or something as menial as eating an extra meal every day. The task cannot be directly lethal (jump off a cliff). A saving throw vs. spell negates the spell when it is cast. A target that ignores the *geas* spell suffers penalties, that can be cumulative, which will eventually result in death. Only the reverse of this spell, *reverse geas*, or a wish spell can remove the *geas*.

Invisible Stalker
Range: 30 Duration: Special
This spell summons an invisible stalker (see **BX Dungeon Guide**) that will do the bidding of the caster. The caster must assign a specific task (kidnap the princess) when the stalker is summoned. When the task is completed, the invisible stalker ends its service and leaves. A task must be a single endeavor and cannot be a repetitive action (guard this room, get my breakfast from this day forward). A *dispel evil* spell will also end the invisible stalker's service to the caster.

Lower Water
Range: One mile Duration: 1 hour/level
When cast, an area of water one mile square will be reduced to one inch (regardless of original volume). It takes three rounds for every 100′ of lowered water; therefore, any creatures within the area have time to escape. The spell's duration does not initiate until the water is fully lowered. If there are no living creatures within the water, the effect takes one round.

Magic-User / Elf Spells

Move Earth
Range: 600 Duration: Permanent
By means of this spell, the caster can move an area of earth equal to a 60′ cube up to 600 feet at rate of 60′ per round. Stone cannot be moved.

Part Water
Range: 240 Duration: 1 hour/level
The caster can create a corridor within any body of water that is 10′ wide and 20′ deep and a distance of 1,000 feet per level of the caster. The corridor can be set at any level.

Projected Image
Range: 240 Duration: 1 turn/level
The caster creates a perfect image of himself up to the range of the spell. The image can only distinguished as an image by touch. The caster may then take any actions, including casting spells. However, the image cannot actually perform physical tasks (melee attacks, lifting objects, etc.). If spells are cast, the caster must actually be able to see the target.

Reincarnation
Range: 10 Duration: Permanent
When this spell is cast upon a dead target, the creature is reincarnated into another creature (roll on table below). It is possible the creature will return as the same type of creature it was in life (the appearance will be different, however). The chance of retaining the race (class) of type of creature is 2% per level of the creature minus the hit dice of the dead creature. For example, a 12 level elf attempts to reincarnate a fourth level human fighter. The elf has a 24% of success but incurs a - 4% penalty due to the level (hit dice) of the target. The chance of success is 20%. If the success roll is failed, consult the following table and roll a 1d20. The statistics of the target creature are retained (if it had any). If class is determined and the original statistics do meet a minimum requirement, the appropriate stat is raised to that minimum number. If the target had not statistics, new statistics are rolled per character generation.

1. Cleric
2. Druid
3. Dwarf
4. Elf
5. Fighter
6. Gnome
7. Halfling
8. Half-Elf
9. Magic-User
10. Monk
11. Necromancer
12. Paladin
13. Ranger
14. Thief

15-20. Monster (**BX Dungeon Guide**)

Stone to Flesh
Range: 30 Duration: Permanent
The target of this spell, one subject, must have been turned to stone from a living creature (i.e. medusa, basilisk, spell attack, etc.). The target immediately returns to life as if no time has passed. The target's last memory is just before it was turned to stone. All possessions it carried are also returned to normal.

Seventh Level Spells

Chain Lightning
Range: 180 Duration: Instant
This spell creates a lightning bolt that conforms to the third level spell, *lightning bolt* (damage, distance travelled, etc.). However, the lightning bolt will reach out up to 20′ feet to either side and strike living targets selected by the caster. All those struck by the lighting suffer the same damage. The bolt will travel exactly as a the third level spell and the core bolt will strike all in its path).

Charm Plants
Range: 240 Duration: 1 hour/level
Any single plant or plant-like creature can be the target of this spell. Intelligent plants are allowed a saving throw vs. spell to negate the spell. The plant must perform any actions indicated by the caster; communication is automatically allowed between target and caster if the spell is successful.

Delayed Blast Fire Ball
Range: 240 Duration: Instant
This spell mimics the third level spell, *fire ball*. However, the caster may hold the fire ball any number of rounds equal to half his level (rounded down). For each round the fire ball is held, the damage is increased by 1d6. The area of effect of this spell is a 40′ diameter sphere. Alternatively, the fire ball may be placed in any location the caster determines (within the original range). The fire ball will remain until a creature of a size determined by the caster, approaches within a set distance of the fire ball (must be no greater than the range of the explosion). When a creature reaches the set distance, the fire ball explodes. A fire ball set in this manner will remain indefinitely. Also, set fire balls do not add damage, but inflict the same damage as the third level spell.

Instant Summons
Range: 30 Duration: 1 hour/level
By means of this spell, the caster may summon any creature to his location. The creature arrives as if teleported. If the target creature is known to the caster (actually met that exact target creature), and willing, there is no chance of failure. If the target creature is unwilling, a save vs. spell negates the spell. Also, the unwilling creature must be of equal or lesser hit dice than the caster. An unknown creature must be of half the hit dice (rounded down) of the caster. Unknown creatures are not allowed a saving throw to negate the spell. Unknown creatures have a 50% chance of attacking the caster. That chance is reduced by 1% per level of the caster.

Limited Wish
Range: N/A Duration: Instant
The caster of this spell may wish for anything except the following: any treasure in excess of 10,000 gp value, magic items that are not potions, scrolls, +2 or greater magic weapons, more than one magic item, or the death of any target creature (or effects that induce death). Only one magic potion or scroll (with one effect) can be requested. Magical ammunition cannot exceed 20 units. A limited wish that directly targets another creature (any type) allows a saving throw vs. spell to negate the effect. A *limited wish* spell can only be cast once per month.

Phase Door
Range: Special Duration: 1 round/level
This spell creates a magical gate that teleports any creature who enters to a location determined by the caster. See *teleport* to determine location effects as appropriate. The gate is 10 square feet.

Reverse Gravity
Range: 240 Duration: 1 hour/level
When this spell is cast, the effects of gravity is reversed. The area of effect is 10 cubic feet per level of the caster. The spell's effects are immediate, so objects and creatures within the area of effect will "fall" up and can strike the new "floor" and suffer applicable damage. If no new "floor" exists, the falling creatures simply stop and hover at the limit of the spells area of effect. The caster may ignore the effects of this spell.

Vanish
Range: N/A Duration: Permanent
By means of this spell, the caster can cause a single object or structure equal to 30 cubic feet per level to become invisible. It will not affect any creature. Any object within a structure or container will not become invisible but can only be seen if the container is opened or the structure is entered.

Eighth Level Spells

Clone
Range: 10 Duration: Permanent
This spell creates a perfect clone of any one creature. The target creature must be in the presence of the caster when the spell is cast. The clone will not have any of the target's possessions. The clone will not have any of the target's memories, and if an adventuring class, the clone will be first level with no experience. The clone will have the ability to speak and perform normal functions. (The best way to think of a clone is to think of a character with amnesia). The clone will have the same motivations and personality as the target. Note, the clone is not under control of the caster or the original target.

Incendiary Cloud
Range: One mile Duration: 1 round/level
This spell creates a cloud of fire mixed with high winds. The area of the cloud is a determined by the caster but is limited to a 20′ cube per level of the caster. Any creature and object within the cube will sustain 1d6 fire damage per two levels of the caster. A save vs. spell reduces the damage by half. The caster can control the cloud and move it 60′ per round so long as it remains within the range of the spell. Flammable objects within the cloud will catch fire and remain burning until extinguished.

Maze
Range: 180 Duration: 1 day/level
This spell targets a single creature. A save vs. spell at -4 negates the spell. The target, if the save is failed, will remain motionless. The target believes that he has been transported into a maze. The target will remain within the maze until the spell's duration ends or the target escapes. The chance of escape is 1% per level (hit dice) of the target. This chance is modified by the creature's intelligence score. For each point of intelligence under 9, subtract 1%. For every point of intelligence more than 9, add 1%. The chance of escape can never be less than 1% regardless of modifiers. The target may roll for escape once each day beginning 12 hours after the spell has been cast. If the target's body sustains any damage, the spell is broken.

Mind Blank
Range: 240 Duration: Permanent
This spell targets a single creature. A save vs. spell at –2 negates this spell. If the save is failed, the target loses all of its memories. Adventuring characters (those with levels) are immediately reduced to first level experience including all related statistics including hit points. Note, the character's age remains the same. Only a *limited wish* or *wish* spell can negate the effects of this spell.

Permanency
Range: 240 Duration: Permanent
This spell makes the effects of any one spell permanent. This spell only affects a spell that has a duration of one round or more. The target spell must have been cast by the same caster.

Polymorph Any Object
Range: 120 Duration: Permanent
This spell allows the caster to transform any inanimate object to any other object. The size of the object affected cannot exceed 10 cubic feet per level of the caster. Objects can be transformed into simple machines such as a wind mill. If the original target object is magical, the caster has a chance of failure of 5%.

Spell Immunity
Range: Caster Duration: 1 round/level
When this spell is cast, the caster is immune to the effects or any spell or spell-like effects. The caster may continue to cast spells. Note, area of affect spells, such as *fire ball*, are not negated, but the caster of *spell immunity* is not affected.

Summon Fiend I
Range: 120 Duration: 1 day/level
The caster may summon a demon or demons up to a total of 10 hit dice. The summoned demon(s) must obey all the commands of the caster. However, if the demon(s) is reduced to 50% or less hit points, there is a 20% chance it will turn on the caster. Only one chance of revolt is allowed per day.

Ninth Level Spells

Gate
Range: 30 Duration: 1 day/level
When this spell is cast, a magical portal appears that allows the caster, or any other creature, to travel between another plane. The plane must be selected when the spell is cast. The gate is a two-way portal and remains open until the duration expires.

Imprisonment
Range: 120 Duration: 1 month/level
The target of this spell may make a save vs. spell at –4 to avoid the effects of this spell. The victim of the spell is transported into a 10′ cube cell with no portals. No magic will work within the cell. The victim must remain in the cell until the duration of the spell expires, at which point he returns to the point he was targeted by the spell. While in the cell, the target needs no food or water. Air is supplied. The victim of this spell can only be targeted one time.

Meteor Swarm
Range: Sight Duration: 1 turn/level
When this spell is cast, 1d6 fire balls will randomly fall from the sky in the area of effect each round. The area of effect is always equal to 1,000 square feet per level of the caster. The percent chance of each fire ball striking a specific area is equal to the level of the caster (i.e. a 15 level magic-user has a 15% chance of targeting a specific spot). Only one fire ball can hit the same specific location per round. The caster must concentrate each round to strike a select target. If he does not concentrate, the fire balls fall randomly. This spell can only be used outside (above ground).

Prismatic Sphere
Range: Caster Duration: 1 round/level
A barrier of flashing, colored lights surround the caster when this spell is cast. Any creature attempting to touch the caster will be struck by a band of color on each attempt.

1 Red: The target is struck by flame and suffers 1d6 damage per level of the caster. A save vs. spell results in half damage.
2 Blue: The target is struck by lightning and suffers 1d6 damage per level of the caster. A save vs. spell results in half damage.
3 Green: The target covered in green slime.
4 Yellow: The target is blinded for 1d6 rounds
5 Purple: The target must save vs. spells or be teleported (safely) to a location one mile away.
6 Orange: The target must flee in panic for 2d6 rounds.

Summon Fiend II
Range: 120 Duration: 1 day/level
The caster may summon a demon or demons up to a total of 20 hit dice. The summoned demon(s) must obey all the commands of the caster. However, if the demon(s) is reduced to 50% or less hit points, there is a 20% chance it will turn on the caster. Only one chance of revolt is allowed per day.

Temporal Stasis
Range: 120 Duration: Special
The area of affect of this spell is 10 cubic feet per level of the caster. The area, and everything within stop in time. All creatures caught within the area must save vs. spell or also become trapped. The spell must be tied to a specific action, which will cancel the spell. The action must take place within the area of effect. The caster is not immune to the effects of this spell. The area of the spell, as well as everything within, cannot be targeted by physical attacks or spells (including all spell-like effects).

Time Stop
Range: 120 Duration: 1 round/level
This spell effects an area of 10 cubic feet per level of the caster. Everything within the area is stopped in time (no save is allowed). Only the caster is immune to the effects of the spell. Any creatures within the area can take no actions until the spell's duration expires.

Wish

Range: N/A Duration: Instant

The caster may make a single wish with no restriction other than the wording of the spell. The GM is the final arbiter of the wish spell and its effects. A *wish* spell can only be cast once per month. Only one effect can be requested.

Druid Spells

Druid Spells
The following are druid spells that are used by either the **druid** or **ranger** class character. Reversible spells are indicated by name / reverse name. Whether a spell is memorized as a reverse spell must be determined at spell selection (beginning of day/adventure).

First Level Spells

Animal Friendship
Range: 120 Duration: 1 turn/level
The druid may target one animal with this spell. The animal is entitled to a saving throw vs. spell to negate the effects. If the animal fails the save, it will be friendly and amiable to the druid. It will not necessarily follow commands and certainly will not put itself in any sort of jeopardy. The animal will freely communicate any information requested by the druid (that the animal would reasonably know). The animal may conduct simple missions for the druid (climb that tree and look around, etc.). When the is spell is cast, the druid can telepathically communicate with the animal up to the range of this spell.

Detect Magic
Range: 60 Duration: 1 turn
When cast, this spell determines if there are any enchantments, magical devices, active spells, or magical creatures within its range. All such targets will glow for all to see. Note, the spell originates from the spell caster and therefore the range moves as the spell caster moves.

Entangle
Range: 60 Duration: 3 rounds/level
This spell will only function in an area where there is existing plant growth and vegetation. Strong roots emerge from the earth and entangle any creatures within a 20 foot square area (designated by the caster). Each creature may save vs. spell to avoid entanglement. Entangled creatures with a strength of 17 or less are trapped and cannot take any action until the spell's duration expires or they are freed by another creature or effect. Creatures with an 18 strength or greater are allowed a strength check (1d20 equal or lesser to strength score) with a –2 penalty. If successful, the creature has escaped and has its full round to take action. Creatures that enter or stay in the area of effect while the spell is in operation become entangled immediately. A character can be freed by damaging the roots (2 hit points).

Faerie Fire
Range: 90 Duration: 1 turn/level
The druid may target up to two creatures per level. A targeted creature of 6 hit dice or less is not entitled to a saving throw; 7 hit dice or more creatures save vs. spell to negate the effects. Targeted creatures glow a bright red (acts as a *light* spell) for the duration of the spell. The creatures glow even if invisible (note, the spell caster cannot target invisible creatures unless he has a way to see them first). All attacks on a target creature are made with a +2 bonus to hit.

Flame Control
Range: 120 Duration: 1 turn/level
By means of this spell, the druid can manipulate any nonmagical fire. He can cause the flame to extinguish or flare up in an explosion (either of these effects puts out the fire and ends the spell). A manipulated flame can be used to create shapes, expand or lessen in intensity, etc. If caused to explode, the flame inflicts 2d6 damage to all creatures and objects within 10′ (save vs. spell for half damage applies). The druid can also cause a flame to spring forth on any flammable object, but no further control is applicable.

Invisibility to Animals
Range: Caster Duration: Special
This spell has the identical effects to the second level magic-user spell, *invisibility*, except it only affects animals. Additionally, this spell masks the smell of the caster.

Locate Animals
Range: 1 mile Duration: 1 turn/level
When cast, the druid immediately becomes aware of animals within a one mile radius. Furthermore, the druid is aware of the animal's intentions (but nothing else). The druid will also know the specific type of animal.

Speak with Animals
Range: Caster Duration: 2 turns/level
The druid may converse normally with any animal he meets for the duration of this spell. The spell does not make the animal amenable to the druid in any way; an attacking animal will not stop attack, though it may hurl an insult or two.

Second Level Spells

Bark Skin
Range: Caster Duration: 1 day
By casting this spell, the druid's skin becomes as resilient as strong bark on a tree. The druid gains +2 to his armor class for the duration of the spell. Additionally, the druid cannot sink in water unless he carries doubles his body weight in items.

Charm Animal
Range: 60 Duration: Special
The druid may target any animal equal or less than the druid's hit dice. The target animal is allowed a saving throw vs. spell with a –2 penalty to avoid the effects of the spell. The animal becomes a devoted follower of the druid and will perform any actions requested regardless of danger. However, if the animal is put in a life-threatening situation (any combat, for example), it will make a saving throw vs. spell (no penalty) at the end of that day. If successful, the animal has broken the spell and will attack the druid.

Cure Light Wounds
Range: 10 Duration: Permanent
This spell heals 2-7 hit points (1d6+1) of damage done to any living creature. The druid must touch the target of the spell (automatic so long as the target is willing). The spell will also remove paralysis (magical or otherwise). A target's hit points are never increased beyond their maximum (original) hit point total. The druid may not reverse this spell and it has no effect on undead.

Fire Trap / Frost Trap
Range: 30 Duration: Special
When cast, this spell enchants one item with a fire trap. The object must have some sort of operating mechanism, or be operable in some way (i.e. a door, chest, bottle, etc.). The object will become covered in ruins (only revealed by *detect magic* that identifies the spell). If the device is operated, the fire trap explodes and inflicts 1d6 damage per level of the druid to all creatures and items within 20 feet. A saving throw vs. spell reduces the damage by 50%. The reverse of this spell has the same effect, but the damage inflicted is magical cold.

Heat Metal/Freeze Metal
Range: 120 Duration: 1 round/level
This spell causes metal to instantly heat as if it were in a forge. Any creature wearing this metal (i.e. armor) suffers 1d12 damage per round while wearing the metal (no save allowed). Held items can be dropped without inflicting damage. Armor typically requires 1d3 rounds to take off. Note, the spell can be cast on spear head or arrow; any creature struck by the missile suffers the additional 1d12 damage. The reverse of this spell will inflict 1d8 damage with the same effects described above. However, any item in this state will shatter if it is struck, or strikes another object. Magical items cannot be affected by this spell. Only one item per level of the caster can be targeted.

Locate Plants
Range: 1 mile Duration: 1 turn/level
When cast, the druid immediately becomes aware of all plants within a one mile radius. Furthermore, the druid is aware of the plant's intentions (if applicable, but nothing else). The druid will also know the specific type of plant.

Lost
Range: 60 Duration: 1 day/level
This spell may target one creature per level of the spell caster. All targets must save vs. spell with a –2 penalty or become completely lost. The spell only works on targets that are in the wilderness; it automatically fails in an environment that is "civilized" such as a town, city, etc. The target creatures will randomly travel in various directions without the possibility of finding a civilized locale.

Warp Wood
Range: 120 Duration: Instant
The druid may target one wooden object per level within the range of the spell. Any wooden object automatically warps severely and becomes unusable. Doors will fall of hinges, chests burst open, spears become semi-circular and the tips fall off, etc. Living wooden objects, even if magical, suffer 1d4 damage per level of the druid (no save allowed). Magical items cannot be targeted by the spell.

Third Level Spells

Call Lightning
Range: 120 Duration: 1 round +1 round/five levels
This spell calls forth a bolt of lightning from the sky that will strike a specific location designated by the caster. Any creature within 10 feet of the location are struck by the lightning and suffer 1d6 damage per level of the caster. A saving throw vs. spell will result in 50% damage. The druid receives one such bolt at fifth level. At sixth level, he may call down a second bolt on the next round. At 11th level the gains a third bolt, etc. The spell will only function outside.

Cure Disease / Cause Disease
Range: 60 Duration: Permanent
This spell automatically negates all diseases afflicting one target creature. The spell also negates lycanthropy. If cast on a slime or mold creature, it will be destroyed immediately. The reverse of the spell inflicts a disease based on the level of the druid (see **BX Dungeon Guide** for details). A creature so targeted may make a saving throw vs. spell to negate the effects.

Hold Animal
Range: 120 Duration: 6 turns
The druid may target one animals per two levels of experience. Each targeted animal, must save vs. spell or become paralyzed for the duration of the spell. If just one animal is targeted, that animal must make its saving throw with a –2 penalty.

Neutralize Poison / Poison
Range: 10 Duration: Permanent
This spell negates all poisons afflicting one target creature. If cast on a creature that has a poison attack, the poison attack becomes ineffectual for one day. The reverse spell inflicts a poison attack based on the level of the spell caster (see **BX Dungeon Guide).**

Plant Growth
Range: 120 Duration: Permanent
The druid may target an area 30 square feet with this spell. All plants in the area will grow 400% in size. Any fruit or vegetables will also grow in the same fashion.

Pyrotechnics
Range: 120 Duration: Instant
This spell must target an existing flame. When cast, the druid can command one flaming bolt per level to emerge from the flame and strike any target within the range of the spell. Each bolt inflicts 2d6 damage (save vs. spell for half damage). This spell extinguishes the flame at the end of the round it was cast.

Summon Insects
Range: 60 Duration: Special
When cast, the druid summons a swarm of flying insects (five foot sphere) to do his bidding. The insects can attack a target (use druid THACO and inflict 1 hit point of damage) or effectively blind the target. The insect swarm has 1d6 hit points and only suffers 1 hit point of damage per each melee attack that strikes it (automatic). The swarm remains under the control of the druid for 2d6 turns. Alternatively, the druid may summon one "large" or "giant" insect per level. These insects will also do his bidding, but for only 1d6 turns (at which point they vanish). The insects are magically summoned and are not required to be in the area to be summoned. Consult the **BX Dungeon Guide** for a list of large/giant insects.

Water Breathing
Range: 10 Duration: 1 day
The recipient of this spell can breath normally in any sort of liquid, including acid. This does not mitigate any damage the target creature might endure while in such a liquid.

Fourth Level Spells

Animate Plant
Range: 60 Duration: 1 day
This spell animates a single plant to do the bidding of the druid. The plant will follow all commands. The plant will have one hit dice per every three levels of the druid. It has an AC 8 and will inflict 1d10 damage. A druid can only control one such plant at a time.

Druid Spells

Animal Summoning I
Range: 60 Duration: 1 day
When this spell is cast, the druid will summon a number of animals found on the chart in the **B/X Dungeon Guide**. The animals are magically summoned and need not be present it the area when the spell is cast. The animals follow all the commands of the druid. When killed or the spell expires, the animals vanish.

Cure Serious Wounds
Range: 0 Duration: Permanent
This spell is identical to *cure light wounds* but it heals 2d6+2 hit points of damage. A druid cannot cast the reverse of this spell and it has no effect on undead.

Dispel Magic
Range: 60 Duration: Instant
This spell targets a broad 10 foot square area. All active spells and enchantments within the area of effect are potentially cancelled. The caster automatically dispels all spells and enchantments cast by spell casters of equal or lesser experience level. Spells or enchantments by higher level spell casters have a 5% (cumulative) chance per level difference of surviving the dispel magic. For example, a fifth level druid attempts to cast *dispel magic* on a chest that has been enchanted by a 10th level cleric. The level difference is five (10 - 5 = 5). Therefore, the chance of the *dispel magic* spell of failing is 5 x 5% = 25%.

Fire Bolt / Frost Bolt
Range: 90 Duration: Instant
By means of this spell, the druid can fire one bolt of flame or frost per every three levels of experience. Each bolt inflicts 4d8 damage (save vs. spell for half damage per bolt). The target is automatically struck and the druid may select multiple targets as desired.

Hallucinatory Terrain
Range: 1 mile Duration: Special
This spell creates an area of terrain as determined by the caster. The terrain includes all elements of a real land feature. The terrain can include a small hill, ridge, wood, glade, etc. The druid may also designate illusionary animals within the area. The spell persists until it is touched by a creature with an intelligence score of five or more.

Perish
Range: 120 Duration: Instant
The druid may select an area equal to 10 square feet per level or one plant fiend (for a list of plant fiends see **BX Dungeon Guide**). All plants in the area of effect immediately wither and die. A plant fiend must save vs. spell or die; a successful save inflicts 1d4 damage per level of the druid to the creature.

Transmute Rock to Mud
Range: 240 Duration: 1 day/level
The caster changes up to 3,000 square feet of rock to mud. The depth of the area is 10 feet. Creatures caught in the mud, move at 1/10th their normal rate and suffer a –2 penalty to their AC and –4 on all "to hit" attack rolls. The reverse of this spell transforms mud to solid stone and the duration is permanent.

Fifth Level Spells

Animal Growth
Range: 120 Duration: Permanent
The druid may target one animal per five levels with this spell. The animal will double in size. The effect is that it will gain twice the hit dice and inflict double damage for each attack. The animal will also move at twice its normal speed.

Animal Summoning II
Range: 60 Duration: 1 day
When this spell is cast, the druid will summon a number of animals found on the chart in the **B/X Dungeon Guide**. The animals are magically summoned and need not be present it the area when the spell is cast. The animals will unquestioningly follow the commands of the druid. When killed or the spell expires, the animals vanish.

Anti-Plant Shell
Range: Caster Duration: 2 rounds/level
This magical barrier extends one foot beyond the body of the druid. No plant or plant fiend may pass beyond the barrier or physically attack the druid. Magical attacks are not affected by this spell. The caster may not move while the spell is active or it is negated.

Insect Plague
Range: 60 Duration: 2 rounds/level
The druid magically summons a swarm of flying insects that fill a 30 foot sphere. The insects move at a rate of 120 feet and inflict 1d8 damage to all within their sphere. The swarm has two hit points per level of the druid and suffer one hit point of damage per melee attack. The swarm is automatically hit by any melee attack. All creatures within the swarm are considered blind.

Fire Blast / Frost Blast
Range: 90 Duration: Instant
The druid fires a tube-shaped blast of fire or frost up to the range of this spell. The blast is 10′ in diameter. All creatures struck by the blast suffer 1d6 damage per level of the druid; a saving throw vs. spell indicates 50% damage.

Stone Storm
Range: 120 Duration: 1 rounds/level
When cast, the druid calls forth a storm of small rocks and pebbles that swirl about a 40 foot cube. Any creatures caught within the cube suffer 3d8 damage per round (no saving throw allowed). The druid may move the stone storm at a rate of 30 feet per round.

Wall of Cold
Range: 120 Duration: 1 turn/level
The caster creates a wall of swirling ice and snow up to 1,200 square feet (for example (10′ tall x 120′ long). A wall of cold is always one foot wide. Any creature that attempts to pass through the wall will suffer 1d6 damage per level of the caster (save vs. spell for half damage). Creatures of 4 HD or less cannot pass through the wall, but sustain damage if they try. A wall of cold is opaque and blocks normal vision. Fire-based creatures suffer twice the damage inflicted by the wall.

Wall of Fire
Range: 120 Duration: 1 turn/level
The caster creates a wall of fire up to 1,200 square feet (for example (10′ tall x 120′ long). A wall of fire is always one foot wide. Any creature that attempts to pass through the wall will suffer 1d6 damage per level of the caster (save vs. spell for half damage). Creatures of 4 HD or less cannot pass through the wall, but sustain damage if they try. A wall of fire is opaque and blocks normal vision. Undead and cold-based creatures suffer twice the damage inflicted by the wall.

Sixth Level Spells

Animal Summoning III
Range: 60 Duration: 1 day
When this spell is cast, the druid will summon a number of animals found on the chart in the **B/X Dungeon Guide**. The animals are magically summoned and need not be present it the area when the spell is cast. The animals will unquestioningly follow the commands of the druid. When killed or the spell expires, the animals vanish.

Conjure Elemental
Range: 120 Duration: Special
The caster of this spell summons an elemental (type of his choice, see **BX Dungeon Guide**) to serve him indefinitely. However, the caster can only summon and control one elemental at a time. The elemental will follow all commands of the caster. So long as the caster concentrates on his control of the elemental there is no chance the creature will revolt. However, if the caster performs an action or suffers damage, there is a 25% chance minus the caster's level that the elemental will revolt and attack the caster. Regardless of the caster's level, the chance to revolt is always a minimum of 5%. Once the caster loses control of the elemental, he cannot regain authority. However, a caster may (prior to losing control) release the elemental back to its native plane of existence.

Cure Critical Wounds
Range: 0 Duration: Permanent
This spell is identical to *cure light wounds* but it heals 3d8+3 hit points of damage. The druid cannot reverse this spell and it does not affect undead.

Feeblemind

Range: 120 Duration: Special
This spell can only target magic-users, elves, half-elves, gnomes, and necromancers. The target of this spell must save vs. spell with a –4 penalty or be unable to think or cast spells. Only a dispel magic or wish spell can break this enchantment.

Fire Seeds
Range: 60 Duration: Special
By means of this spell, the druid creates 1d4 magical acorns. Each acorn will explode per *fireball* spell. The fiery acorn inflicts 1d4 damage per level of the caster and a saving throw vs. spell indicates half damage. The acorns may be carried by the druid, or any other creature until used. However, the acorns will immediately explode if they come within 60 feet of any other created acorns from a separate spell.

Wall of Thorns
Range: 120 Duration: 1 turn/level
The caster creates a wall of thick vines covered by six inch long thorns. The wall size is one foot thick by 10 feet tall and 10 feet long per level of the caster. Alternatively, the caster may summon a domed enclosure that has a 30 foot diameter at its base. Any creatures that approach within 10′ of the wall are attacked by thorn-covered vines. The thaco of the wall is the same as the caster. Each hit inflicts 1d10 damage. Any creature attempting to scale the wall will automatically be entangled by the wall and suffer 1d10 damage per round until released. A section of wall can sustain 10 hit points of damage before a target is released. The damaged section will re-grow at the end of the round.

Control Weather
Range: See below Duration: 1 hour/level
This spell allows the caster to control the weather in the general area centered on his location. The area of effect is the entire area (or up to that size) within visible range of the caster. The duration of the spell is 1 hour/level after the caster stops concentrating (a caster can concentrate for up to 18 hours; concentration must be complete). The effects of weather are as below:
Rain - All creatures within the area suffer –2 to hit rolls. Vision is reduced in half. Movement is reduced in half.
Snow - All creatures in the area have their vision and movement reduced to 1/4 normal. Creatures not protected from cold suffer 1 hp damage per hour (unless under cover or sufficiently protected).
Fog - Vision is reduced to 10′. Movement is reduced by 1/2. Creatures can become lost.
Clear - All weather clears; clouds are gone, little to no wind, etc.
Heat - Creatures must consume additional water every hour or suffer one hit point loss per hour.
High Winds - Movement is reduced by 1/2. Flying is impossible.

Fire Storm
Range: 120 Duration: 1 rounds/level
When cast, the druid calls forth a storm of fire that swirls about a 40 foot cube. Any creatures caught within the cube suffer 4d6 damage per round (no saving throw allowed). The druid may move the fire storm at a rate of 30 feet per round.

Seventh Level Spells

Reincarnation
Range: 10 Duration: Permanent

When this spell is cast upon a dead target, the creature is reincarnated into another creature (roll on table below). It is possible the creature will return as the same type of creature it was in life (the appearance will be different, however). The chance of retaining the race (class) of type of creature is 2% per level of the creature minus the hit dice of the dead creature. For example, a 12 level elf attempts to reincarnate a fourth level human fighter. The elf has a 24% of success but incurs a - 4% penalty due to the level (hit dice) of the target. The chance of success is 20%. If the success roll is failed, consult the following table and roll a 1d20. The statistics of the target creature are retained (if it had any). If class is determined and the original statistics do meet a minimum requirement, the appropriate stat is raised to that minimum number. If the target had not statistics, new statistics are rolled per character generation.

1. Cleric
2. Druid
3. Dwarf
4. Elf
5. Fighter
6. Gnome
7. Halfling
8. Half-Elf
9. Magic-User
10. Monk
11. Necromancer
12. Paladin
13. Ranger
14. Thief

15-20. Monster (**BX Dungeon Guide**)

Necromancer Spells

Necromancer Spells
The following are clerical spells that are used by the necromancer class character. Reversible spells are indicated by name / reverse name. Whether a spell is memorized as a reverse spell must be determined at spell selection (beginning of day/adventure).

First Level Spells

Cure Light Wounds / Cause Light Wounds
Range: 0 Duration: Permanent
This spell heals 2-7 hit points (1d6+1) of damage done to any living creature. The cleric must touch the target of the spell (automatic so long as the target is willing). The spell will also remove paralysis (magical or otherwise). A target's hit points are never increased beyond their maximum (original) hit point total. The reverse of spell inflicts 1d6+1 points of damage; the target must be touched and a saving throw vs. spell negates the effect. Undead will heal 1d6+1 hit points if touched by cause light wounds.

Detect Magic
Range: 60 Duration: 2 turns
When cast, this spell determines if there are any enchantments, magical devices, active spells, or magical creatures within its range. All such targets will glow for all to see. Note, the spell originates from the spell caster and therefore the range moves as the spell caster moves.

Light / Darkness
Range: 120 Duration: 12 turns
This spell creates a sphere of light (30') located by the spell caster. The spell can be targeted on an area, object, or even a creature's eyes (saving throw negates the entire spell). The light is equal to that of full daylight. Blinded creatures remain so for the duration of the spell; see effects of blindness rules in the Combat section of the **BX Dungeon Guide**. The reverse of this spell creates a magical darkness (impervious to non-magical light). *darkness* and *light* spells negate each other.

Protection from Evil
Range: 0 (caster only) Duration: 12 turns
This spell creates a barrier around the caster and it moves as he does. All attacks against the caster are made with a -1 penalty. Furthermore, the caster gains a +1 bonus to all saves generated by attacks from opponents (not traps, etc.) Magical creatures cannot touch/melee attack the caster, but may hurl or fire missile weapons with the aforementioned penalty. Necromancers entering melee with a magical creature may be engaged in melee from the target creature (only), but penalties still apply.

Remove Fear / Fear
Range: 0 Duration: 2 turns
When the cleric casts this spell and touches a target creature, all fear will be removed (magical or otherwise). Furthermore, the recipient is immune to fear or fear-like effects for two turns. The spell can be cast to pre-emptively negate fear; again, the duration is two turns. The recipient has the option of making a saving throw to negate the spell. The reverse spell, Fear, induces a magical fear. A saving throw vs. spell is applicable to negate the spell; a penalty of -1 per level of the caster is applied to a maximum penalty of -4.

Floating Disc
Range: 10 Duration: 5 turns plus 1 turn per level
This spell creates an magical platform that is invisible to all but the spell caster. The platform is circular and six feet in diameter; it has a depth of one inch. The disc can move (float three feet above the ground) but never more than 10 feet from the spell caster. It has a movement rate equal to the caster. The disc an carry up to 5,000 gp of weight (500 lbs). The spell caster can climb onto the disc, but the disc cannot move (it always follows the caster). All creatures on the disc are also invisible (per spell).

Hold Portal
Range: 10 Duration: 2d6 hours
This spell will magically lock/seal one portal (window, door, portcullis, etc.) A *knock* spell negates this spell. Otherwise, the portal must be broken down. To break down a portal held by this spell, a creature must make a strength check with a –1 penalty per level of the caster of this spell. The maximum penalty possible is –6 (regardless of caster level).

Read Languages
Range: 0 (caster only) Duration: 2 turns
The caster, upon casting this spell, can read any language or decipher any code or magical runes, etc. He may not speak the language.

Read Magic
Range: 0 (caster only) Duration: Permanent
A *read magic* spell is required for all arcane spell casters (all but cleric and paladin) to read a spell book of another spell caster. Once cast, the spell caster can copy or cast all spells from a spell book that is not his own.

Necrotic Shield
Range: 0 (caster only) Duration: 3 rounds/level
This spell creates a magical barrier that complete surrounds the spell caster. All undead suffer a –4 to hit the necromancer and all damage is reduced to 1 hp.

Sleep
Range: 240 Duration: 4d4 turns
This spell puts creatures into a magical sleep for 4d4 turns. The spell affects all living creatures. Undead, demons, and magical constructs are not affected by this spell. When cast, the spell affects up to 4d4 hit dice of creatures. Lowest hit dice creatures are affected first. For example, a magic-user targets a group of six orcs and a bugbear. He rolls 4d4 with a result of 8. Therefore, the six orcs (1 HD) are put to sleep but the bugbear (3 HD) is not affected as the total hit dice of available creatures is 9. Creatures that are put to sleep by this spell wake up after the duration expires or if they are heavily shaken for one full round.

Lashing Tendril
Range: 60 Duration: 1d3 rounds
When this spell is cast, a tendril of black mist lashes out from the necromancer and strikes a designated target creature. The tendril inflicts 1d6 damage for every two levels of the necromancer (i.e. 3rd level necromancer inflicts 2d6 damage). The necromancer may repeat this for each round of the duration of the spell. However, once cast, the necromancer may not move or perform any other act or the spell is broken. If the necromancer is struck and sustains damage, the spell is likewise broken.

Second Level Spells

Bless / Blight
Range: 60 Duration: 6 turns
This spell may only be cast on creatures that are not in combat. All friendly creatures within a 20 foot square area are affected by the spell. The effect of the spell is to improve morale rolls by +1, granting +1 to hit rolls, and +1 to damage rolls. This spell is also used in various rituals detailed in the BX Dungeon Masters Guide. The reverse of this spell reduces morale checks with a –1 penalty, and all affected creatures suffer –1 to hit and damage rolls. A saving throw vs. spells negates this effect.

Chill Cloud
Range: 120 Duration: 1 turn/level
A 20 square foot area (10′ high) is affected by this spell. All creatures (except undead and demons) caught within the area of effect must save vs. spell or be frozen with an unnatural cold. The cold only affects living things—it will not freeze water or potions. The effect is that those who fail their save are effectively paralyzed. Only by moving them out of the area is the effect removed. A creature that sustains damage while paralyzed may make another save vs. spell. If successful, that creature will flee in panic for the duration of the spell.

Continual Light / Continual Darkness
Range: 120 Duration: Special
This spell has the same effects as the *light* spell with two exceptions; this spell creates a 60 light sphere and remains until dispelled or countered by a *darkness* or *continual darkness* spell. A creature may be targeted per *light* spell.

Detect Evil
Range: 240 Duration: 3 turns
By means of this spell, the caster can detect evil intentions, evil enchantments/items on all objects or creatures within the range of 120 feet. Targets that are "evil" will glow for all to see. The evil is not defined, only identified. The referee must determine the exact definition of "evil", though a significant latitude should be observed. Traps, poison, and other mechanical items are not considered in evil in any case. Those with the alignment of chaos are not considered evil by default, but they do typically harbor evil intent. Note, the spell originates from the spell caster and therefore the range moves as the spell caster moves.

Necromancer Spells

Detect Invisible
Range: 240 Duration: 6 turns
When cast, all invisible items and creatures within the range of the spell are revealed and surrounded by a dull glow. Note, this spell does not dispel the *invisibility*.

Hold Person
Range: 180 Duration: 9 turns
This spell only affects humans, demi-humans, and humanoids. It does not affect undead. The cleric may target up to four creatures within the range. Each target creature must save vs. spells or be held for the duration of the spell. A held creature is considered paralyzed. If only one target is selected, that creature suffers a –2 penalty to his saving throw.

Hold Undead
Range: 180 Duration: 1 turn/level
This spell only affects undead. The necromancer may target up to six creatures within the range. Each target undead must save vs. spells or be held for the duration of the spell. A held creature is considered paralyzed. If only one target is selected, that creature suffers a –3 penalty to its saving throw.

Knock
Range: 60 Duration: Instant
When this spell is cast, any locked object will become unlocked. The lock (or locking effect) can be mechanical or magical. The spell also opens portals that are jammed, stuck, or even held in place by spikes. The spell affects all objects in the range, or those specifically selected by the spell caster.

Know Alignment
Range: 10 Duration: 1 round
By means of this spell, the cleric will know the alignment of all creatures within a range of 10 feet. The spell will also reveal the alignment of any object or effect within the range.

Locate Object
Range: 60 + 10/level Duration: 2 turns
The caster may select one object (must be known to the caster) to be located. The spell will provide distance and direction. If targeted, the object will glow for the duration of the spell. No living or undead creature may be the target of this spell.

Mirror Image
Range: 0 (caster only) Duration: 6 turns
With this spell, the caster creates 1d4 additional images of himself which are identical to the caster. The images also mimic, exactly, the caster's every action, including sound. Any attacks on the caster, strike an image first. When an image is struck, it vanishes. Area of effect attacks similarly effect only one image, but the caster, if within the area is fully effected by the attack.

Necrotic Touch
Range: Caster Duration: 1 round/level
When this spell is cast, the necromancer's hand is engulfed in a swirling black mist. Any creature touched by the necromancer suffers 1d6 damage and the necromancer gains those hit points for 3d6 turns. Any damage sustained by the necromancer is subtracted from the gained hit points first. The necromancer must generally make a successful melee roll to hit a target that does not want to be hit. The duration of the spell is fixed; it continues even if the necromancer strikes a creature. Gained hit points remain for one day.

Resist Damage
Range: 0 (caster only) Duration: 1 turn/level
The cleric may only cast this spell on himself. The effects of the spell is to reduce all damage by one hit point per die of attack. For example, if the cleric is hit by a hill giant (5d6 damage) the overall damage is reduced by 5 hit points. This spell is cumulative with any other protection or spell; damage can be reduced to 0 if applicable. The spell protects from all damaging effects including spells.

Silence 15′ Radius
Range: 180 Duration: 12 turns
This spell will create magical silence within a 30 foot sphere. No sound exists within the area of effect and no sound can enter. Sonic attacks do not affect those within the sphere. The spell can target a location or an object/creature. If a creature is selected, a saving throw vs. spell will negate the entire spell. No spells may be cast by creatures within the sphere.

Wizard Lock
Range: 10 Duration: Special
By means of the is spell, a magic-user can permanently lock any portal or object that has an opening mechanism. The object must has a latch or lock for the spell to work. Only a *knock* or *dispel magic* spell will defeat the *wizard lock* spell. The caster may choose to bypass or cancel the spell at any time.

Third Level Spells

Animate Dead
Range: 120 Duration: Permanent
When this spell is cast on the remains of any dead creature is raised as an undead. The raised undead is under full control of the caster. The caster can raise up to one hit dice of undead per caster level. The necromancer determines the type of undead raised. For each undead raised, there must be a corpse within the range of the spell. The undead confer exactly to those described in the **BX Dungeon Guide**.

Clairvoyance
Range: 60 + 10/level Duration: 12 turns
This spell allows the caster to see through the eyes of any creature within range of this spell. The target creature is unaware of the spell or caster. The caster may change targets at any time during the duration of the spell. The caster may also perform other actions while the spell is in effect.

Continual Light / Continual Darkness
Range: 120 Duration: Special
This spell has the same effects as the *light* spell with two exceptions; this spell creates a 60 light sphere and remains until dispelled or countered by a *darkness* or *continual darkness* spell. A creature may be targeted per *light* spell.

Continuous Healing
Range: 10 Duration: 1 turn/level
This spell imparts magical healing based for a duration based on the level of the cleric. The target creature heals 1d4+1 hit points per turn until the spell effect ends. Note, the target does not have to be damaged for the spell to be in effect. Also, the target is immune to disease and lycanthropy while this spell is in effect.

Cure Disease / Cause Disease
Range: 30 Duration: Permanent
This spell automatically negates all diseases afflicting one target creature. The spell also negates lycanthropy. If cast on a slime or mold creature, it will be destroyed immediately. The reverse of the spell inflicts a disease based on the level of the cleric (see **BX Dungeon Guide** for details). A creature so targeted may make a saving throw vs. spell to negate the effects.

Death Purge
Range: 120 Duration: Instant
The caster sends forth a number of tendrils (black mist) up to his level. Each tendril attacks a target using the thaco of the necromancer. A successful hit inflicts 2d6 damage to the target and the target must make a saving throw vs spell or become slowed (per spell). This spell can only target undead or demons.

Dispel Magic
Range: 180 Duration: Instant
This spell targets a broad 10 foot square area. All active spells and enchantments within the area of effect are potentially cancelled. The caster automatically dispels all spells and enchantments cast by spell casters of equal or lesser experience level. Spells or enchantments by higher level spell casters have a 5% (cumulative) chance per level difference of surviving the dispel magic. For example, a fifth level cleric attempts to cast *dispel magic* on a chest that has been enchanted by a 10th level magic-user. The level difference is five (10 - 5 = 5). Therefore, the chance of the *dispel magic* spell of failing is 5 x 5% = 25%.

Fly
Range: 10 Duration: 1d6 turns + 1 turn/level
The target of this spell gains the ability to fly at a rate of 120 feet per round. The duration is kept secret by the GM.

Haste
Range: 240 Duration: 5 rounds/level
This spell allows a number of creatures equal to twice the hit dice of the caster to move at double their normal movement rate and make twice as many attacks as they could during a normal round. Spell-casting and similar abilities/devices are not affected by this spell.

Infravision
Range: 10 Duration: 1 day
The target of this spell receives the benefit of infravision (see **BX Dungeon Guide**) for one full day.

Necrotic Blast
Range: 180 Duration: Instant
The necromancer hurls a small black sphere, no larger than would fit in the palm of a hand, at a designated target or location. The sphere unerringly strikes its target and explodes; thousands of rays shoot forth and strike everything within 30′. All creatures (excluding undead and demons) suffer 1d6 damage per level of the necromancer; a saving throw vs. spell reduces the damage by 50%. For each creature within the area of effect, the necromancer gains one hit point temporarily (3d6 turns). All further damage sustained by the necromancer is subtracted from the gained hit points first.

Protection from Evil 10′ Radius
Range: 0 Duration: 1 turn/level
This spell is identical to first level clerical spell, *protection from evil*, with the exception that all friendly creatures with 10 feet are provided the same protection.

Remove Curse / Curse
Range: 10 Duration: Special
This spell will remove all curses on one target creature or object (or area up to 30′ square). The reverse of the spell inflicts one curse on a target creature; save vs. spell negates. For a list of curses, see the **BX Dungeon Guide**.

Water Breathing
Range: 10 Duration: 1 day
The recipient of this spell can breath normally in any sort of liquid, including acid. This does not mitigate any damage the target creature might endure while in such a liquid.

Fourth Level Spells

Confusion
Range: 120 Duration: 1 round/level
This spell affects up to two hit dice of creatures per level of the caster. All creatures with three or more hit dice are allowed a save vs. spell or they are unaffected by the spell. Otherwise, the targets of the spell must roll 2d6 each round to determine their action:

2 - 5	Attack the spell caster or his nearest ally
6 - 8	Stand immobile
9 - 12	Attack nearest creature (not caster or his ally)

Create Water / Destroy Water
Range: 10 Duration: Permanent
When cast, a spring of fresh water supplies 50 gallons of water per level of the caster. The reverse destroys the same amount of water.

Cure Serious Wounds / Cause Serious Wounds
Range: 0 Duration: Permanent
This spell is identical to *cure light wounds* but it heals 2d6+2 hit points of damage. The reverse inflicts 2d6+2 damage (save vs. spell negates).

Dimension Door
Range: 10 Duration: 1 round/level
By means of this spell the caster may teleport a distance of up to 360 feet from his current location. A magical portal appears within 10′ of the caster, and any creature may pass through to be teleported. However, after the first creature enters, the portal vanishes. The caster may enter the portal the round he casts the spell. The destination of the portal cannot be within a solid object.
plant life (i.e. dirt-covered cave, open field, etc.).

Necromancer Spells

Necrotic Strike
Range: 90 Duration: Instant
By casting this spell, the necromancer calls forth a number of black lightning bolts equal to his caster level. Only one creature can be struck per bolt. The bolt inflicts 1d6 damage per level of the necromancer. Those making a successful saving throw suffer half damage. For each creature damaged in this way, the necromancer gains 1d4 temporary hit points for one turn per level of the caster. All damage sustained by the necromancer is subtracted from the temporary hit points first.

Neutralize Poison / Poison
Range: 10 Duration: Permanent
This spell negates all poisons afflicting one target creature. If cast on a creature that has a poison attack, the poison attack becomes ineffectual for one day. The reverse spell inflicts a poison attack based on the level of the spell caster (see **BX Dungeon Guide).**

Polymorph Other
Range: 60 Duration: Special
This spell transforms one target creature into any other creature the caster determines. A save vs. spell negates this spell. The new form cannot have more than twice the hit dice as the original creature. Regardless, the transformed creature maintains the same hit dice and hit points as its original form. This spell creates a generic version of the desired creature; a specific appearance is not determined by the caster. The target creature retains its intelligence and even its ability to speak its native languages. The new form has all the abilities of that creature with the exception of spell-casting. Also, transformed spell-casters can only cast spells if they are transformed into a race or creature that can cast spells. Only a *dispel magic* or *wish* spell can negate this spell.

Polymorph Self
Range: 0 (caster only) Duration: 6 turns/level
The spell caster can transform herself into any creature she has seen (or has a good point of reference). However, the caster cannot select a creature that has more than twice the hit dice as the caster. The caster can speak his native languages in any form. However, he can only cast spells if the selected creature can also cast spells. The caster gains all abilities of the selected creature with the exception of spell-casting. The caster retains his hit points, AC, and THACO. Only one transformation is allowed (excluding the reversion back to original form). The caster can cancel the transformation at any time.

Wall of Bone
Range: 120 Duration: 1 turn/level
The caster creates a swirling wall of bones up to 1,200 square feet (for example (10′ tall x 120′ long). A wall of bone is always one foot wide. Any creature that attempts to pass through the wall will suffer 1d6 damage per level of the caster (save vs. spell for half damage). Creatures of 4 HD or less cannot pass through the wall, but sustain damage if they try. A wall of bone is opaque and blocks normal vision. Undead and demons suffer twice the damage inflicted by the wall.

Wizard Eye
Range: 240 Duration: 1 turn/level
This spell creates a small eye (per normal human eye) that is invisible. The magical eye floats at a rate of 30′ per round and has infravision and can see invisible objects and creatures. The eye cannot pass through solid objects. A magic-user must concentrate to use the eye and he can see anything that is visible to the wizard eye. The eye can be attacked, if it is detected, and has an AC 8 with 1d4 hit points. Any damage done to the wizard eye is also transferred to the caster.

Fifth Level Spells

Animate Dead
Range: 60 Duration: Permanent
When this spell is cast on the remains of any dead creature, a skeleton or zombie (caster determines) is raised. The raised undead is under full control of the caster. The caster can raise up to two hit dice of undead per caster level. For each undead raised, there must be a corpse within the range of the spell. The undead confer exactly to those described in the **BX Dungeon Guide**.

Cloudkill
Range: 10 Duration: 3 rounds/level
A poisonous cloud, 30 foot in diameter, is created when this spell is cast. The cloud will move up to 10′ per round as directed by the caster. All 4 HD or less creatures caught within the cloud must save vs. poison or die immediately; a successful save indicates the creature suffers 1 hit point of damage per round they remain within the cloud. Creatures of 5 HD or more must save vs. poison or suffer 1 hit point of damage per each round they remain in the cloud.

Cure Critical Wounds / Cause Critical Wounds
Range: 0 Duration: Permanent
This spell is identical to *cure light wounds* but it heals 3d8+3 hit points of damage. The reverse inflicts 2d6+2 damage (save vs. spell negates).

Dark Ritual
Range: Caster Duration: Special
By means of this spell, the necromancer opens a gate to the plane of death. A powerful lord of the plane is bound to answer questions posed by the necromancer—all answers are truthful, but must be yes or no answers. For each question asked, there is a cumulative 20% chance an undead will emerge from the gate and attack the necromancer. At this point the spell ends. Consult the undead chart in **BX Dungeon Guide** to determine which undead has emerged.

Dispel Evil
Range: 30 Duration: Instant
When this spell is cast, all magical creatures and undead must save vs. spell or be destroyed. Those that successfully save, must flee (per magic-user fear spell) for one turn per level of the caster. Alternatively, the caster may target a single creature. In this case, the creature must save with a –4 penalty.

Life Drain
Range: 30 Duration: Special
When this spell is cast, a thin black ray is fired from the necromancer to a target creature. The target must save vs. spell or suffer 1d4 damage per level of the caster. Also, the target creature permanently loses one hit dice. No creature can be killed by this spell; any creature reduced to zero hit points merely falls unconscious for one full day. All damage is healed after the one day duration. Characters that are affected by this spell suffer the same effects as level drain per undead (see **BX Dungeon Guide**).

Magic Jar
Range: 30 Duration: Special
When this spell is cast, the magic-user puts his body in a state of suspended animation (it neither ages or decays). His spirit and mind are transferred into an inanimate object within range of the spell (caster's choosing). From that object (called a magic jar), the caster can attempt to possess any creature within 120 feet (cannot possess undead or magical creatures). The target creature must make a saving throw vs. spells to avoid the possession. Once possessed, the target creature is the new host body of the magic-user. He may perform any actions, including spell-casting, that he could in his normal body. He also gains all the abilities of the new host body (spell-casting excluded). The new host body now has the hit points of the magic-user's former self. Only a *dispel evil* and *wish* can negate the possession (the magic-user's spirit and mind return to the magic jar). Similarly, if the new host body is destroyed, the magic-user's spirit and mind return to the magic jar. If the magic jar is destroyed, while the magic-user is within the magic jar, he is destroyed. Killing the magic-user's suspended body traps the wizard in the magic-jar or host body. The caster may return to his original body at any time; this cancels the spell.

Necromancer Spells

Plane of Death
Range: 30 Duration: 1 day/level
The necromancer can open a gate to the plane of death. This gate allows two-way travel. The exact location of the gate is determined by the necromancer, but it cannot be within a structure on the plane of death.

Raise Dead / Finger of Death
Range: 10 Duration: N/A
By means of this spell, the necromancer can raise one target (human, demi-human, or humanoid) from the dead. The creature cannot be dead for more than one day per level of the caster. The raised character will come back to life with one hit point and cannot perform any actions but move at half speed. The raised character must rest, undisturbed, for two weeks until he can heal normally. Magical healing cannot speed up the two week process. This spell cast on an undead will destroy it immediately unless a save vs. spell is made with a –2 penalty. A necromancer can cast the reverse of this spell. The effects kill the target unless a save vs. spell is successful. Creatures slain in this way cannot be the target of a *raise dead* spell.

Summon Undead
Range: 60 Duration: Special
The caster of this spell summons one undead creature up to the hit dice of the necromancer. The undead will follow all commands of the caster. The caster determines which undead he summons.

Teleport
Range: 10 Duration: Instant
By means of this spell, the magic-user can transport himself across any distance to any specific location. The location must be known by the caster to avoid possible death. The subject of the teleportation arrives at the designated location with all carried objects (this can include other creatures). The success of the spell is subject to how well the caster knows the target location:
Well Known - Caster has been in this location more than a few times and has spent some time (a few hours or more) at this spot.
Known - The caster has visited this spot one to three times and may or may not have spent any appreciable time here (walking passed a park bench, last night's camp).
Familiar - The caster has actually seen this spot or briefly visited it on one or two occasions (walking by a fountain in the center of a village).
Unfamiliar - The caster knows or has seen the general area, but has never actually spent time there (the royal vault, for example).
Unknown - The target location has never been seen or visited by the caster. It may be a location described by someone else, or the subject of a painting, etc.
Consult the following chart to determine teleportation success. Roll percentile dice to determine the success of the spell. If a caster has successfully teleported to a location, he can unerringly teleport to that location.
High/Low - If this is the result, roll 1d6 to determine high or low (1-3 = high, 4-6 = low). Roll percentile dice to determine the distance from target center. If the area is a solid object (ground, for example), the teleporting creature is killed immediately. If not, and the teleporting creature can fall, it will sustain 1d6 damage per 10 feet of fall distance.
Direction - Roll 1d4 to determine direction of missed teleport location (1 = north, 2 = east, 3 = south, 4 = west). Roll percentile dice to determine distance from target center. If the area is solid, the teleporting creature dies immediately. Falling rules apply if the creature does not arrive on solid ground.
Water - Creatures teleporting into water simply arrive at the location; it is not considered a solid object (such as earth or a wall).

Location	Success	High/Low	Direction
Well Known	100	0	0
Known	01-90	91-95	96-100
Familiar	01-70	71-85	86-100
Unfamiliar	01-60	61-80	81-100
Unknown	01-40	41-70	71-100

Vaporize the Dead
Range: 120 Duration: Instant
By means of this spell the necromancer can disintegrate a number of corpses equal to his level. The corpses cannot be returned, even by a *wish* a spell.

Sixth Level Spells

Abyssal Flame

Range: 120 Duration: Instant

The necromancer can fire a jet of black flame that is directly linked to the abyssal plane. This jet will strike all targets in its path (3′ wide by 120 feet long). All creatures, including undead and demons, suffer 1d8 damage per level of the caster. A saving throw vs. spell indicates half damage. There is a 1% chance per level of the caster that a target struck by the black flame will be instantly transported to the abyssal plane; there is no save against this effect.

Aerial Stalker

Range: 10 Duration: 1 turn/level

This spell summons an aerial stalker that will be completely subservient to the caster. See the **BX Dungeon Guide** for details.

Anti-Magic Shell

Range: Caster only Duration: 1 turn/level

By means of this spell, a barrier surrounds the caster (1 foot). This barrier dispels any magic that targets the caster or spells that the caster attempts that project beyond the barrier. If the caster is within the target area of any spell, the entire spell is negated.

Blade Barrier

Range: 10 Duration: 1 round/level

A spinning and whirling half sphere of blades completely encircles the spell caster (10 foot radius). The barrier has no holes and completely obscures and protects the caster. Any creature that attempts to enter the barrier will be automatically struck and suffer 2d8 damage and be repelled. The damage is magical and affects any target regardless of protections. While the barrier is in effect, the caster cannot move more than 10 feet per round. The caster need not concentrate and is free to perform any action while within the barrier.

Bone Golem

Range: 10 Duration: 1 turn/level

A necromancer may cast this spell on any pile of bones or corpse. The bones animate and form a bone golem that will unerringly obey the necromancer. For details on the bone golem, see the **BX Dungeon Guide**. The golem will have one hit die per every two levels of the necromancer rounding up.

Death Spell

Range: 120 Duration: Instant

This spell affects all creatures within a 40 foot cube (40′ x 40′ x 40′). All creatures up to 7 hit dice are destroyed unless they save vs. death ray. A successful save indicates the creature has sustained one hit point of damage per level of the caster. Creatures of 8 - 12 hit dice must save vs. death ray or suffer two hit points of damage per level of the caster. A successful save indicates no effect. Creatures of 13 hit dice or more must save vs. death ray or suffer one hit point of damage per level of the caster; a successful save indicates no effect. All creatures destroyed in this way rise up as undead corresponding to their original hit dice. These undead are under the complete control of the necromancer. This spell does not effect undead or magical creatures.

Disintegrate

Range: 120 Duration: Instant

This spell will disintegrate one target item (or 10 foot cube of a solid area). Living creatures and undead may attempt a saving throw vs. death ray to negate the spell. Magical items have a 25% chance of avoiding the effect of the spell. Weapons with "+" bonuses add 5% per "+" from the chance. Alternatively, for every 5,000 gp value of a magical item, 5% is added to the survival chance. The chance of avoiding disintegration cannot be greater than 50% regardless of modifiers.

Geas/Reverse Geas

Range: 30 Duration: Special

The target of this spell must perform a specific task set by the caster. The task may be one of a quest to find a specific object, or something as menial as eating an extra meal every day. The task cannot be directly lethal (jump off a cliff). A saving throw vs. spell negates the spell when it is cast. A target that ignores the *geas* spell suffers penalties, that can be cumulative, which will eventually result in death. Only the reverse of this spell, *reverse geas*, or a wish spell can remove the *geas*.

Invisible Stalker
Range: 30 Duration: Special
This spell summons an invisible stalker (see **BX Dungeon Guide**) that will do the bidding of the caster. The caster must assign a specific task (kidnap the princess) when the stalker is summoned. When the task is completed, the invisible stalker ends its service and leaves. A task must be a single endeavor and cannot be a repetitive action (guard this room, get my breakfast from this day forward). A *dispel evil* spell will also end the invisible stalker's service to the caster.

Seventh Level Spells

Astral Spell
Range: 0 Duration: Instant
By means of this spell, the caster is able to teleport to any plane of existence immediately (other than the plane he currently resides). The caster can take up to one creature per level with him. Creatures that are selected must be willing.

Heal / Suffer
Range: 0 Duration: Instant
The recipient of this spell is healed of all damage. Also, the spell removes all disease and poison. The reverse of this spell reduces the target, which must be touched, to 1d4 hit points. A save vs. spell is applicable to avoid the effect.

Unspoken Words
Range: 60 Duration: Instant
The necromancer, upon uttering a secret and sacred verse, causes a variety of effects upon the listener (all target creatures within the range). Creatures of 5 HD or less must save vs. spell or be destroyed immediately. Creatures of 9 HD or less must save vs. spell or be reduced to 1d8 hit points and be paralyzed for one turn. Creatures of 10 or more hit dice must save vs. spell or be stunned for 1d6 rounds and suffer 5d8 damage. Undead that fail to save vs. spell with a –4 penalty are destroyed regardless of their hit dice. Demons suffer the same fate as undead but only suffer a –2 to their saving throw.

Restoration
Range: 10 Duration: Instant
This spell removes all level and experience drain from one target creature. Any experience lost due to undead level drain, or spell effects, are restored immediately when this spell is cast.

Instant Summons
Range: 30 Duration: 1 hour/level
By means of this spell, the caster may summon any creature to his location. The creature arrives as if teleported. If the target creature is known to the caster (actually met that exact target creature), and willing, there is no chance of failure. If the target creature is unwilling, a save vs. spell negates the spell. Also, the unwilling creature must be of equal or lesser hit dice than the caster. An unknown creature must be of half the hit dice (rounded down) of the caster. Unknown creatures are not allowed a saving throw to negate the spell. Unknown creatures have a 50% chance of attacking the caster. That chance is reduced by 1% per level of the caster.

Eighth Level Spells

Clone
Range: 10 Duration: Permanent
This spell creates a perfect clone of any one creature. The target creature must be in the presence of the caster when the spell is cast. The clone will not have any of the target's possessions. The clone will not have any of the target's memories, and if an adventuring class, the clone will be first level with no experience. The clone will have the ability to speak and perform normal functions. (The best way to think of a clone is to think of a character with amnesia). The clone will have the same motivations and personality as the target. Note, the clone is not under control of the caster or the original target.

Gate
Range: 120 Duration: 3 turns/level
This spell creates a gate between one of the demonic planes and summons a demon. The demon (see **BX Dungeon Guide**) will grudgingly obey the cleric. However, the demon has a 10% per turn of turning against the cleric. The demon will remain for a 3 turns per level of the caster, then return through the gate.

Maze
Range: 180 Duration: 1 day/level
This spell targets a single creature. A save vs. spell at -4 negates the spell. The target, if the save is failed, will remain motionless. The target believes that he has been transported into a maze. The target will remain within the maze until the spell's duration ends or the target escapes. The chance of escape is 1% per level (hit dice) of the target. This chance is modified by the creature's intelligence score. For each point of intelligence under 9, subtract 1%. For every point of intelligence more than 9, add 1%. The chance of escape can never be less than 1% regardless of modifiers. The target may roll for escape once each day beginning 12 hours after the spell has been cast. If the target's body sustains any damage, the spell is broken.

Permanency
Range: 240 Duration: Permanent
This spell makes the effects of any one spell permanent. This spell only affects a spell that has a duration of one round or more. The target spell must have been cast by the same caster.

Polymorph Any Object
Range: 120 Duration: Permanent
This spell allows the caster to transform any inanimate object to any other object. The size of the object affected cannot exceed 10 cubic feet per level of the caster. Objects can be transformed into simple machines such as a wind mill. If the original target object is magical, the caster has a chance of failure of 5%.

Regeneration
Range: 10 Duration: 3 turns/level
The recipient of this spell heals one hit point per round for the duration of this spell. Furthermore, poison and disease have no effect on the creature.

Spell Immunity
Range: Caster Duration: 1 round/level
When this spell is cast, the caster is immune to the effects or any spell or spell-like effects. The caster may continue to cast spells. Note, area of affect spells, such as *fire ball*, are not negated, but the caster of *spell immunity* is not affected.

Summon Fiend I
Range: 120 Duration: 1 day/level
The caster may summon a demon or demons up to a total of 10 hit dice. The summoned demon(s) must obey all the commands of the caster. However, if the demon(s) is reduced to 50% or less hit points, there is a 20% chance it will turn on the caster. Only one chance of revolt is allowed per day.

Ninth Level Spells

Death Curse
Range: 10 Duration: Permanent
The target of this spell must save vs. spell (regardless if the subject is willing). A failed save indicates that the target, upon dying, will transform into an undead creature of corresponding hit dice. That creature is not under control of the necromancer. Only a *wish* spell can negate the effects of this spell.

Imprisonment
Range: 120 Duration: 1 month/level
The target of this spell may make a save vs. spell at –4 to avoid the effects of this spell. The victim of the spell is transported into a 10' cube cell with no portals. No magic will work within the cell. The victim must remain in the cell until the duration of the spell expires, at which point he returns to the point he was targeted by the spell. While in the cell, the target needs no food or water. Air is supplied. The victim of this spell can only be targeted one time.

Summon Fiend II
Range: 120 Duration: 1 day/level
The caster may summon a demon or demons up to a total of 20 hit dice. The summoned demon(s) must obey all the commands of the caster. However, if the demon(s) is reduced to 50% or less hit points, there is a 20% chance it will turn on the caster. Only one chance of revolt is allowed per day.

Temporal Stasis
Range: 120 Duration: Special
The area of affect of this spell is 10 cubic feet per level of the caster. The area, and everything within stop in time. All creatures caught within the area must save vs. spell or

also become trapped. The spell must be tied to a specific action, which will cancel the spell. The action must take place within the area of effect. The caster is not immune to the effects of this spell. The area of the spell, as well as everything within, cannot be targeted by physical attacks or spells (including all spell-like effects).

Time Stop
Range: 120 Duration: 1 round/level
This spell effects an area of 10 cubic feet per level of the caster. Everything within the area is stopped in time (no save is allowed). Only the caster is immune to the effects of the spell. Any creatures within the area can take no actions until the spell's duration expires.

Wish
Range: N/A Duration: Instant
The caster may make a single wish with no restriction other than the wording of the spell. The GM is the final arbiter of the wish spell and its effects. A *wish* spell can only be cast once per month. Only one effect can be requested.

Gnome Spells

Gnome Spells
The following are gnome spells that are used by the **gnome** class character. Reversible spells are indicated by name / reverse name. Whether a spell is memorized as a reverse spell must be determined at spell selection (beginning of day/adventure).

First Level Spells

Alter Self
Range: Caster Duration: 1 day
The caster may change his appearance to a human, demi-human, or humanoid. The change can be complete or a modification (change hair color, height, etc.). The caster can make one such change for the duration of the spell. If he chooses to revert to his normal form, the spell is ended. The caster does not change in any way other than appearance; he retains his abilities and gains no others. For example, a gnome casts the spell and appears as an elf. The gnome gains no abilities of an elf; he only looks like one.

Charm Person
Range: 120 Duration: Special
This spell can affect humans, demi-humans, and humanoids. The caster must know the language of the target creature (or vice versa). The spell does not affect undead. The target can make a saving throw vs. spell to negate the spell. If a target fails its save, it will become nearly completely subservient to the caster; the target will perform any action that will not result in immediate death.

Detect Magic
Range: 60 Duration: 2 turns
By means of this spell, the caster can detect magical enchantments on all objects or creatures within the range of 120 feet. It will even reveal spells that are in effect (i.e. *protection from evil*). Targets that are magic will glow for all to see. The magic is not defined, only identified. Note, the spell originates from the spell caster and therefore the range moves as the spell caster moves.

Displacement
Range: 0 (caster only) Duration: 2 turns
This spell creates an illusion that distorts and blurs the exact location of the caster. All attacks against the caster are made at –4 to hit. Attacks that automatically hit (i.e. *magic missile*) have a 35% chance of missing the caster.

Floating Disc
Range: 10 Duration: 5 turns plus 1 turn per level
This spell creates an magical platform that is invisible to all but the spell caster. The platform is circular and six feet in diameter; it has a depth of one inch. The disc can move (float three feet above the ground) but never more than 10 feet from the spell caster. It has a movement rate equal to the caster. The disc an carry up to 5,000 gp of weight (500 lbs). The spell caster can climb onto the disc, but the disc cannot move (it always follows the caster). Any creatures or objects on the disc are also invisible (per spell).

Hold Portal
Range: 10 Duration: 2d6 hours
This spell will magically lock/seal one portal (window, door, portcullis, etc.) A *knock* spell negates this spell. Otherwise, the portal must be broken down. To break down a portal held by this spell, a creature must make a strength check with a –1 penalty per level of the caster of this spell. The maximum penalty possible is –6 (regardless of caster level).

Light / Darkness
Range: 60 Duration: 10 turns
This spell creates a sphere of light (30′) located by the spell caster. The spell can be targeted on an area, object, or even a creature's eyes (saving throw negates the entire spell). The light is equal to that of full daylight. Blinded creatures remain so for the duration of the spell; see effects of blindness rules in the Combat section of the **BX Dungeon Guide**. The reverse of this spell creates a magical darkness (impervious to non-magical light). Darkness and Light spells negate each other.

Mystic Bolt
Range: 150 Duration: Instant
The illusionist creates a multi-colored and magical bolt that automatically strikes its target. The bolt inflicts 1d4 damage and randomly applies another effect (roll 1d4):
1 Blue: Target is stunned for one round
2 Red: Target is blinded for one round
3 Green: Target is paralyzed from one round
4 Yellow: Target flees in panic for 1d3 rounds
All "color" effects are negated on a successful save vs. spells. The caster receives one additional bolt for every three levels of experience.

Gnome Spells

Read Languages
Range: 0 (caster only) Duration: 2 turns
The caster, upon casting this spell, can read any language or decipher any code or magical runes, etc. He may not speak the language.

Read Magic
Range: 0 (caster only) Duration: Permanent
A *read magic* spell is required for all arcane spell casters (all but cleric and paladin) to read a spell book of another spell caster. Once cast, the spell caster can copy or cast all spells from a spell book that is not his own.

Sleep
Range: 240 Duration: 4d4 turns
This spell puts creatures into a magical sleep for 4d4 turns. The spell affects all living creatures. Undead, demons, and magical constructs are not affected by this spell. When cast, the spell affects up to 4d4 hit dice of creatures. Lowest hit dice creatures are affected first. For example, a magic-user targets a group of six orcs and a bugbear. He rolls 4d4 with a result of 8. Therefore, the six orcs (1 HD) are put to sleep but the bugbear (3 HD) is not affected as the total hit dice of available creatures is 9. Creatures that are put to sleep by this spell wake up after the duration expires or if they are heavily shaken for one full round.

Ventriloquism
Range: 60 Duration: 2 turns
By means of this spell, the caster can make sounds with his voice up to a distance of 60 feet. Noises must be either normal voice communication (any language known by the caster) or simple noises such as a bird call.

Second Level Spells

Continual Light / Continual Darkness
Range: 120 Duration: Special
This spell has the same effects as the *light* spell with two exceptions; this spell creates a 60 light sphere and remains until dispelled or countered by a *darkness* or *continual darkness* spell. A creature may be targeted per *light* spell.

Detect Invisible
Range: 120 Duration: 6 turns
When cast, all invisible items and creatures within the range of the spell are revealed and surrounded by a dull glow. Note, this spell does not dispel the *invisibility*.

ESP
Range: 0 Duration: 12 turns
The cast hears the thoughts of any one creature within range of the spell. The caster need not see the creature, he is automatically aware of all creatures within the range when he casts the spell. Note, he must select a target creature immediately upon casting the spell. When a creature is selected, the caster no longer is aware of any other targets. So long as the caster concentrates he will hear thoughts and have a general understanding of the creatures intentions or recent memories. The spell works through up to two feet of solid stone, but not through lead. This spell will not work against undead, demons, or magical constructs.

Hypnotic Field
Range: 30 Duration: 2 rounds/level
By means of this spell, the gnome can target all creatures within range and in full view. Each creature is entitled to a save vs. spells to avoid the effects of the spell. Creatures that are affected by the spell stand motionless until disturbed (i.e. take damage, shaken for one full round, etc.). Once the spell is cast, the gnome need not concentrate and can perform other actions; he can cancel the spell's effects at will.

Invisibility
Range: 240 Duration: Special
The spell caster can may select one target creature object to be affected by this spell. Creatures that are unwilling, or unaware, of the spell, may make a save vs. spell to negate the effects. Creatures that are invisible remain so until they attack another creature or perform a similar hostile act. A *dispel magic* will negate this spell. All items carried by the invisible creature, including light sources, are also invisible. The light source only illuminates the area for the invisible creature.

Gnome Spells

Knock
Range: 60 Duration: Instant
When this spell is cast, any locked object will become unlocked. The lock (or locking effect) can be mechanical or magical. The spell also opens portals that are jammed, stuck, or even held in place by spikes. The spell affects all objects in the range, or those specifically selected by the spell caster.

Levitate
Range: 10 Duration: 6 turns plus one turn per level
By means of the spell, the spell caster can select one target creature or object. That target gains the ability to levitate either of its own volition or under control of the caster. If a target creature is unaware or an unwilling target, a save vs. spell negates the effects. The target creature gains levitation (up and down at will) and moves at a rate of 30 feet per round. If the spell caster is controlling the levitation, he must concentrate and cannot perform other actions. The spell may be voluntarily cancelled at any time by the caster.

Locate Object
Range: 60 + 10/level Duration: 2 turns
The caster may select one object (must be known to the caster) to be located. The spell will provide distance and direction. If targeted, the object will glow for the duration of the spell. No living or undead creature may be the target of this spell.

Mirror Image
Range: 0 (caster only) Duration: 2 turns/level
With this spell, the caster creates 1d4 additional images of himself which are identical to the caster. The images also mimic, exactly, the caster's every action, including sound. Any attacks on the caster, strike an image first. When an image is struck, it vanishes. Area of effect attacks similarly effect only one image, but the caster, if within the area is fully effected by the attack.

Phantasmal Force
Range: 240 Duration: 2 turns/level
The caster may affect an area of 20 x 20 x 20. The spell creates an illusion of whatever the caster desires. The illusion may be an instant effect (an explosion) or something ongoing (an earthquake or wall of fire). If used to create a monster, the creature can mimic all the abilities of that creature but it will have an AC 9. If struck, the creature disappears. Any attacks that cause damage by this spell, do not actually do harm. However, the target will believe he has sustained the damage unless he successfully makes a save vs. spells. A target that believes he has been reduced to zero hit points will fall unconscious for 1d4 turns. Targets that are turned to stone, will be paralyzed for 1d4 turns. If the caster has never actually seen the image he is projecting, all targets gain a save vs spells immediately with a +2 bonus to disbelieve the spell. If the spell projects an on-going image, the caster may not take any action other than to focus on the spell. The maximum damage that can be mimicked by this spell is 1d4 per level of the caster (i.e. an explosion, struck by lightning, etc.).

Phantasmal Orb
Range: 90 Duration: Special
By means of this spell, the gnome creates a small, luminescent orb that changes colors at random every few seconds. The gnome may hold onto the ball for one full day, or until he rests to regains spells, at which point the ball orb vanishes. The gnome may hurl the ball at any single target; it automatically strikes its target. On impact the ball explodes and inflicts 1d4 damage per level of the caster to the target. A save vs. spell reduces the damage by 50%. Also, the orb generates a special effect on explosion that affects all creatures within 10′ of the target. Roll 1d4 to determine the effect:

1 Red: Target believes his weapon is on fire and drops it.
2 Blue: Target feels frozen and moves and attacks at half speed (one attack every other round) for 1d4+1 rounds.
3 Green: Target is confused and randomly attacks another target for 1d3 rounds.
4 Yellow: Target is blinded for 1d4 rounds.

All "color" effects are negated on a successful save vs. spells.

Wizard Lock
Range: 10 Duration: Special
By means of the is spell, a magic-user can permanently lock any portal or object that has an opening mechanism. The object must has a latch or lock for the spell to work. Only a *knock* or *dispel magic* spell will defeat the *wizard lock* spell. The caster may choose to bypass or cancel the spell at any time.

Third Level Spells

Clairvoyance
Range: 60 + 10/level Duration: 12 turns
This spell allows the caster to see through the eyes of any creature within range of this spell. The target creature is unaware of the spell or caster. The caster may change targets at any time during the duration of the spell. The caster may also perform other actions while the spell is in effect.

Deception
Range: Caster Duration 1 day
The gnome can only cast this spell upon himself. All detect spells, including those that would garner information on or about the gnome, fail. Additionally, the gnome can pre-set information when casting the spell that gives false results. Example, a gnome casts *deception* and alters his alignment to chaos. A cleric casts *know alignment* on the gnome and the gnome's alignment will be revealed as chaos, regardless of his true alignment. Spells affected by *deception* include, but are not limited to: *detect magic, detect evil, detect invisible, know alignment, clairvoyance, ESP, locate object* (if the gnome is carrying said object), etc.

Dispel Magic
Range: 120 Duration: instant/permanent
This spell targets a broad 20 foot square area. All active spells and enchantments within the area of effect are potentially cancelled. The caster automatically dispels all spells and enchantments cast by spell casters of equal or lesser experience level. Spells or enchantments by higher level spell casters have a 5% (cumulative) chance per level difference of surviving the dispel magic. For example, a fifth level magic-user attempts to cast *dispel magic* on a chest that has been enchanted by a 10th level cleric. The level difference is five (10 - 5 = 5). Therefore, the chance of the *dispel magic* spell of failing is 5 x 5% = 25%.

Fly
Range: 10 Duration: 1d6 turns + 1 turn/level
The target of this spell gains the ability to fly at a rate of 120 feet per round. The duration is kept secret by the GM.

Haste
Range: 240 Duration: 5 rounds/level
This spell allows a number of creatures equal to twice the hit dice of the caster to move at double their normal movement rate and make twice as many attacks as they could during a normal round. Spell-casting and similar abilities/devices are not affected by this spell.

Hold Person
Range: 120 Duration: 1 turn/level
This spell only affects humans, demi-humans, and humanoids. It does not affect undead. The cleric may target up to four creatures within the range. Each target creature must save vs. spells or be held for the duration of the spell. A held creature is considered paralyzed. If only one target is selected, that creature suffers a –2 penalty to his saving throw.

Infravision
Range: 10 Duration: 1 day
The target of this spell receives the benefit of infravision (see **BX Dungeon Guide** for details) for one full day.

Invisibility 10′ Radius
Range: 120 Duration: Special
This spell affects all creatures within a 10 foot radius of a target creature. To remain invisible, all creatures must stay within 10 feet of the target creature. Creatures that leave, or were never in the original 10′ radius at the time of casting, are unaffected by this spell. The invisibility is identical to the second level magic-user spell.

Paralyzation
Range: 120 Duration: Special
The gnome can target a number of creatures up to twice his level. Each target creature must save vs. spell or become paralyzed for 1d6 turns per level of the caster. This spell is ineffective against undead or magical creatures.

Protection from Missiles
Range: 30 Duration: 2 turns/level
This spell grants complete immunity from all normal (non-magical) missiles or hurled weapons. Only one target creature can benefit from this spell.

Spectral Force
Range: 120 Duration: Special
This spell is identical to the second level spell, phantasmal force with two exceptions: First, the illusion is significantly more believable as it includes all physical attributes such as smell, sound, and thermal effects. All saves against this spell are made at –2. Secondly, the maximum damage inflicted by this spell is 1d6 per level of the caster.

Fourth Level Spells

Charm Monster
Range: 120 Duration: Special
This spell can affect all living things with the exception of undead and magic-based creatures (elementals, golems, etc.). A single target is announced when the spell is cast. The caster must know the language of the target creature (or vice versa). The target can make a saving throw vs. spell to negate the spell. If a target fails its save, it will become completely subservient to the caster.

Confusion
Range: 180 Duration: 2 rounds/level
This spell affects up to two hit dice of creatures per level of the caster. All creatures with three or more hit dice are allowed a save vs. spell or they are unaffected by the spell. Otherwise, the targets of the spell must roll 2d6 each round to determine their action:

2 - 5	Attack the spell caster or his nearest ally
6 - 8	Stand immobile
9 - 12	Attack nearest creature (not caster or his ally)

Dimension Door
Range: 10 Duration: 1 round/level
By means of this spell the caster may teleport a distance of up to 360 feet from his current location. A magical portal appears within 10′ of the caster, and any creature may pass through to be teleported. However, after the first creature enters, the portal vanishes. The caster may enter the portal the round he casts the spell. The destination of the portal cannot be within a solid object.

Hallucinatory Terrain
Range: 360 Duration: Special
This spell creates an area of terrain as determined by the caster. The terrain includes all elements of a real land feature. The terrain can include a small hill, ridge, wood, glade, etc. The spell persists until it is touched by a creature with an intelligence score of five or more.

Massmorph
Range: 240 Duration: Special
This spell will make 200 or fewer man-sized creatures appear as a thicket of trees, orchard, or similar woodland feature. The area of effect is encompasses an area 240 feet in diameter. Only a *dispel magic* spell (or by will of the caster) will cancel this spell. Creatures hidden in this way may elect to cease their disguise and attack at any time. Similarly, affected creatures can cease attacking and blend back into the idyllic scene.

Phantasmal Beast
Range: 120 Duration: 1 round/level
The gnome may only target a single creature with this spell (undead and magical creatures are unaffected). The target creature will believe that a horrible creature—the worst the target can imagine—has come to destroy him. The imagined beast (only visible to the target and the caster) has a THACO 16. It cannot be harmed in any way. It can also pass through any object or follow the target wherever he goes—it is only in mind, after all. If the beast strikes the target, the target dies immediately. There is no traditional saving throw vs. this spell. However, the target must roll 3d6 under (not equal to) his intelligence score when the spell is cast. If successful, the illusion is disbelieved. The target's wisdom bonus is added to his intelligence score for purposes of this roll.

Polymorph Other
Range: 120 Duration: Special
This spell transforms one target creature into any other creature the caster determines. A save vs. spell negates this spell. The new form cannot have more than twice the hit dice as the original creature. Regardless, the transformed creature maintains the same hit dice and hit points as its original form. This spell creates a generic version of the desired creature; a specific appearance is not determined by the caster. The target creature retains its intelligence and even its ability to speak its native languages. The new form has all the abilities of that creature with the exception of spell-casting. Also, transformed spell-casters can only cast spells if they are transformed into a race or creature that can cast spells.

Polymorph Self
Range: 0 (caster only) Duration: 10 turns/level
The spell caster can transform herself into any creature she has seen (or has a good point of reference). However, the caster cannot select a creature that has more than twice the hit dice as the caster. The caster can speak his native languages in any form. However, he can only cast spells if the selected creature can also cast spells. The caster gains all abilities of the selected creature with the exception of spell-casting. The caster retains his hit points, AC, and THACO. Only one transformation is allowed (excluding the reversion back to original form). The caster can cancel the transformation at any time.

Shadow Monster
Range: 60 Duration: 1 turn/level
By means of this spell, the gnome can create a number of monsters equal to his level in hit dice. Therefore, a 8th level gnome can create two—four hit dice creatures (ogres, for example). The shadow monsters are real and cannot be disbelieved (there is no saving throw). Each monster has a two hit points per hit dice. Also, all damage inflicted by an attack inflicts 1d4 damage. Shadow monsters do not have special attacks (a dragon has no breath weapon). Otherwise, the shadow monster conforms to the description in the **BX Dungeon Guide**.

Wizard Eye
Range: 120 Duration: 1 turn/level
This spell creates a small eye (per normal human eye) that is invisible. The magical eye floats at a rate of 30′ per round and has infravision and can see invisible objects and creatures. The eye cannot pass through solid objects. A magic-user must concentrate to use the eye and he can see anything that is visible to the wizard eye. The eye can be attacked, if it is detected, and has an AC 8 with 1d4 hit points. Any damage done to the wizard eye is also transferred to the caster.

Fifth Level Spells

Chaos
Range: 180 Duration 2 rounds/level
This spell affects up to two hit dice of creatures per level of the caster. All creatures with five or more hit dice are allowed a save vs. spell or they are unaffected by the spell. Otherwise, the targets of the spell must roll 2d6 each round to determine their action:

2 - 3	Attack the spell caster or his nearest ally
4 - 7	Stand immobile
7 - 12	Attack nearest creature (not caster or his ally)

Contact Other Plane
Range: 0 (caster only) Duration: Special
By casting this spell, the magic-user may contact a powerful being from one of the other planes. The caster may ask 1d4 yes or no questions. Use the following chart to determine the results of the questioning. The DM rolls for chance of success. The player rolls for chance of insanity.

Feeblemind
Range: 240 Duration: Special
This spell can only target magic-users, elves, half-elves, gnomes, and necromancers. The target of this spell must save vs. spell with a –4 penalty or be unable to think or cast spells. Only a dispel magic or wish spell can break this enchantment.

Gnome Spells

Magic Jar
Range: 30 Duration: Special
When this spell is cast, the magic-user puts his body in a state of suspended animation (it neither ages or decays). His spirit and mind are transferred into an inanimate object within range of the spell (caster's choosing). From that object (called a magic jar), the caster can attempt to possess any creature within 120 feet (cannot possess undead or magical creatures). The target creature must make a saving throw vs. spells to avoid the possession. Once possessed, the target creature is the new host body of the magic-user. He may perform any actions, including spell-casting, that he could in his normal body. He also gains all the abilities of the new host body (spell-casting excluded). The new host body now has the hit points of the magic-user's former self. Only a *dispel evil* and *wish* can negate the possession (the magic-user's spirit and mind return to the magic jar). Similarly, if the new host body is destroyed, the magic-user's spirit and mind return to the magic jar. If the magic jar is destroyed, while the magic-user is within the magic jar, he is destroyed. Killing the magic-user's suspended body traps the wizard in the magic-jar or host body. The caster may return to his original body at any time; this cancels the spell.

Pass Wall
Range: 30 Duration: Permanent
This spell disintegrates solid rock, earth, or stone, to create a circular hole that is 5 feet in diameter and 10 feet deep.

Projected Image
Range: 240 Duration: 1 turn/level
The caster creates an perfect image of himself up to the range of the spell. The image can only distinguished as an image by touch. The caster may then take any actions, including casting spells. However, the image cannot actually perform physical tasks (melee attacks, lifting objects, etc.). If spells are cast, the caster must actually be able to see the target.

Teleport
Range: 10 Duration: Instant
By means of this spell, the magic-user can transport himself across any distance to any specific location. The location must be known by the caster to avoid possible death. The subject of the teleportation arrives at the designated location with all carried objects (this can include other creatures). The success of the spell is subject to how well the caster knows the target location:
Well Known - Caster has been in this location more than a few times and has spent some time (a few hours or more) at this spot.
Known - The caster has visited this spot one to three times and may or may not have spent any appreciable time here (walking passed a park bench, last night's camp).
Familiar - The caster has actually seen this spot or briefly visited it on one or two occasions (walking by a fountain in the center of a village).
Unfamiliar - The caster knows or has seen the general area, but has never actually spent time there (the royal vault, for example).
Unknown - The target location has never been seen or visited by the caster. It may be a location described by someone else, or the subject of a painting, etc.
Consult the following chart to determine teleportation success. Roll percentile dice to determine the success of the spell. If a caster has successfully teleported to a location, he can unerringly teleport to that location.
High/Low - If this is the result, roll 1d6 to determine high or low (1-3 = high, 4-6 = low). Roll percentile dice to determine the distance from target center. If the area is a solid (ground, for example), the teleporting creature is killed immediately. If not, and the teleporting creature can fall, it will sustain 1d6 damage per 10 feet of fall distance.
Direction - Roll 1d4 to determine direction of missed teleport location (1 = north, 2 = east, 3 = south, 4 = west). Roll percentile dice to determine distance from target center. If the area is solid, the teleporting creature dies immediately. Falling rules apply if the creature does not arrive on solid ground.
Water - Creatures teleporting into water simply arrive at the location; it is not considered a solid object (such as earth or a wall).

Location	Success	High/Low	Direction
Well Known	100	0	0
Known	01-90	91-95	96-100
Familiar	01-70	71-85	86-100
Unfamiliar	01-60	61-80	81-100
Unknown	01-40	41-70	71-100

Sixth Level Spells

Anti-Magic Shell
Range: Caster only Duration: 1 turn/level
By means of this spell, a barrier surrounds the caster (1 foot). This barrier dispels any magic that targets the caster or spells that the caster attempts that project beyond the barrier. If the caster is within the target area of any spell, the entire spell is negated.

Disintegrate
Range: 120 Duration: Instant
This spell will disintegrate one target item (or 10 foot cube of a solid area). Living creatures and undead may attempt a saving throw vs. death ray to negate the spell. Magical items have a 25% chance of avoiding the effect of the spell. Weapons with "+" bonuses add 5% per "+" from the chance. Alternatively, for every 5,000 gp value of a magical item, 5% is added to the survival chance. The chance of avoiding disintegration cannot be greater than 50% regardless of modifiers.

Geas/Reverse Geas
Range: 30 Duration: Special
The target of this spell must perform a specific task set by the caster. The task may be one of a quest to find a specific object, or something as menial as eating an extra meal every day. The task cannot be directly lethal (jump off a cliff). A saving throw vs. spell negates the spell when it is cast. A target that ignores the *geas* spell suffers penalties, that can be cumulative, which will eventually result in death. Only the reverse of this spell, *reverse geas*, or a wish spell can remove the *geas*.

Invisible Stalker
Range: 30 Duration: Special
This spell summons an invisible stalker (see **BX Dungeon Guide**) that will do the bidding of the caster. The caster must assign a specific task (kidnap the princess) when the stalker is summoned. When the task is completed, the invisible stalker ends its service and leaves. A task must be a single endeavor and cannot be a repetitive action (guard this room, get my breakfast from this day forward). A *dispel evil* spell will also end the invisible stalker's service to the caster.

Move Earth
Range: 600 Duration: Permanent
By means of this spell, the caster can move an area of earth equal to a 60′ cube up to 600 feet at rate of 60′ per round. Stone cannot be moved.

Stone to Flesh
Range: 30 Duration: Permanent
The target of this spell, one subject, must have been turned to stone from a living creature (i.e. medusa, basilisk, spell attack, etc.). The target immediately returns to life as if no time has passed. The target's last memory is just before it was turned to stone. All possessions it carried are also returned to normal.

Seventh Level Spells

Instant Summons
Range: 30 Duration: 1 hour/level
By means of this spell, the caster may summon any creature to his location. The creature arrives as if teleported. If the target creature is known to the caster (actually met that exact target creature), and willing, there is no chance of failure. If the target creature is unwilling, a save vs. spell negates the spell. Also, the unwilling creature must be of equal or lesser hit dice than the caster. An unknown creature must be of half the hit dice (rounded down) of the caster. Unknown creatures are not allowed a saving throw to negate the spell. Unknown creatures have a 50% chance of attacking the caster. That chance is reduced by 1% per level of the caster.

Limited Wish
Range: N/A Duration: Instant
The caster of this spell may wish for anything except the following: any treasure in excess of 10,000 gp, magic items that are not potions, scrolls, +2 or greater magic weapons, more than one magic item, or the death of any target creature (or effects that induce immediate death). Only one magic potion or scroll (with one effect) can be requested. Magical ammunition cannot exceed 20 pieces. Any limited wish that directly targets another creature (any type) allows a saving throw vs. spell to negate the effect. A *limited wish* spell can only be cast once per month.

Phase Door
Range: Special Duration: 2 round/level
This spell creates a magical gate that teleports any creature who enters to a location determined by the caster. See *teleport* to determine location effects as appropriate. The gate is 10 square feet.

Reverse Gravity
Range: 240 Duration: 1 hour/level
When this spell is cast, the effects of gravity is reversed. The area of effect is 10 cubic feet per level of the caster. The spell's effects are immediate, so objects and creatures within the area of effect will "fall" up and can strike the new "floor" and suffer applicable damage. If no new "floor" exists, the falling creatures simply stop and hover at the limit of the spells area of effect. The caster may ignore the effects of this spell.

Vanish
Range: N/A Duration: Permanent
By means of this spell, the caster can cause a single object or structure equal to 30 cubic feet per level to become invisible. It will not affect any creature. Any object within a structure or container will not become invisible but can only be seen if the container is opened or the structure is entered.

Eighth Level Spells

Clone
Range: 10 Duration: Permanent
This spell creates a perfect clone of any one creature. The target creature must be in the presence of the caster when the spell is cast. The clone will not have any of the target's possessions. The clone will not have any of the target's memories, and if an adventuring class, the clone will be first level with no experience. The clone will have the ability to speak and perform normal functions. (The best way to think of a clone is to think of a character with amnesia). The clone will have the same motivations and personality as the target. Note, the clone is not under control of the caster or the original target.

Maze
Range: 180 Duration: 1 day/level
This spell targets a single creature. A save vs. spell at -4 negates the spell. The target, if the save is failed, will remain motionless. The target believes that he has been transported into a maze. The target will remain within the maze until the spell's duration ends or the target escapes. The chance of escape is 1% per level (hit dice) of the target. This chance is modified by the creature's intelligence score. For each point of intelligence under 9, subtract 1%. For every point of intelligence more than 9, add 1%. The chance of escape can never be less than 1% regardless of modifiers. The target may roll for escape once each day beginning 12 hours after the spell has been cast. If the target's body sustains any damage, the spell is broken.

Mind Blank
Range: 240 Duration: Permanent
This spell targets a single creature. A save vs. spell at –2 negates this spell. If the save is failed, the target loses all of its memories. Adventuring characters (those with levels) are immediately reduced to first level experience including all related statistics including hit points. Note, the character's age remains the same. Only a *limited wish* or *wish* spell can negate the effects of this spell.

Permanency
Range: 240 Duration: Permanent
This spell makes the effects of any one spell permanent. This spell only affects a spell that has a duration of one round or more. The target spell must have been cast by the same caster.

Polymorph Any Object
Range: 120 Duration: Permanent
This spell allows the caster to transform any inanimate object to any other object. The size of the object affected cannot exceed 10 cubic feet per level of the caster. Objects can be transformed into simple machines such as a wind mill. If the original target object is magical, the caster has a chance of failure of 5%.

Spell Immunity
Range: Caster Duration: 1 round/level
When this spell is cast, the caster is immune to the effects or any spell or spell-like effects. The caster may continue to cast spells. Note, area of affect spells, such as *fire ball*, are not negated, but the caster of *spell immunity* is not affected.

Ninth Level Spells

Gate
Range: 30 Duration: 1 day/level
When this spell is cast, a magical portal appears that allows the caster, or any other creature, to travel between another plane. The plane must be selected when the spell is cast. The gate is a two-way portal and remains open until the duration expires.

Imprisonment
Range: 120 Duration: 1 month/level
The target of this spell may make a save vs. spell at –4 to avoid the effects of this spell. The victim of the spell is transported into a 10′ cube cell with no portals. No magic will work within the cell. The victim must remain in the cell until the duration of the spell expires, at which point he returns to the point he was targeted by the spell. While in the cell, the target needs no food or water. Air is supplied. The victim of this spell can only be targeted one time.

Prismatic Sphere
Range: Caster Duration: 1 round/level
A barrier of flashing, colored lights surround the caster when this spell is cast. Any creature attempting to touch the caster will be struck by a band of color on each attempt.
1 Red: The target is struck by flame and suffers 1d6 damage per level of the caster. A save vs. spell results in half damage.
2 Blue: The target is struck by lightning and suffers 1d6 damage per level of the caster. A save vs. spell results in half damage.
3 Green: The target covered in green slime.
4 Yellow: The target is blinded for 1d6 rounds
5 Purple: The target must save vs. spells or be teleported (safely) to a location one mile away.
6 Orange: The target must flee in panic for 2d6 rounds.

Temporal Stasis
Range: 120 Duration: Special
The area of affect of this spell is 10 cubic feet per level of the caster. The area, and everything within stop in time. All creatures caught within the area must save vs. spell or also become trapped. The spell must be tied to a specific action, which will cancel the spell. The action must take place within the area of effect. The caster is not immune to the effects of this spell. The area of the spell, as well as everything within, cannot be targeted by physical attacks or spells (including all spell-like effects).

Time Stop
Range: 120 Duration: 1 round/level
This spell effects an area of 10 cubic feet per level of the caster. Everything within the area is stopped in time (no save is allowed). Only the caster is immune to the effects of the spell. Any creatures within the area can take no actions until the spell's duration expires.

Wish
Range: N/A Duration: Instant
The caster may make a single wish with no restriction other than the wording of the spell. The GM is the final arbiter of the wish spell and its effects. A *wish* spell can only be cast once per month. Only one effect can be requested.

Turning Undead

Turning Example: Father Zeb is a fifth level cleric. He encounters a group of undead that include one wraith, one ghoul, three zombies, and five skeletons. He steps forward (because he won **initiative**) and attempts to turn the group. He realizes there are a variety of undead and wishes to affect the highest hit dice undead first. Consulting the turn chart, the Father Zeb will need to roll against the wraith (needing to roll a 7 or better), while he automatically turns the ghoul, the zombies and skeletons are automatically destroyed. The turning attempt die roll result is a "9" which indicates the wraith has been successfully turned. A second roll is now made to determine how many hit dice are affected. The result is an "8" to which Father Zeb's level (5) is added; so a total of 13 hit dice are affected by the turning attempt. Because Father Zeb is targeting the highest hit dice first, the wraith (4 HD) is turned. This leaves nine (9) hit dice remaining (13 - 4 = 9). The ghoul is 2 HD and automatically turned (no roll required). The ghoul cowers in a corner with the wraith leaving 7 HD available. Father Zeb automatically destroys zombies and skeletons per the turning chart. Zombies have 2 HD so all three are destroyed leaving 1 HD remaining. Again, skeletons are automatically destroyed by fifth level clerics, but since only 1 HD remains, only one skeleton is destroyed. The remaining four skeletons may attack when applicable. However, Father Zeb may attempt to turn the remaining skeletons on the next round because he has not technically attempted to turn them (he simply ran out of hit dice to affect - this is not the same as a failed turning attempt).

If Father Zeb decided to target the lowest hit dice first, he would have destroyed the five skeletons (total of 5 HD), destroyed the three zombies (total of 6 HD), and destroyed the ghoul (total of 2 HD), but completely unaffected the wraith even though he successfully made the appropriate roll on the turn chart - Father Zeb simply ran out of HD to affect.

Note: HD must equal or exceed target undead to successfully turn.

BX RPG

Character Record

Player Name: _____ DM: _____

Character Name:

Alignment _____

Class _____ Level _____

Strength _____ Bonus to Hit/Damage _____ Open Doors _____ Weight allow _____

Intelligence _____ Bonus Languages _____ 0 Level Spells _____

Wisdom _____ Magic Save Bonus _____

Dexterity _____ Combat _____ Armor Class Adj. _____ Initiative _____

Constitution _____ Hit Die Adj. _____

Charisma _____ Reaction Adj. _____ Retainers _____ Morale _____

Hit Dice _____

Hit Points _____

Movement Base _____/_____

Armor Type _____ Dexterity Bonus _____ Armor Class _____

Weapon #1 _____ Damage _____ Bonus to Hit/Damage _____

Weapon #2 _____ Damage _____ Bonus to Hit/Damage _____

Weapon #3 _____ Damage _____ Bonus to Hit/Damage _____

Weapon Attack Chart

Weapon	AC	9	8	7	6	5	4	3	2	1	0	#AT
#1:												
#2:												
#3:												
Base Thaco _____												

Equipment Carried

Spells / Abilities

Saving Throws

Paralyzation
Poison / Death _____

Petrification
Polymorph _____

Rod/Staff/Wand _____

Breath Weapon _____

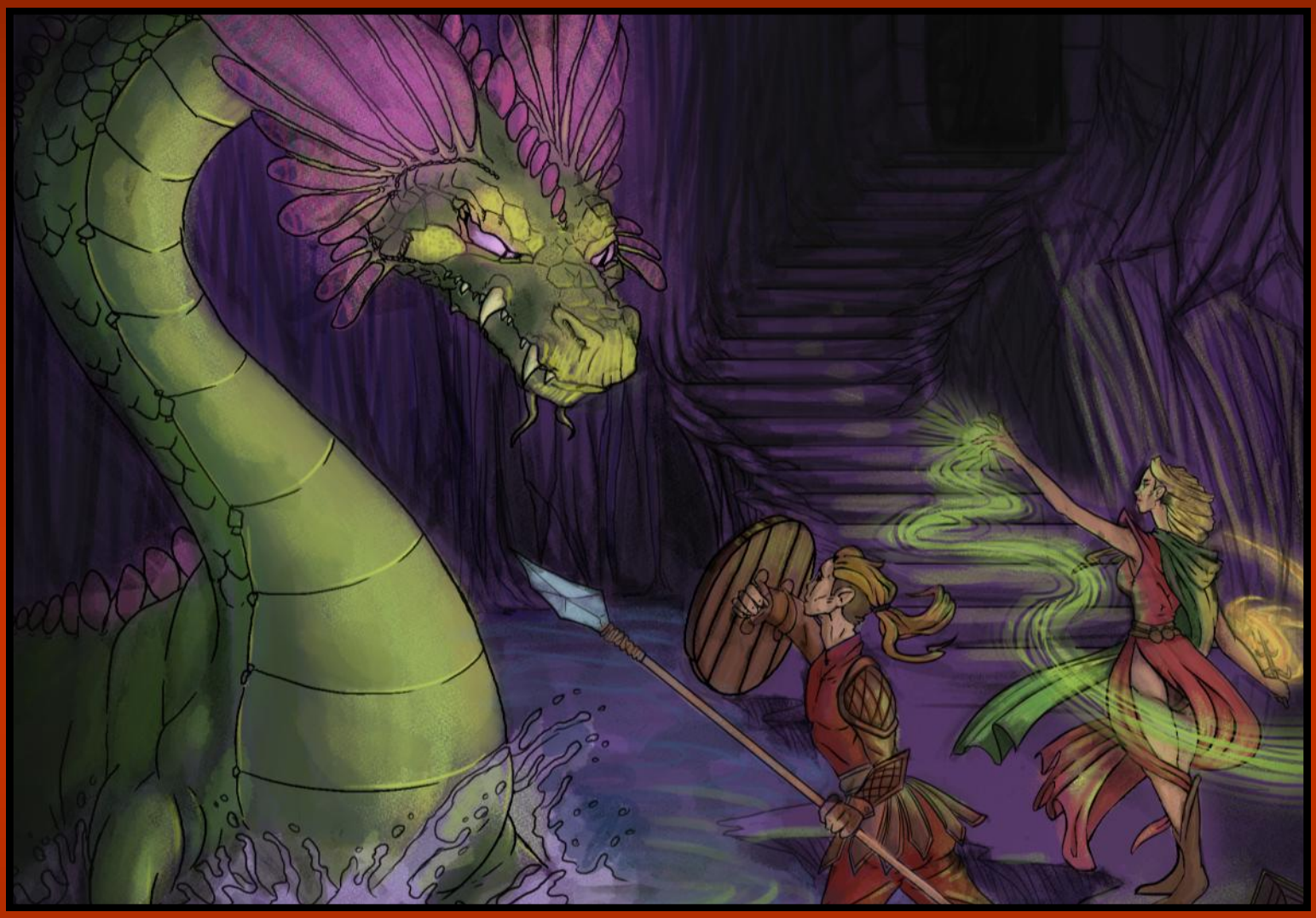
Spell _____

Copper _____
Silver _____
Gold _____
Electrum _____
Platinum _____

Experience _____

BX Player's Guide

Fantasy Adventure Game Rules for Players



The B/X Player's Guide contains all the information needed to create and run a character throughout the BX RPG—a game of monsters, treasures, and heroic deeds. It includes rules for characters up to 18th level as well as spell charts and descriptions, weapon and equipment tables, and complete character class descriptions. In all, there are 14 character classes in the game (and yes, race is class). Rules for every facet of your character are included.

To play the complete game, the BX Dungeon Guide is required.

PACESETTER
GAMES & SIMULATIONS