ODYSSEYS & OVERLORDS

PLAYER'S GUIDE

Aegis Studios

A GRITTY OSR FANTASY SETTING BY TRAVIS LEGGE

ODYSSEYS & OVERLORDS

PLAYER'S GUIDE

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Odysseys & Overlords

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords**!

What is This?

Odysseys & Overlords is designed for use with **The Basic Fantasy Role-Playing Game**, a rules-light game system based on the d20 SRD v3.5, but heavily rewritten with inspiration from early role-playing game systems. It is intended for those who are fans of "old-school" game mechanics. Basic Fantasy RPG is simple enough for children in perhaps second or third grade to play, yet still has enough depth for adults as well.

The Basic Fantasy Role-Playing Game is available FREE at https://www.basicfantasy.org/ and https://www.drivethrurpg.com/product/140455/Basic-Fantasy-RPG-3rd-Edition

A copy of **The Basic Fantasy Role-Playing Game 3rd Edition** is highly recommended for use with this product, but any OSR basic ruleset should get you by in a pinch.

Player Characters

How to Create a Player Character

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

Roll 4d6 dropping the lowest die result and adding the remainder for each ability score, as described in the Character Abilities section. Write the results after the names of the abilities. Write down the scores in the order you roll them; if you are unhappy with the scores you have rolled, you may either take a Mulligan, rerolling the entire set of skills, or you may exchange two ability scores of your choice from the list. Keep in mind that when you choose a genus, certain bonuses may apply to your abilities. Once you have your ability scores written down, write down the ability score bonus (or penalty) for each score beside the score itself, as shown on table: Ability Score Modifiers.

Choose a genus and class for your character. Your character must meet the Prime Requisite minimum for a class, as described in the **Classes** section, in order to be a member of that class. Also note that there are minimum (and maximum) ability requirements for the various genera which must be met, as described in the **Mortals** section.

Write down the special abilities of your genus and class choices, as described below. If you have chosen to play a Magic-User, work with your Game Master to determine what spell or spells your character knows; it's ultimately up to the Game Master to decide which spells can be known at character creation, but they may offer you an array of spells to choose from.
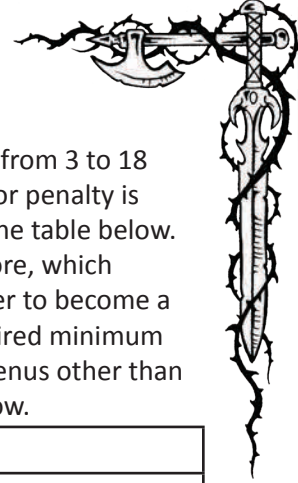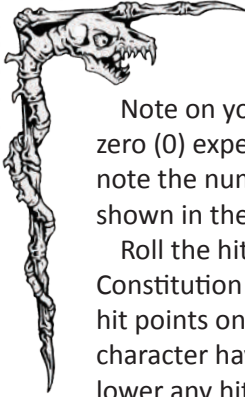
Note on your character sheet that your character has zero (0) experience points (or XP); also, you may want to note the number needed to advance to second level, as shown in the table for your class.

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

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

Now, purchase equipment for your character, as shown in the Equipment section (page 15). Write your purchases on your character sheet and note how much money remains afterward. Make sure you understand the weapon and armor restrictions for your class and genus before making your purchases.

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

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

Also look up your saving throws, listed under your class description, and note them on your character sheet. Adjust the saving throw figures based on your genus. Please note that the saving throw bonuses are presented as "plus" values, to be added to the die roll; for convenience, you may simply subtract them from the saving throw numbers on the character sheet instead.

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

Character Abilities

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

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

Strength: This ability measures the character's raw physical power. Strength is the Prime Requisite for Fighters. Apply the ability bonus or penalty for Strength to all attack and damage rolls in melee (hand to hand) combat. Note that a penalty here will not reduce damage from a successful attack below one point in any case.

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

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

Dexterity: This ability measures the character's quickness and balance as well as aptitude with tools. Dexterity is the Prime Requisite for Thieves. The Dexterity bonus or penalty is applied to all attack rolls with missile (ranged) weapons, to the character's Armor Class value, and to the character's Initiative die roll.

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

Charisma: This is the ability to influence or even lead people; those with high Charisma are well-liked, or at least highly respected. Apply the Charisma bonus or penalty to reaction rolls. Also, the number of retainers a character may hire, and the loyalty of those retainers, is affected by Charisma.

Ability Score Checks

There will be times when a player character tries to do something in the game that seems to have no rule covering it. In some of those cases, the only attribute the PC has that seems appropriate may be an Ability Score. Here is a suggested method for making rolls against Ability Scores that still gives better odds to higher level characters:

The player rolls 1d20 and adds their Ability Bonus for the score the GM thinks is most appropriate, as well as any situational bonus or penalty the GM assigns. Consult the following table. If the total rolled is equal to or higher than the given Target number, the roll is a success.

Table: Ability Score Checks	
Level	Target
NF or 1	17
2-3	16
4-5	15
6-7	14
8-9	13
10-11	12
12-13	11
14-15	10
16-17	9
18-19	8
20	7

Hit Points and Hit Dice

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

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

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

Languages

All characters begin the game knowing their native language. In Odysseys and Overlords, people from each region speak a dominant language. Humans begin play able to speak the language of their region. Each genus has its own language, i.e. Abyssal, Spellspeech, or Wildtongue, and members of the non-human genera begin play knowing both their own language and the language of their region.

Characters with Intelligence of 13 or higher may choose to begin the game knowing one or more languages other than those given above; the number of additional languages that may be learned is equal to the Intelligence bonus (+1, +2, or +3). Characters may choose to learn other regional languages, the languages of other genera, or humanoid languages such as Orc, Goblin, etc. The GM will decide which languages may be learned in a given campaign. The player may choose to leave one or more bonus language "slots" open, to be filled during play. Some Game Masters may even allow player characters to learn exotic languages such as Dragon; also, "dead" or otherwise archaic languages might be allowed to more scholarly characters.

MORTALS

Each mortal genus possesses unique traits and abilities. Certain genera have some restrictions at character creation, which are important to note and detailed in the genus description. The following genera make up the playable options in Odysseys and Overlords

ABYSS-KISSED

Abyss-kissed are descended from the fallen Gods who sided with Ragnar in the Schism.

Description: Abyss-kissed have dark hair in purple, red, blue and black hues and red, green, or purple skin. Slightly smaller than humans, Abyss-kissed stand about 5 and a half to 6 feet tall, and usually weigh between 100-175 pounds. All Abyss-kissed have a strange feature that sets them apart from humans, and many have multiple ones. These features include things like horns, pointed teeth, red eyes, a forked tongue, an odor of burning charcoal, a tail, or even goat legs. No two Abyss-kissed are the same. Players must select 1d4 distinguishing features at character creation. Abyss-kissed usually live around 300 years.

Restrictions: Abyss-kissed may become Clerics, Fighters, Magic-Users, or Thieves. They are also allowed to combine any other class with Thief, as described in Combination Classes. They are required to have a minimum Dexterity of 9. They may not have a Wisdom higher than 17.

Special Abilities: Abyss-kissed have Darkvision with a 60' range. They cannot be affected by magical Darkness spells. Abyss-kissed only take half damage from fire. On a successful save, they only take quarter damage.

Saving Throws: save at +2 vs. elemental attacks such as fire, cold, or electricity.

HUMAN

Humans are the oldest genus, from whom the other mortals are drawn by blessing or curse. Favored by the Gods before the Schism, humans are the most populous people in the world.

Description: Humans come in a broad variety of shapes and sizes; the Game Master must decide what sorts of humans live in the game world. An average human in good health stands between 5 and a half and six and a half feet tall and weighs between 125-200 pounds. Most humans live around 75 years.

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

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

Saving Throws: Humans have no saving throw bonuses.

Spellscorched

Descended from the priests and priestesses of the Goddess of Knowledge, the spellscorched are gifted in the ways of magic. They do not take this gift lightly as they know all too well the toll that sorcery can exact.

Description: Spellscorched are slight of frame and often frail. Spellscorched have skin ranging from pitch black to a muted gray and white or black hair. They have finely chiseled features and pointed ears. Adult spellscorched stand between five and five-and a half feet tall and usually weigh between 110 - 160 pounds. Most have little or no body or facial hair. They have keen eyesight and hearing. Spellscorched are typically inquisitive, passionate, and self-assured, but very cagey and reserved when it comes to discussing magic, which they feel to be incredibly dangerous. Their typical lifespan is about a century.

Restrictions: Spellscorched may become Clerics (though only of Chandra), Fighters, Magic-Users or Thieves; they are also allowed to combine the classes of Fighter and Magic-User, and of Magic-User and Thief (see Combination Classes, below). They are required to have a minimum Intelligence of 9. Due to their generally delicate nature, they may not have a Constitution higher than 17.

Spellscorched never roll larger than six-sided dice (d6) for hit points, regardless of class.

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

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

Wild folk

Descendants of a peaceful era in which the company of human and beast was not frowned upon and love ruled over mortals, wild folk now live with the stigma of being remnants of forbidden love and the agony of being ever separate from the two worlds of their heritage.

Description: Wild folk appear to be bestial human hybrids. Males are bearded, while females usually have sideburns. Their hair color is black, brown, gray, or red. Their eyes are brown or black, with no visible white. All wild folk have pronounced canines, long tufted ears, and heavy claws. Wild folk average between six and seven feet
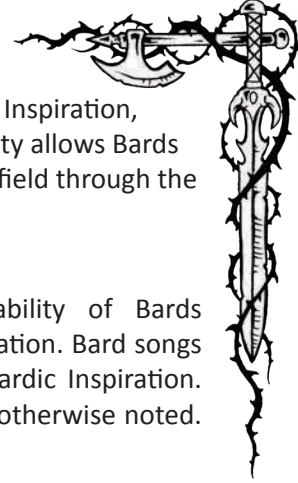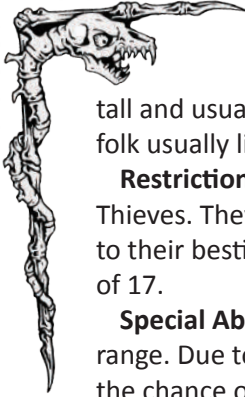
tall and usually weigh between 170 and 250 pounds. Wild folk usually live around 70 years.

Restrictions: Wild folk may become Clerics, Fighters, and Thieves. They must have a minimum Constitution of 9. Due to their bestial nature, they have a maximum Intelligence of 17.

Special Abilities: Wild folk have Darkvision with a 100' range. Due to their enhanced bestial senses, they reduce the chance of being surprised by 1 in 1d6. Their claws grant them 1d4 damage in combat and are considered natural weapons which all wild folk are proficient with (wild folk do not use the standard unarmed combat rules).

Saving Throws: Wild folk gain a +1 bonus vs. any Cold effects.

Wild folk Fighters learn to become deadly with their claws. Their claws do 1d6 damage and if a Wild folk Fighter is using their claws in combat and wielding no other weapon or shield, they can roll 2d6, keeping the highest result. Wild folk that are not Fighters can roll 2d4 and keep the highest result if they don't use a weapon.

CLASSES

BARD

Bards travel the world seeking lore and sharing tales of daring and heroism. Through adventuring, Bards unearth ancient tales of the time before the schism while chronicling the new and exciting adventures of their traveling companions. While many Bards are skilled with a variety of musical instruments, performance techniques and styles of oration or writing, each Bard has a signature performance style which they use to inspire friends and win the hearts and minds of foes. Bards fight about as well as Clerics and Thieves but not as well as Fighters. The rigors of life as a traveling performer, including the manual labor that often accompanies setting up, tearing down, and carrying the necessary equipment for their art, make Bards roughly as hardy as Clerics.

The Prime Requisite for Bards is Charisma; a character must have a Charisma score of 9 or higher to become a Bard. They may use any weapon but may not wear metal armor as it inhibits movement and interferes with performance, but Bards may use a shield. Leather or Hide armor is also acceptable.

Bards have a special ability called Bardic Inspiration, which is described below. This special ability allows Bards to bolster and aid their allies on the battlefield through the use of Bard Songs.

BARD SONGS

Though called Songs, the special ability of Bards sometimes takes the form of poetry or oration. Bard songs use the magic of sound to pass along Bardic Inspiration. Using a Bard Song takes One Turn unless otherwise noted. Bards can learn the following Bard Songs:

Aid: By speaking words of encouragement, shouting a rousing speech, or playing a moving song, the Bard can grant a Bardic Inspiration die to one ally who can hear them. The die type is determined by the Bard's level. The recipient may then roll the Bard's Bardic Inspiration die along with the next d20 roll they make, adding the result of the Bardic Inspiration die to their total.

Bravery: This song serves as a rallying cry to all allies who can hear the Bard. Any ally who hears this song is calmed and feels a swell of purpose. If the ally is currently subject to any sort of magical fear, it is allowed a new save vs. Spells to resist that fear, and may roll the Bard's Bardic Inspiration die, adding the result as a bonus to the save.

Charm: This song allows the Bard to cast Charm Person as though they were a Magic User of their level.

Healing: Through the magic of a song, phrase, or poem, the Bard's words act as a balm against the wounds of their allies. The Bard expends one use of their Bardic Inspiration and rolls their Bardic Inspiration die, adding their Charisma modifier to the roll. The result becomes a pool of healing that the Bard may apply to themselves or to any ally who can hear them. Each point spent from the pool heals the target
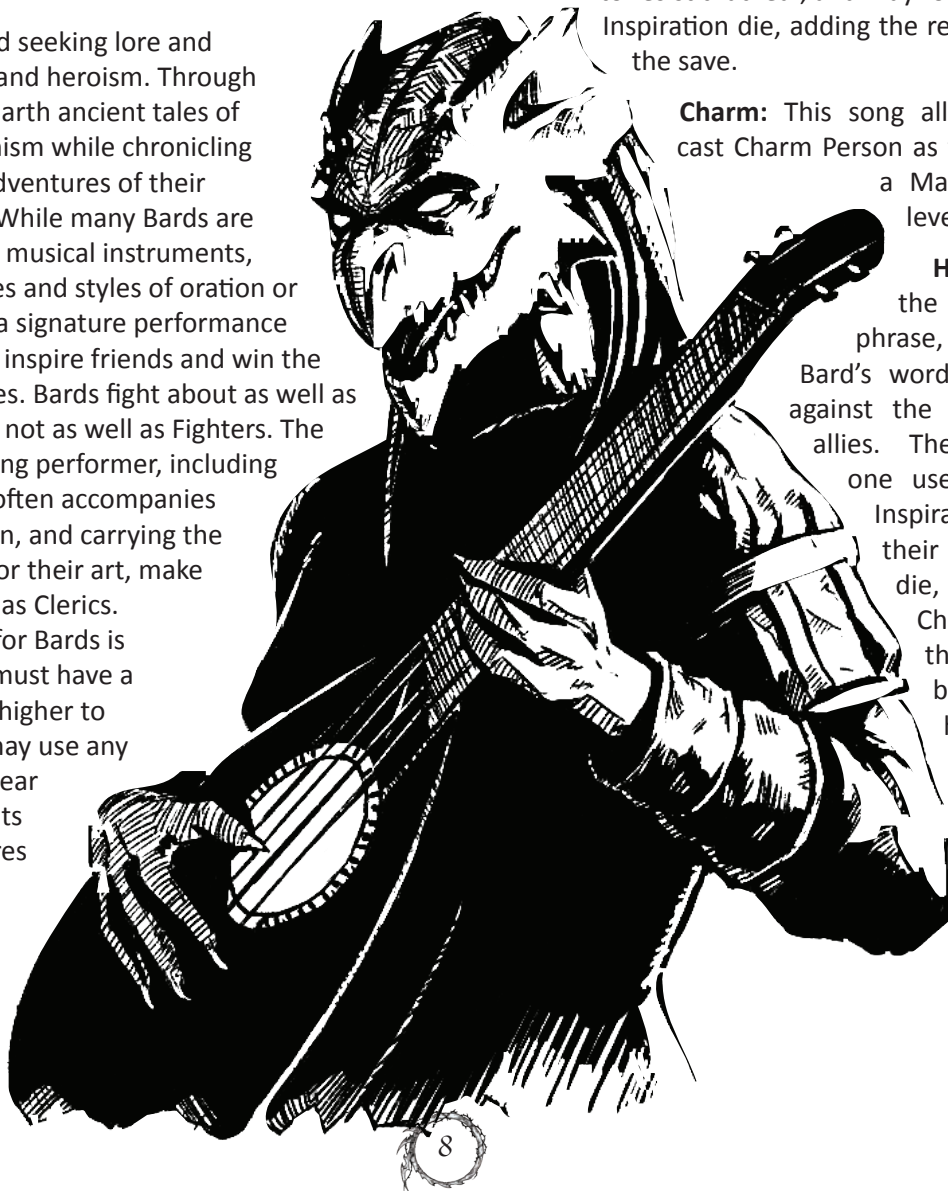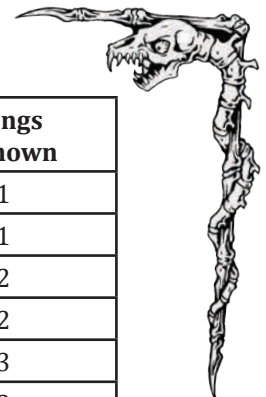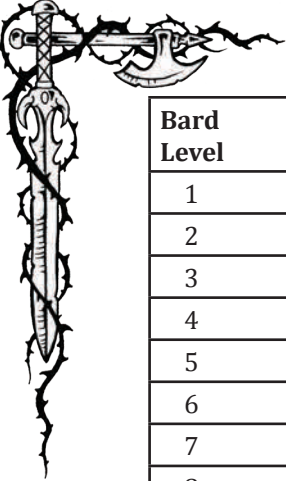
Bard Level	Exp. Points	Hit Dice	Attack Bonus (AB)	Bardic Inspiration	Uses Per Day	Songs Known
1	0	1d8	+1	1d4	1	1
2	1,500	2d8	+1	1d4	1	1
3	3,000	3d8	+2	1d4	1	2
4	6,000	4d8	+2	1d4	1	2
5	12,000	5d8	+3	1d6	2	3
6	24,000	6d8	+3	1d6	2	3
7	48,000	7d8	+4	1d6	2	3
8	90,000	8d8	+4	1d6	2	3
9	180,000	9d8	+5	1d8	3	4
10	270,000	9d8+1	+5	1d8	3	4
11	360,000	9d8+2	+5	1d8	3	4
12	450,000	9d8+3	+6	1d8	3	4
13	540,000	9d8+4	+6	1d10	4	5
14	630,000	9d8+5	+6	1d10	4	5
15	720,000	9d8+6	+7	1d10	4	5
16	810,000	9d8+7	+7	1d10	4	5
17	900,000	9d8+8	+7	1d12	4	6
18	990,000	9d8+9	+8	1d12	5	6
19	1,080,000	9d8+10	+8	1d12	5	6
20	1,170,000	9d8+11	+8	1d12	5	6

for 1 hit point of damage. When the Bard's turn ends, any points remaining in the pool are wasted and cannot be saved for future use.
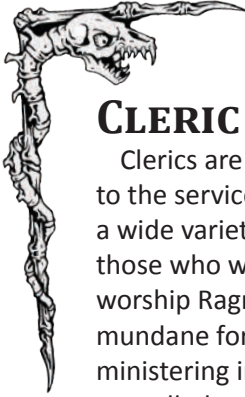
Lullaby: This song allows the Bard to cast Sleep as though they were a Magic User of their level.

Safety: This song allows the Bard to cast Shield as though they were a Magic User of their level.

Vicious Mockery: The Bard turns the magical power of their voice into seething rage, unleashing a maddening, discordant stream of insults at their enemy. The Bard targets one creature who can hear them and who is within 120 feet. The target must save vs. Spells or suffer the Bard's Bardic Inspiration die in damage. Regardless of whether the attack does damage, the target must also save vs. Petrify or become stunned. A stunned character can neither move nor take action for the remainder of the current round and all of the next one.

TABLE: BARD SAVING THROWS

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

Cleric

Clerics are those who have devoted themselves to the service of a deity. In ages past there were a wide variety of Clerics, but now there are only those who worship Chandra and those who worship Ragnar. Most Clerics spend their time in mundane forms of service such as preaching and ministering in a temple; but there are those who are called to go abroad from the temple and serve their deity in a more direct way, smiting undead monsters and seeking fallen relics of the Golden Age for the glory of their deity. Player character Clerics are assumed to be among the latter group.

Clerics fight about as well as Thieves, but not as well as Fighters. They are hardier than Thieves, at least at lower levels, as they are accustomed to physical labor that the Thief would deftly avoid. Clerics can cast spells of divine nature starting at 2nd level, and they have the power to Turn the Undead, that is, to drive away undead monsters by means of faith alone (see the Encounter section for details).

The Prime Requisite for Clerics is Wisdom; a character must have a Wisdom score of 9 or higher to become a Cleric. They may wear any armor but may only use blunt weapons (specifically including warhammer, mace, maul, club, quarterstaff, and sling).

Cleric Level	Exp. Points	Hit Dice	Attack Bonus (AB)	Spells 1	2	3	4	5	6
1	0	1d8	+1	-	-	-	-	-	-
2	1,500	2d8	+1	1	-	-	-	-	-
3	3,000	3d8	+2	2	-	-	-	-	-
4	6,000	4d8	+2	2	1	-	-	-	-
5	12,000	5d8	+3	2	2	-	-	-	-
6	24,000	6d8	+3	2	2	1	-	-	-
7	48,000	7d8	+4	3	2	2	-	-	-
8	90,000	8d8	+4	3	2	2	1	-	-
9	180,000	9d8	+5	3	3	2	2	-	-
10	270,000	9d8+1	+5	3	3	2	2	1	-
11	360,000	9d8+2	+5	4	3	3	2	2	-
12	450,000	9d8+3	+6	4	4	3	2	2	1
13	540,000	9d8+4	+6	4	4	3	3	2	2
14	630,000	9d8+5	+6	4	4	4	3	2	2
15	720,000	9d8+6	+7	4	4	4	3	3	2
16	810,000	9d8+7	+7	5	4	4	3	3	2
17	900,000	9d8+8	+7	5	5	4	3	3	2
18	990,000	9d8+9	+8	5	5	4	4	3	3
19	1,080,000	9d8+10	+8	6	5	4	4	3	3
20	1,170,000	9d8+11	+8	6	5	5	4	3	3

Table: Cleric Saving Throws

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

Fighter

Fighters include soldiers, guardsmen, berserker warriors, and anyone else for whom fighting is a way of life. They train in combat, and they generally approach problems head on, weapon drawn.

Not surprisingly, Fighters are best at fighting of all the classes. They are also the hardiest, able to take more punishment than any other class. Although they are not skilled in the ways of magic, Fighters can nonetheless use many magic items, including but not limited to magical weapons and armor.

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

Table: Fighter Saving Throws

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

Fighter Level	Exp. Points	Hit Dice	Attack Bonus (AB)
1	0	1d10	+1
2	2,000	2d10	+2
3	4,000	3d10	+2
4	8,000	4d10	+3
5	16,000	5d10	+4
6	32,000	6d10	+4
7	64,000	7d10	+5
8	120,000	8d10	+6
9	240,000	9d10	+6
10	360,000	9d10+2	+6
11	480,000	9d10+4	+7
12	600,000	9d10+6	+7
13	720,000	9d10+8	+8
14	840,000	9d10+10	+8
15	960,000	9d10+12	+8
16	1,080,000	9d10+14	+9
17	1,200,000	9d10+16	+9
18	1,320,000	9d10+18	+10
19	1,440,000	9d10+20	+10
20	1,560,000	9d10+22	+10
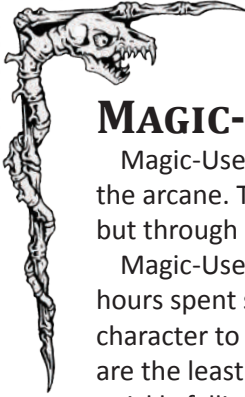
Magic-User

Magic-Users are those who seek and use knowledge of the arcane. They do magic not as the Cleric does, by faith, but through meticulous study and understanding.

Magic-Users are the worst of all the classes at fighting; hours spent studying massive tomes of magic do not lead a character to become strong or adept with weapons. They are the least hardy, equal to Thieves at lower levels but quickly falling behind.

The Prime Requisite for Magic-Users is Intelligence; a character must have an Intelligence score of 9 or higher to become a Magic-User. The only weapons they become proficient with are the dagger and the walking staff (or cudgel). Magic-Users may not wear armor of any sort nor use a shield as such things interfere with spellcasting.

A first level Magic-User begins play knowing read magic and one other spell of first level. These spells are written in a spellbook provided by their master. The GM may roll for the spell, assign it as they see fit, or allow the player to choose it, at their option. See the Spells section for more details.

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

Magic-User Level	Exp. Points	Hit Dice	Attack Bonus (AB)	Spells					
				1	2	3	4	5	6
1	0	1d6	+1	1	-	-	-	-	-
2	2,500	2d6	+1	2	-	-	-	-	-
3	5,000	3d6	+1	2	1	-	-	-	-
4	10,000	4d6	+2	2	2	-	-	-	-
5	20,000	5d6	+2	2	2	1	-	-	-
6	40,000	6d6	+3	3	2	2	-	-	-
7	80,000	7d6	+3	3	2	2	1	-	-
8	150,000	8d6	+3	3	3	2	2	-	-
9	300,000	9d6	+4	3	3	2	2	1	-
10	450,000	9d6+1	+4	4	3	3	2	2	-
11	600,000	9d6+2	+4	4	4	3	2	2	1
12	750,000	9d6+3	+4	4	4	3	3	2	2
13	900,000	9d6+4	+5	4	4	4	3	2	2
14	1,050,000	9d6+5	+5	4	4	4	3	3	2
15	1,200,000	9d6+6	+5	5	4	4	3	3	2
16	1,350,000	9d6+7	+6	5	5	4	3	3	2
17	1,500,000	9d6+8	+6	5	5	4	4	3	3
18	1,650,000	9d6+9	+6	6	5	4	4	3	3
19	1,800,000	9d6+10	+7	6	5	5	4	3	3
20	1,950,000	9d6+11	+7	6	5	5	4	4	3

Thief

Thieves are those who take what they want or need by stealth, disarming traps and picking locks to get to the gold they crave; or "borrowing" money from pockets, belt pouches, etc. right under the nose of the "mark" without the victim ever knowing.

Thieves fight better than Magic-Users but not as well as Fighters. Avoidance of honest work leads Thieves to be less hardy than the other classes, though they do pull ahead of the Magic-Users at higher levels.

The Prime Requisite for Thieves is Dexterity; a character must have a Dexterity score of 9 or higher to become a Thief. They may use any weapon but may not wear metal armor as it interferes with stealthy activities, nor may they use shields of any sort. Leather armor is acceptable, however.

Thieves have a number of special abilities, described below. One Turn must generally be spent to use any of these abilities, though the GM may amend this as they see fit. The GM may choose to make any of these rolls on behalf of the player, at their option, to help maintain the proper state of uncertainty. Also note that the GM may apply situational adjustments (plus or minus percentage points) as they see fit; for instance, it's obviously harder to climb a wall slick with slime than one that is dry, so the GM might apply a penalty of 20% for the slimy wall.

Table: Thief Saving Throws

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

Thief Level	Exp. Points	Hit Dice	Attack Bonus (AB)
1	0	1d6	+1
2	1,250	2d6	+1
3	2,500	3d6	+2
4	5,000	4d6	+2
5	10,000	5d6	+3
6	20,000	6d6	+3
7	40,000	7d6	+4
8	75,000	8d6	+4
9	150,000	9d6	+5
10	225,000	9d6+2	+5
11	300,000	9d6+4	+5
12	375,000	9d6+6	+6
13	450,000	9d6+8	+6
14	525,000	9d6+10	+6
15	600,000	9d6+12	+7
16	675,000	9d6+14	+7
17	750,000	9d6+16	+7
18	825,000	9d6+18	+8
19	900,000	9d6+20	+8
20	975,000	9d6+22	+8
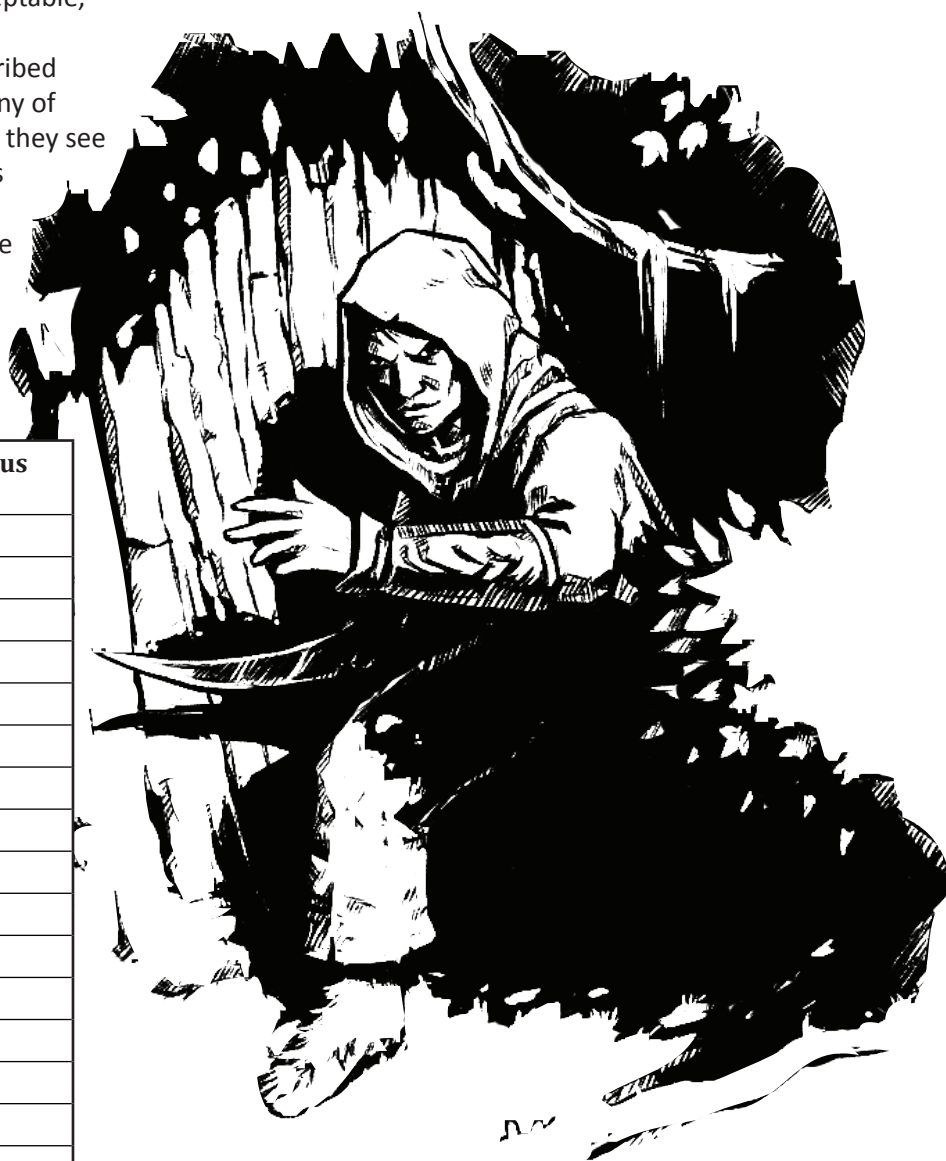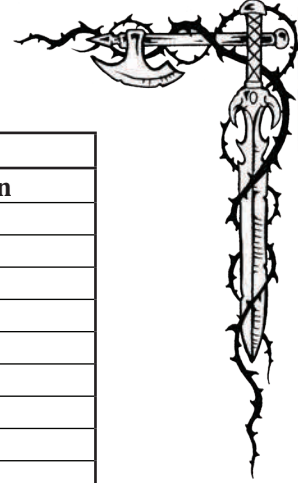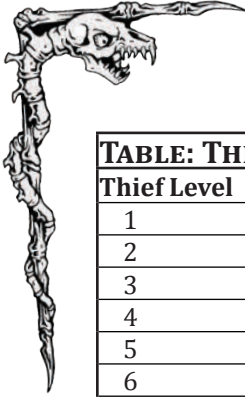
Table: Thief Abilities

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

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

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

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

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

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

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

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

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

The Sneak Attack can be performed with any melee (but not missile) weapon or may be performed bare-handed (in which case subduing damage is done; see the Encounter section for details). Also, the Sneak Attack can be performed with the "flat of the blade;" the bonuses and penalties cancel out, so the attack has a +0 attack bonus and does normal damage; the damage done in this case is subduing damage.
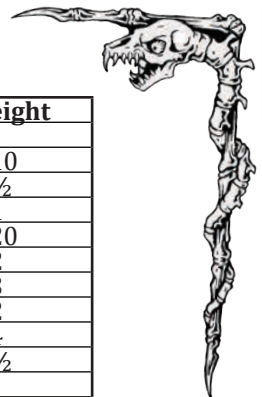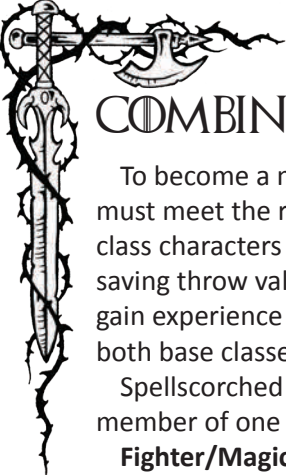
COMBINATION CLASSES

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

Spellscorched are the only characters eligible to be a member of one of these combination classes:

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

Magic-User/Thief: Members of this combination class may cast spells while wearing leather armor and may use any weapon. These characters roll six-sided dice (d6) for hit points.

MONEY AND EQUIPMENT

MONEY

Monetary values are usually expressed in gold pieces. In addition to gold coins, there are coins made of platinum, silver, electrum (an alloy of gold and silver), and copper. They are valued as follows:

1 platinum piece, called a crown (pp) = 5 gold pieces (gp)

1 gold piece, called a scepter (gp) = 10 silver pieces (sp)

1 electrum piece, called a throne (ep) = 5 silver pieces (sp)

1 silver piece, called a rosebud (sp) = 10 copper pieces (cp)

Copper pieces are called farthings.

For game purposes, assume that one gold piece weighs 1/10th of a pound, and that five coins will "fit" in a cubic inch of storage space (this isn't literally accurate, but works well enough when applied to a box or chest).

First level characters generally begin the game with 3d6 x 10 gp (unless the GM decides otherwise).

EQUIPMENT

This list represents common adventuring equipment at average prices. Prices and availability may vary. Weights are expressed in pounds. Items marked * weigh very little; ten such items weigh one pound. All items (including ammunition such as arrows and bolts) are sold individually unless otherwise noted.

Item	Price	Weight
Backpack	4 gp	*
Belt Pouch	1 gp	*
Bit and bridle	15 sp	3
Candles, 12	1 gp	*
Chalk, small bag of pieces	2 gp	*
Cloak	2 gp	1
Clothing, common outfit	4 gp	1
Glass bottle or vial	1 gp	*
Grappling Hook	2 gp	4
Holy Symbol	25 gp	*

Item	Price	Weight
Holy Water, per vial	10 gp	*
Horseshoes & shoeing	1 gp	10
Ink, per jar	8 gp	½
Iron Spikes, 12	1 gp	1
Ladder, 10 ft.	1 gp	20
Lantern	5 gp	2
Lantern, Bullseye	14 gp	3
Lantern, Hooded	8 gp	2
Manacles (without padlock)	6 gp	4
Map or scroll case	1 gp	½
Mirror, small metal	7 gp	*
Oil (per flask)	1 gp	1
Padlock (with 2 keys)	12 gp	1
Item	Price	Weight
Paper (per sheet)	1 gp	**
Pole, 10' wooden	1 gp	10
Quill	1 sp	**
Quill Knife	1 gp	*
Quiver or Bolt case	1 gp	1
Rations, Dry, one week	10 gp	14
Rope, Hemp (per 50 ft.)	1 gp	5
Rope, Silk (per 50 ft.)	10 gp	2
Sack, Large	1 gp	*
Sack, Small	5 sp	*
Saddle, Pack	5 gp	15
Saddle, Riding	10 gp	35
Saddlebags, pair	4 gp	7
Spellbook (128 pages)	25 gp	1
Tent, Large (ten men)	25 gp	20
Tent, Small (one man)	5 gp	10
Thieves' picks and tools	25 gp	1
Tinderbox, flint and steel	3 gp	1
Torches, 6	1 gp	1
Whetstone	1 gp	1
Whistle	1 gp	**
Wineskin/Waterskin	1 gp	2
Winter blanket	1 gp	3

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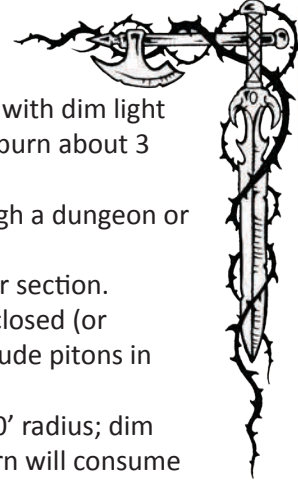
Sling	1 gp	S	*	
Bullet	1 sp		*	1d4
Stone	n/a		*	1d3
Spear	5 gp	M	5	
Thrown (one handed)				1d6
Melee (one handed)				1d6
Melee (two handed)				1d8

Items marked ** have almost no weight and should not usually be counted.

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

† Silver tip or blade, for use against lycanthropes.

Weapon Size

Player characters must wield Large weapons with both hands but may use Small or Medium weapons in one hand. Some weapons must be used with both hands by design, such as bows and crossbows.

Missile Weapon Ranges

Missile weapon ranges are given in feet. In the wilderness, substitute yards for feet. If the target is as close as or closer than the Short range figure, the attacker receives a +1 attack bonus. If the target is further away than the Medium range figure, but not beyond the Long range figure, the attacker receives a -2 attack penalty.

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

Armor and Shields

Armor Type	Price	Weight	AC
No Armor	0 gp	0	11
Hide	10 gp	30	13
Leather Armor	20 gp	15	13
Chain Mail	60 gp	40	15
Plate Mail	300 gp	50	17
Shield	7 gp	5	+1

Beasts of Burden

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

Note: Statistics for these animals are provided in the GM's guide.

A **Backpack** will hold a maximum 40 pounds or 3 cubic feet of goods. Some items may be lashed to the outside, and thus count toward the weight limit but not the volume limit.

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

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

Holy Water is explained in the Encounter section.

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

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

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

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

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

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

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

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

A **Large Sack** will hold at most 40 pounds or 4 cubic feet of goods.
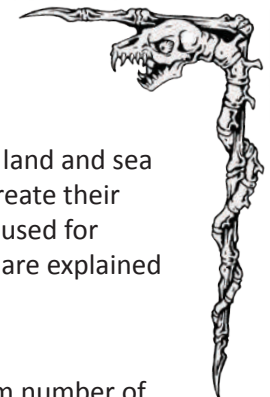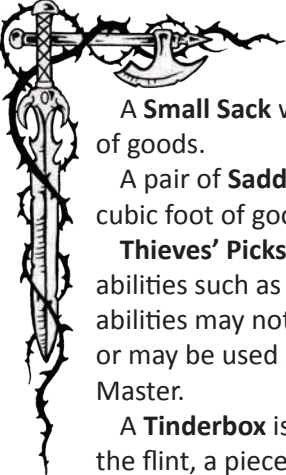
A **Small Sack** will hold at most 20 pounds or 2 cubic feet of goods.

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

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

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

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

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

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

Vehicles

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

Notes Regarding Vehicles

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

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

Movement is given separately here in feet (yards, actually; see Time and Scale page 40 for an explanation) as well as miles per day. The encounter movement of ships is not directly related to the long-distance travel rate, since the crew must work hard to make the ship move quickly in combat, and this level of effort cannot be maintained day and night.

The parenthesized figure represents maneuverability; see Maneuverability page 46 for details.

See Attacking a Vehicle, also in the Encounter section, for details on the Hardness and HP statistics. A chariot requires a single horse, generally a warhorse, to pull it. Both coaches and wagons require at least a pair of draft horses to pull them.

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

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

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

*Includes hitched horses or mules.

Table: Water Transportation								
Vehicle	Length x Width	Cargo	Crew	Movement		Miles/Day	Hardness / HP	Cost (gp)
Canoe	15' x 4'	½ ton	1	40'	(5')	30	4 / 4	50
Caravel	55' x 15'	75 tons	10	20'	(20')	42	8 / 75	10,000
Carrack	60' x 20'	135 tons	20	30'	(30')	48	10 / 120	20,000
Galley, Small	100' x 15'	210 tons	90	20'	(20')	36 / 24	8 / 75	15,000
Galley, Large	120' x 20'	375 tons	160	30'	(25')	42 / 24	10 / 120	30,000
Longship	110' x 15'	10 tons	70	30'	(25')	42 / 24	9 / 110	25,000
Raft/Barge	per 10' x 10'	1 ton	2	40'	(10')	18	6 / 12	100
Riverboat	50' x 20'	50 tons	10	20'	(20')	30	8 / 30	3,500
Rowboat	15' x 6'	1 ton	1	30'	(10')	24	6 / 8	60
Sailboat	40' x 8'	5 tons	1	40'	(15')	36	7 / 20	2,000
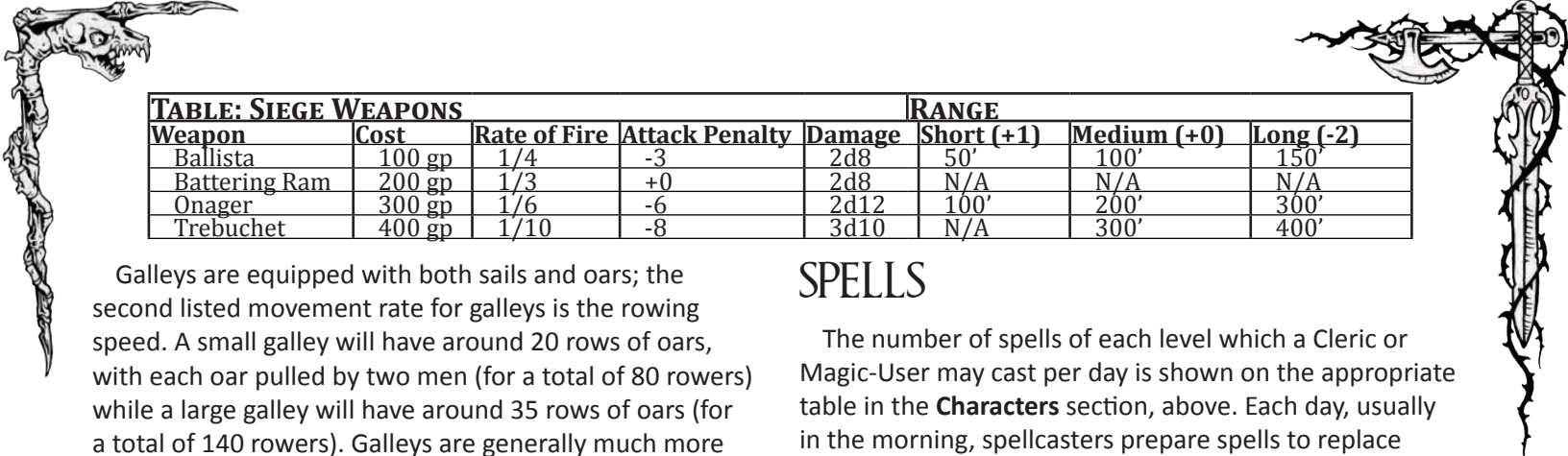
Table: Siege Weapons					Range		
Weapon	Cost	Rate of Fire	Attack Penalty	Damage	Short (+1)	Medium (+0)	Long (-2)
Ballista	100 gp	1/4	-3	2d8	50'	100'	150'
Battering Ram	200 gp	1/3	+0	2d8	N/A	N/A	N/A
Onager	300 gp	1/6	-6	2d12	100'	200'	300'
Trebuchet	400 gp	1/10	-8	3d10	N/A	300'	400'

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

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

Siege Weapons

These are weapons used to attack strongholds, or sometimes ships. Their cost may be up to twice as high in a remote location. A siege engine that throws missiles (a ballista, onager or trebuchet) must have a trained artillerist to fire it; this is the character who makes the attack rolls for the weapon. Missile-throwing engines have attack penalties, detailed below. **Note:** siege engines are not generally usable against individuals or monsters; the GM may make exceptions for very large monsters like giants or dragons.

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

Battering Ram: These are usually operated under a sow (a sort of portable roof). They require a crew of eight or more.

Onager: This weapon throws a stone with a fairly flat trajectory. An onager requires a crew of four to operate.

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

SPELLS

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

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

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

Cleric Spells

Clerics receive their spells through faith and prayer. Each day, generally in the morning, a Cleric must pray for at least three turns in order to prepare spells.

Because they gain their spells through prayer, a Cleric may prepare any spell of any level they are able to cast. Some spells are forbidden by each deity. If a spell is forbidden by a deity, it will say so in the spell description.
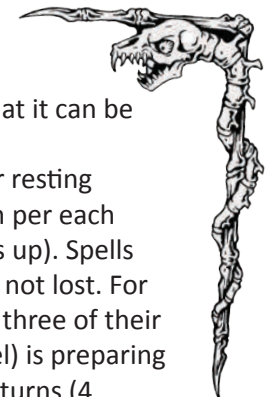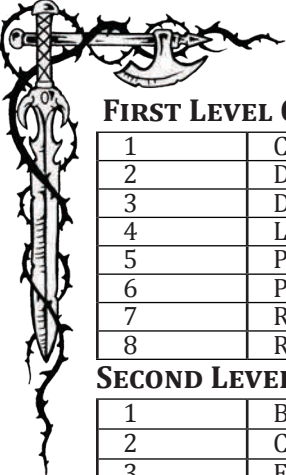
First Level Clerical Spells

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

Second Level Clerical Spells

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

Third Level Clerical Spells

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

Fourth Level Clerical Spells

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

Fifth Level Clerical Spells

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

Sixth Level Clerical Spells

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

Magic-User Spells

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

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

Rules for the acquisition of new spells are found in the Game Master's Guide.

First Level Magic-User Spells

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

Second Level Magic-User Spells

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

Third Level Magic-User Spells

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

Fourth Level Magic-User Spells

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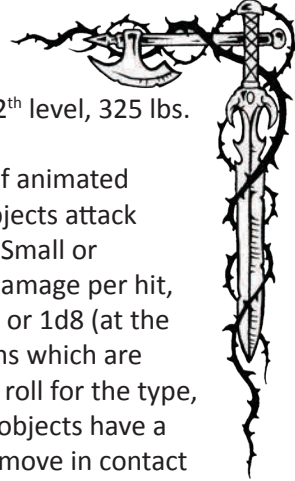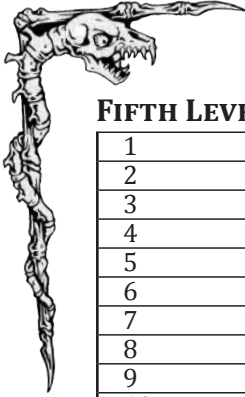
Fifth Level Magic-User Spells

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

Sixth Level Magic-User Spells

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

All Spells, in Alphabetical Order

Animate Dead

Cleric 4, **Magic-User 5**
Range: touch
Duration: special

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. They remain animated until they are destroyed. The caster may animate a number of hit dice of undead equal to twice their caster level, and no more. Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or humanoids, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated. No character may normally control more hit dice of undead than 4 times their level, regardless of how many times this spell is cast.

Forbidden: This spell is forbidden to Clerics of Chandra.

Animate Objects

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

This spell imbues inanimate objects with mobility and a semblance of life. The animated objects then attack whomever or whatever the caster designates. This spell cannot animate objects carried or worn by a creature. An animated object can be of any non-magical material. The caster can animate one object per level, up to a maximum of 25 lbs. per caster level (i.e. 300 lbs. at 12th level, 325 lbs. at 13th level, and so on).

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

Anti-Magic Shell

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

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

Blade Barrier

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

This spell creates a wall of whirling blades up to 20' long per caster level, or a ringed wall of whirling blades with a radius of up to 5' per two levels. Either form will be up to 20 ft. high (as allowed by available space). Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a save vs. Death Ray reducing damage to half.

If the caster evokes the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful save vs. Death Ray.
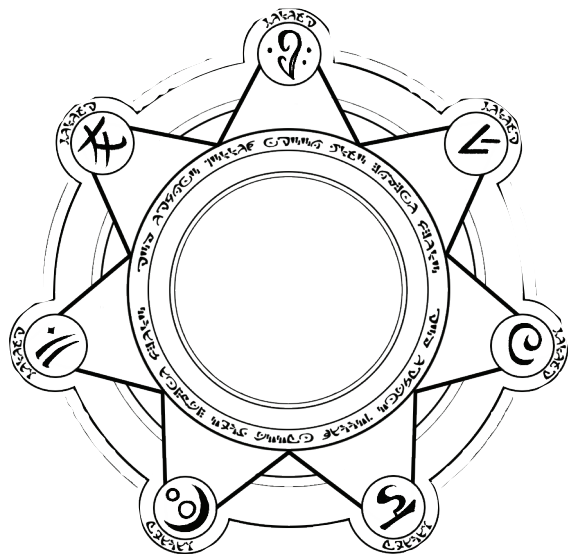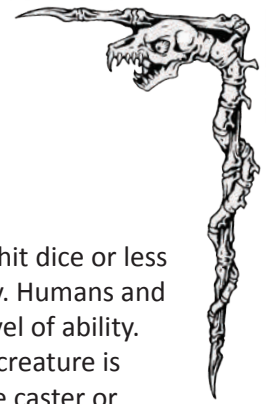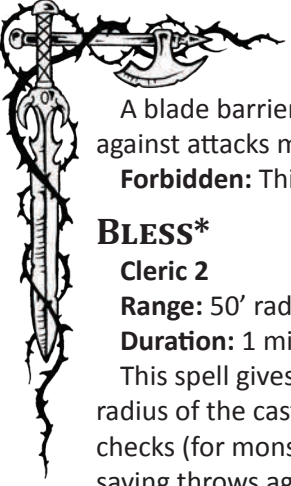
A blade barrier provides cover (+4 bonus to Armor Class) against attacks made through it.

Forbidden: This spell is forbidden to Clerics of Chandra.

Bless*

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

This spell gives the caster and their allies (within a 50' radius of the caster) a bonus of +1 on attack rolls, morale checks (for monsters or NPCs allied with the caster) and saving throws against magical **fear**.

The reverse of **bless** is called **bane**. It fills the caster's enemies (within a 50' radius) with fear and doubt, causing each affected creature to suffer a –1 penalty on attack rolls, morale checks, and saving throws against magical **fear**.

Forbidden: The bane function of this spell is forbidden to Clerics of Chandra.

Forbidden: The bless function of this spell is forbidden to Clerics of Ragnar.

Charm Animal

Cleric 2
Range: 60'
Duration: level+1d4 rounds

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

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

Charm Monster

Magic-User 4
Range: 30'
Duration: special

This spell functions like **charm person**, except that the effect is not restricted by creature type or size. Undead monsters are unaffected. This spell can affect 3d6 hit dice of creatures of 3 or fewer hit dice, or one creature of more than 3 hit dice. Saving throws are made just as for **charm person**.

Charm Person

Magic-User 1
Range: 30'
Duration: special

This spell makes a humanoid creature of 4 hit dice or less regard the caster as its trusted friend and ally. Humans and humanoids may be affected, regardless of level of ability. A save vs. Spells will negate the effect. If the creature is currently being threatened or attacked by the caster or their allies, it receives a +5 bonus on its saving throw. The spell does not enable the caster to control the charmed person as if it were an automaton; rather, it perceives their words and actions in the most favorable way. The caster can try to give the subject orders, but it will not do anything it wouldn't ordinarily do, and further may receive an additional saving throw to overcome the magic (at the GM's discretion). The caster must speak the target's language to communicate any commands, or else be good at pantomiming; of course, if the caster is attacked, the charmed creature will act to protect its "friend" (though that could mean attacking the caster's enemies or attempting to carry off the caster to a "safe" place). The target receives a new saving throw each day if it has an Intelligence of 13 or greater, every week if its Intelligence is 9-12, or every month if its Intelligence is 8 or less.

Clairvoyance

Magic-User 3
Range: 60'
Duration: 12 turns

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

Cloudkill

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

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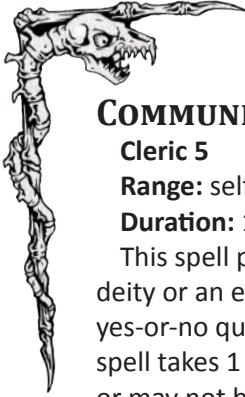
Commune

Cleric 5
Range: self
Duration: 1 round/level

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

Confusion

Magic-User 4
Range: 360'
Duration: 2 rounds+1/level

This spell causes up to 3d6 living creatures within a 30' radius circle around the target point to become confused, making them unable to independently determine what they will do. A saving throw vs. Spells is allowed to resist the effect. Roll on the following table on each subject's Initiative number each round to see what the subject does.

d20	Behavior
1–2	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
3–4	Act normally.
5–10	Do nothing but babble incoherently.
11–14	Flee away from caster at top possible speed.
15–20	Attack nearest creature.

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically retaliates on its next turn, as long as it is still confused when its turn comes.

Conjure Elemental

Magic-User 5
Range: 240'
Duration: special

A portal to one of the Elemental Planes of Air, Earth, Fire, or Water is opened, allowing the Magic-User to summon an elemental from that plane. At most one elemental of each type may be summoned by the caster in a given day. Once the elemental appears, it serves the conjurer indefinitely, provided the caster concentrates on nothing but controlling the creature; spell casting, combat, or movement over half the normal rate results in loss of concentration. The conjurer, while in control of an elemental, can dismiss it to its native plane at will (doing so on their Initiative if in combat). If the Magic-User loses concentration, control of the summoned Elemental is lost and cannot be regained. The creature then seeks to attack the conjurer and all others in its path. Only **dispel magic** or **dispel evil** will banish the elemental once control has been lost. An elemental may, of course, choose to return to its home plane on its own; such creatures will not choose to remain on the material plane for long.

Continual Light*

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

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

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

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

Create Food

Cleric 5
Range: 10'
Duration: permanent

The food that this spell creates is simple fare of the caster's choice, highly nourishing, but rather bland. Up to 3 men or one horse per caster level can be fed for one day with this spell. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting **purify food and water** on it.

Create Water

Cleric 4
Range: 10'
Duration: permanent

This spell creates one gallon of water per caster level. Note that one or more vessels to contain the water must be available at the time of casting. The water created by this spell is just like clean rain water. Note: Water weighs about 8 pounds per gallon, and one cubic foot of water is roughly 8 gallons.
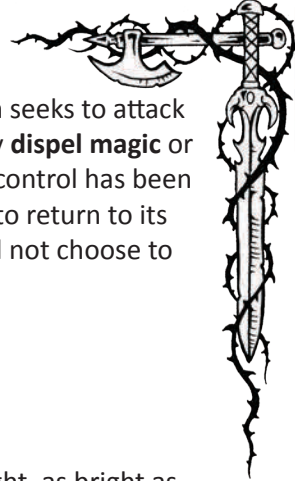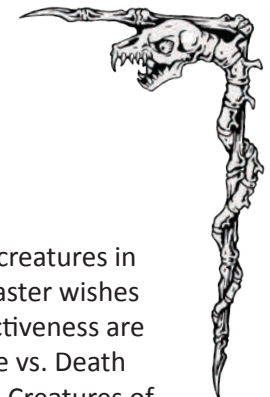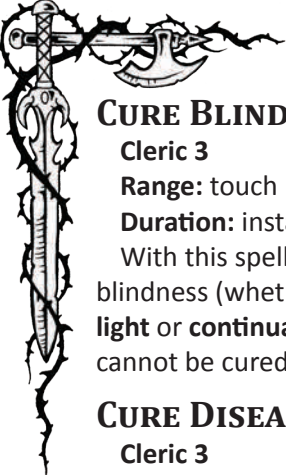
Cure Blindness

Cleric 3
Range: touch
Duration: instantaneous

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

Cure Disease*

Cleric 3
Range: touch
Duration: instantaneous

Cure disease cures all diseases that the subject is suffering from. The spell also kills parasites afflicting the target creature. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Note: This spell does not prevent reinfection after a new exposure to the same disease.

Forbidden: The reverse of this spell is forbidden to Clerics of Chandra.

Cure Light Wounds*

Cleric 1
Range: touch
Duration: instantaneous

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

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

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

Cure Serious Wounds*

Cleric 4
Range: touch
Duration: instantaneous

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

Darkvision

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

The subject receives Darkvision with a range of 60' for the duration of the spell. (See page 37 for details.)

Death Spell

Magic-User 6
Range: 240'
Duration: instantaneous

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

Detect Evil*

Cleric 1, **Magic-User 2**
Range: 60'
Duration: 1 round/level

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

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

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

Detect Invisible

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

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

Detect Magic

Cleric 1, **Magic-User 1**
Range: 60'
Duration: 2 turns

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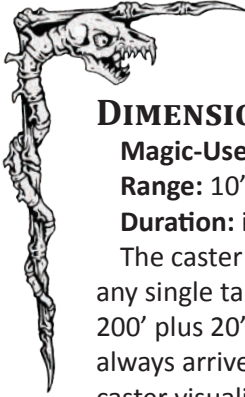
Dimension Door

Magic-User 4
Range: 10'
Duration: instantaneous

The caster of this spell instantly transfers theirself or any single target creature within range, to any spot within 200' plus 20' per caster level. The caster or target creature always arrives at exactly the spot desired, whether the caster visualizes the area or states direction and distance. An unwilling target may save vs. Spells to avoid being transported. Anything worn or carried by the caster or target creature will be transported also, including another character or creature if the transportee can lift it. If the target area is within a solid object, the spell fails automatically.

Disintegrate

Magic-User 6
Range: 60'
Duration: instantaneous

This spell causes a thin, green ray to spring from the caster's pointing finger. Any single creature or object (up to a 10x10x10 foot cube of material) is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

A creature that makes a successful save vs. Spells is unaffected. The ray can target only one creature per casting, if that target saves, the spell is wasted.

Dispel Evil

Cleric 5
Range: touch
Duration: 1 round/level

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

First, the caster gains a +4 bonus to Armor Class against attacks by evil creatures.

Second, the caster can choose to drive an evil creature back to its home plane by touch (requiring a successful attack roll). The creature can negate the effects with a successful save vs. Spells. This use discharges and ends the spell, even if the saving throw succeeds.

Third, with a touch the caster can automatically dispel any one spell cast by an evil creature. Exception: Spells that can't be dispelled by **dispel magic** also can't be dispelled by dispel evil. Saving throws do not apply to this effect. This use also ends the spell.

The exact definition of evil is left for the GM to decide; however, extraplanar creatures that oppose the caster should almost always qualify.

Forbidden: This spell is forbidden to Clerics of Ragnar.

Dispel Magic

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

The caster can use dispel magic to end ongoing spells that have been cast on a creature or object, or to end ongoing spells (or at least their effects) within a cubic area 20' on a side. The caster must choose whether to dispel magic on a creature or object, or to affect an area.

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

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

ESP

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

This spell permits the caster to detect the surface thoughts of one or more targets within range. The caster must designate a direction, and then concentrate for a turn in order to "hear" the thoughts. Each turn the caster may choose to "listen" in a different direction. The caster may stop listening, then resume again later, so long as the duration has not expired. The target creature is not normally aware of being spied upon in this way.

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

Feeblemind

Magic-User 5
Range: 180'
Duration: permanent

If the target creature fails a saving throw vs. Spells, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to cast spells, understand language, or communicate coherently. The victim does remember who its friends are and can follow and protect them from harm. The subject remains in this state until a **heal** spell is used to cancel the effect. A target creature that can cast Magic-User spells suffers a penalty of -4 on its saving throw against this spell.
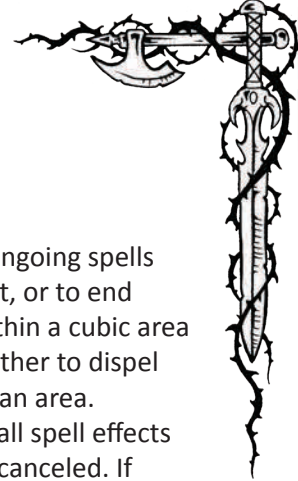
Find Traps

Cleric 2
Range: 30'
Duration: 3 turns

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

Find the Path

Cleric 6
Range: touch
Duration: 1 turn/level

The recipient of this spell can find the shortest, most direct physical route to a specified destination. The caster must have some knowledge about the location; any location the caster has ever visited can be so located, as well as locations described to the caster. Even knowing the name of a location (if it has a name) is enough for this spell to function.

The locale can be outdoors or underground. **Find the path** works with respect to locations, not objects or creatures. The location must be on the same plane as the caster at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to detect secret doors and to know any passwords required. The spell ends when the destination is reached, or the duration expires, whichever comes first.

Fireball

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

A fireball spell creates an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a spherical volume having a 20' radius. A save vs. Spells for half damage is allowed. The explosion creates almost no pressure.

The caster points a finger and determines the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.) If the caster attempts to send the bead through a narrow passage, such as through an arrow slit, they must roll a missile attack (without range adjustments) to hit the opening, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier in order to attain its full volume.

Flesh to Stone*

Magic-User 6
Range: 30'/level
Duration: permanent

This spell causes the subject, along with all its carried gear, to turn into a mindless, inert statue. A saving throw vs. Petrification is allowed to resist the spell. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) suffers equivalent damage or deformities. Only creatures made of flesh are affected by this spell.

The reverse spell, **stone to flesh**, acts as a counterspell for **flesh to stone**, restoring the creature just as it was when it was petrified. It does nothing if applied to stone that is not the result of **flesh to stone** or similar petrification effects (such as a gorgon's gaze).

Floating Disc

Magic-User 1
Range: 0
Duration: 5 turns +1/level

This spell creates an invisible, slightly concave circular plane of force for carrying loads. It is about the size of a shield, being 3 feet in diameter and 1 inch deep at its center. It can hold a maximum of 500 pounds of weight. (Note that water weighs about 8 pounds per gallon.) The disc must be loaded so that the items placed upon it are properly supported, or they will (of course) fall off. For example, the disc can support just over 62 gallons of water, but the water must be in a barrel or other reasonable
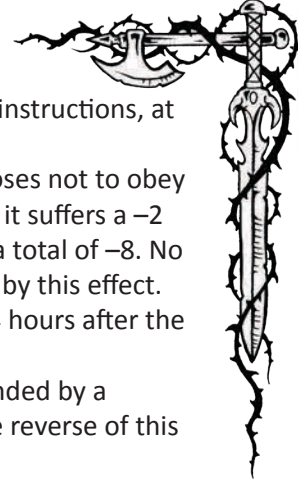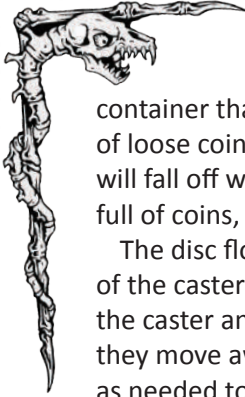
container that can be placed upon the disc. Similarly, a pile of loose coins will tend to slip and slide about, and some will fall off with every step the caster takes; but a large sack full of coins, properly tied, will remain stable.

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

Fly

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

The subject of this spell can fly at a speed equal to their normal ground movement rate (as adjusted by encumbrance). The subject can ascend at half speed and descend at double speed, with the same maneuverability as the subject has when moving on the ground. Flying under the effect of this spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can neither charge nor run, nor carry aloft more weight than their maximum load.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 120' per round for 1d10 rounds. If the subject reaches the ground in that amount of time, they land safely. If not, the subject falls the rest of the distance, taking normal falling damage. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled.

Geas*

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

Geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

A saving throw vs. Spells will allow an unwilling target to resist a geas when it is first cast. However, the target may choose to accept the geas, typically as part of a bargain with the caster to perform some service.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through their own actions, the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions, at the GM's discretion.

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

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

Growth of Animals

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

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

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Growth of Plants*

Magic-User 4
Range: 120'
Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, etc.) within range to become thick and overgrown. The dimensions of the growth are determined by the caster but cannot exceed 1000 sq. feet (a 10'x100' area or equivalent) per 5 caster levels. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. All movement within the affected area is reduced to no more than 5' per round for less than giant sized creatures; giant sized creatures are reduced to half normal movement rate. The area must have brush and/or trees in it for this spell to take effect.

The reverse form, **shrink plants**, may be used to render overgrown areas passable. The area of effect is identical to the normal version.

Growth of plants and its reverse are permanent until countered, either by the opposite form or by **dispel magic**.
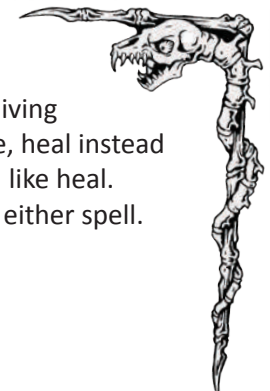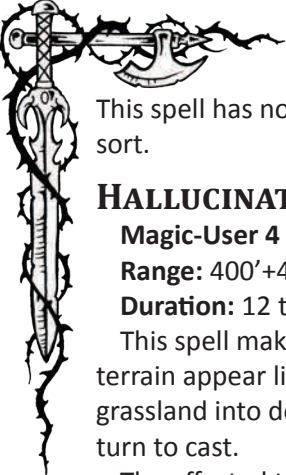
This spell has no effect on animated plant creatures of any sort.

Hallucinatory Terrain

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

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

The affected terrain looks, sounds, and smells like another sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance. A save vs. Spells is allowed to see through the illusion, but only if the creatures or characters affected actively attempt to do so.

Haste*

Magic-User 3
Range: 30'+10'/level
Duration: 1 round/level

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

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

Heal*

Cleric 6
Range: touch
Duration: permanent

Heal enables the caster to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blindness, confusion, deafness, disease, exhaustion or fatigue, **feeblemind**, insanity, nausea, and poison. It also restores all but 1d4 of the target's hit points. Heal does not remove negative levels or restore permanently drained ability score points.

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

Generally, both **heal** and **harm** only affect living creatures. If used against an undead creature, heal instead acts like harm; likewise, harm affects undead like heal. Constructs such as golems are unaffected by either spell.

Hold Monster

Magic-User 5
Range: 180'
Duration: 2d8 turns

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

Hold Person

Cleric 2, **Magic-User 3**
Range: 180'
Duration: 2d8 turns

This spell will render any living (not undead) human, or humanoid creature paralyzed. Creatures larger than ogres will not be affected by this spell. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful save vs. Spells will negate the effect. The spell may be cast at a single person, who makes their save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer can't swim and may drown.

Hold Portal

Magic-User 1
Range: 100'+10'/level
Duration: 1 round/level

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A **knock** spell or a successful **dispel magic** spell can negate a hold portal spell.

Ice Storm

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

This spell causes great magical hailstones to pound down for 1 full round, dealing 5d6 points of damage to every creature in a 20' radius around the target spot; a successful save vs. Spells will reduce damage by half. The ice storm fills a vertical volume of 40', so creatures higher than that distance above the target spot are unaffected. A –20% penalty applies to each Listen roll made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt). Any creature naturally resistant to cold takes half damage (or one-quarter damage if it makes its save).
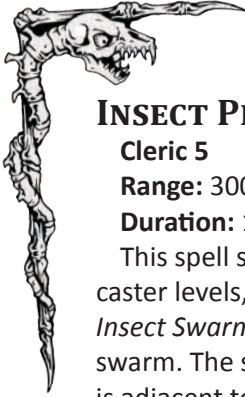
Insect Plague
Cleric 5
Range: 300'+30'/level
Duration: 1 round/level

This spell summons one swarm of locusts per three caster levels, to a maximum of six swarms at 18th level. See *Insect Swarm* in the **Monsters** section for the effects of a swarm. The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). The caster may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned.

Forbidden: This spell is forbidden to Clerics of Chandra.

Invisibility
Magic-User 2
Range: touch
Duration: special

The creature or object touched becomes invisible, vanishing from sight, including Darkvision. If the recipient is a creature carrying gear, that vanishes, too. If the spell is cast on someone else, neither the caster nor their allies can see the subject, unless they can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

The spell ends if the subject attacks any creature or casts any spell. Actions (other than spellcasting) directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. The spell lasts at most 24 hours.

Invisibility 10' Radius
Magic-User 3
Range: touch
Duration: 1 turn/level

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves, but if the spell recipient attacks, the invisibility ends for all affected creatures. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible (including any previously affected creatures who have become visible as described above).

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

The caster summons an **invisible stalker** to do their bidding (see the **Monsters** section, below, for details). The spell persists until **dispel evil** is cast on the creature, it is slain, or the task is fulfilled. The GM is advised to review the monster entry for the invisible stalker when this spell is used, as they may not always be reliable servants.

Knock
Magic-User 2
Range: 30'
Duration: special

The knock spell opens stuck, barred, locked, **held**, or **wizard locked** doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a **wizard locked** door, the spell does not remove the **wizard lock** but simply suspends its functioning for one turn. In all other cases, the door does not relock itself or become stuck again on its own. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

Levitate
Magic-User 2
Range: touch
Duration: 1 turn/level

Levitate allows the caster to move themselves, another creature, or an object up and down as desired. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the recipient to move up or down as much as 20 feet each round, by concentration. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its normal land speed).

A levitating creature that attacks with a weapon finds itself increasingly unstable; the first attack has a −1 attack penalty, the second −2, and so on, to a maximum penalty of −5. A full round spent stabilizing allows the creature to begin again at −1.
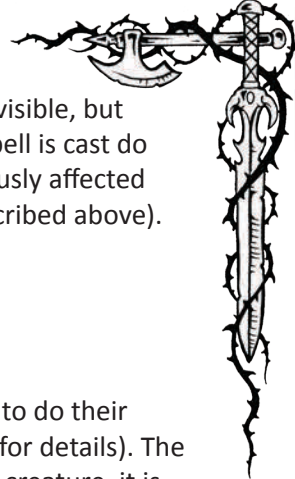
Light*

Cleric 1, **Magic-User 1**
Range: 120'
Duration: 6 turns + 1/level

This spell creates a light equal to torchlight which illuminates a 30' radius area (and provides dim light for an additional 20') around the target location or object. The effect is immobile if cast into an area, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Reversed, **light** becomes **darkness**, creating an area of darkness just as described above. This darkness blocks out Darkvision and negates mundane light sources.

A light spell may be cast to counter and dispel the darkness spell of an equal or lower level caster (and vice versa). Doing so causes both spells to instantly cease, restoring the existing ambient light level.

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

Lightning Bolt

Magic-User 3
Range: 50'+10'/level
Duration: instantaneous

This spell releases a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level to each creature within its area. A save vs. Spells for half damage is allowed. The bolt begins at the caster's fingertips and extends to the range given. The caster may choose to limit the range of the spell, but the minimum range is 60 feet. The lightning bolt passes through an area 5' wide, arcing and jumping, so that, while it is not actually 5' wide, for game purposes treat it as if it is so.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it may reflect from the barrier back toward the caster, or in a random direction at the GM's option. Creatures already affected by the lightning bolt do not take additional damage if struck by the reflection of the same bolt.

Locate Object

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

This spell allows the caster to sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located if more than one is within range. The caster cannot specify a unique item unless they have observed that particular item firsthand (not merely through divination such as **clairvoyance** or a **crystal ball**). The spell is blocked by even a thin sheet of lead or gold. Creatures cannot be found by this spell.

Lower Water

Magic-User 6
Range: 360'
Duration: 1 turn/level

This spell causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a more or less square-shaped depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a **slow** spell (the reverse of **haste**); a save vs. Spells is allowed, with success negating the effect. The spell has no effect on other creatures.

Magic Jar

Magic-User 5
Range: 60'
Duration: special

By casting magic jar, the caster places their soul in a gem or large crystal within spell range (known as the magic jar), leaving the body lifeless. The caster may then attempt to take control of a nearby living creature within spell range, forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster's soul returns to their own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range and the caster must know where it is, though they do not need to be able to see it. When the caster transfers their
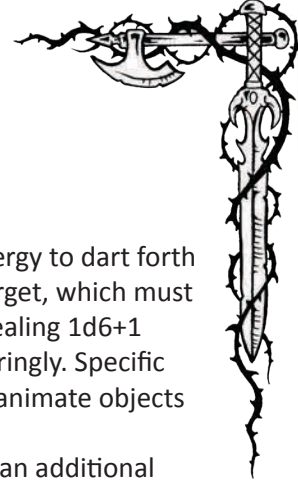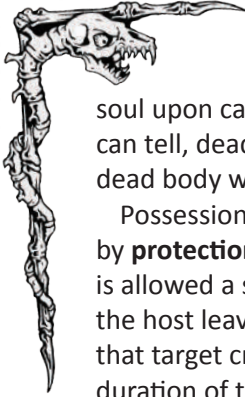
soul upon casting, the caster's body is, as near as anyone can tell, dead, but does not undergo decay as a normal dead body would.

Possession of a creature by means of this spell is blocked by **protection from evil** or a similar ward. The subject is allowed a save vs. Spells to resist. Failure to take over the host leaves the caster's life force in the magic jar, and that target creature is immune to further attempts for the duration of the spell.

If the caster is successful, their life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps their Intelligence, Wisdom, Charisma, level, class, attack bonus, saving throws, and mental abilities (including spellcasting ability). The body retains its Strength, Dexterity, Constitution, hit points, and natural abilities. A body with extra limbs does not allow the caster to make more attacks than normal. The caster does not have access to any extraordinary or supernatural abilities of the body.

If the caster's spirit is in the magic jar, and the jar is broken (whether by **dispel magic** or physical damage): If the jar is in range of the caster's body, the caster's spirit returns to its body. Otherwise, the caster's spirit departs (the caster dies). In either case, the spell ends.

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

If the host's spirit is in the magic jar, and the jar is broken: If the jar is in range of the host's body, the caster's spirit departs, the host's spirit returns to its body, and the spell ends. Otherwise, the host's spirit departs, and the caster's spirit is stranded in the host body. Note here that the spell has not ended. **Dispel evil** can still be used to drive the caster's spirit from the body, which departs as noted, ending the spell.

In any case where the spell ends with the caster's body unoccupied by a spirit, that body does truly die.

Magic Missile

Magic-User 1
Range: 100'+10'/level
Duration: instantaneous

This spell causes a missile of magical energy to dart forth from the caster's fingertip and strike its target, which must be at least partially visible to the caster, dealing 1d6+1 points of damage. The missile strikes unerringly. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every three caster levels beyond 1st, an additional missile is fired – two at 4th level, three at 7th, four at 10th, and the maximum of five missiles at 13th level or higher. If the caster fires multiple missiles, they can target a single creature or several creatures. A single missile can strike only one creature. Targets must be designated before damage is rolled.

Magic Mouth

Magic-User 1
Range: 30'
Duration: special

This spell imbues the chosen non-living object with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which may be up to three words per caster level long, can be in any language known by the caster and can be delivered over a period of 10 minutes, at any volume from a whisper to a yell. The voice will resemble the caster's but will not be identical. The mouth cannot use command words or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object.

The spell functions when specific conditions are fulfilled according to the caster's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish level, hit dice, or class except by external garb.

The range limit of a trigger is 10 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 60 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.
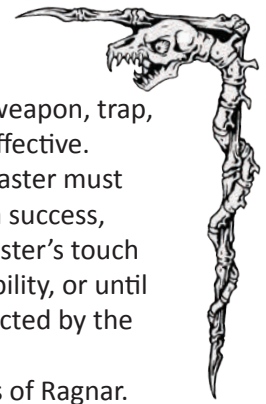
Massmorph

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

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

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

Mirror Image

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

This spell creates several illusory duplicates of the caster. The images move through each other as well as the real caster more or less constantly, making it impossible for most creatures to determine which is real. A total of 1d4 images plus one image per three caster levels (maximum eight images total) are created. These figments separate from the caster and remain in a cluster around them. The figments mimic the caster's actions, pretending to cast spells, drink potions, levitate, and so on, just as the caster does. Figments always look exactly like the caster.

Enemies attempting to attack or cast spells upon the caster will always hit a figment instead. Any attack against an image destroys it, whether the attack roll is successful or not; likewise, attack spells cast directly upon a figment will destroy it, with no saving throw allowed. Area-effect spells are not cast directly on the caster, and thus appear to affect all figments exactly as they affect the caster; for instance, if the caster is subjected to a **fireball**, all figments will appear to be injured just as the caster was.

Neutralize Poison*

Cleric 4
Range: touch
Duration: instantaneous

This spell detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective.

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

Forbidden: This spell is forbidden to Clerics of Ragnar.

Passwall

Magic-User 5
Range: 30'
Duration: 3 turns

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

Phantasmal Force

Magic-User 2
Range: 180'
Duration: concentration

This spell creates the visual illusion of an object, creature (or small group of creatures), or other effect, as visualized by the caster up to a maximum size of 20'x20'x20'. The illusion does not create sound, smell, texture, or temperature. The caster can animate the image within the limits of the area of effect. The image persists so long as the caster concentrates upon it.

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

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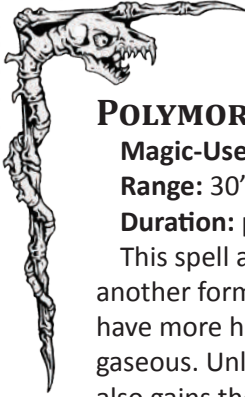
Polymorph Other

Magic-User 4
Range: 30'
Duration: permanent

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

The target creature will have the same number of hit points it previously had, regardless of the hit dice of the form assumed. Incorporeal or gaseous creatures are immune to this spell, as noted above. A creature with shape changing abilities such as a doppelganger can revert to its natural form in one round.

Unwilling targets that successfully save against Polymorph are not affected. The spell is permanent until dispelled or the creature is slain, at which time the target reverts to their original form.

Polymorph Self

Magic-User 4
Range: self
Duration: 1 hour/level

This spell allows the caster to change into another form of living creature. The assumed form can't have more hit dice than the caster's level. The caster can't assume an incorporeal or gaseous form. If slain, the caster reverts to their original form.

The caster gains the physical capabilities and statistics of the new form but retains their own mental abilities. They also gain all physical attacks possessed by the form but does not gain any special, supernatural or spell-like abilities. Dragon breath is a special ability, for instance, so were the caster to assume the form of a dragon they could use the dragon's normal claw, bite, and tail swipe attacks, but not the dragon's breath.

The caster can remain transformed up to one hour per level of ability or may choose to end the spell whenever they desire (up to one hour per level, of course).

Projected Image

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

This spell creates a quasi-real, illusory version of the caster. The intangible projected image looks, sounds, and smells like the caster, in addition to mimicking gestures and actions (including speech). Any further spells cast seem to originate from the illusion, not the actual caster. A line of sight between the caster and their illusory self must be maintained or the spell ends. **Dimension door**, **teleport**, or any similar spell that breaks the line of sight dispels the image, as does the illusionary caster being struck in combat. Note that this spell grants no special sensory powers to the caster; for example, if the illusory self is positioned so as to be able to see something the caster can't directly see, the caster does not see it. Also, all spell ranges are still figured from the caster's actual position, not the illusory self's position.

Protection from Evil*

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

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Note that the definition of "evil" is left to the individual GM to decide.

Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including charm spells or effects). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from evil effect ends before the effect granting control does, the would-be controller would then be able to command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures (regardless of whether they are "evil" or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Forbidden: This version of this spell is forbidden to Clerics of Ragnar.

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

Forbidden: The reversed version of this spell is forbidden to Clerics of Chandra.
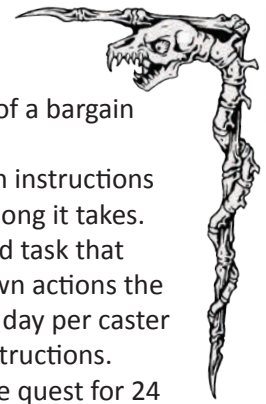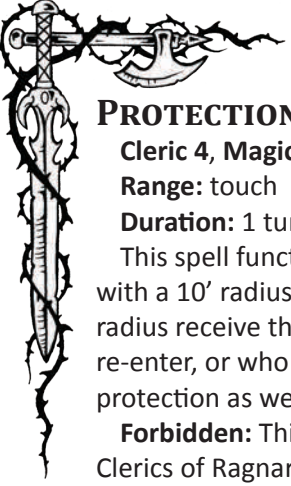
Protection from Evil 10' Radius*

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

This spell functions exactly as **protection from evil**, but with a 10' radius rather than a 1' radius. All within the radius receive the protection; those who leave and then re-enter, or who enter after the spell is cast, receive the protection as well.

Forbidden: This version of this spell is forbidden to Clerics of Ragnar.

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

Forbidden: The reversed version of this spell is forbidden to Clerics of Chandra.

Protection from Normal Missiles

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

The caster is completely protected from small sized, non-magical missile attacks. Therefore, magic arrows, hurled boulders, or other such are not blocked, but any number of normal arrows, sling bullets, crossbow bolts, thrown daggers, etc. will be fended off. Note that normal missiles projected by magic bows count as magical missiles for the purposes of this spell.

Purify Food and Water

Cleric 1
Range: 10'
Duration: instantaneous

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions.

Quest*

Cleric 5
Range: 5'/level
Duration: special

Quest places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a quest cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

A saving throw vs. Spells will allow an unwilling target to resist a quest when it is first cast. However, the target may choose to accept the quest, typically as part of a bargain with the caster to perform some service.

The affected creature must follow the given instructions until the quest is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the quest for 24 hours, it takes 3d6 points of damage each day.

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

Forbidden: This spell is forbidden to Clerics of Ragnar.

Raise Dead*

Cleric 5
Range: touch
Duration: instantaneous

This spell restores life to a deceased human or humanoid. The caster can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 hit die) when it is raised, permanently (i.e. it does not accrue a negative level, but rather loses an actual level, being reduced to the minimum number of experience points required for the previous level). If the subject is 1st level, it loses 1 point of Constitution instead (if this would reduce its Constitution to 0 or less, it can't be raised). This level, hit dice, or Constitution loss cannot be repaired by any means, though of course the character may gain levels and hit dice in the normal fashion.

Also note, a character who died with spells prepared has none prepared upon being raised.

A raised creature has a number of hit points equal to its current hit dice. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature which has become undead can't be raised by this spell. Constructs and elementals cannot be raised. The spell cannot bring back a creature that has died of old age.

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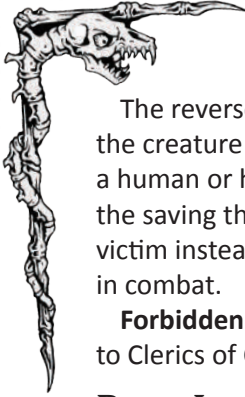
The reverse of this spell, **slay living**, will kill instantly the creature touched (which may be of any sort, not just a human or humanoid) unless a save vs. Spells is made. If the saving throw is successful, 2d6 damage is dealt to the victim instead. An attack roll is required to apply this spell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

Forbidden: The reversed version of this spell is forbidden to Clerics of Chandra.

Read Languages

Magic-User 1
Range: 0
Duration: special

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

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

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

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

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

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

Read Magic

Magic-User 1
Range: 0
Duration: permanent

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

Regenerate

Cleric 6
Range: touch
Duration: permanent

This spell causes the subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs to grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. Otherwise, a full turn is required for the regeneration to complete.

This spell also heals 3d8 points of damage. Regenerate has no effect on nonliving creatures or constructs (including undead).

Reincarnate

Magic-User 6
Range: touch
Duration: instantaneous

With this spell, the caster brings back a dead character (or humanoid creature) in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Roll on the following table to determine what sort of creature the character becomes:

d%	Incarnation
01–02	Bugbear
03–17	Abyss-kissed
18–28	Spellscorched
29	Gnoll
30–39	Gnome
40–44	Goblin
45–63	Wild folk
64–88	Human
89–92	Kobold
93	Lizard Man
94–98	Orc
99	Troglodyte
100	Other (GM's choice)

Since the dead character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the character's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the character's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes one hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom, and Charisma. Strength, Dexterity, and Constitution scores should be rerolled. (If the character's ability scores are outside the allowable range for the new form, they should be adjusted up or down by the GM as needed.) The subject's level (or Hit Dice) is reduced by 1; this is a real reduction, not a negative level, and is not subject to magical **restoration**. Roll one hit die and subtract the total from the character's original hit point total; this is the new form's hit points. If the subject was 1st level, instead of a hit point reduction, its new Constitution score is reduced by 2.
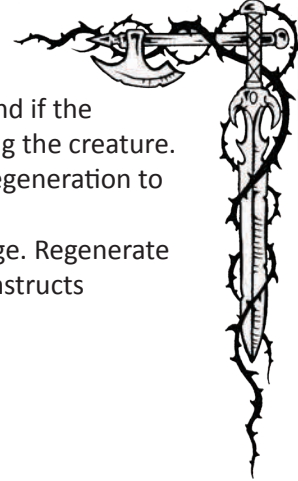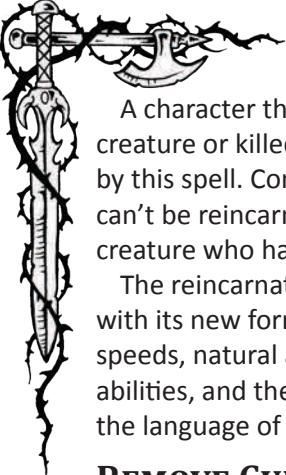
A character that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

Remove Curse*

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

Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be removed only by a caster of a certain level.

Forbidden: This version of this spell is forbidden to Clerics of Ragnar.

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

–4 decrease to an ability score (minimum 1).

–4 penalty on attack rolls and saves.

Each round of combat, the target has a 50% chance to act normally; otherwise, it takes no action.

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

Forbidden: This version of this spell is forbidden to Clerics of Chandra.

Remove Fear*

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

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

Forbidden: This version of this spell is forbidden to Clerics of Ragnar.

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

Forbidden: This version of this spell is forbidden to Clerics of Chandra.

Resist Cold

Cleric 1
Range: touch
Duration: 1 round/level

This abjuration grants a creature temporary immunity to cold. Minor cold (such as exposure to winter weather in inadequate clothing) is ignored by the affected creature. Against more significant cold (such as the breath of a White Dragon), the affected creature gains a bonus of +3 on saving throws, and all damage from such attacks is reduced by half (round up).

Resist Fire

Cleric 2
Range: touch
Duration: 1 round/level

This abjuration grants a creature temporary immunity to fire and heat. Minor heat or fire (such as exposure to normal flames) is ignored by the affected creature. Against more significant heat or fire (such as a **fireball**), the affected creature gains a bonus of +3 on saving throws, and all damage from such attacks is reduced by half (round up).

Restoration

Cleric 6
Range: touch
Duration: permanent

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

Alternately, this spell can be used to restore drained ability score points. If applied to a character who has suffered temporary loss of ability points, it will restore up to 1d4 lost points to any one drained ability immediately. If applied to a character who has suffered permanent loss of ability points, 1 point can be restored.

Restoration does not restore levels lost due to death (as described for the spell **raise dead**).

Shield

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

Shield creates an invisible, shield-like mobile disk of force that hovers in front of the caster. It negates **magic missile** attacks directed at the caster and improves the caster's Armor Class by +3 vs. melee attacks and +6 vs. missile weapons. The Armor Class benefits do not apply to attacks originating from behind the caster, but **magic missiles** are warded off from all directions.

Silence 15' Radius

Cleric 2
Range: 360'
Duration: 2 rounds/level

Upon the casting of this spell, complete silence prevails within a 15' radius around the target. All sound is stopped: Conversation is impossible, spells cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, making the effect stationary, or it may be cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a save vs. Spells to negate the spell. If an item in another creature's possession is targeted, that creature also receives a save vs. Spells to negate. This spell provides a defense against sonic or language-based attacks or spells.

Sleep

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

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

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect unconscious creatures, constructs, or undead creatures, and such creatures in the area of effect are ignored.

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

Speak with Animals

Cleric 2
Range: special
Duration: 1 turn/4 levels

The caster can comprehend and communicate with any one animal (normal or giant sized, but not magical or monstrous) that is in sight of the caster and able to hear them. The caster may change which animal they are speaking with at will, once per round. The spell doesn't alter the animal's reaction or attitude towards the caster; a standard reaction roll should be made to determine this. Furthermore, more intelligent animals are likely to be terse and evasive, while less intelligent ones make inane comments. However, if an animal is friendly toward the caster, it may be willing to grant some favor or service.

Speak with Monsters

Cleric 6
Range: special
Duration: 1 turn/5 levels

The caster can comprehend and communicate with any one monster that is in sight of the caster and able to hear them. The caster may change which monster they are speaking with at will, once per round. Others able to understand the language spoken by the target monster (if any) will be able to understand the caster. The spell doesn't alter the monster's reaction or attitude towards the caster. Furthermore, more intelligent monsters are likely to be terse and evasive, while less intelligent ones make inane comments. If a monster is friendly toward the caster, it may decide to do some favor or service for them. Mindless monsters, plant creatures and undead are unaffected by this spell.

Speak with Plants

Cleric 4
Range: 20'
Duration: 1 turn

The caster can comprehend and communicate with both normal plants and plant creatures. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't alter the plant's reaction or attitude towards the caster; however, normal plants will generally communicate freely with the caster, as they have nothing else of importance to do. Intelligent plant creatures are more likely to be terse and evasive, behaving in much the same fashion as any other monster. If a plant creature is friendly toward the caster, it may decide to do some favor
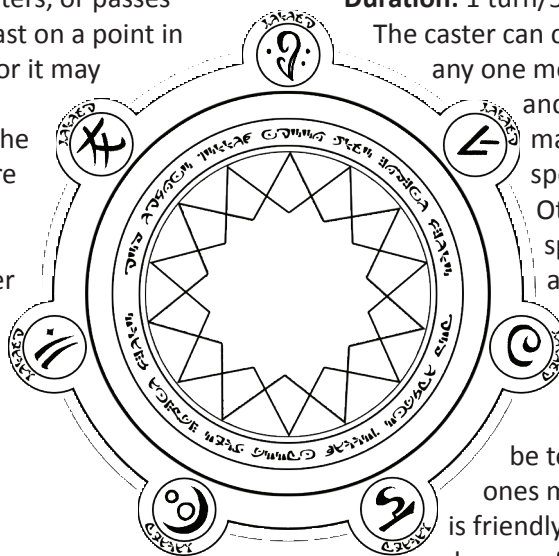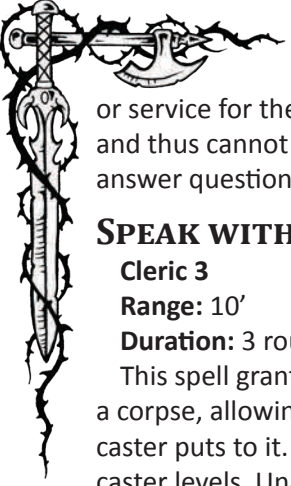
or service for them. Normal plants are usually not animate, and thus cannot generally perform "services" other than to answer questions.

Speak with Dead

Cleric 3
Range: 10'
Duration: 3 rounds/level

This spell grants the semblance of life and intellect to a corpse, allowing it to answer several questions that the caster puts to it. The caster may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are often brief, cryptic, or repetitive.

If the corpse has been subject to **speak with dead** within the past week, the new spell fails. The caster can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let the caster actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge "stored" in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

Spiritual Hammer

Cleric 2
Range: 30'
Duration: 1 round/level

This spell causes a warhammer made of pure force to spring into existence, attacking any foe chosen by the Cleric within range once per round. It deals 1d6 hit points of damage per strike, +1 point per three caster levels (maximum of +5). It uses the caster's normal attack bonus, striking as a magical weapon, and thus can inflict damage upon creatures that are only hit by magic weapons. If the hammer goes beyond the spell range, the Cleric loses sight of it, or the caster ceases to direct it, the hammer disappears. The hammer cannot be attacked or harmed by physical attacks, but **dispel magic**, **disintegrate**, or a **rod of cancellation** will dispel it.

Sticks to Snakes

Cleric 4
Range: 120'
Duration: 6 turns

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

Striking

Cleric 3
Range: touch
Duration: 1 round/level

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

Telekinesis

Magic-User 5
Range: self
Duration: 3 turns

This spell permits the caster to move objects or creatures by concentration alone. An object weighing no more than 50 pounds per caster level can be moved up to 20 feet per round. A creature can negate the effect on itself or an object it holds or has on its body with a successful save vs. Death Ray. In order to use this power, the caster must maintain concentration, moving no more than normal movement (no running), making no attacks and casting no spells. If concentration is lost (whether intentional or not), the power may be used again on the next round, but the subject of the effect is allowed a new saving throw.

Teleport

Magic-User 5
Range: self
Duration: instantaneous

This spell instantly transports the caster to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw vs. Spells to resist the spell, and the caster may need to make an attack roll to make contact
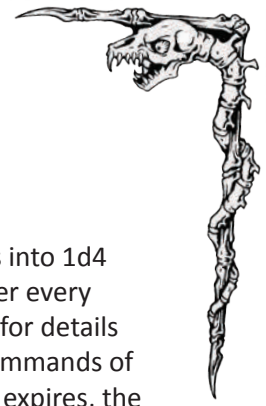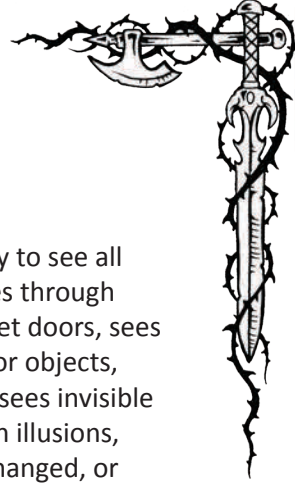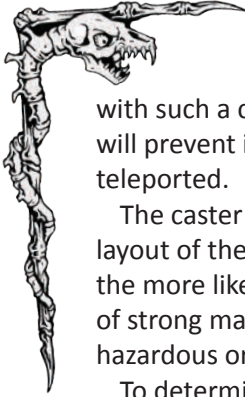
with such a creature. Likewise, a successful save vs. Spells will prevent items in a creature's possession from being teleported.

The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely it is that the teleportation will work. Areas of strong magical energy may make teleportation more hazardous or even impossible.

To determine the results of this spell, roll d% and consult the table below. Below the table is an explanation of the terms used.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

Familiarity: "Very familiar" is a place where the caster has been very often and feels at home. "Studied carefully" is a place the caster knows well, either because it can currently be seen, the caster has been there often, or other means (such as scrying) have been used to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which they are not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

"False destination" is a place that does not truly exist or if the caster is teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar. When rolling on this row, use 1d20+80.

On Target: The caster appears exactly where desired.

Off Target: The caster appears safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: The caster winds up in an area that's visually or thematically similar to the target area. This means that the caster appears in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: The caster and anyone else teleporting with the caster have gotten "scrambled." Each takes 1d10 points of damage; then reroll on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

True Seeing
Cleric 5
Range: touch
Duration: 1 round/level
This spell confers on the target the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a **crystal ball** or in conjunction with **clairvoyance**.

Ventriloquism
Magic-User 1
Range: 60'
Duration: 1 turn/level
This spell allows the caster to cause their voice to sound from someplace else within range, for example, from a dark alcove or statue.

Wall of Fire
Cleric 5, **Magic-User 4**
Range: 180'
Duration: 1 round/level (or special)
An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those beyond 10 feet but within 20 feet. The wall deals this damage when it appears and on the caster's turn each round to all creatures in the area. In addition, the wall deals 2d6 points +1 point per caster level of fire damage to any creature passing through it. The wall deals double damage to undead creatures.

The wall is either a sheet of flame up to 20' in length per caster level, or a ring with a radius up to 5' per caster level. The caster may choose to make the wall smaller if desired. The wall may be up to 20' tall (as desired by the caster and/or constrained by the ceiling).

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

The caster may choose to maintain the spell indefinitely (within reasonable limits of endurance) by concentration

or may cast it with the standard duration of 1 round per level, at their option.

Wall of Iron

Magic-User 6
Range: 90'
Duration: permanent

This spell causes a flat, vertical iron wall to spring into being. The wall is composed of up to one 10'x10' square section, one inch thick, per caster level. If the caster so desires, the wall can bond itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall must always be a flat plane, though the edges can be shaped to fit the available space, and it must always be conjured in contact with the ground.

The caster can increase the thickness of the wall with a proportionate reduction in the area; for example, doubling the thickness halves the area. The wall may not be made less than one inch thick. The caster can create the wall vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left un-pushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature with 13 Strength (or 4 or more Hit Dice) can push the wall over; or several creatures can work together to do so. (If the optional Ability Roll rule is being used, a Strength roll at -3 is sufficient to topple the wall.) Creatures with room to flee the falling wall may do so by making successful saves vs. Death Ray (with Dexterity bonus added). Any creature of Ogre-size or smaller that fails the save takes 10d6 points of damage. The wall cannot crush larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Stone

Magic-User 5
Range: 15' per level
Duration: permanent

This spell creates a wall of rock that merges into adjoining rock surfaces. The wall is composed of up to one 10'x10' square section, 1' thick, per caster level. The caster can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The caster can create a wall of stone in almost any shape they desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed, reducing the spell's area by half.

The wall can also be crudely shaped to create crenelations, battlements, and so forth by similarly reducing the area.

Like any other stone wall, this one can be destroyed by a **disintegrate** spell or by normal means such as breaking and chipping.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful saves vs. Death Ray.

Water Breathing

Magic-User 3
Range: touch
Duration: 2 hours/level

The affected creatures can breathe water freely. Divide the duration evenly among all the creatures the caster touches. The spell does not make creatures unable to breathe air.

Web

Magic-User 2
Range: 10' per level
Duration: 2 turns/level

Web creates a many-layered mass of strong, sticky strands, filling a volume of 8,000 cubic feet (equivalent to eight 10'x10'x10' cubes). The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears; within this limitation, the caster may choose any arrangement of webs they wish, up to the limit of range and the given 8,000 cubic foot volume. The caster may choose to create a smaller volume if they so desire. Creatures caught within a web become entangled among the gluey fibers. Attacking a creature in a web won't cause the attacker to become entangled, but moving through the affected area will.
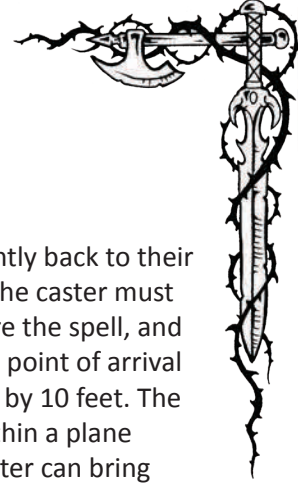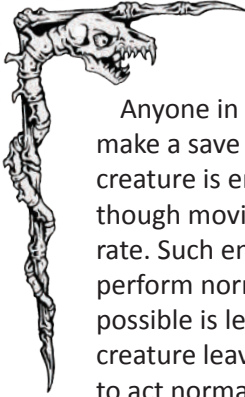
Anyone in the area of effect when the spell is cast must make a save vs. Death Ray. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is reduced to one-half normal movement rate. Such entangled creatures may not cast spells or perform normal attacks; whether other actions are possible is left to the GM to decide. Once an entangled creature leaves the area of effect of the web, it will be able to act normally again.

If the save fails, the creature is entangled and can't move or perform any other physical action. Speech remains possible, however. Creatures with Strength of 13 or higher (or 4 or more hit dice) may be able to break loose, however; each round, such creatures are allowed another save vs. Death Ray with results as given above. Creatures failing the initial save and having Strength of 12 or less (or fewer than 4 hit dice) are trapped until the duration expires or the webs are otherwise removed.

The strands of a web spell are flammable. Any fire can set the webs alight and burn away a 10' cube in 1 round; the fire will spread to adjacent 10' cubes each round until all the webbing is consumed (or the fire is put out by some means). All creatures within flaming webs take 2d4 points of fire damage from the flames, but if they survive they are completely free afterwards.

Wizard Eye

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

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

Wizard Lock

Magic-User 2
Range: 20'
Duration: permanent

A **wizard lock** spell cast upon a door, chest, or portal magically locks it. The caster can freely pass their own wizard lock without affecting it, as can any **Magic-User 3** or more levels higher than the caster of the wizard lock; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful **dispel magic** or **knock** spell.

Word of Recall

Cleric 6
Range: self (special)
Duration: instantaneous

Word of recall teleports the caster instantly back to their sanctuary when a single word is uttered. The caster must designate the sanctuary when they prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. The caster can be transported any distance within a plane but cannot travel between planes. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster).

An unwilling creature can't be teleported by word of recall. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported.

ADVENTURING BASICS

Time and Scale

Time in the dungeon is measured in game turns, which are (approximately) 10 minutes long. When combat begins, the time scale changes to **combat rounds**, which are (approximately) 10 seconds long. Thus, there are 60 combat rounds per game turn.

Distances in the dungeon are measured in feet. Outdoors, change all distance measurements (movement, range, etc.) to yards (so 100' becomes 100 yards) but area of effect measurements (for spells, for instance) normally remain in feet.

Dungeon Adventures

Player characters are able to carry up to 60 pounds and still be considered lightly loaded, or up to 150 pounds and be considered heavily loaded.

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

Strength	Light Load	Heavy Load
3	25	60
4-5	35	90
6-8	50	120
9-12	60	150
13-15	65	165
16-17	70	180
18	80	195

The carrying capacities of various domesticated animals are given in the **Monsters** section, in the entry for each type of animal.
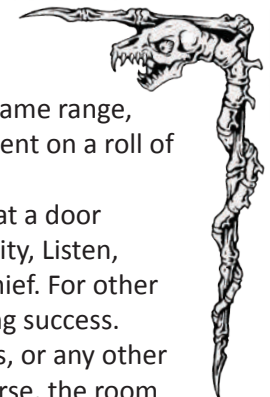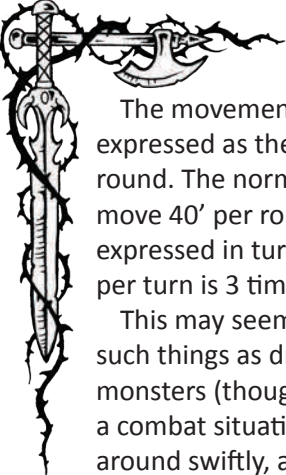
The movement rate of a character or creature is expressed as the number of feet it can move per combat round. The normal player character genera can all move 40' per round. When exploring a dungeon, time is expressed in turns, as explained above; normal movement per turn is 3 times the movement rate per round.

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

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

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

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

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

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

Some character genera, and almost all monsters, have Darkvision. This gives them the ability to see even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness. The range of Darkvision is typically either 30' or 60'; if not given for a particular creature, assume the 60' range.

Darkvision is totally ineffective in any light greater than moonlight.

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

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

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

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

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

Trap detection may not be allowed if the trap is purely magical in nature; on the other hand, in such cases Magic-Users and/or Clerics may be able to detect magical traps at the given 1 in 1d6 chance, at the Game Master's option.

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

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

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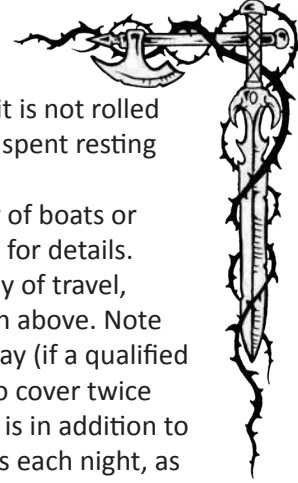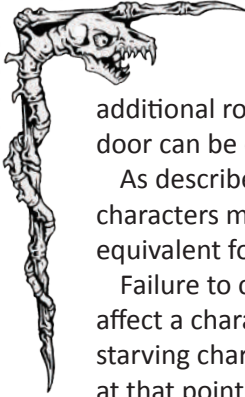
additional rolls or other actions to be taken before the door can be opened.

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

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

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

Wilderness Adventures

Movement rates when traveling in the wilderness are related directly to encounter movement rates, as shown on the table below:

Encounter Movement (Feet per Round)	Wilderness Movement (Miles per Day)
10'	6
20'	12
30'	18
40'	24
50'	30
60'	36
70'	42
80'	48
90'	54
100'	60
110'	66
120'	72

Naturally, any group traveling together moves at the rate of the slowest member.

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

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

Characters may choose to perform a *forced march*, traveling 12 hours per day. If this is done, add an additional 50% to the distance traveled. Each day of forced march performed after the first inflicts 1d6 damage on the characters (and their animals, if any). A save vs. Death Ray with Constitution bonus applied is allowed to avoid this

damage, but after this save is failed once, it is not rolled again for that character or creature. A day spent resting "restarts" the progression.

Travel by water may be done in a variety of boats or ships; see the table in the **Vehicles** section for details. Travel distances are based on a 12 hour day of travel, rather than the usual 8 hours per day given above. Note that sailed ships may travel 24 hours per day (if a qualified navigator is aboard), and so may be able to cover twice the normal distance per day of travel. This is in addition to the multiplier given below. If the ship stops each night, as is done by some vessels traveling along a coastline as well as those vessels having less than the minimum number of regular crewmen on board, the two-times multiplier does not apply.

Movement of sailed ships varies depending on weather conditions, as shown on the following table. **Sailing** movement modifiers shown apply when sailing with the wind; sailing against the wind involves **tacking** (called "zigzagging" by landlubbers) which reduces movement rates as indicated on the table.

d12	Wind Direction
1	Northerly
2	Northeasterly
3	Easterly
4	Southeasterly
5	Southerly
6	Southwesterly
7	Westerly
8	Northwesterly
9-12	Prevailing wind direction for this locale

d%	Wind Conditions	Sailing	Tacking
01-05	Becalmed	x0	x0
06-13	Very Light Breeze	x1/3	x0
14-25	Light Breeze	x1/2	x1/3
26-40	Moderate Breeze	x2/3	x1/3
41-70	Average Winds	x1	x1/2
71-85	Strong Winds	x1 1/3	x2/3
86-96	Very Strong Winds	x1 1/2	x0
97-00	Gale	x2	x0

Notes:

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

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

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

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

Adventurers following roads, trails, rivers, streams, or other obvious landmarks are unlikely to become lost; however, when the party strikes out into trackless forest,
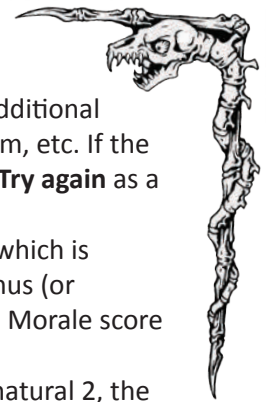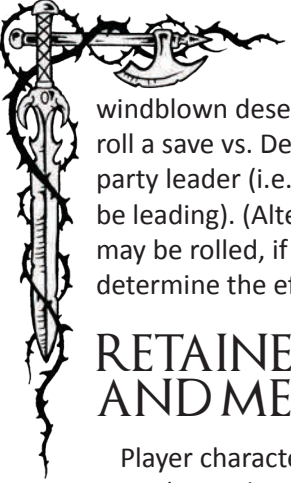
windblown desert, etc., they may become lost. Secretly roll a save vs. Death Ray, adjusted by the Wisdom of the party leader (i.e., whichever player character seems to be leading). (Alternately, an Ability Roll against Wisdom may be rolled, if that optional rule is in use.) The GM must determine the effects of a failed roll.

RETAINERS, SPECIALISTS, AND MERCENARIES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A player character is limited in the number of specialists they can hire only by the amount of money they cost; Charisma does not affect this.
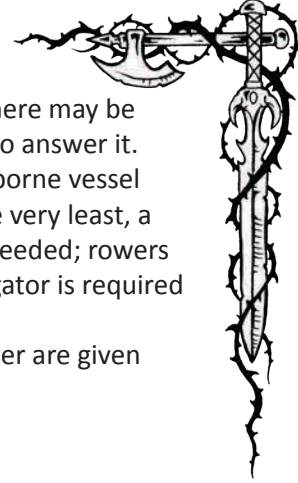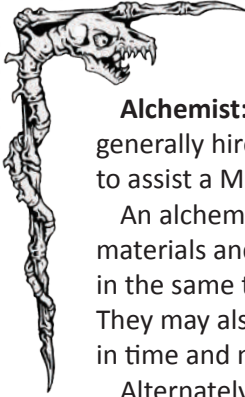
Alchemist: *1,000 gp per month.* These characters are generally hired for one of two reasons: to make potions, or to assist a Magic-User with magical research.

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

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

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

Armorer (or Weaponsmith): *100 to 500 gp per month.* Characters hiring mercenaries or having armed and armored followers to take care of, will need the services of an armorer. In general, for every 50 Fighters employed, one armorer is required to care for their gear. The armorer's equipment is not included in the costs given above, but the cost to maintain his apprentices is included; most such characters will have 1d4 apprentices assisting.

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

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

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

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

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

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

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

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

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

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

Mercenaries housed in a player character's stronghold require 200 square feet each but cost 25% less per month, as this is covered by their room and board. The **Stronghold** section of the **Odysseys and Overlords Game Master's Guide** (pages 19-20) provides more details.
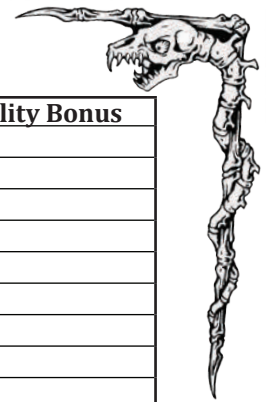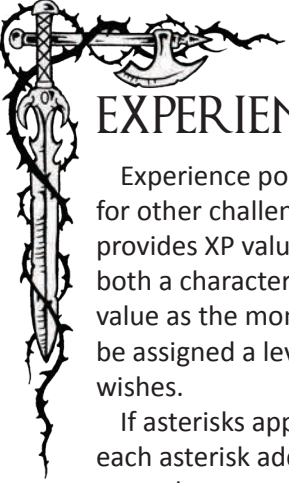
EXPERIENCE POINTS (XP)

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

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

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

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

After tallying the XP earned in a given adventure, the amount should be divided by the number of adventurers. As described above, each retainer should receive a one-half share; so a group with four player characters and a retainer is counted as having 4½ members. If 2,000 XP are earned by this group, one share is 444 XP, and the retainer receives 222 XP.

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

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

ENCOUNTERS

Order of Play

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

Surprise

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

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

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

Monster Reactions

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

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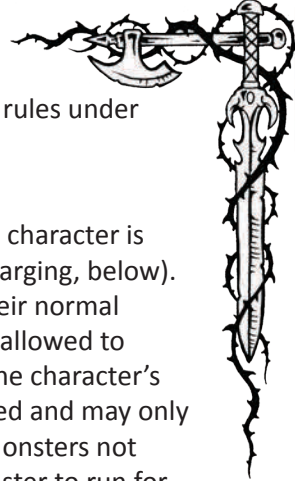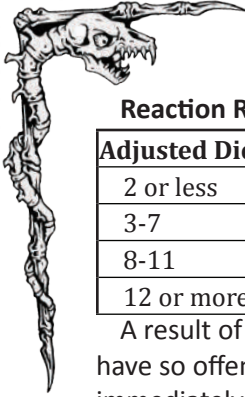
Reaction Roll Table

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

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

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

INITIATIVE

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

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

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

COMBAT

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

Opponents more than 5' apart may move freely, but once two opposing figures are within 5' of each other,

they are "engaged" and must abide by the rules under Defensive Movement, below.

RUNNING

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

MANEUVERABILITY

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

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

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

In general, a facing change is any turn of up to 90º (a right-angle turn); on a square-gridded map, this means turning to face directly to the right or left of the figure's current facing. A half-turn (45º) still counts as a full facing change. If using hexes, "diagonal" movement is not available, so a facing change is the 60º turn to face toward the hex-side to the right or left of the current facing.

There are a few exceptions to this rule:

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

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

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

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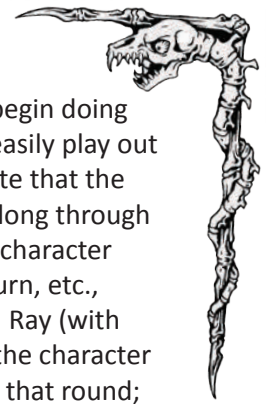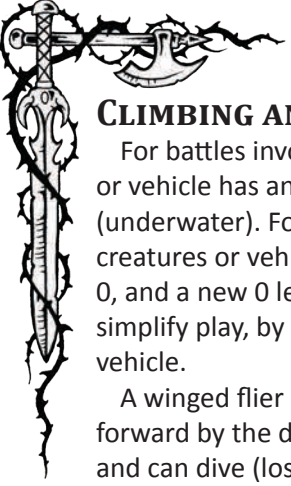
Climbing and Diving

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

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

Charging

Under some circumstances, characters or creatures may be allowed to attack after a running move. This is called a charge, and some specific limitations apply. First, the charging character or creature must move at least 10 feet and may move up to double their normal movement rate, as given above. The movement must be in a more or less straight line toward the intended target, and the path to the target must be reasonably clear. Finally, the attacker must be using a weapon such as a spear, lance, or pole arm which is suitable for use while charging. Certain monsters, especially including those with horns, are able to use natural attacks when charging. If the attacker does not have line of sight to the opponent at the start of the charge, that opponent can't be charged.

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

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

Evasion and Pursuit

Sometimes a party of adventurers will want nothing more than to avoid a group of monsters (or sometimes, it's the monsters avoiding the adventurers). If one group is surprised, and the other is not, the unsurprised group may be able to escape automatically (unless something prevents them from making an exit).

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

If at any point the pursuers are within 5' (melee range) at the start of a round, they may begin melee combat; the fleeing characters will be subject to "parting shots" as described under Defensive Movement if they continue to flee after the pursuers close to melee range.

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

Defensive Movement

Any time a character turns their back on an adjacent opponent (who has a ready weapon) and begins movement, that opponent is allowed a "parting shot" with a +2 bonus to attack, even if that opponent has already made all attacks for the round. Opponents with attack routines must choose one attack mode; for instance, a tiger with a claw/claw/bite routine could only claw once or bite once.

Alternately, the character may begin backing away (at up to half normal walking movement) while continuing to fight (if the opponent remains within reach, that is, follows the retreating character). This is termed a fighting withdrawal.

How to Attack

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

Attacking From Behind

Attacks made from behind an opponent usually receive a +2 attack bonus. This does not combine with the Sneak Attack ability (see the Thief, p. 14).
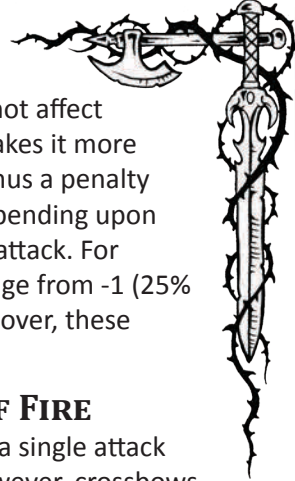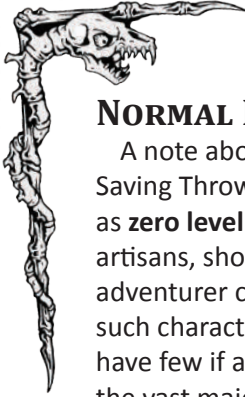
Normal Folk

A note about normal folk: The NF entry in Table: Fighter Saving Throws (see p. 11) is for normal folk, also known as **zero level characters**. These characters represent the artisans, shopkeepers, scullery maids, and other non-adventurer characters who will appear in the game. All such characters are NPCs, of course. Humanoid genera have few if any zero-level characters among their numbers; the vast majority of "normal folk" are humans.

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

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

Melee Combat

Melee occurs after a character has closed for combat and strikes at a monster or other foe. Melee weapons or attacks may generally only be used against foes who are engaged with the attacker (as described above).

Missile Fire

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

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

Cover and Concealment

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

Missile Weapons and Rate of Fire

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

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

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

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

Grenade-like Missiles

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

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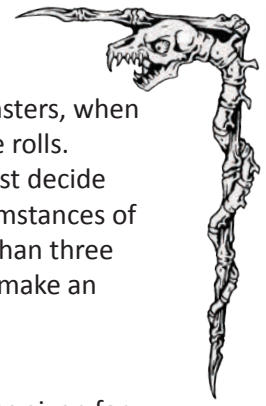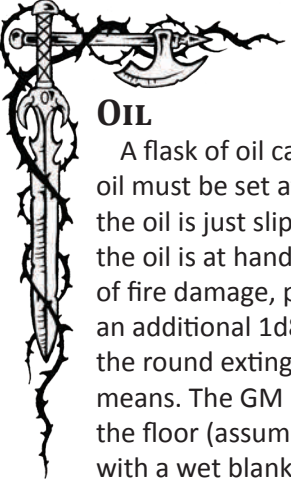
Oil

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

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

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

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

Holy Water

Holy water damages undead creatures. A flask of holy water can be thrown as a grenade-like missile; the flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, it must be opened and poured out onto the target, generally requiring the attacker to be adjacent to the target.

A direct hit by a flask of holy water deals 1d8 points of damage to an undead creature. In addition, each such creature within 5 feet of the point of impact receives 1d6 points of damage from the splash. Holy water is only effective for one round.

Missiles That Miss

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

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

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

Damage

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

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

As explained elsewhere, a creature or character reduced to 0 hit points is dead.

Subduing Damage

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

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

Brawling

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

Wrestling

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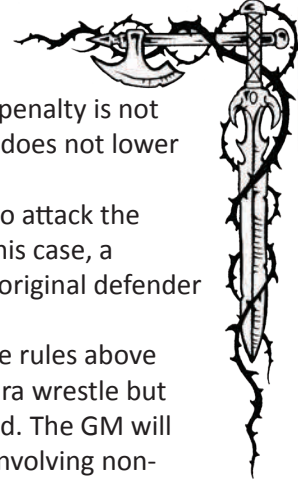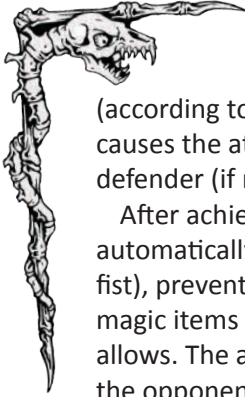
(according to Initiative). A successful wrestling attack causes the attacker to move into the same "space" as the defender (if miniature figures are used).

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

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

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

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

Actions Allowed to the Defender: The target of a successful hold is usually immobile (but not helpless) at least until their next action, as determined by Initiative. Such characters suffer a penalty of -4 to AC against opponents other than the attacker.

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

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

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

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

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

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

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

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

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

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

Morale

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

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

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

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

Note that special rules apply to retainers; see the relevant rules in the **Adventure** section, above.

Turning the Undead

Clerics can Turn the undead, that is, drive away undead monsters by means of faith alone. The Cleric brandishes their holy symbol and calls upon the power of their divine patron. The player rolls 1d20 and tells the GM the result.
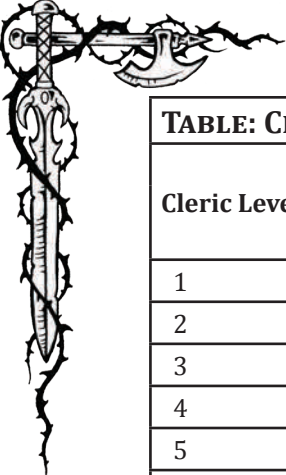
Table: Clerics vs. Undead

Cleric Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire	Ghost
	1 Hit Die	2 Hit Dice	3 Hit Dice	4 Hit Dice	5 Hit Dice	6 Hit Dice	7 Hit Dice	8 Hit Dice	9+ Hit Dice
1	13	17	19	No	No	No	No	No	No
2	11	15	18	20	No	No	No	No	No
3	9	13	17	19	No	No	No	No	No
4	7	11	15	18	20	No	No	No	No
5	5	9	13	17	19	No	No	No	No
6	3	7	11	15	18	20	No	No	No
7	2	5	9	13	17	19	No	No	No
8	T	3	7	11	15	18	20	No	No
9	T	2	5	9	13	17	19	No	No
10	T	T	3	7	11	15	18	20	No
11	D	T	2	5	9	13	17	19	No
12	D	T	T	3	7	11	15	18	20
13	D	D	T	2	5	9	13	17	19
14	D	D	T	T	3	7	11	15	18
15	D	D	D	T	2	5	9	13	17
16	D	D	D	T	T	3	7	11	15
17	D	D	D	D	T	2	5	9	13
18	D	D	D	D	T	T	3	7	11
19	D	D	D	D	D	T	2	5	9
20	D	D	D	D	D	T	T	3	7

Note that the player should always roll, even if the GM knows the character can't succeed (or can't fail), as telling the player whether or not to roll may reveal too much.

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

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

If a mixed group of undead (say, a wight and a pair of zombies) is to be Turned, the player still rolls just once.

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

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

Undead monsters which are Turned flee from the Cleric and their party at maximum movement. If the party pursue and corner the Turned undead, they may resume attacking the party; but if left alone, the monsters will not return or
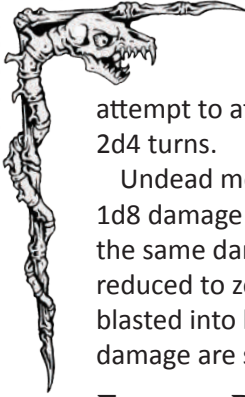
attempt to attack the Cleric or those near them for at least 2d4 turns.

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

Energy Drain

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

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

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

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

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

Healing and Rest

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

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

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

Constitution Point Losses

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

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

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

Falling Damage

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

Deafness and Blindness

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

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

Note that the penalty for attacking an invisible opponent is the same as the penalty for attacking blind, that is, -4 on the attack roll.
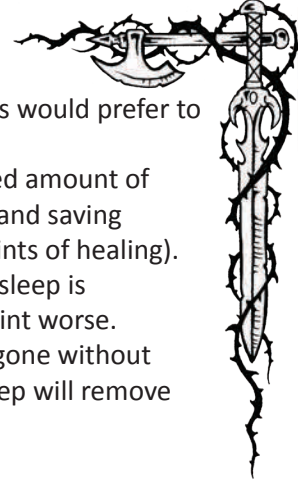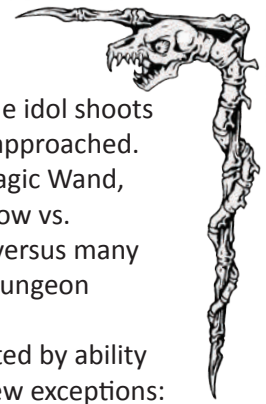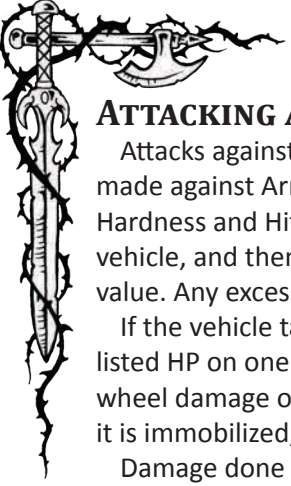
Attacking a Vehicle

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

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

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

Saving Throws

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

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

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

- Poison saving throws are always adjusted by the character's Constitution modifier.
- Saving throws against illusions (such as **phantasmal force**) are always adjusted by the character's Intelligence modifier.
- Saving throws against **charm** spells (and other forms of mind control) are adjusted by the character's Wisdom modifier.

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

Item Saving Throws

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

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

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

ODYSSEYS & OVERLORDS

Character Name

Class _____ Level _____ Genus _____

Initiative _____ Attack Bonus _____ Gender _____ Age _____

Nationality _____ XP _____ Player _____

ABILITIES

STRENGTH
Modifier_____

DEXTERITY
Modifier_____

CONSTITUTION
Modifier_____

INTELLIGENCE
Modifier_____

WISDOM
Modifier_____

CHARISMA
Modifier_____

SAVING THROWS

Death Ray or Poison

Magic Wands

Paralysis or Petrify

Dragon Breath

Spells

Misc. Notes

COMBAT

AC   HP

Weapon	AB	Damage	Range

Money_____

Items _____

Spells/Abilities _____

Languages _____