

The Olde Dungeoneer's Almanack

1st Edition (Release 5)

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Credits

Editor:	John Payne
Contributors:	Eric C. Medders, Brendan Falconer, Todd Roe, William Smith, Ray “maddog” Allen, Ola Berg, Copperblade, Emiliano Marchetti, Ethan Moore, Scott Abraham, James D. Jarvis, Nazim N. Karaca, galstaff, Theo Zarras, Chris Hearn, Serge Petittclerc, and R. Kevin Smoot
Artwork:	Erik Wilson
Playtesters:	

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PART 1: INTRODUCTION

What is this?

Welcome to the first volume of the Olde Dungeoneer's Almanack. This work compiles in a single volume all the completed supplements to the Basic Fantasy Role-Playing Game, as of Spring, 2008.

If you are unfamiliar with the Basic Fantasy RPG, please, visit the website (basicfantasy.org) and download a copy. The materials in this tome will not be terribly useful without a copy of the core rules.

How to use this book

First, it is important to understand what is “official.” The rules presented here are, in no way, official. They are presented entirely as options for the Game Master. If you are a player, feel free to point out what you like here to your Game Master... but don't expect your GM to allow something just because you like it. What rules are included, or excluded, from a particular Game Master's game is entirely his or her decision.

On the other hand, it's also important to understand that the “official” rules (the contents of the Core Rules book) are also subject to change by the Game Master. This is part of what **old school** gaming is about.

The materials presented here are given, as much as possible, in the same fashion as in the Core Rules; the sections are ordered the same way, with the same section titles.

If you are a Game Master, feel free to peruse this book, picking and choosing what you wish to use and omitting whatever does not fit the style of your game. If you are a player, you are of course free to read this work, but do not demand your GM allow whatever race, class, spell, or other bit of game material... it is always the GM's decision as to what will be allowed or denied in his or her game.

As with all Basic Fantasy Project works, this book is available in editable format on our website at **www.basicfantasy.org**. This makes it particularly easy for a GM to create a personalized version of the Almanack to add to his or her own game. Remember, if you wish to release such a modified work publicly, you must comply with the requirements of the Open Game License (found at the very end of this book), and if you wish to use the Basic Fantasy Role-Playing Game name, you must also comply with the Product Identity License (found at the end of the Core Rules document).

If you would like to contribute to future editions of the Olde Dungeoneer's Almanack, or submit adventures for the Adventure Anthology Series, or in some other way participate in the Basic Fantasy Project, please visit our website, **www.basicfantasy.org**, for more information.

CHARACTER RACES

Gnome

Description: Gnomes are small and stocky, more so than Halflings but not as much as Dwarves; both male and female Gnomes stand around three and a half feet tall and typically weigh around 90 pounds. Their hair and beards may be blond, brown, black, or sometimes red. They have a fair to ruddy complexion. The most noticeable features about a Gnome from the standpoint of other races is their pointed ears and noses. They are renowned for their rapidly changing moods, sometimes gruff and contrary, sometimes whimsical and humorous. They have a lifespan between two and three centuries long.

Restrictions: Gnomes may become Clerics, Fighters, Magic-Users, Thieves, or Magic-User/Thieves (see **Combination Classes**, below). They are required to have a minimum Constitution of 9. Due to their small stature, they may not have a Strength higher than 17. Gnomes never roll larger than six-sided dice (d6) for hit points regardless of class. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows).

Special Abilities: All Gnomes have Darkvision with a 30' range.

Saving Throws: Gnomes save at +4 vs. Death Ray or Poison, and at +3 vs. Dragon Breath.

**Half-Elf**

Description: Half-Elves are the result of crossbreeding between Elves and Humans. An average Half-Elf male stands around 5'5" in height, with females averaging an inch shorter. They have pointed ears, but their features tend to favor the Human parent a bit more than the Elf. Half-Elves are well tolerated by Humans in most cases, but are often shunned (or at best, ignored) by Elven society.

Restrictions: Half-Elves may become members of any class or combination allowed to Elves. They are required to have a minimum Intelligence of 9, and like Elves they may not have Constitution scores higher than 17. However, they do not suffer from the Elven hit dice limit.

Special Abilities: Half-Elves have Darkvision with a 30' range. They are able to find secret doors on a 1-2 on 1d6, but do not find secret doors on a cursory examination as Elves do. Half-Elves gain a bonus of +5% on all earned experience, except if the Half-Elf is a member of a combination class.

Saving Throws: Half-Elves save at +1 vs. Magic Wands and Spells.

Half-Ogre

Description: Half-Ogres are the result of crossbreeding between Humans and Ogres. Such creatures tend to be outcasts within both Human and Ogrish communities, but they may often be found as leaders in communities of orcs or goblins. Half-Ogres are big, averaging around 7' in height, broad shouldered and rangy. Their features tend to favor the Ogrish parent, with dark coarse hair, tan or brown skin and dark eyes.

Restrictions: Half-Ogres may become Clerics or Fighters only. A Half-Ogre must have a minimum of 13 in both Strength and Constitution, and may not have either Intelligence or Wisdom higher than 15.

Special Abilities: Half-Ogres roll hit dice one size larger than normal; so a Half-Ogre Fighter rolls d10's for hit points, while a Half-Ogre Cleric rolls d8's. Half-Ogres gain a bonus of +5% on all earned experience. Due to their great size, they gain a bonus of +1 on the roll when opening doors or performing other feats of Strength. Finally, they have Darkvision with a 30' range.

Saving Throws: Half-Ogres gain no special bonuses to their saving throw rolls.

Half-Orc

Description: Half-Orcs are the result of crossbreeding between Humans and Orcs. Such creatures tend to be outcasts within Human communities, but sometimes rise to positions of leadership within Orcish communities. Half-Orcs are a bit shorter than Humans. Their features tend to favor the Orcish parent.

Restrictions: Half-Orcs may become members of any class. A Half-Orc must have a minimum Constitution of 9, and are limited to a maximum Intelligence of 17.

Special Abilities: Half-Orcs gain a bonus of +5% on all earned experience. They have Darkvision with a 60' range. When dealing with humanoids of Human-size

or smaller, a Half-Orc gains an additional +1 on any reaction die roll, in addition to his or her Charisma bonus.

Saving Throws: Half-Orcs save at +1 vs. Death Ray or Poison.

Combination Classes

Gnomes are allowed to combine the classes of Magic-User and Thief, in much the same way that Elves may combine Magic-User and Fighter. A Magic-User/Thief may wear cast spells while wearing leather armor, and may use any weapon. A Magic-User/Thief must gain experience equal to the combined requirements of both base classes. These characters roll four-sided dice (d4) for hit points.

The GM may wish to allow Elves and Half-Elves to become Magic-User/Thieves. Also, if the Illusionist subclass is used in the campaign, Gnomes should certainly be allowed to become Illusionist/Thieves in this manner.

CHARACTER CLASSES

Cleric Subclasses

Druid

Druids are nature priests, revering the gods of the natural world. They use mistletoe as a holy symbol; in regions where mistletoe is not available, they may use some other appropriate plant as defined by their order.

They advance using the same table as Clerics, but have different spells and different weapon and armor restrictions. They may use any one-handed melee weapon, as well as staff, sling and shortbow. They may not wear metal armor of any type, but may wear leather armor.

Instead of the Clerical ability to Turn the Undead, Druids may Turn or Befriend Animals (detailed in the Combat section, below).

Fighter Subclasses

All of these classes use the fighter experience point progression, attack bonus, and saving throws. Hit dice are specified below. However, since these classes are highly specialized, and a character must be Human to belong to one of these classes, the usual 10% bonus to XP for being Human is not granted to characters of these listed classes.

Barbarian (Fighter Subclass)

Barbarians are the rough warriors that hail from the unsettled lands far from civilization. Their combat prowess comes from tenacity and instinct rather than the training and discipline of the regular fighter.

Requirements: In order to qualify to be a barbarian, one must have rolled a Strength of 13 or higher, a Dexterity of 9 or higher, and a Constitution of 13 or higher. Barbarians use d8 for hit dice, but double their CON bonus, as they possess almost inhuman fortitude. Barbarians may not use armor heavier than chain mail, but may use shields. They may wield any weapons desired.

Barbarian Abilities: The natural combat ability of this class shines when not wearing armor. When not burdened by armor, the Barbarian doubles his or her STR bonus to attack and damage with melee weapons. Barbarians also benefit from enhanced protection when unarmored, as follows:

Level	Armor Class
1	12
2	13
3	14
4	16
5	17
6	18
7+	20

Ranger (Fighter Subclass)

Rangers are specialized warriors who roam the borderlands, where their mission is to keep the beasts and monsters of the untamed lands at bay, away from the civilized realms. They operate alone or in small groups, and rely on stealth and surprise to meet their objectives, as opposed to the straight-on warfare of the standard Fighter.

Requirements: To become a ranger, one must have rolled a Strength of 13 or higher, a Wisdom of 9 or higher, and a Dexterity of 13 or higher. While rangers use d8 for HD, they roll an extra die of hit points at first level, as they have been toughened by self-sufficiency and isolation from the supplies and comforts of civilized lands. They can wear any armor, but the Ranger's special talents and abilities are unavailable when wearing heavier than leather armor.

Ranger Abilities: The ranger can **move silently** and **hide** as a Thief of equal level when in a dungeon or city setting. However, in natural outdoor terrain, these two abilities are calculated at 3 levels higher (a 1st level Ranger hides as a 4th level Thief when in the wilderness.) Rangers double their DEX bonus "to hit" when using longbow, due to extensive training with that weapon. The ranger can also track movement in the wilderness, at a base chance of 40% with 5% additional per level over 2nd. Note the GM may also apply certain penalties or bonuses for conditions that might hinder or help the tracking attempt. If in the wilderness, the ranger can locate herbs and plants that could heal wounds; 1d12 turns must be spent gathering the necessary ingredients, and the poultice thus created heals 1d4 HP.

Regardless of the armor worn, a Ranger also adds his or her level in damage against humanoid opponents.

Paladin (Fighter Subclass)

The paladin is a warrior that has received special talents from faith and belief, in order to right injustices that may have befallen those that are not strong enough to stand up for themselves.

Requirements: Paladins are very rare, as one must roll STR 13, WIS 13, CHA 13 to become a member of this class. They use d8 for HD, and can wear any armor and use any shields or weapons without hindrance to their abilities.

Paladin Abilities: Because of their passionate faith, they gain some talents of the Cleric and some other supernatural related abilities. Once per day, per level, the paladin can "Lay on Hands" to any wounded character and heal 2 hit points +1 HP per point of CHA bonus. At will, they may **detect evil** as the spell. They are able to **turn undead** at 4th level as a Cleric of 3 levels lower (i.e., a 4th level paladin turns undead as a 1st level Cleric.) Paladins that show great piety and have advanced to 9th level are able to cast spells as a Cleric of 7 levels lower (i.e. a 9th level paladin casts spells as a 2nd level Cleric). The paladin must obey a code of honor, and will try to perform his duties to protect the innocent, and bring justice to the unjust as best as mortally possibly. Should they fall from grace, they will no longer gain experience points. They essentially remain a fighter forever more. The greatest drawback however is the loss of all the listed abilities, unless the fallen paladin atones for his transgression (as determined by the GM.)

Magic-Users and Subclasses

The following table adds 7th level spells to the Magic-User class.

Level	Exp. Points	Hit Dice	Spells						
			1	2	3	4	5	6	7
1	0	1d4	1	-	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-	-
6	40,000	6d4	3	2	2	-	-	-	-
7	80,000	7d4	3	2	2	1	-	-	-
8	150,000	8d4	3	3	2	2	-	-	-
9	300,000	9d4	3	3	2	2	1	-	-
10	450,000	9d4+1	4	3	3	2	2	-	-
11	600,000	9d4+2	4	4	3	2	2	1	-
12	750,000	9d4+3	4	4	3	3	2	2	-
13	900,000	9d4+4	4	4	4	3	2	2	1
14	1,050,000	9d4+5	4	4	4	3	3	2	1
15	1,200,000	9d4+6	5	4	4	3	3	2	1
16	1,350,000	9d4+7	5	5	4	3	3	2	2
17	1,500,000	9d4+8	5	5	4	4	3	3	2
18	1,650,000	9d4+9	6	5	4	4	3	3	2
19	1,800,000	9d4+10	6	5	5	4	3	3	2
20	1,950,000	9d4+11	6	5	5	4	4	3	3

Illusionist (Magic-User Subclass)

Level	Exp.	Hit Dice	Spells					
	Points		1	2	3	4	5	6
1	0	1d4	1	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-
6	40,000	6d4	3	2	2	-	-	-
7	80,000	7d4	3	2	2	1	-	-
8	150,000	8d4	3	3	2	2	-	-
9	300,000	9d4	3	3	2	2	1	-
10	450,000	9d4+1	4	3	3	2	2	-
11	600,000	9d4+2	4	4	3	2	2	1
12	750,000	9d4+3	4	4	3	3	2	2
13	900,000	9d4+4	4	4	4	3	2	2
14	1,050,000	9d4+5	4	4	4	3	3	2
15	1,200,000	9d4+6	5	4	4	3	3	2
16	1,350,000	9d4+7	5	5	4	3	3	2
17	1,500,000	9d4+8	5	5	4	4	3	3
18	1,650,000	9d4+9	6	5	4	4	3	3
19	1,800,000	9d4+10	6	5	5	4	3	3
20	1,950,000	9d4+11	6	5	5	4	4	3

Illusionists are “specialist” Magic-Users who focus on the creation and manipulation of illusions, and at higher levels the quasi-real stuff of the planes of shadow. Though “normal” Magic-Users can create illusions, those created by a real illusionist are superior in quality and realism.

The Prime Requisite for an Illusionist is Intelligence. The Illusionist is required to have an Intelligence score of 13 or higher. Illusionists are poor fighters, with fighting ability equivalent to normal Magic-Users. Likewise they are no more hardy than standard Magic-Users (d4 hit die). They may not wear any armor of any sort or use shields. Like other Magic-Users, they can utilize a walking staff or dagger, and of course, they may use magical weapons of those types. Otherwise, Illusionists can generally be treated as equivalent to Magic-Users for any situation not covered here.

Because of their expertise at creating and understanding illusions, Illusionists always gain an additional +2 on saves vs. any sort of illusion or phantasm.

Illusionists perform magic much like other Magic-Users do, but have different spell choices. They can learn spells from each other so long as the spells are available to both classes. Like other Magic-Users, a first level Illusionist begins play knowing **read magic** and one other spell of first level, recorded within a spell book. The GM may roll

for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the Illusionist Spells section for more details.

Illusions, Saving Throws and Disbelief

The victim of an illusion doesn’t get an automatic save vs. Spells; rather, he or she must have a good reason to believe that a creature, object, or situation is an illusion before a save is allowed. The GM must base his or her decision on the quality and the credibility of the illusion.

An illusion of quality is an illusion created by a caster who has a clear “mental vision” of a creature, an object or a situation. For example, a caster cannot create an illusion of quality of a red dragon if he or she has never seen a red dragon.

An illusion can be credible only if the creature, the object or the situation is realistic. For example, the illusion of a door on a wall is credible, but not a door floating in the air. Also, illusions created by spells of high level have more chance to be credible since several senses are affected.

Therefore, if an illusion is not of quality and/or credible, the GM can decide to allow an automatic save vs. Spells.

In addition, a player can announce to the GM that his or her character does not “believe” in the existence of a creature, an object or a situation. The GM must then make a secret save vs. Spells for that character. Note that the GM should always roll the save, even if the creature, object, or situation is not an illusion (as omitting the roll would give this away to the player).

If the save is successful (and the creature, object, or situation is really an illusion), the GM must announce this fact to the player. If the character then tells his or her comrades, they in turn receive a save vs. Spells with a +4 bonus.

Sorcerer (Magic-User Subclass)

The Sorcerer, like the Wizard, is a specialist in magic use, but unlike the Magic-User, the Sorcerer draws his or her magic from the surroundings. A Sorcerer need not prepare spells in advance, but rather may cast any spell known at any time, provided that sufficient spell point slots are available to cast the spell.

The Sorcerer uses the Magic-User class table for experience point requirements and hit dice. The Prime Requisite of a Sorcerer is Charisma; a character must have a Charisma of 13 or higher to become a Sorcerer. Sorcerers are not adept at fighting, as they spend hours studying the forces of magic and nature rather than

learning to use lesser items such as weapons. Thus, the only weapon allowed to a Sorcerer is the dagger. A Sorcerer may not wear armor of any sort, nor use a shield, as such things interfere with spellcasting.

Members of any race able to become Magic-Users may instead become Sorcerers, unless the GM decrees otherwise.

A first level Sorcerer begins play knowing one first level spell. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option.

A Sorcerer may learn up to his or her Charisma bonus in new spells each time a new level is attained (i.e. a Charisma bonus of +3 means that up to 3 new spells may be learned). However, only spells that the Sorcerer has witnessed being cast may be learned (as this is the only way a Sorcerer learns to cast spells). Further, the Sorcerer may only learn spells which he or she may cast (thus, only Magic-User spells may be so learned, and the Sorcerer must be able to cast spells of the given Magic-User spell level). For example, a first level Sorcerer may not learn a 6th level spell. If the Sorcerer has not witnessed any previously unknown spells of appropriate type and level being cast, he or she does not gain any new spells.

Since Sorcerers gather their magic from the world around them and do not use spellbooks, they can only cast a few spells each day before becoming exhausted. At first level a Sorcerer has only one spell point, which is equal to one spell level, so if the Sorcerer casts Magic Missile, he or she has just used one spell point. The table below shows both the number of spell points a Sorcerer has available at each level, as well as the maximum spell level the character may learn (and thus cast).

Level	Spell Points	Max Spell Level
1	1	1
2	2	1
3	3	1
4	4	2
5	5	2
6	7	2
7	8	3
8	10	3
9	11	3
10	14	4
11	16	4
12	18	4
13	19	4
14	20	5
15	21	5
16	22	5
17	24	5
18	25	6
19	26	6
20	27	6

Thief Subclasses

Assassin

There are men and women in the world who deal death from the shadows for hire. These people are called assassins. Most are trained by secret guilds or societies; civilized lands generally forbid and destroy such organizations.

Assassins advance using the same table as Thieves, and they must abide by the same weapon and armor restrictions as members of that class. A prospective Assassin must have a minimum Dexterity and Intelligence of 9 each. Only Humans may become Assassins, and Assassins do not receive the usual 10% XP bonus awarded to Human characters.

Assassins have the same skills as Thieves, but at a penalty of two levels (that is, a 3rd level Assassin has the skills of a 1st level Thief). For Assassins of 1st and 2nd levels, use the following table for their skills:

Level	OL	RT	PP	MS	CW	HD	LS
1	15	10	20	15	70	-	20
2	20	15	25	20	75	5	25

Assassins have several additional abilities:

Disguise: An Assassin can disguise himself or herself to appear to be a specific sort of character, that is, a noble, a priest, a commoner, etc. This ability operates at the same percent chance as the Thief's Pick Pockets ability (without the given two level deduction described above). An Assassin may attempt to disguise himself or herself as a specific person, but the chance of success is reduced by at least half in this case (or even more if the Assassin attempts to appear to be someone of a different race or sex).

Poison: Assassins learn the art of making lethal poisons. An Assassin can manufacture a lethal poison at the same percent chance as the Thief's Open Lock ability (without the two level deduction). Poisons are often quite expensive to make; it is not uncommon for a single application of contact poison to cost 500 gp or more. The GM is advised to take care that poison does not become too much of an easy solution for the Assassin.

Shadowing: An Assassin may attempt to follow or track a character in an urban or indoor environment. The Assassin must be able to see the character being shadowed, though not necessarily in a continuous fashion. The chance of success is the same as the Thief's ability to Hide in Shadows (without the two level deduction). If the roll fails, the GM must decide if the character being followed has been lost, or if he or she has detected the Assassin; further, the Assassin who loses the trail does not know if he or she has been detected (unless, of course, the character being tracked chooses to confront the Assassin).

Waylay: An Assassin can attempt to knock out an opponent in a single strike. This is performed in much the same way as a Thief's Sneak Attack ability, but the Assassin must be using a weapon that does subduing damage normally. The attack is rolled at a +4 attack bonus; if the Assassin hits, the victim must make a saving throw vs. Death Ray or be knocked unconscious. If this roll is made, the victim still suffers double the weapon's normal damage (which is, of course, subduing damage).

Note that bounty hunters are often "reformed" Assassins, who use the Waylay ability in the course of their (more or less) lawful activities.

Assassinate: This is the Assassin's primary special ability. Like the Waylay attack, it requires the Assassin to be in position to perform a Sneak Attack. The attack must be carried out with a one-handed piercing weapon, such as a dagger or sword. The attack is rolled at the usual +4 attack bonus, and if the attack hits, the victim must roll a saving throw vs. Death Ray or be instantly killed. If this saving throw is a success, the victim still suffers double normal weapon damage. At the GM's option, characters two or more levels lower than the Assassin may be denied a saving throw.

Jester (Thief Subclass)

Absurd pranksters and nuisances, Jesters are known for telling wild tales, hurling insults or pulling practical jokes at the expense of others. Their abilities and attitude can make them useful, though aggravating, adventuring companions. Only gnomes, halflings or humans may become Jesters, as dwarves lack the quick wit and elves would never reduce themselves to such vulgarity.

The Jester uses the Cleric class table for experience point requirements and uses a d4 for Hit Dice. The Jester uses the Cleric column on the Attack Bonus Table, but the Thief table is used for Saving Throws. The Prime Requisite of a Jester is Charisma; a character must have a Charisma of 13 or higher to become a Jester.

Jesters may only wear leather armour although they can employ shields in combat. Jesters are not experts at fighting, and only allowed to wield clubs, daggers, scimitars, slings, maces and swords (short, long, or broad).

As Jesters progress in level they also have the ability to use a restricted number of spells. They do not use spellbooks, instead casting only a few spells each day before becoming exhausted. The table below shows both the number of spell points a Jester has available at each level.

Jester Abilities: The Jester can **climb walls** and **pick pockets** as a Thief. They can also catch grenade-like objects, daggers or darts that are thrown anywhere within 10' of their location. This **catch object** ability is also shown on the table below.

Because of their distracting ways, ludicrous attire and sharp wits, Jesters gain a +1 on initiative die rolls in combat situations. Their opponents are usually too dumbfounded, surprised or shocked to react quickly to a Jester's antics.

Given their instinct for comical antics and buffoonery, Jesters are able to affect the morale of their allies and their enemies. By continuing to bombard their foes with insults, taunts and cruel jests Jesters are able to improve the morale of any friends by +1 and reduce the morale of their opponents by -1 provided they can understand to some degree by those involved in combat. This effect has a range of 60' and allows for no saving throw. As long as the Jester can move and speak freely this ability can be used.

Since a Jester's mind is always a little cracked, and because the mind of a jester was never really designed for storing spells, there is a 1% chance per spell level of a spell that it will fail and have no effect when cast. They do not need to learn spells as wizards do, and indeed cannot even begin to understand a magic-user's spellbook.

Jester Ability Advancement

Level	Max		Climb Walls	Pick Pockets	Catch Objects	Hit Dice
	Spell Points	Spell Level				
1	-	-	75%	20%	81%	1d4
2	-	-	77%	25%	82%	2d4
3	1	1	79%	30%	83%	3d4
4	2	1	81%	35%	84%	4d4
5	3	1	83%	40%	85%	5d4
6	4	2	85%	45%	86%	6d4
7	5	2	87%	50%	87%	7d4
8	6	2	89%	55%	88%	8d4
9	7	2	91%	60%	89%	9d4
10	8	3	93%	65%	90%	9d4+2
11	9	3	95%	70%	91%	9d4+4
12	10	3	97%	75%	92%	9d4+6
13	11	4	99%	80%	93%	9d4+8
14	12	4	99%	85%	94%	9d4+10
15	13	4	99%	90%	95%	9d4+12
16	14	4	99%	95%	96%	9d4+14
17	15	5	99%	99%	97%	9d4+16
18	16	5	99%	99%	98%	9d4+18
19	17	5	99%	99%	99%	9d4+20
20	18	5	99%	99%	99%	9d4+22

SECONDARY SKILLS

Any additional skills from a character's background are considered secondary skills. These are skills that the character has from before their adventuring lives or skills that could be considered part of their character class. It is a method to flesh out a character and make them more unique.

The Skill Check Mechanic

All of the character's skills start at level 1 and use the target number on the ability roll chart. When the player performs a skill action they roll the d20 modified by the ability score of the skill. The roll must be greater than or equal to the target number on the Ability Rolls chart in the Optional Rules section. Every level after 1st, the character gets 3 skill level points that he can apply to any skill or skills he sees fit, so long as the skill level does not exceed his character level.

If the character has a background or additional knowledge in a skill (like the son of a blacksmith) then award that character a +1 bonus on skills that deal with the addition knowledge. The player and the game master should consider this option together.

All skills on another class list are considered non-skilled and have a target number of 20. These skills can not be raised through the use of skill level points. Using a non-skilled skill from the general list or your character's class list has a target number of 17.

Skills List and Descriptions

Characters may select skills from the general skills and their class skills sections.

General Skills

Appraise – INT

You can appraise common or well-known objects with an Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

Appraising a rare or exotic item requires a successful check against a Target Number of 17 or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

Craft (a single type of craft, e.g., armorer, bowyer, glass blower, leather-worker, potter, shipbuilder, silver-smith, wheelwright, weaver) – INT

A Craft skill is specifically focused on creating and/or repairing something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill rather than Craft.

The character would be considered a "Master Craftsmen" with this skill. Time and proper materials are required to be present to succeed.

Diplomacy – CHA

You can change the attitudes of others with a successful Diplomacy check. In negotiations, the game master adds the number of skill points in the character's diplomacy skill to the Reaction roll on the Reaction Roll table. More than one roll may be required for checks to resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Handle Animal – CHA

This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or frightened, the target number increases by 2. If your check succeeds, the animal performs the task or trick.

"Push" an Animal

To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded, the target number increases by 2 levels. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick

You can teach an animal a specific trick with one week of work and a successful Handle Animal check. An animal can learn a maximum of six tricks. Possible tricks include, but are not necessarily limited to, the following.

Attack: The animal attacks apparent enemies.

Come: The animal comes to you, even if it normally would not do so.

Defend: The animal defends you (or is ready to defend you if no threat is present), even without any command

being given. Alternatively, you can command the animal to defend a specific other character.

Down: The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee or its opponent is defeated.

Fetch: The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Guard: The animal stays in place and prevents others from approaching.

Heel: The animal follows you closely, even to places where it normally wouldn't go.

Perform: The animal performs a variety of simple tricks, such as sitting up, rolling over, barking, and so on.

Seek: The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay: The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track: The animal tracks the scent presented to it.

Work: The animal pulls or pushes a medium or heavy load.

Jump – STR

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The target number for the jump is equal to the distance jumped in feet.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The target number is equal to 4 times the distance to be cleared.

Labor (type of manual labor, e.g., brick layer, carpenter, farmer, miner, sailor)

The character is very accomplished at a particular type of manual labor. These are the types of labor that do not require large amounts of skill but do require some training.

Knowledge
(alchemy/arcana/engineering/history/religion/tactics) – INT

The character has understanding of one of these fields of study:

Alchemy (chemistry and the elements of nature)

Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)

Engineering (buildings, aqueducts, bridges, fortifications, etc.)

History (royalty, wars, colonies, migrations, founding of cities)

Religion (gods and goddesses, mythic history, holy symbols, undead)

Tactics (troop movements, sieges, naval maneuvers)

Perform – CHA

The character is proficient in one of the following: Act (comedy, drama, mime), Comedy (buffoonery, limericks, joke-telling), Dance (ballet, waltz, jig), Musical instruments (one of bells, chimes, drums, fiddle, flute, gong, harp, harpsichord, lute, mandolin, pan pipes, piano, pipe organ, recorder, trumpet), Oratory (epic, ode, storytelling), Vocals (ballad, chant, melody)

Profession (type of non-labor profession, e.g., estate management, cartography, cooking, lawyer, laymen clergy) – WIS

You can practice your trade and make a decent living. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Ride – DEX

The character is knowledgeable in the means of riding one type of mount. They can saddle, mount, ride, and dismount without a problem if not rushed but special actions while mounted require a skill check (e.g., guide your mount with knees, stay in saddle to avoid falling when your mount rears or bolts, get your mount to leap obstacles, attempt to control a mount not trained for combat while riding in battle).

CHARACTERS

Sense Motive – WIS

This use of the skill involves making an assessment of the situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Spot – WIS

The Spot skill is used primarily to detect characters or creatures who are hiding or to detect someone in disguise, and to read lips when you can't hear or understand what someone is saying.

Survival – WIS

You can keep yourself and others safe and fed in the wild or to follow tracks in the wilderness.

Swim – STR

Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed. Swimming in armor is often impossible.

Cleric Class Skills

Ceremony (specific deity) – WIS

The character is proficient in the ceremonies of a single deity (usually their own deity). They have a deep understanding of the meanings of every action taken in the ceremonies.

Heal – WIS

The character understands how to give first-aid to save the dying. When a character falls below zero hit points, but not below -10, another character with the heal skill and attempt first-aid to save the life of the dying character. A heal skill check, if successful, will stabilize the dying character. The character must spend one week in bed rest to restore the first hit point; after this, healing proceeds that the normal rate.

Spellcraft – INT

You can identify spells and magic effects.

Fighter Class Skills

Endurance – CON

The character has the ability to perform tiring tasks for long periods of time. Each successful check allows the character to perform the task for

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one hour. Another check must be made every hour with a -1 cumulative penalty to the roll. When the character has completed the task or fails the check, they collapse and must rest for three times the amount of time used performing the task.

Intimidate – CHA

You can change another's behavior. If you make your skill check result, you may treat the target as very favorable, but only for the purpose of actions taken while it remains intimidated. That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. The effect lasts as long as the target remains in your presence, and for 1d6×10 rounds afterward. After this time, the target's default attitude toward you shifts to unfavorable (or, if normally unfavorable, to immediate attack).

Leadership – CHA

A successful Leadership skill check will add +1 to the Retainer's Loyalty score. It can also be used to convince non-retainer NPCs to follow an order, but in this case, the NPCs will not follow the order if there is a good reason to not do so. The use of the Leadership skill upon an NPC does not shift their attitude to unfavorable afterward.

Magic-User Class Skills

Decipher Script – INT

You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. This includes intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, another check should be made to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Spellcraft – INT

You can identify spells and magic effects.

Thief Class Skills

Balance – DEX

You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall.

Bluff – CHA

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Decipher Script – INT

You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. This includes intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, another check should be made to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Disguise – CHA

This is the ability to change your character's appearance or impersonate another character. Your Disguise check result determines how good the disguise is. The target number of the check is determined by the situation the character is going to use the disguise. If you don't draw any attention to yourself, the GM may grant up to a +5 to the checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), a -5 may be appropriate to apply to the check.

Escape Artist – DEX

The character with the Escape Artist skill has the uncanny ability to get loose from ropes when tied up.

Forgery – INT

Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what

you're writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +4 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +2 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Forgery check is made secretly by the GM, so that you're not sure how good your forgery is.

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Knowledge (rumors around town) – INT

The character is knowledgeable of events in their home town or city. An evening's time, a few gold pieces for buying drinks and making new friends, and a Knowledge (rumors around town) check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

Tumble – DEX

You can land softly when you fall. You can also tumble to entertain an audience (as though using the Perform skill). Treat a fall as if it were 10 feet shorter than it really is when determining damage upon a successful skill check.

Optional Skill Rules

A character may take a skill not normally allowed to his or her class; however, the cost of the skill is three skill points. For example, a 1st level fighter takes the escape artist skill. It costs 3 skill level points and the character may not select another skill until he or she reaches second level. The target number is still 17 for these skills.

Skill points per level are equal to the character's Charisma bonus with a minimum of one point per level.

SPELLS

Illusionist Spells

Below are listed spells available to the Illusionist subclass.

First Level Illusionist Spells

1	Audible Glamer
2	Detect Invisibility
3	Change Self
4	Color Spray
5	Dancing Lights
6	Detect Illusion
7	Light*
8	Magic Mouth
9	Mirror Image
10	Ventriloquism

Second Level Illusionist Spells

1	Alter Self
2	Blur
3	Continual Light
4	Detect Magic
5	Dispel Illusion
6	Invisibility
7	Obscurement
8	Phantasmal Force
9	Read Languages
10	Rope Trick

Third Level Illusionist Spells

1	Illusionary Wall
2	Invisibility, 10' Radius
3	Phantom Messenger
4	Phantom Steed
5	Shadow Door
6	Spectral Force

Fourth Level Illusionist Spells

1	Advanced Illusion
2	Dispel Magic
3	Hold Person
4	Improved Invisibility
5	Silence, 15' Radius
6	Suggestion

Fifth Level Illusionist Spells

1	Confusion
2	Hallucinatory Terrain
3	Mislead
4	Programmed Illusion
5	Project Image
6	Wizard Eye

Sixth Level Illusionist Spells

1	Mass Invisibility
2	Permanent Illusion
3	Shadow Walk
4	True Seeing
5	Maze
6	Phase Door

Jester Spells

Below are listed spells available to the Jester class. These spells are all found in the Basic Fantasy RPG core rules book, and are not described here.

First Level Jester Spells

1	Charm Person
2	Ventriloquism
3	Sleep

Second Level Jester Spells

1	Charm Animal
2	Find Traps
3	Invisibility

Third Level Jester Spells

1	Cause Fear
2	Hold Person
3	Invisibility 10' Radius

Fourth Level Jester Spells

1	Bestow Curse
2	Charm Monster
3	Confusion

Fifth Level Jester Spells

1	Feeblemind
2	Hold Monster
3	Projected Image

Magic-User Spells

As explained in the Character Classes section, Magic-Users now receive access to spells of the seventh level. These spells are described, along with many others, on the following pages.

Seventh Level Magic-User Spells

1	Delayed Blast Fireball
2	Invisibility, Mass
3	Phase Door
4	Power Word Stun
5	Sword
6	Teleport, Greater

DESCRIPTIONS OF ADDITIONAL SPELLS

A number of new spells are described below. The new, "unlisted" Magic-User spells can be learned from NPCs as determined by the Game Master, or developed by means of magical research, or found in (possibly fragmentary) spell books in special treasure hoards.

The Game Master must decide how the new Clerical spells will be made available. Some Clerics might simply be allowed to pray for any of the new spells; or, the GM may decide that only certain deities can provide specific spells. It is even possible that special prayers must be discovered in ancient religious texts in order to acquire some of them.

Advanced Illusion Range: 180'
Illusionist 4 Duration: 1 minute/level

This spell functions like the spell **spectral force**, except that the illusion follows a script determined by the caster. The illusion follows the script without requiring the caster to concentrate on it. The illusion can include intelligible speech if the caster wishes; however, such speech is likewise scripted, so the illusion will not respond if spoken to.

Alter Self Range: self
Illusionist 2 Duration: 10 minutes/level

This spell allows the caster to assume the form of a creature of the same body type (i.e. humanoid). The new form must be within 50% of his normal size. The assumed form can't have more hit dice than the caster's level, nor more than 5 HD at most. The caster can change into a member of his own kind or even into himself.

The caster retains his or her own ability scores, class, level, hit points, attack bonus and saving throws. If the new form is capable of speech, he or she can communicate normally and cast spells. The caster acquires the physical qualities of the new form, including armor class, movement capabilities (such as climbing, swimming and flight, but not including magical movement abilities such as levitation), natural weapons (such as claws, bite, and so on), racial abilities, and any gross physical qualities (wings, additional extremities, and so forth).

Using alter self does not permit additional attacks, and the caster does not gain any special, supernatural or spell-like abilities of the new form.

Analyze Magic Range: 5'
Magic-User 2 Duration: special

The analyze magic spell permits the caster to discover information about a magic item or a permanently enchanted area. For each turn spent studying the enchanted item or area, the caster may learn one feature of the enchantment. Features include spell effects,

bonuses, and command words or activating conditions. The DM will choose the order in which the features are revealed, but command words or activating conditions should be last.

Each turn of study requires the caster to make a d20 roll, adding his or her Intelligence bonus and level. The total result must be 21 or higher to succeed; any failure ends the spell. A natural 20 is not an automatic success, but a natural 1 is always a failure.

The item or area to be studied must be within 5' of the caster, and he or she must maintain moderate concentration.

Even with the best rolls, the caster can only learn about one feature per level of ability. The caster does not initially know how many features an item has, but he or she knows when the last feature is discovered (if the caster makes it that far).

With respect to bonuses (for magic weapons, etc.) use the following table:

Bonus	Weak	Moderate	Strong	Very Strong
+1	1-18	19-20	--	--
+2	1	2-19	20	--
+3	1	2-7	8-19	20
+4	--	1	2-19	20
+5	--	--	1-2	3-20

So, for a Sword +1, +3 vs. Dragons, if the caster makes his or her first roll (learning about the first feature, the base +1), the DM rolls 1d20 secretly. If the DM gets 1-18, he describes the basic enchantment as "weak;" if he gets 19 or 20, he calls it "moderate." If the second roll is made (for the +3 vs. Dragons), the DM rolls again, but this time the most likely result is "strong." The caster will know at this point (but not before) that there are no further features to discover.

Animal Friendship Range: 30'
Druid 1 Duration: permanent

Upon encountering a normal or giant-sized (but not magical) animal, the caster may begin casting this spell, which requires an hour to complete. During this period

the animal will remain nearby, and will not attack the caster or his or her allies for the duration of the casting (so long as they do not attack or otherwise disturb it). At the end of the casting, if the animal rolls a successful save vs. Spells, the spell has failed. At this point the animal acts naturally, without bearing the caster any special ill-will.

If the animal fails its save, it becomes an **animal friend** and joins the caster for the rest of its natural life, assisting in any way it can. Both the caster and any other **animal friends** are treated as treasured partners. There is no arcane mental connection, nor any particular control, but rather a strong fraternal bond which should go both ways. If the animal is treated poorly, or its love not returned over a period of time, it can attempt another save vs. Spells at the GM's discretion.

A caster may only have, at most, twice his or her level in hit dice of **animal friends**. If this spell is cast on an animal that would put the total above that number, it has no effect.

Assume Animal Form

Druid 3 Range: Self
Duration 1 hour/level

This spell allows the caster to change into the form of any natural animal. The assumed animal form cannot have more hit dice than the caster's level. If slain, the caster reverts back to his or her original form.

The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. The caster may remain transformed up to one hour per level, or end the spell earlier if he or she so desires.

Audible Glamer Range : 60 ft. + 10 ft./level
Illusionist 1 Duration : 2 rounds/level

Audible glamer allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The caster chooses what type of sound he or she creates when casting the spell, and cannot thereafter change the sound's basic character.

The volume of sound created is equivalent to the noise of two normal humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise an audible glamer spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as six humans running and shouting. A roaring lion is equal to the noise from twelve humans, while a roaring dragon is equal to the noise from twenty humans.

Note that this spell is particularly effective when cast in conjunction with **phantasmal force**.

If a character states that he or she does not believe the sound, a save vs. Spells is made; if the save succeeds, the character hears the sound as distant and obviously fake.

Aura of Fire Range: touch
Magic-User 3 Duration: 1 turn

This spell covers the recipient's body in hot red flames that move as he or she does. The flames do not harm the target or any possessions carried, but will do 1d6 points of fire damage to anyone in contact with them. In particular, anyone attacking the recipient with a melee weapon (except, perhaps, a very long weapon such as a spear or polearm) will suffer this damage. Likewise, anyone damaged in melee by the recipient of this spell will receive this damage in addition to any done by the attack.

Aura of Frost Range: touch
Magic-User 3 Duration: 1 turn

Casting this spell allows the caster to create a ring of icy blue flames around the recipient's body that moves as he or she does. The flames do not harm the target or any possessions carried, but will do 1d6 points of cold damage to anyone in contact with them. In particular, anyone attacking the recipient with a melee weapon (except, perhaps, a very long weapon such as a spear or polearm) will suffer this damage. Likewise, anyone damaged in melee by the recipient of this spell will receive this damage in addition to any done by the attack.

Blur Range : touch
Illusionist 2 Duration : 1 minute/level

When a blur spell is cast, the caster causes the outline of the creature touched to appear blurred, shifting and wavering. This distortion causes all missile and melee combat attacks to be made at -4 on the first attempt and -2 on all successive attacks. It also grants a +1 on the saving throw die roll against any direct magical attack.

A **detect invisible** spell does not counteract the blur effect, but a **true seeing** spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

SPELLS

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Call Lightning

Druid 3

Range: 100' + 10'/level

Duration: 1 round/level

Immediately upon completion of the spell, and at most once per round thereafter, the caster may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point the caster chooses within the spell's range (measured from the caster's position at the time of casting). Any creature in the target area or in the path of the bolt is affected. A successful save vs. Spells reduces damage taken by half.

The caster needs not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first the caster may choose to call a bolt instead of taking some other normal action. The caster may call a total number of bolts equal to one-third of his or her caster level, rounded down.

If the caster is outdoors and in a stormy area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental) — each bolt deals 3d8 points of damage instead of 3d6.

This spell functions only where the open sky is accessible, generally meaning outdoors; bolts may be summoned through windows or skylights at the GM's discretion.

Call Woodland Beings

Druid 4

rd./level

Range : 120'

Duration: 1

This spell summons woodland creatures. They appear where the caster designates and act immediately, on his or her turn (they cannot be summoned into an environment that cannot support them). They attack the caster's opponents to the best of their ability. If the caster can communicate with the creatures, he or she can direct them not to attack, to attack particular enemies or to perform other actions.

The spell conjures one type of creatures (caster choice) from this list :

- 4 Centaurs
- 16 Pixies
- 2 Treants
- 4 Unicorns

This spell only works outdoors in a natural location (not in town or any structure).

Change Self

Illusionist 1

Range : self

Duration : one turn/level

This spell allows the caster to alter his or her appearance. This includes not only body shape and facial features, but also clothing, armor, weapons, and equipment. The caster can seem up to one foot shorter or taller, and may appear thin, fat, or any size in between. This spell cannot change the overall body shape of the caster (to look like a dog, for example). Otherwise, the extent of the apparent change is up to the caster.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the caster or his equipment.

A creature that interacts with the caster may, at the discretion of the GM, be allowed a save vs. Spells to recognize the illusion.

Chant of the Holy Defender

Cleric 4

Range: special

Duration: special

This spell is a rhythmic chant taken up by the Cleric. The caster may affect 1 friendly living creature per 4 levels of the caster which is within 60' at the time of the casting. Each creature affected by the spell gains the following benefits:

Morale (or loyalty) is increased by 2, to a maximum of 11.

Each creature affected gains 1d6+6 phantom hit points. Any damage taken is subtracted from these points first.

Each affected creature gains a +1 bonus to hit.

The benefits of this spell end for a creature if it leaves the 60' radius of the chanting Cleric. The spell ends when the Cleric stops chanting. This spell may be combined with the Bless spell.

Chill

Magic-User 1

Range: 10'

Duration: 2 rounds

This spell does 1d4 points of damage to one creature within range. Furthermore, the creature must save vs paralysis or suffer -1 to melee hit and damage rolls for 1d6 rounds. A large heat source nearby gives a +2 to save. The caster may use this spell on one target up to 2 rounds after casting.

Color Spray

Illusionist 1

Range : 20' (see text)

Duration : instantaneous

This spell causes vivid cone of clashing colors to be projected from the caster hands, causing living creatures in the area of effect to become blinded or possibly unconscious. The cone has a 5' diameter at the base, 20' diameter at the end, and is 20' long. Each creature within the cone is affected according to its Hit Dice:

- 2 HD or less: The creature is unconscious for 2d4 rounds, then blinded for 1d4 rounds.
- 3 or 4 HD: The creature is blinded for 1d4 rounds.
- 5 or more HD: The creature is blinded for 1 round.

All creatures having more levels or hit dice than the spell caster, or having 6 or more levels or hit dice in any case, are entitled to a save vs. Spells to negate the effect. Sightless creatures are not affected by color spray.

Command

Cleric 1

Range: 10'

Duration: 1 round

The caster can give another being a single-word command which will be obeyed. The command must be given in a language the recipient understands. The recipient will do its best to obey, as long as the command is a clear, imperative verb. "Suicide" isn't a verb. "Die" would cause the recipient to fake death for the duration of the spell (believing it was dead). Typical commands are back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest, etc.

Undead are not affected. Creatures with Intelligence of 13 or more, and creatures with 6 or more hit dice may save vs. Spells to resist.

Commune With Nature

Druid 5

Range : see text

Duration : instantaneous

The caster becomes one with nature, attaining knowledge of the surrounding territory. After 10 minutes of concentration, the caster instantly gains knowledge of one fact per caster level among the following subjects : the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, presence of settlement or structure or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings – caves, caverns, and the like – the radius is limited to 100 feet per

caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Control Temperature, 10' Radius

Druid 4

Range : 0

Duration : 1 hour/level

The caster can change automatically the surrounding temperature (10' radius sphere) by up to 10 degrees Fahrenheit per caster level. The change can be upward or downward (caster's choice).

Control Winds

Druid 5

Range: 0 (see text)

Duration: 10 minutes/level

The caster alters wind force around him or her (40' per caster level radius cylinder 40' high). The caster can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until the caster chooses to alter it, which requires concentration. The caster may create an "eye" of calm air up to 40' radius around him or her and may choose to limit the area of effect to any cylindrical area less than his or her full limit.

The caster may choose wind patterns over the spell's area. He or she can choose a downdraft blows from the center outward, an updraft blows from the outer edges in toward the center, a rotation that causes the winds to circle the center or a blast that simply causes the winds to blow in one direction across the entire area from one side to the other.

For every three caster levels, the caster can increase or decrease wind condition by one level (as described in the Waterborne Adventures section of the Basic Fantasy RPG Core Rules).

Dancing Lights

Illusionist 1

Range : 40' + 10'/level

Duration : 2 rounds/level

Depending on the version of the spell selected, the caster creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape.

The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as the caster desires, up to 100 feet per round. Note that concentration is not required; if ignored, the lights continue to move as they were moving when the caster last directed them. If the lights pass beyond the maximum range, the spell ends immediately.

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Delayed Blast Fireball

Magic-User 7 Range: 100'+10'/level
Duration: special

This spell functions like fireball, except that it is more powerful, dealing 1d6+1 points of fire damage per caster level. Furthermore, the glowing bead created by delayed blast fireball can detonate immediately if the caster desires, or the caster can choose to delay the burst for as many as 10 rounds. The amount of delay is decided upon casting the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If a delay is chosen, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range as a dagger). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Detect Illusion Range: 60'
Illusionist 1 Duration: 2 turns

This spell allows the caster to recognize illusions by sight. To the caster, all illusions within the given range appear slightly translucent and obviously fake. **Detect illusion** allows detection of visual illusions only; it does not detect auditory illusions such as **audible glamor**.

Detect Snares and Pits
Druid 1 Range: 60'
Duration: 10 turns

By means of this spell, the caster can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

This spell does detect certain natural hazards, for instance quicksand (detected as a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long the druid studies a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside the druid's line of sight, then the caster discern its direction but not its exact location.

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Each Additional Round: The general type and trigger for one particular hazard closely examined by the caster.

Each round, the druid can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dispel Illusion Range: 120'
Illusionist 2 Duration: instantaneous

The caster can use this spell to end all ongoing "illusion spells" within a cubic area 20' on a side. **Dispel illusion** affects spells such as **audible glamor**, **phantasmal force**, **spectral force**, **advanced illusion**, etc. The GM has the responsibility to identify which spells are illusions.

Any illusion spell cast by a character of a level equal to or less than the **dispel illusion** caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance of failure for each level the illusion's caster level exceeds the **dispel illusion** caster level. For example, a 10th level caster dispelling an illusion created by a 14th level caster has a 20% chance of failure.

When an Illusionist attempts to dispel an illusion cast by a non-Illusionist, the Illusionist is treated as if he or she were two levels higher; if it is not obvious whether the illusion was created by an Illusionist or not, the GM should assume it was.

Non-illusion spells cannot be ended by this spell.

Drainblade Range: touch
Magic-User 4 Duration: 1 round / level

This spell imbues an edged weapon with the ability to drain blood with each successful strike made against a living creature. When a living creature is hit by a Drainbladed weapon the target suffers an additional point of damage. If the wielder of the weapon is injured, the extra point of damage is transferred to him as healing energy. In no way can this healing energy grant more hit points than the wielder's normal maximum.

Against nonliving creatures, such as undead, golems, living statues, etc, this spell has no effect.

Dream Range: special
Magic-User 5 Duration: special

This allows the caster to visit and communicate with another creature through the victim's dream. The caster must have met the creature, and must name the creature,

but the spell is otherwise unlimited by distance. This spell does not cause the victim to fall asleep: if the victim is not sleeping the spell fails. If the victim knows the dream is spell induced and does not wish to have the dream, he can make a save vs spells to wake up. Within the dream the caster may visit the victim, communicate with the victim, or even attempt to attack the victim in the dream. However nothing in the dream has any real effect, and the victim wakes up if killed in the dream.

Entangle Range: 200'
Druid 1 Duration: 3 rounds per level

This spell causes grasses, trees, bushes, shrubs, or other plants to entwine around creatures in a 10'x10' area. Most creatures within the area move at ¼ normal speed; very large and/or very strong creatures (at least as big or strong as a giant or dragon) move at ½ normal speed. Entangled creatures may not attack nor take most actions other than movement due to the interference of the enchanted plants.

Familiar Range: Touch
Magic-User 2 Duration: Special

With this spell, the caster binds a single animal into his service as a familiar. The creature must be present, and the caster must touch it to cast the spell. Only normal (non-magical) creatures of 1-1 hit die or lower and having animal intelligence may be made into familiars. Further, each spellcaster may have only one familiar at a time. If a familiar dies, the caster will not be able to successfully cast this spell again for 2d6 months (the period to be rolled by the DM and not revealed to the player). A saving throw vs. Spells is allowed to resist, and if this roll succeeds, the animal chosen is not compatible with the caster and cannot become his or her familiar.

The familiar will behave as if permanently charmed by its master, and will do its best to perform any task assigned to it (to the best of its ability). The creature's morale is raised +2, and it receives improved intelligence (equal to 3+1d4 points). Familiars normally capable of speech (such as parrots) or sign language (such as monkeys) can even carry on conversations. Familiars also age at only 1/2 the normal rate for their kind, so a cat familiar (for instance) might easily live forty years.

The familiar and its master are linked telepathically, allowing normal communication in both directions. The caster can see through the eyes of the familiar (using moderate concentration). He or she can also sense the direction and approximate distance to the familiar (in general terms, such as "northeast more than a mile away" or "south more than a hundred miles and underground") by concentrating fully upon it for 1d6 rounds.

The connection between the master and familiar will extend any distance on the same plane, but if they are on different planes, the familiar saves vs. Spells once per week with success meaning it has freed itself from the master. The freed familiar loses all benefits gained from this spell and becomes a normal animal. The master behaves as if his familiar has died. However, if the familiar was well treated by its former master it will be friendly toward him or her should they meet again, and the master may again cast this spell (even if the normal time limit has not expired) to re-bind the animal as his familiar again.

Flame Strike Range : 60'
Druid 5 Duration : instantaneous

A Flame strike produces a vertical column of divine fire roaring downward (cylinder of 10' radius, 30' high). The spell deals 6d8 points of damage to any creatures within the area of effect. A save vs. Spells for half damage is allowed.

Heat Metal Range: 25'
Druid 2 Duration: 7 rounds

This spell causes a single item made of ferrous (iron-based) metal to become hot for a brief period of time. The affected item is warm to the touch immediately, and then becomes progressively hotter each round as indicated on the table below. The damage roll indicated is applied to any creature holding or wearing the affected item; a brief touch does no damage.

Round	Temperature	Damage
1st	Warm	None
2nd-3rd	Hot	1d4 points
4th-5th	Searing	2d4 points
6th	Hot	1d4 points
7th	Warm	None

Hold Animal Range: 180'
Druid 3 Duration: 2d8 turns

This spell functions like **hold person**, except that it affects only animals. Specifically, this means non-magical living creatures of animal intelligence, including giant sized animals. A save vs. Spells is allowed to resist this spell.

Holy Word Range: 30 ft. radius
Cleric 7 Duration: instantaneous

This spell represents the single most powerful word of any Cleric's purest faith. When uttered aloud, the Cleric pulses with a blinding radiance and all enemies of the Cleric within a 30 ft. radius that can hear him suffer 1d6 points of

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damage per level of the Cleric. Because of the searing light emanating from him, each enemy within 30 ft. that can see the Cleric must make a save vs. Spells or be blinded. Creatures struck dead by this spell burst into a radiance similar to the Cleric and fade into a pile of fine dust.

Illusionary Wall Range: 60'
Illusionist 3 Duration: permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface, covering up to a 10' square area, up to 1' thick. The section of wall created appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search may reveal the true nature of the surface; the GM may either allow a save vs. Spells to detect the illusion, or if the probing attempt is well devised the GM may allow it to automatically succeed. In either case, such measures do not cause the illusion to disappear.

Immunity to Normal Weapons
Magic-User 3 Range: touch
 Duration: 5 rounds + 1/level

This spell temporarily makes the target immune to non-magical weapons. Anyone under the protection of this spell is treated as an enchanted creature for the purpose of magic items (for instance, a Sword +1, +2 vs Enchanted Creatures).

Improved Invisibility
Illusionist 4 Range: touch
 Duration: 1 rd/level

This spell works exactly like **invisibility**, except that it does not end if the subject attacks or casts a spell.

Invisibility, Mass Range: 240'
Magic-User 7 Duration: Special

This spell bestows the effect of an invisibility spell on all creatures within a 30' by 30' area. Each subject will remain invisible until he or she attacks or casts a spell. A subject that leaves the original area of effect remains invisible.

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Longevity Range: self
Magic-user 7 Duration: permanent

This spell will halt the aging process in the caster for 1d4+1 years. During this period, the caster's physical appearance and general health remain as they were at the time of the casting, as if he or she has not aged a day. Aging attacks, such as those from a ghost, subtract from the Longevity years first before actually aging the victim. Because of the momentous magical strain of this spell on the body and soul, a caster can only benefit from it once every 5 years. Casting this spell requires a bloodstone gem of at least 2,000 gp in value, which is consumed in the casting.

Magic Mirror Range: 10'
Magic-User 4 Duration: 1 round per level

Turns a reflective surface within range into a magic mirror through which the caster can view other creatures or areas. The caster must name the area or creature. The caster and any other creatures viewing the mirror will be able to see the images, but only the caster will hear sound from the viewing. Detection and vision spells can be cast into it, allowing the caster to detect magic, see invisible, etc in the area he is viewing.

Major Spell Immunity Range: self
Magic-User 6 Duration: 1 round/level

This spell creates a 1-inch thick green translucent shell around the caster that protects him from the effects of low level spells, whether they are harmful or beneficial in nature. The caster is immune to the effects of all 1st-2nd level spells and reduces by half (round in favor of the protected creature) the effects of 3rd and 4th level spells, both clerical and magical. The caster's own spells are unaffected by the shell and he can at will lower the protection of the shell for 1 round at a time to receive spells from others (like magical healing). At the end of the round, the shell automatically springs back up again.

Mass Invisibility Range: touch
Illusionist 6 Duration: 1 round/level

This spell functions like **invisibility**, 10' radius, except that it confers invisibility upon all creatures within 180' of the recipient.

Maze Range: 60'
Illusionist 6 Duration: 1 turn (see text)

By means of this spell, the caster banishes the target creature into an extradimensional labyrinth. Once per round, the victim of this spell may attempt a save vs. Spells to escape the labyrinth. If the victim does not

escape, the maze disappears after 10 minutes, freeing the victim at that time.

On escaping or leaving the maze, the target creature reappears where it had been when the **maze** spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as **teleport** or **dimension door**, do not help a creature escape a **maze** spell.

Minotaurs are not affected by this spell.

Minor Spell Immunity Range: self
Magic-User 4 Duration: 1 round / level

This spell creates a 1-inch thick green translucent shell around the caster that protects him from the effects of low level spells, whether they are harmful or beneficial in nature. The caster is immune to the effects of all 1st level spells and reduces by half (round in favour of the protected creature) the effects of 2nd and 3rd level spells, both clerical and magical. The caster's own spells are unaffected by the shell and he can at will lower the protection of the shell for 1 round at a time to receive spells from others (like magical healing). At the end of the round, the shell automatically springs back up again.

Minor Warding Range: touch
Magic-User 2 Duration: special

This spell cloaks an object of less than 10 cubic feet with an invisible aura of harmful energy. Thereafter, the first living creature touching the object sets off the ward, receiving 3d6 points of damage. No saving throw is allowed to avoid the damage. The object is unaffected by the discharge of the minor ward.

Non-living creatures, such as undead or golems, will not set off a minor ward. The caster is free to handle the object at will. The maximum duration of the spell is 1 hour per level of the caster.

Mislead Range: 10'
Illusionist 5 Duration: special

The caster becomes invisible (as if by means of **improved invisibility**) and at the same time an illusory double of him or her appears (as if by means of **spectral force**). The caster is then free to go elsewhere while his or her double moves away. The double appears within the given range, but thereafter moves as the caster directs it (which requires concentration). The double may be controlled at any distance from the caster, so long as the caster remains able to see it.

The caster can make the double appear superimposed perfectly over his or her body so that observers don't notice an image appearing when the caster turns invisible. The caster and the double can then move in different directions. The double moves at the caster's speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as the caster concentrates upon it, plus 3 additional rounds. After the caster ceases concentration, the illusory double continues to carry out the same activity until the duration expires. The **improved invisibility** lasts for 1 round per caster level, regardless of concentration.

Obscurement Range: 100' + 10'/level
Illusionist 2 Duration: 10 minutes/level

A bank of fog, up to a 20' cube in volume, billows out from the point the caster designates. The cloud moves at a rate of 10' per round under the control of the caster (so long as he or she concentrates on it). The fog obscures all sight, including darkvision, beyond 5'. Thus, beyond 5', all creatures will be effectively blind.

The cloud persists for the entire duration even if the caster ceases to concentrate upon it, but a moderate wind (11+ mph) disperses the fog in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. This spell does not function underwater.

Pacifism Range: touch
Magic-User 5 Duration: special

This spell misleads a creature with an intelligence lower than 14 to have a change in heart. They are lead to believe that the fight is useless and could be resolved peacefully. They put there arms down and roll morale for all the creatures in the encounter and if the creatures pass morale they continue fighting, if they fail they follow the creature that was targeted. This will last for 1d6 rounds. Every 3 Levels after 5 add 1d6 to the number of rounds the effect lasts.

Part Water Range: 60'
Druid 6 Duration: 1 turn/level

This spell, when cast on a body of water, causes it to part. This exposes a path that can be traversed as if it were dry land. Note that this spell does not change the topography of the bottom of the body of water, so the terrain my still be difficult to cross. The caster is able to affect a body of water up to 5 feet/caster level. The caster may dismiss this spell at any time.

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Pass Tree

Druid 6

Range: Touch

Duration: Instantaneous

This spell allows the caster and up to two others to teleport between any two living trees on the same plane. The caster chooses a general location or a specific tree. The caster must have personal knowledge of the specific tree or general area that is the target destination.

Pass Without Trace

Druid 1

Range: Touch

Duration: 1 hour/level

This spell permits up to one creature per caster level to move through any type of terrain, leaving neither footprints nor scent. Tracking the subjects by nonmagical means is thus rendered impossible.

Permanent Illusion

Illusionist 6

Range: 180'

Duration: permanent

This spell functions much like **advanced illusion**, except that the spell is permanent. The "script" for this spell simply repeats endlessly.

Phantom Messenger

Illusionist 3

Range: special

Duration: special

When this spell is cast, it creates a quasi-real, birdlike creature. It may appear as a small hawk/falcon or as a large dove, and may be any shade of grey from nearly white to nearly black. It does not fight, but all normal animals shun it and only monstrous ones will attack. The messenger has an Armor Class of 18 and 2 hit points, plus 1 per level of the caster. If it loses all of its hit points, the Messenger disappears.

The Messenger flies at a movement rate of 120' per round. It can bear up to one ounce per five full levels of the caster (one ounce up to level 9, two ounces up to level 14, three ounces from levels 15 through 19, four ounces at level 20).

When created, the Messenger must be given a specific destination, which can be any location on the same plane of existence to which the caster has been at least once (even if he or she was lost at the time). After the caster attaches any message or small item(s) to the legs of the bird, he or she releases it, and it flies without error to the specified location.

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The caster may additionally visualize a specific person, whom the Messenger will seek out near the target location. Note that this does not allow location of a person; the Messenger will fly around the target area looking for the target creature.

The Messenger will travel at its maximum movement from the caster to the target location. Distance is no object; the Messenger will continue indefinitely until the target area is reached. If a target creature was specified, the Messenger will then fly around up to one day per level of the caster looking, until the target creature is found; otherwise the Messenger will immediately land in the target area. After it lands the Messenger will wait patiently for the message or item(s) to be removed, and then disappear in a faint puff of smoke. If the item(s) or message are not removed immediately the Messenger will disappear anyway after waiting one round per level of the caster, dropping the items on the spot; this will also happen if a target creature is specified and cannot be found (the Messenger will land first before this happens so as not to drop any carried objects a great distance).

Phantom Steed

Illusionist 3

Range: touch

Duration: 1 hour/level

The caster conjures a quasi-real horselike creature. The steed can be ridden only by the caster or by the one person for whom he specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 and 12 hit points. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 40 feet per caster level. It can bear its rider's weight and what he or she carries (the steed cannot carry saddlebags or the like).

These mounts gain certain powers according to the caster's level:

8th level: Ability to ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge.

Note, however, that the mount can not casually take off and fly.

14th level: Ability to fly as if it were a pegasus.

A mount's abilities include those of mounts of lower caster levels; for example, a phantom steed created by a 13th level caster can pass over water, sand, or mud as well as cross chasms.

Phase Door Range: Touch
Illusionist 6, Magic-User 7 Duration: special

This spell creates an ethereal passage through any type of wall, floor, ceiling, or even through a section of ground. The **phase door** is invisible and inaccessible to all creatures except the caster **or** one creature chosen by him or her (who must be touched when casting the spell). The opening is 10' deep (+5' deep per three caster levels), and large enough to permit the chosen creature to pass through it (but not more than 15' in diameter in any even). The caster (or the creature chosen) can use this "door" one time for every two caster levels. The spell end when all "charges" are used or when one turn has passed. The caster (or the creature chosen) disappears when he or she enters the phase door and appears when he or she exits.

A spell like **true seeing** or similar magic reveals the presence of a **phase door** but it does not allow its use. When **phase door** ends, creatures within the passage are ejected out the nearest exit.

A phase door is subject to **dispel magic**, as with most spells. If anyone is within the passage when it is dispelled, he or she is harmlessly ejected (determine randomly in which direction).

Plant Growth Range: special
Druid 3 Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 400 feet + 40 feet per caster level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. An area up to 100' radius may be thus altered. Also, the caster may specify an area (a path, a clearing, etc.) within the given area of effect which is not so affected.

This spell has no effect on plant creatures, that is, any self-willed and/or animated plant.

Power Word Stun Range: 120'
Magic-User 7 Duration: variable

The caster utters a single word of power that instantly causes one creature of his or her choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 71 or more hit points is unaffected by power word stun. If the target has between 36 and 70 hit points the duration is 1d6 rounds. If the target has 35 hit points or less the duration is 2d6 turns.

Produce Flame Range: 0 ft.
Druid 2 Duration: 1 min./level

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Programmed Illusion
Illusionist 5 Range: 180'
Duration: special

This spell functions like **advanced illusion**, except that this spell activates when a specific condition occurs. The caster sets the triggering condition when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as religious belief or magical ability. For example, the spell could be set to trigger when a character wearing robes and a pointed hat enters an area, but not when a Magic-User enters the area.

The spell remains ready indefinitely. When triggered, the spell will last at most 1 round per caster level.

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Protection From Fire Range: Touch
Druid 3 Duration: special

If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level.

If the spell is cast upon another creature than the caster, **protection from fire** grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25% if the save fails). This version of the spell lasts for 10 minutes per caster level.

Protection From Lightning
Druid 4 Range : touch
 Duration: special

This spell functions exactly like **protection from fire**, except that that it protects against any sort of electrical or lightning damage.

Refresh Range: touch
Cleric 1 Duration: 1 hour

This spell will refresh a creature who is hungry, thirsty, and/or tired. They will be able to act, think, and fight with complete ability for the duration of the spell.

Remove Paralysis Range: touch
Cleric 3 Duration: instantaneous

This spell negates paralysis for the targeted individual, whether due to magic or monster special attacks.

Restore Health Range: Touch
Cleric 2 Duration: Instantaneous

This spell removes unnatural weakness, mental or physical debilitation or exhaustion from the touched individual. This spell is useful for restoring temporary ability score draining, such as the strength-draining touch of a shadow. The caster chooses which ability score the spell will restore when casting. It has no effect on permanent ability score loss or energy drain.

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Ring of Greater Healing*
Cleric 7 Range: 15 ft. radius
 Duration: Instantaneous

This spell allows the caster to cure serious wounds on multiple creatures within 15 ft. Ring of Greater Healing cures 3d6+3 points of damage on the caster plus one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may heal, then the caster decides which creatures receive the healing. Against undead this spell inflicts damage instead of healing; such creatures may save vs. Spells for no damage.

The reverse of this spell, Ring of Greater Infliction, allows the caster to inflict serious wounds on multiple creatures within 15 ft. Ring of Greater Infliction causes 3d6+3 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster decides which creatures are affected. Target creatures may save vs. Spells for no damage. Against Undead this spell heals damage instead of harming.

Ring of Lesser Healing* Range: 15 ft.
radius
Cleric 5 Duration: instantaneous

This spell allows the caster to cure light wounds on multiple creatures within 15 ft. Ring of Lesser Healing cures 1d6+1 points of damage on the caster plus one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may heal, then the caster decides which creatures receive the healing. Against undead, this spell inflicts damage instead of healing; such creatures may save vs. Spells for no damage.

The reverse of this spell, Ring of Lesser Infliction, allows the caster to inflict light wounds on multiple creatures within 15 ft. of him. Ring of Lesser Infliction causes 1d6+1 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster decides which creatures are affected. Target creatures may save vs. Spells for no damage. Against undead, the Ring of Lesser Infliction actually heals damage.

Rock to Mud Range: 150'
Druid 5 Duration: permanent

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud; up to two 10 foot cubes per caster level may be so transformed. Magical stone is not affected by this spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing it to suffer a -2 penalty to attack rolls, saving throws, and AC.

Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet, suffering none of the other penalties given.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool to a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at a save vs. Death Ray.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud cannot affect worked stone and doesn't reach deep enough to undermine such a buildings' foundation. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance (though not necessarily its form). Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Rope Trick

Illusionist 2

Range: touch

Duration: 1 hour/level

When this spell is cast upon a piece of normal, non-magical rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space, similar to a **bag of holding**. Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes.

The space holds as many as eight creatures of man-size or smaller (larger creatures cannot fit through the invisible opening at the top of the rope). Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope simply hangs in air.

Spells cannot be cast through the extradimensional opening, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3' square window were centered on the rope. The window is present on the Material Plane, but is invisible, and even creatures that can see the window can't see through it.

The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

When the spell ends, creatures or objects within the extradimensional space are ejected through the window. The rope, if still attached, drops free at the same moment.

Sacrifice*

Cleric 3

Range: touch

Duration: permanent

This spell allows the Cleric to transfer any desired number of hit points from himself to the target. The reverse of this spell, **drain life**, allows the caster to drain 1d6+1 hp from a creature, with a successful attack roll. The hit points are transferred to the Cleric through healing.

Sanctuary

Cleric 1

Range: Self

Duration: 2 rounds + 1/level

This spell forces all opponents to make a save vs Spells in order to attack the caster. If the save isn't made, the attacker will ignore the caster. The effect does not prevent effects of area attacks (fireball, ice storm, etc.). While under protection from the spell, the caster can't perform offensive acts (GM's discretion), but may take any other action.

Shadow Door

Illusionist 3

Range : 10'

Duration : 1 round/level

With this spell, the caster creates the illusion of a door, which he or she will appear to pass through and close. In reality, the caster becomes **invisible** (as the spell) when the spell is cast. Any creatures opening the "door" will see an empty 10' square room of similar style to the surrounding area. The caster remains invisible for the duration of the spell, unless, as with an **invisibility** spell, he or she attacks any creature or casts a spell.

Shadow Walk

Illusionist 6

Range: touch (see text)

Duration: 1 hour/level

Shadow walk can only be cast in an area of heavy shadows. The caster and up to one willing creature per level are transported to the edge of the Material Plane where it borders the Plane of Shadow. In the region of shadow, the caster (and all the creatures that accompany him or her) moves at an effective rate of 50 miles per hour.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, the caster can't make out details of the terrain or areas he or she passes over during transit, nor can he or she predict perfectly where the travel will end. When the spell effect ends, the

SPELLS

caster and any creatures accompanying him or her arrives 1d10 times 100 feet in a random horizontal direction from the desired endpoint, as nearly as possible. The caster and his or her companions always arrive at ground level, except if the landing area is in a body of water (in which case they arrive at the water level) or underground. If arriving underground, the altitude of arrival should be as close as possible to the same altitude as the intended endpoint location.

Shield of the Faithful Range: self
Cleric 2 Duration: 1 round / level

This spell creates an aura of protection centered on the caster. The caster and any allies within a 10 ft. radius gain a +1 bonus to Armor Class and all Saving Throws.

Slow Poison Range : touch
Druid 2 Duration : 1 hour/level

The creature touched by the caster becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Slow poison does not cure any damage that poison may have already done, with exception of the following circumstances.

If cast on a character who received lethal damage from poison the previous round, the spell will remove that round's poison damage only, and delay it for the duration of the spell. Prior poison damage will remain unaffected, but, as noted above, no further damage is accrued until the spell lapses, and will never accrue if the poison is neutralized while this spell is in effect. This will give the poisoned victim an opportunity to seek a cure to neutralize the poison before it is fatal.

Spectral Force Range : 180'
Illusionist 3 Duration : special

This spell functions like **phantasmal force**, except for the following: Sound, smell, and thermal effects are included, creatures created do not necessarily disappear when touched (if the caster causes the illusion to react appropriately, i.e. suffering illusory wounds when attacked), and the spell will last for 3 rounds after concentration ceases.

Suggestion Range : 30'
Illusionist 4 Duration: up to 1 hour/level

By means of this spell, the caster influences a target creature by suggesting a course of activity limited to a sentence or two. The suggestion must be worded in

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such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes the activity. The caster can specify conditions that will trigger an activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

If the recipient creature makes its saving throw, the spell has no effect. A very reasonable suggestion causes the save to be made with a penalty (-1 or -2 is recommended).

The creature to be influenced must, of course, be able to understand the suggestion, i.e., it must be spoken in a language which the spell recipient understands. Undead are not subject to suggestion.

Starlight Blade Range: touch
Magic-User 6 , Cleric 5 Duration: 1 round/level

When cast upon a weapon, Starlight Blade enhances its abilities against undead creatures of all types. The weapon immediately begins to glow with a silvery radiance and with each stroke leaves a trail of white sparkles, like stars in the night sky. Any undead creature struck suffers an additional 1d6+1 points of damage. In addition, the wielder of the weapon may roll to Turn the creature as if a 5th level Cleric.

Contrary to this spell's name, Starlight Blade works equally well on any type of weapon.

Stoneskin Range: 0
Magic-User 1 Duration: 1 turn

Protects the caster. The caster's skin becomes hard and stone-like, giving the caster a +2 bonus to AC vs. melee and hand thrown attacks, and a +4 bonus to AC vs. normal sized fired missiles.

Sword Range: 30'
Magic-User 7 Duration: 1 round/level

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as desired, starting in the round that the spell is cast. The sword attacks its designated target once each round on the caster's turn. It attacks as a fighter of the same level of the caster and the attack roll is modified by the caster's Intelligence bonus. The sword can hit even creatures immune to non-magical weapons and it inflicts 3d4 hit

points of damage per hit. On a natural roll of 19 or 20, it will automatically hit its target, no matter the armor class. The sword can only be destroyed with a dispel magic.

Teleport, Greater Range: Self
Magic-User 7 Duration: Instantaneous

This spell functions like teleport, except that there is no range limit and there is no chance of arriving off target. In addition, the caster needs not have seen the destination, but in that case he or she must have at least a reliable description of the teleport destination. If the caster attempts to teleport with insufficient information (or with misleading information), he or she disappears and simply reappears in the original location. Interplanar travel is not possible.

Tree Sanctuary Range: Touch
Druid 4 Duration: 1 turn/level

This spell enables a druid to create an invisible door in the trunk of a tree that is visible only to dryads and other druids. The tree must be at least 10' tall, planted into the earth for this spell to work. Once the spell is complete, the druid may enter the tree, effectively disappearing from sight. Only one tree may be effected by Tree Door at a time. Furthermore, this spell may only be cast on a tree occupied by a dryad if the dryad allows it.

The druid is completely aware of his surroundings while in the tree, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the tree. The druid may meditate to memorize spells in the tree. Another benefit of this spell is that each turn the druid sleeps inside the tree counts as a full hour of sleep. Also, if the tree is an oak, the druid heals 1d4 hp per turn spent inside the tree.

The druid however loses the senses of taste, smell, and touch and may not speak or cast spells while inside the tree. The druid takes 1/2 of any damage the tree suffers, and if the tree is destroyed or cut down, the druid is cast out into the nearest available space.

Warp Wood Range : 50'
Druid 2 Duration : instantaneous

The caster causes non-magic wood in a 20' radius to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open or becomes

stuck. A boat or ship springs a leak. Warped weapons (like bows and arrows) are useless. The caster may warp wood object(s) up to 1' in all side or its equivalent per caster level.

Alternatively, the caster can "un-warp" non-magic wood (effectively warping it back to normal), straightening wood that has been warped by this spell or by other means. The caster can combine multiple consecutive warp wood spells to warp (or unwarped) an object that is too large to warp with a single spell.

Weather Summoning
Druid 6 Range: 10 miles
Duration: 5 turns/level

The caster is able to summon nearby weather conditions. The caster must be aware of the weather condition to summon it. This spell does not grant control of the weather to the caster.

Wychlamp Aura Range: self
Magic-User 7 Duration: 1 round/level

The caster of this spell receives the effect of an Anti-Magic Shell (as the spell). In addition, any magic cast upon or including the caster in its area of effect is affected in the following ways:

Aimed spells targeted at the caster (like Magic Missile) will be deflected. Roll 1d6; on 1-2, the magic is reflected back at the offending caster. Otherwise, it is deflected at a random target.

Area effect magic is altered as follows (roll 1d10):

1-2	Area of effect is doubled and damage is halved (if applicable).
3-4	Target point of the spell may be redetermined by the protected magic-user.
5	Complete nullification of the incoming spell.
6	The incoming spell is unaffected.
7-8	Spell is randomly targeted as a grenade like missile using the target point as the centre.
9-10	Area of effect is halved and damage is doubled (if applicable).

Magical attacks delivered by touch are always reflected back on the attacker.

THE ENCOUNTER

Weapon Specialization

Under this rule, the player of a Fighter (**not** including Fighter Subclasses, such as Barbarians or Paladins) may choose a weapon in which the character is especially skilled. At first level, the player applies one **rank** of specialization to the chosen weapon. This choice must be quite specific; for instance, a specialization in the longsword will give no bonuses when using a shortsword.

Every third level after first (that is, 4th, 7th, 10th, etc.) the player applies another rank of specialization. Each new rank may be applied to an existing specialization, or to a new specialization.

For instance, at first level Darion's player assigns a rank to longsword. Darion gains a bonus of +1 on attack rolls when using a longsword. At 4th level, the player may assign the new rank to longsword, giving a bonus of +1 on attack rolls and +1 on damage; or, the rank may be applied to a new weapon, such as the longbow, in which case both weapons have +1 on attack rolls but no bonus to damage.

Rank	Combat Bonuses (Attack / Damage)	Attacks per Round
1	+1 / +0	1 / 1
2	+1 / +1	1 / 1
3	+2 / +1	3 / 2
4	+2 / +2	3 / 2
5	+3 / +2	2 / 1
6	+3 / +3	2 / 1

As indicated in the Attacks Per Round column, at higher ranks of specialization the Fighter is allowed to attack more than one time per round. 3/2 means that the character may attack three time in every two rounds, once in the odd-numbered round and twice in the even-numbered round. At 2/1 the Fighter is allowed to attack with the specialized weapon two times per round. Additional attacks always come after all other attacks are resolved; that is, the Fighter attacks once on his or her Initiative number, then again after all "first" attacks are done. If more than one weapon specialist is involved in a battle, count Initiative down twice, once for "first" attacks and again for "second" attacks.

Critical Hits

A natural 20 on the attack die roll results in a **threat**. Roll again -- if the player hits on the second roll (a normal hit, not just another natural 20), a **critical hit** is scored and double damage is done. However, if the only way the character can hit is to roll a natural 20, critical hits are not scored.

Fumbles

A natural 1 on the attack die roll may result in a **fumble**; if this occurs, the player must roll a save vs. Death Ray with Dexterity applied. If the save is failed, the character has fumbled.

The effects of a fumble vary based on the type of weapon. For hand-held weapons, the weapon is dropped; use the grenade-like weapons table, to determine where, considering the wielder as if he or she were the "target" in the table. If the character binds his weapon to his hand (so he cannot drop it), then the fumble leads to the character suffering damage equal to the weapon's normal attack die (without Strength, magic, or other bonuses). For bows, a broken bowstring is the usual result; for crossbows, a fumble leads to a jammed mechanism.

The GM is encouraged to make up alternate fumble results when appropriate to the circumstances, using these suggestions as a guideline.

Two-Weapon Combat

This rule allows a character to use a weapon in each hand. The weapon in the primary hand suffers a penalty of -2 to hit, while the weapon in the off-hand is used at a -5 penalty normally. Subtract from this penalty the character's Dexterity bonus, with a minimum penalty of +0 (so a character with 18 Dexterity does not get a +1 bonus to hit this way). The primary weapon must, obviously, be one-handed, and the secondary must be a dagger, handaxe, or similar very small weapon.

The off-handed weapon normally does not get multiple attacks, even if allowed by specialization. Like a monster using an attack routine (claw-claw-bite) the off-handed weapon attacks at the same time as the primary weapon.

Note: Off-handed weapon attacks (with no primary hand attack) are at -3 penalty, with the Dexterity bonus subtracted as above.

As an option, a character using two-weapon combat may choose to use the off-handed weapon as a defensive item similar to a shield. This must be declared at the start of the

round. In this case, no special penalty is applied to the primary weapon, and the off-handed weapon adds +1 to the wielder's AC value against a single melee attacker per round. If the weapon has a magic weapon bonus, it may be applied, but only the base bonus for those weapons with multiple values.

Defending

The application of Armor Class assumes that the character tries to avoid each incoming attack, while still making attacks himself. However, there will be occasions when the character just wants to avoid being hit. The player must declare that the character is **defending**. This can be done regardless of Initiative, and is therefore a good choice when fighting unarmored and the Initiative is lost.

The defending character applies a bonus of +4 to AC. If the character is holding/using a specialized weapon, he or she may add the specialization "to hit" bonus to AC to reflect the additional parrying skill. Also, magic weapons usually confer the bonus to the AC of the defending character (as described under Two-Weapon Combat, above).

Animal Affinity

Druids have the Animal Affinity ability, that is, the ability to calm or befriend normal animals. The Druid attempts to communicate a benign intent, and through his or her connection to the natural world, the animals affected may be either calmed or befriended. The player rolls 1d20 and tells the GM the result. Note that the player should always roll, even if the GM knows the character can't succeed (or can't fail), as telling the player whether or not to roll may reveal too much.

The GM looks up the Druid's level on the Druids Animal Affinity Table, below, and cross references it with the animal's hit dice. If the table indicates "No" for that combination, it is not possible for the Druid to affect that type of animal. If the table gives a number, that is the minimum number needed on the 1d20 to Calm that sort of animal. If the table says "C" for that combination, that type of animal is automatically affected. If the result shown is a "B" for that combination, that type of animal is automatically befriended.

Druid Animal Affinity Table

Hit Dice of Animal

Druid Level	1	2	3	4	5	6	7	8
1	13	17	19	No	No	No	No	No
2	11	15	18	20	No	No	No	No
3	9	13	17	19	No	No	No	No
4	7	11	15	18	20	No	No	No
5	5	9	13	17	19	No	No	No
6	3	7	11	15	18	20	No	No
7	2	5	9	13	17	19	No	No
8	C	3	7	11	15	18	20	No
9	C	2	5	9	13	17	19	No
10	C	C	3	7	11	15	18	20
11	B	C	2	5	9	13	17	19
12	B	C	C	3	7	11	15	18
13	B	B	C	2	5	9	13	17
14	B	B	C	C	3	7	11	15
15	B	B	B	C	2	5	9	13
16	B	B	B	C	C	3	7	11
17	B	B	B	B	C	2	5	9
18	B	B	B	B	C	C	3	7
19	B	B	B	B	B	C	2	5
20	B	B	B	B	B	C	C	3

ALIGNMENT

Basics of Alignment

Alignment is a way of describing the moral code of a creature. A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Depending on the campaign, the GM may require that players choose an alignment for their characters.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

Good vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

Law vs. Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

Lawful Good, “Crusader”: A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

Neutral Good, “Benefactor”: A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them.

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

Chaotic Good, “Rebel”: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

Lawful Neutral, “Judge”: A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

Neutral, “Undecided”: A neutral character does what seems to be a good idea. She doesn’t feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, she would rather have good neighbors and rulers than evil ones. Still, she’s not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

Chaotic Neutral, “Free Spirit”: A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal.

Lawful Evil, “Dominicator”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, “Malefactor”: A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn’t have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

Chaotic Evil, “Destroyer”: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

A Note Regarding Abbreviations

On the table following, the alignments of the various creatures are abbreviated. The first letter of the abbreviation represents the creature's position with respect to Law and Chaos, and thus may be L, N, or C. The second letter represents the creature's position with respect to Good and Evil, and thus may be G, N, or E. Creatures which are neutral with regard to both Law vs. Chaos and Good vs. Evil would then be “NN,” but this is written as a single N for simplicity.

BASIC FANTASY MONSTER ALIGNMENTS

Beasts of Burden	N	Giant, Cyclops	CE	Pegasus	CG
Ant, Giant	N	Giant, Fire	LE	Pixie	N
Antelope	N	Giant, Frost	CE	Pterodactyl/Pteranodon	N
Ape, Carnivorous	N	Giant, Hill	CE	Purple Worm	N
Basilisk	N	Giant, Stone	N	Rat (all)	N
Bat	N	Giant, Storm	CG	Rhagodessa, Giant	N
Bat, Giant	N	Gnoll	CE	Rhinoceros	N
Bear (all)	N	Gnome	NG	Roc	N
Bee, Giant	N	Goblin	LE	Rock Baboon	N
Beetle, Giant (all)	N	Golem (all)	N	Rust Monster	N
Black Pudding	N	Gorgon	N	Sabre-tooth Cat	N
Blink Dog	LG	Gray Ooze	N	Salamander	N
Blood Rose	N	Green Slime	N	Scorpion, Giant	N
Boar	N	Griffon	N	Sea Serpent	N
Bugbear	CE	Hangman Tree	NE	Shadow	NE
Caecilia, Giant	N	Harpy	CE	Shark (all)	N
Cave Locust, Giant	N	Hawk	N	Shrew, Giant	N
Caveman	N	Hellhound	LE	Shrieker	N
Centaur	CG	Hippogriff	N	Skeleton	N
Centipede, Giant	N	Hobgoblin	LE	Snake (all)	N
Chimera	CE	Hydra	N	Spectre	LE
Cockatrice	N	Insect Swarm	N	Spider, Giant (all)	N
Crab, Giant	N	Invisible Stalker	N	Sprite	NG
Crocodile	N	Jaguar	N	Squid, Giant	N
Displacer	LE	Kobald	LE	Stegosaurus	N
Djinni	CG	Leech, Giant	N	Stirge	N
Dog (all)	N	Lion	N	Tentacle Worm	N
Doppelganger	N	Living Statue (all)	N	Tiger	N
Dragon, Black	CE	Lizard, Giant (all)	N	Titanother	N
Dragon, Blue	LE	Lizard Man	N	Treant	CG
Dragon, Gold	LG	Lycanthrope, Werebear	CG	Triceratops	N
Dragon, Green	LE	Lycanthrope, Wereboar	N	Troglodyte	CE
Dragon, Red	CE	Lycanthrope, Wererat	LE	Troll	CE
Dragon, Sea	N	Lycanthrope, Weretiger	N	Tyrannosaurus Rex	N
Dragon, White	CE	Lycanthrope, Werewolf	CE	Unicorn/Allcora	CG
Dragon Turtle	N	Manticore	LE	Urgoblin	LE
Dryad	N	Medusa	LE	Vampire	CE
Efreeti	LE	Mermaid	N	Water Termite, Giant	N
Elemental (all)	N	Minotaur	CE	Weasel/Ferret, Giant	N
Elephant	N	Mountain Lion	N	Whale (all)	N
Fish, Giant (all)	N	Mummy	LE	Wight	LE
Fly, Giant	N	Nixie	N	Wolf	N
Frog/Toad, Giant	N	Ochre Jelly	N	Wraith	LE
Gargoyle	CE	Octopus, Giant	N	Wyvern	NE
Gelatinous Cube	N	Ogre	CE	Yellow Mold	N
Ghoul	CE	Orc	LE	Zombie	N
Giant, Cloud	N	Owlbear	N		

MONSTER CONVERSION

Basic Fantasy Role-Playing Game is based upon the d20 game engine. This section will show the process of converting monster statistics from the d20 SRD format to BFRPG.

Consider the 3.5e Couatl below:

<p>Couatl</p> <p>Size/Type: Large Outsider (Native)</p> <p>Hit Dice: 9d8+18 (58 hp)</p> <p>Initiative: +7</p> <p>Speed: 20 ft. (4 squares), fly 60 ft. (good)</p> <p>Armor Class: 21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18</p> <p>Base Attack/Grapple: +9/+17</p> <p>Attack: Bite +12 melee (1d3+6 plus poison)</p> <p>Full Attack: Bite +12 melee (1d3+6 plus poison)</p> <p>Space/Reach: 10 ft./5 ft.</p> <p>Special Attacks: Constrict 2d8+6, improved grab, poison, psionics, spells</p> <p>Special Qualities: Darkvision 60 ft., change shape, ethereal jaunt, telepathy 90 ft.</p> <p>Saves: Fort +8, Ref +9, Will +10</p> <p>Abilities: Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17</p> <p>Skills: Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)</p> <p>Feats: Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative</p> <p>Environment: Warm forests</p> <p>Organization: Solitary, pair, or flight (3-6)</p> <p>Challenge Rating: 10</p> <p>Treasure: Standard</p> <p>Alignment: Always lawful good</p> <p>Advancement: 10-13 HD (Large); 14-27 HD (Huge)</p> <p>Level Adjustment: +7</p> <p>A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds. Couatls speak Celestial, Common, and Draconic, and also have the power of telepathy (see below).</p> <p>Combat</p> <p>A couatl uses its detect thoughts ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle.</p>
--

Constrict (Ex)

A couatl deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex)

To use this ability, a couatl must hit a creature of up to two size categories larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex)

Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str.

The save DC is Constitution-based.

Psionics (Sp)

At will-detect chaos, detect evil, detect good, detect law, detect thoughts (DC 15), invisibility, plane shift (DC 20). Effective caster level 9th. The save DCs are Charisma-based.

Spells

A couatl casts spells as a 9th-level Sorcerer.

It can choose its spells known from the Sorcerer list, the Cleric list, and from the lists for the Air, Good, and Law domains. The Cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/4; save DC 13 + spell level)

0-cure minor wounds, daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance; 1st-endure elements, mage armor, protection from chaos, true strike, wind wall; 2nd-cure moderate wounds, eagle's splendor, scorching ray, silence; 3rd-gaseous form, magic circle against evil, summon monster III; 4th- charm monster, freedom of movement.

Change Shape (Su)

A couatl can assume the form of any Small or Medium humanoid.

Ethereal Jaunt (Su)

This ability works like the ethereal jaunt spell (caster level 16th).

Telepathy (Su)

A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes-no common language is needed.

That's a lot of information! There's a good chance that most of it will never be used in a game, even if the creature is used in combat. First, the easy parts of the conversion: there are no BFRPG equivalents of the SRD stats below, so they may be ignored.

Size/Type: Large Outsider (Native)

Initiative: +7

Full Attack: Bite +12 melee (1d3+6 plus poison)

Space/Reach: 10 ft./5 ft.

Abilities: Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17

Skills: Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)

Feats: Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative

Challenge Rating: 10

Alignment: Always lawful good

Advancement: 10-13 HD (Large); 14-27 HD (Huge)

Level Adjustment: +7

This leaves the following to be converted:

Armor Class: 21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18

Hit Dice: 9d8+18 (58 hp)

Attack: Bite +12 melee (1d3+6 plus poison)

Base Attack/Grapple: +9/+17

Special Attacks: Constrict 2d8+6, improved grab, poison, psionics, spells

Special Qualities: Darkvision 60 ft., change shape, ethereal jaunt, telepathy 90 ft.

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Organization: Solitary, pair, or flight (3-6)

Treasure: Standard

Saves: Fort +8, Ref +9, Will +10

Environment: Warm forests

Of these stats, AC, Hit Dice, Attack, Base Attack/Grapple, Speed and Environment are the easiest to convert.

AC: AC is usually a 1:1 conversion; in the case of the Couatl this would be 21. (Ignore the 3.5e AC breakdown.) However, because d20 monsters often have very high armor class values, above 25 the ratio should be 1:2, so that 25-26 = 25, 27-28 = 26, 29-30 = 27, etc. Otherwise, 3.5e monsters with very high armor classes become unhittable when converted.

Hit Dice: The monster's Hit Dice in 3.5e can vary. The example creature just happens to use a d8. To convert the Hit Dice, simply drop the d(x) so 9d8+18 will become 9+18. However, note that in BFRPG the "plus" value added to the monster's hit dice does not affect the chance of hitting in combat; it is recommended that large hit die "plus" values be converted to actual hit dice, with one hit die being added for each 4.5 points of bonus removed. This would result in the Couatl having 13 hit dice.

Attack, Damage, and "To Hit" Bonus: The 3.5e attack contains both the attack information as well as the damage caused. Move the attack (e.g., Bite) to the BFRPG monster's attack. Special Attacks are noted as "+ special". The "to hit" bonus is not normally used (as the monster's attack bonus is taken from the table in the BFRPG core rules), but if desired the 3.5e stat may be retained; move the bonus from either the 3.5e attack line or the first bonus from the "Base Attack/Grapple" to the Hit Dice line above inside parenthesis.

Damage: This is easy to convert. Physical damage is moved to the BFRPG Damage stat. Special Damage is noted as well.

Special Attacks and Special Qualities: The number of special attacks in the 3.5e stat block will determine the number of "*" to be added to the Hit Dice number. Both Special Attacks and Special Qualities should be described in the monster description. Feel free to omit some asterisks if the monster has many special abilities but not all are likely to be used in a given combat.

Speed: This stat should be placed in the BFRPG "Movement" field. Maneuverability should be converted from 3.5e to BFRPG as follows:

Perfect = Type A
Good = Type B
Average = Type D
Poor = Type F
Clumsy = Type H

Organization: This will need to be interpreted for the BFRPG "No. Appearing" stat. Use your best judgment to convert from the 3.5e to the BFRPG "Wild/Lair" or refer to an earlier edition Monster Manual stat block.

Treasure: This is the most difficult part of the conversion. If there is a 1e or 2e Monster Manual available, compare the Treasure Type from the monster's stat block in the older work and select a type or types that are similar in BFRPG. If not, make an educated guess as to what that monster would have.

Saving Throws: Monster saving throws are usually rolled on the Fighter Saving Throw table. Discard the 3.5e saving throws and replace them with a Fighter level value, generally equal to the hit dice of the creature (unless another character class is more appropriate).

Morale: Morale checks are rolled on 2d6 in BFRPG. There is no 3.5e equivalent to this statistic. To determine the morale of a creature use the following table:

2	Runs away if it can.
3 – 5	Almost always runs.
6 – 7	Normal, will run if companions run.
8 – 9	Stable, will stay and fight if companions stay and fight.
10 – 11	Loyal, will stay and fight most of the time.
12	Fanatical, these guys are insane!

The Morale stat from a 1E or 2E Monster Manual (if available) may be of assistance in determining this value.

XP Value: The experience point value for the creature is calculated as per the XP Values table in Character Advancement in the BFRPG core rules.

Environment: The environment stat should be included in the monster description below the stat block.

Once all of the stats are moved to their new positions and the description edited, we would have something that looks like this:

Couatl

Armor Class: 21

Hit Dice: 13**** (+10)

No of Attacks: 1 Bite + special

Damage: 1d3 + poison/2d8

Movement: 20' Fly 60'

No. Appearing: 1d6 Wild/Lair 1d2

Save as: F9

Morale: 12

Treasure Type: B, I

XP Value: 1375

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds and can be found in warm forests. They can speak the Common tongue, as well as communicate telepathically with any creature within 90 feet that has an Intelligence score. The target creature can respond to the couatl if it wishes—no common language is needed. They have Darkvision to 60 ft.

A couatl uses its ESP ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle. A couatl deals 2d8+6 points of constriction damage with a successful hit with its bite attack. The bite injects a deadly poison and the victim must save vs. poison or die.

A couatl has these spell-like abilities and may use them at will: **detect evil**, **ESP**, and **invisibility**. A couatl casts spells as a 9th-level wizard and may choose its spells from the Cleric and Magic-User list. The Cleric spells are considered Magic-User spells for a couatl, meaning that the creature does not need a deity to cast them.

At will, a couatl can polymorph itself into any small or medium humanoid as well as become intangible. When intangible, the couatl is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an intangible creature, it can move through solid objects, including living creatures. It can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

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