



Far Realms

A Supplement for Old School Gaming

Far Realms

Far Realms is designed to add depth and flavor to any old school fantasy campaign.

Far Realms is compatible with OSRIC™ system rules, AD&D First Edition rules, AD&D Second Edition rules, and can be easily modified for other old school gaming systems.

Far Realms is part of Harbinger Games' Old School Supplements Line

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Special Thanks to Lew Pulsipher for assistance with combat systems and the Barbarian class.

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The authors wish to thank Gary Gygax, Dave Arneson, Lew Pulsipher, the scores of players we have shared a table with, and the OSR community.

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Introduction

Hello and thank you for purchasing *Far Realms*, a book more than 30 years in the making.

Like many other Old-School Gamers I first started roleplaying in the 1970's and playing has been part of my life and my family's life ever since. I first mapped out a unique fantasy game setting in 1978 and that setting, called Seaward, has been home to my own campaign to this very day.

Over the years I added a number of new classes to the setting as well as spells, items, and some mechanics, often in collaboration with not only my own players but other groups. I was also fortunate enough to both DM for and play in the campaign of Lew Pulsipher. Lew, creator of the legendary board game *Brittania*, the Elemental Princes of Evil, and some of the most useful articles in early *Dragon* and *White Dwarf* magazines, helped me to clarify my visions of my own campaign and to strive for an internal consistency and balance. His keen insights and knowledge have influenced my gaming and I am lucky to have him as a friend.

Of course, that points out a key element of gaming – it is a group event. We share victories, defeats, humor, and sadness with the people we share our gaming table with. Fellow gamers often become good friends.

My goal with *Far Realms* was to create a list of resources that others can add to their games as they see fit to both create a more complex, enjoyable setting and to challenge themselves and their players. This is my way of sharing some of the joy and friendship of my gaming table with you. It is also part of Harbinger Games' line of Old School Supplements, resources for the Old School Renaissance.

So please enjoy the book and remember; always check for traps and never split the party!

-Rick Stump

Note on Alternate Rules

Far Realms is based upon a 35+ year old 1e campaign so some alternate rules are more restrictive than the standard OSRIC™ rules. This is by design and reflects the 'old-school' nature of the materials *Far Realms* is drawn from.

Note on Spells

Over the course of 30+ years a number of changes were made, especially to spells. Just because a spell in this book has a familiar name doesn't mean it has familiar effects!



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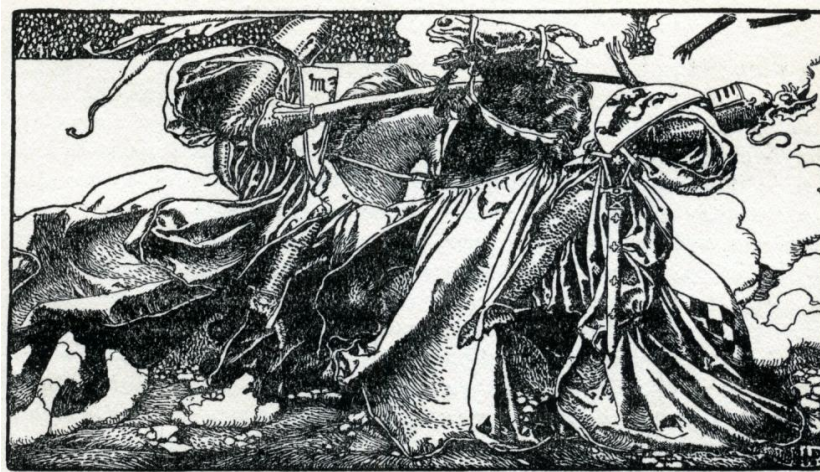
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Player Characters

Additional Rules – Standard Classes

Fighters



Weapon Mastery (alternate Specialization rules): Some warriors are experts with a certain weapon. Others are more skilled than most with a handful of weapons. Weapon mastery rules allow both to be reflected in the game.

Weapon Mastery can only be pursued by single class fighters and barbarians (see the New Classes section). By allocating additional weapon proficiencies toward a single weapon, the warrior gains greater skill in that weapon as follows;

No. of Proficiency Slots	Rank	Bonuses (totals)
0	non-proficient	-2 to hit
1	Proficient	none
2	Skilled	+1 to hit and damage
3	Expert	+2 to hit and damage, ½ extra attacks per round*
4	Master	+3 to hit and damage, ½ extra attacks per round*
5	Grand Master	+3 to hit and damage, 1 extra attack per round**

*heavy crossbow maintain a ROF of 1 per 2 rounds

**heavy crossbows have a rate of fire of 1/round

Up to two proficiency slots can be assigned to a weapon at 1st level, the rest must be added as the character progresses in levels.

For example, Sir Robert becomes skilled in the broadsword at 1st level, giving him +1 to hit and damage. By adding another proficiency at 4th and 8th levels, he becomes a master of the broad sword with a total of +3 to hit and damage and 2 attacks per round. He becomes a grand master at level 12 and at level 13 he will have a total of +3 to hit and damage and 3 attacks per round with the broadsword. If Sir Robert had instead pursued mastery in the crossbow by 12th level he would have +3

to hit and damage and and a bolt per round.

His brother, Sir Raymond, begins skilled in the broadsword at 1st level. At 4th level instead of continuing with the broadsword he becomes skilled with the lance, gaining a +1 to hit and damage with that weapon. At 8th level he becomes skilled with the long bow and at 12th he returns to the broadsword and becomes an expert with that weapon.

A barbarian may be Skilled in as many as 4 weapons but can never be better than Skilled. A fighter may be a specialist in as many weapons as he wishes, but can only achieve Master or higher in a single weapon.

Multiple Attacks versus Low Hit Die Creatures: A fighter, paladin, ranger, barbarian, or nobleman fighting creatures of less than 1 full hit die (kobolds, 0-level halflings, etc.) receives one attack per round per level to a maximum of 20 attacks per round (2 per segment). Against creatures of 1 HD these classes receive 1 attack/2 levels, rounded down to a maximum of 10 attacks per round (1 per segment), i.e., a 7th level barbarian fighting a group of orcs would get 3 attacks per round. Against creatures of more than 1 but less than 2 hit dice a member of these classes receives 1 attack/3 levels, rounded down to a maximum of 10 attacks per round, i.e. a 12th level nobleman fighting a group of hobgoblins would get 4 attacks per round.

When mounted, Noblemen gain multiple attacks as a fighter of the same level. When not mounted they have a maximum of 10 attacks per round vs. less than 1 HD creatures and no bonus attacks vs. 1 HD and 1+x HD creatures .

These bonus attacks never apply to creatures with 1 or more class levels, including men-at-arms, hedge magess, etc.



Rangers

Tracking: Rangers reduce negative modifiers to tracking (from time, precipitation, etc.) by 2% per level above 1st to a minimum of 0%. They improve their ability to track underground or in urban settings by 1% per level above 1st to a maximum base of 85% at 21st level.

Clerics

Weapon Proficiencies: All single-classed clerics may take a proficiency in a single weapon that is not specific to the cleric weapon list (i.e., broad sword). This is not available to multi-classed clerics or any sub-class; such characters already have access to differing weapons.

Spell Memorization: All clerics may memorize twice as many spells per level than they can cast. This is not available to any sub-class.

Brother Reynaud is a 2nd level cleric with a 16 Wisdom; he may memorize 8 spells (Cure Light Wounds three times, Command, Light, Detect Evil, Bless, and Protection from Evil) at the beginning of the day but may only cast 4 of them (in this case he casts Bless, Protection from Evil, and Cure Light Wounds twice, and then can cast no more).

Dural, a 1st level druid with a 16 Wisdom can memorize and cast 4 spells of 1st level.

Orisons: Clerics and Druids may prepare 4 orisons (see the Spells section) per day in addition to any other spells they may cast. This number does not change with levels. During preparation they may prepare 4 additional Orisons instead of a first level spell; this may be done for as many first level spells as the caster wishes. Orisons cannot be double memorized.

Demi-Human Clerics: All demi-humans may play as Clerics with the limitations listed below. The following multi-class cleric options are possible:

Dwarf; Cleric/Fighter,

Elf; Cleric/Fighter, Cleric/Magic-User

Gnome; Cleric/Illusionist, Cleric/Thief

Half-Elf; Cleric/Fighter, Cleric/Magic-User, Cleric/Fighter/Magic-User

Halfling; Cleric/Fighter

Half-Orc; Cleric/Fighter, Cleric/Thief, Cleric/Assassin.

Race	Single-Class Level Limit	Multi-Class Level Limit
Dwarf	8*	6**
Elf	7*	5**
Gnome	7*	6**
Half-Elf	5	5
Halfling	6**	5**

* Subtract 1 if Wisdom is 17; subtract 2 (total) if Wisdom is 16 or lower

** Subtract 1 if Wisdom is less than 18

Note: Half-Orcs may always advance to 4th level if their Wisdom is 9 or above, but never higher

Magic-Users

Cantrips: Magic-users and Illusionists may memorize and cast at least 4 cantrips (see the Spells section) per day; this does not change with level. Any first level magic-user/illusionist spell may be replaced with 4 cantrips (i.e., instead of memorizing and casting a single first level spell a caster can memorize and cast 4 cantrips). This can be done to any number of first level spells up to the maximum they may cast per day.

Thieves

Danger Sense: Due to their training, experience, senses, instincts, or some combination of these factors, certain character types have an uncanny ability to sense and avoid danger. Of these character types, thieves are the base example. Danger sense applies when the character is personally threatened by something that the character is otherwise unaware of (such as when the character is about to be attacked by a giant spider dropping from above or when being backstabbed) or danger sense can give a character an opportunity to react to a threat that other characters would have no ability to respond to (such as a chance to leap clear of a triggered falling-block trap).

A Thief's Danger Sense starts at 1st level at a base 5% and increases 3% per level. When the character is in a situation that might trigger the danger sense the DM rolls secretly; if the dice are equal to or less than the target number the DM should make the character aware of the threat or give them an immediate chance to avoid the danger. In general, a successful Danger Sense check prevents surprise, backstabs, and assassination attempts.

For example; a 5th level thief is acting as rear-guard for a party and is unaware of an invisible assassin trailing him silently. As the assassin prepares to strike the DM rolls danger sense and gets a 16, a success. The DM tells the player;

“You suddenly smell garlic and onions”

The player immediately answers,

“I shoulder roll to my right and call out to the rest 'there is someone here!'”

Armor Effects: Thief abilities are based upon wearing padded or leather armor. Other armors adjust abilities as listed here;

	No Armor	Elven Chain	Studded or Ring	Chain or Scale	Splint	Plate
Pick Pockets	5%	-20%	-30%	-40%	-50%	-60%
Open Locks		-5%	-10%	-15%	-20%	-30%
Find/Remove Traps		-5%	-10%	-15%	-20%	-25%
Move Silently	10%	-10%	-20%	-30%	-40%	-60%
Hide in Shadows	5%	-10%	-20%	-30%	-35%	-45%
Hear Noise		-5%	-10%	-10%	-15%	-20%
Climb Walls	10%	-20%	-30%	-50%	-65%	-85%
Backstab?	Y	Y	Y	N	N	N

Assassins

Alignment: Assassins may be of Lawful Neutral, Neutral, or Chaotic Neutral alignment as well as any evil alignment.

Danger Sense: Assassins have danger sense as a thief of the same level. Their danger sense is 4% at first level and increases 2% per level thereafter.

When performing a backstab or assassination attempt assassins subtract 1% per level from the target's danger sense ability, if applicable (i.e., an 8th level assassin attempting to backstab a barbarian reduces his target's danger sense by 8%).

Armor Effects: Like thieves, their thief abilities are based upon wearing padded or leather armor. Assassins may wear different levels of armor which modify their abilities as follows;

	No Armor	Elven Chain	Studded or Ring	Chain or Scale	Splint	Plate	with Shield
Pick Pockets	5%	-15%	-25%	-35%	-50%	-60%	-10%
Open Locks		-5%	-10%	-15%	-20%	-30%	N
Find/Remove Traps		-5%	-10%	-15%	-20%	-25%	-15%
Move Silently	10%	-5%	-15%	-25%	-35%	-50%	-5%
Hide in Shadows	5%	-5%	-15%	-25%	-30%	-35%	-5%
Hear Noise		-5%	-10%	-10%	-15%	-20%	
Climb Walls	10%	-20%	-30%	-50%	-65%	-85%	N
Back Stab?	Y	Y	Y	Y	N	N	Y
Assassinate?	Y	Y	Y	N	N	N	N

Note that the modifiers for using a shield stack with other armor modifiers.



New Classes

Class	Hit Die	Max. Hit Die	Spell Ability	Max. Class Level
Bard	d6	11	Yes	23
Barbarian	d8 (+d8)	11	No	none
Nobleman	d8	9	No	none
Scout	d6	11	No	none

Fighter Subclasses

Barbarian

Barbarians represent the warriors of tribal societies beyond the borders of civilization. While not as heavily focused on pure combat as Fighters their rough and tumble life gives them a breadth of ability. One of their most well-known abilities is berserker rage, a battle rage that makes them even more fearsome opponents.

Barbarians must be Human or Half-Orcs; Half-Orcs are limited to 7th level or below. Barbarians cannot be of Lawful alignment. All of their characteristics must be 9 or higher or at least 5 of their 6 stats must be 11 or higher. They must have a Strength and Constitution of 10 or higher.

They start with 5 weapon proficiencies. At first level they must take the following proficiencies: long or short bow; a sword or scimitar; dagger or knife; hand or battle axe. They gain a new weapon proficiency every 3 levels and are -2 with weapons they do not have proficiency in. They improve their attacks per round as a Ranger.

Barbarians attack and make saving throws as Fighters, but receive a +2 on saving throws vs. Poison and Death. They also receive a +2 on all saves vs. fear effects except for the fear effects of undead (i.e., a Barbarian would get a +2 vs. the *Spook* spell but not vs. the fear of a ghost).

At first level they may Hide in Shadows, Move Silently, and Find/Remove Traps as a 1st level Thief. These abilities receive negative adjustments for low Dexterity, but no positive adjustments for high Dexterity. These abilities improve every other level (a 5th level Barbarian has these abilities as a 3rd level Thief; a 10th level Barbarian has these abilities as a 5th level Thief) and are modified by armor as for a Thief (see the section on new rules, above).

Barbarians may track outdoors (only) as a Ranger with a base 40% chance of success. This base chance increases +5% per level above 1st to a maximum base chance of 80% at 9th level.

Barbarians' keen senses and wary nature grant them Danger Sense similar to a Thief. This danger sense starts at 3% and increases 2% per level.

Barbarians are superstitious and wary of the gods. Clerics of similar morality (good, evil or neutral) have a +2 reaction with Barbarians, others have a -2. When in a tomb, crypt, or graveyard they do not get their +2 bonus on saves vs. Fear effects. When encountering non-magical treasure that is or has (un)holy symbols of a religion not their own they are 75% likely to refuse to touch or possess it (roll once for each such item). Barbarians are limited in the number and types of magic items they may own. They may freely possess and use potions, oils, and dusts; they may possess 1 suit of magical armor, one magical shield, a magical helmet, and 1 pair of magical footwear; they may possess up to 3 magical weapons (magical arrows do not count against this total except for arrows of slaying or of direction); and they may possess up to 2 more magical items. When they encounter a magical item that is not a potion, oil, dust, armor, or weapon they are 50% likely to refuse to possess it (roll once for each item). A barbarian will never possess or use a written magic item (scrolls, etc.) nor a magic item with an

intelligence score.

Fear of Undead: When encountering undead the Barbarian may flee in terror. When this happens the Barbarian must save vs. Paralysis or flee. This save is modified by the difference between the Barbarian's level and the hit dice of the most powerful undead in the encounter.

Example: *Jerczy, a 3rd level Barbarian, encounters 4 Zombies (2 HD each); he receives a +1 on his saving throw since his level is higher than their hit dice. Later Jerczy stumbles upon a Greater Ghoul (8 HD); his saving throw will be made at -5 because his level is lower than the Greater Ghoul's hit dice.*

A terrorized Barbarian will flee for 1d6+2 rounds. If the Barbarian is cornered and cannot flee he will parry without attacking for 1d4+1 rounds or go berserk (50% chance of either). After being terrorized if the undead are still present/encountered again within 4 hours the Barbarian's saving throw is at +6.

Berserking: In any combat the Barbarian has a chance to go berserk. While this does not include talking, threats, yelling, etc. it does include strangers rushing at their group with bared weapons, things leaping at them from surprise, etc. Each time this occurs the Barbarian's player rolls a d6; on a 1 the Barbarian goes berserk. Note that if the encounter includes undead the Barbarian must save or flee before checking for berserk; a fleeing Barbarian only goes berserk if they are cornered as described above. If undead appear while the Barbarian is berserk he receives a +6 on his saving throw to avoid fleeing.

While berserk the Barbarian's fighting abilities improve as shown in the chart below. They also receive an additional +3 on saves vs. Charms, Holds, and Paralysis as well as Fear effects unrelated to undead.

While berserk a Barbarian will never parry. They may only retreat if they fail a save vs. fear/fleeing or if during the battle they have lost 50% of the hit points they had at the start of the battle. If they retreat for any reason the duration of their recovery is doubled.

The Barbarian remains berserk until all visible foes are dead or obviously defeated. A berserking barbarian will always strive to close with visible foes, including such things as rushing through allies or climbing over defensive barricades (but not obviously suicidal acts such as leaping from a cliff or rushing into a bonfire). If an ally performs an action that the Barbarian could interpret as an attack (shoving the Barbarian out of the way of a trap; accidentally striking the Barbarian with an arrow fired into melee; etc.) there is a 50% chance the Barbarian will treat the ally as an enemy and attack them. Further, at the end of each berserk the Barbarian rolls a d12; on a 1 he attacks his own allies, lost in the rage of berserking. This chance of attacking his own party drops to 1 in 20 at 11th level and above. The chance to attack their own party must be checked after every berserk, even if the Barbarian retreats or flees.

When a Barbarian is finished going berserk he must recover (see chart below). During recovery the Barbarian may not go berserk for any reason.

Berserk Effects

<u>Level</u>	<u>to hit</u>	<u>damage</u>	<u>Armor Class</u>	<u>Bonus H.P.*</u>
1-3	+1	+1	+1	+3
4-6	+1	+2	+1	+5
7-10	+2	+2	+2	+8
11+	+2	+3	+2	+10

*When berserk damage comes from bonus H.P. first; bonus H.P. do not count towards the starting hit points to calculate if the Barbarian may retreat.

Recovery Effects

<u>Level</u>	<u>to hit</u>	<u>damage</u>	<u>Duration of Recovery*</u>
1-3	-3	-3	Double the duration of berserk or 4 turns
4-6	-2	-3	1.5x the duration of berserk or 3 turns
7-10	-2	-2	The duration of the berserk or 2 turns
11+	-1	-2	.5x the duration of the berserk or 1 turn

*recovery always lasts the longer period; if the Barbarian retreats or flees the duration is doubled.

Barbarians often have inter-tribal rivalries. When Barbarian player characters first meet each rolls a d6; on a 1 that Barbarian will refuse to associate with the other. This roll is only made the first time they meet and may be ignored if the players have no other characters available. When meeting NPC barbarians (character class or not) a Barbarian character likewise rolls a d6; on a 1 the character has a -4 reaction adjustment with the NPC barbarians, on a 2-6 they have a +2 reaction bonus.

Barbarians may never have henchmen, followers or hirelings who are of Lawful alignment and they may never have more henchmen than their level as barbarian, regardless of their charisma.

At 10th or higher level a Barbarian may establish a stronghold (typically a hill fort or similar fortification) and clear an area of between 10 and 50 miles radius. After this the Barbarian will attract a band of followers and collect a monthly revenue of 6 s.p. per inhabitant of the region from trade, fees, and gifts.

Starting money is 4d4x10.

Level	Experience Points	Level Title	d8 for Hit Points
1	0-2,500	Barbarian Veteran	2
2	2,501-5,000	Barbarian Warrior	3
3	5,001-11,000	Barbarian Axeman	4
4	11,001-22,000	Barbarian Brave	5
5	22,001-42,500	Barbarian Rover	6
6	42,501-92,500	Barbarian Hero	7
7	92,501-165,000	Barbarian Champion	8
8	165,001-300,000	Barbarian Superhero	9
9	300,001-500,000	Barbarian Chief	10
10	500,001-825,000	Barbarian Warchief	11
11	+325,000 per level	Barbarian Warchief	+3 h.p. per level





Nobleman

In many societies there are classes of people born into a leadership role. While most members of the aristocracy are 0-level there are some who have the potential to rise to great heights; those have the Nobleman class.

Noblemen and women may be Human, Elven (maximum of 8th level), and Half-Elven (maximum of 6th level). A nobleman must have a score of at least 6 in every ability, a charisma of 13 or better and must have at least a 12 in either Strength, Intelligence, or Wisdom. They may have exceptional strength scores as a fighter. A Nobleman with a 12 or better in Strength, Intelligence, and Wisdom gets a +5% bonus to earned experience and a Nobleman with a Charisma of 16 or better adds a +5% to earned experience – the bonuses stack.

Noblemen can be of any alignment, although 60% of NPC noblemen are Lawful.

Noblemen have eight-sided hit dice per level until 10th level, then add two hit points per level thereafter. Noblemen receive bonus hit points for exceptional constitution scores as a member of the fighter class. Noblemen make saving throws as fighters of the same level with a +2 bonus on saves vs. fear and a +1 vs. charm effects. Noblemen fight as fighters of the same level and gain multiple attacks as Rangers.

Noblemen use magic items as fighters. They start play with 5d6x10 gold pieces (minimum of 120 g.p).

Noblemen may wear any type of armor and shield. They may be proficient in the following weapons; any sword, scimitar, flail, mace, hammer, axe, spear, lance, dagger, and bec de corbin. Noblemen may also be proficient in bows and crossbows but will only use them for hunting, fighting monsters, and in siege situations. Noblemen will never use bows or crossbows against humans, demi-humans or humanoids except during a siege or against a foe that has performed an extremely dishonorable action (such a fleeing in cowardice from a mutually-accepted duel of honor). Note that Noblemen have no issues with their allies or henchmen using missile weapons in combat. At first level a nobleman is proficient in 3 weapons and has a -3 non-weapon proficiency. Nobleman gain a new weapon

proficiency every 3 levels.

Weapons of Choice: Because of their life-long training and status, noblemen may choose Weapons of Choice. A Weapon of Choice may only be a sword, scimitar, lance, mace, flail, or battle axe. Each time a Weapon of Choice is selected the nobleman gets a +1 bonus to hit or damage (chosen at the time the weapon of choice is selected and not changeable afterward). A Weapon of Choice can be selected at 1st, 4th, 8th, and 12th level. The nobleman must be proficient in the weapon. The same weapon may be selected more than once.

Example: Sir Robert is a 12th level Nobleman who has selected the longsword as his Weapon of Choice each time, choosing to have a cumulative +4 to hit with that weapon. His brother, Sir Raymond, also a 12th level Nobleman, chose differently so that he is +1 to hit with the heavy lance, +1 to hit with the long sword and +2 to damage with the horseman's mace.

Commanding Presence: Beginning at 3rd level all allies within 60' of the nobleman receive a +1 on saving throws vs. fear; they also have a +5% on morale checks. These bonuses increase to +2/+10% at 7th level.

Horsemanship: Noblemen are excellent horsemen; their horses can travel 10% further in a day without exhaustion, can be spurred to +3" movement rate during a charge or chase once a day for up to 10 rounds without ill effect, and a nobleman's mount gets a +1 on all saves and a +1 to armor class while being ridden by its master. These bonuses apply to any equine mount, such as hippogriffs or pegasi. Noblemen get a +1 to hit while fighting from horseback.

Enhanced Standing: Noblemen also have Enhanced Standing; with NPCs of the same morality (good, neutral or evil) noblemen have a +15% reaction bonus and may have +2 more henchmen than otherwise allowed by their Charisma. All of a nobleman's hirelings and henchmen have +15% loyalty and make morale checks at +20% if the nobleman is present and conscious; hirelings, allies, etc. only get the higher of any applicable bonuses. Noblemen may only ever have henchmen of the same morality (good, neutral or evil).

At 8th level noblemen may establish a stronghold and attract followers in a manner similar to a fighter (see the Followers appendix). A nobleman earns 1 gold piece per inhabitant per month in taxes, trade, and such income.

At 12th level or thereafter a nobleman that has or establishes a stronghold attracts additional troops/followers (see the Followers appendix) Further, they tend to attract fighters, clerics and noblemen of similar alignment to establish neighboring territories; such NPC feudal lords will ask to follow the noble, providing military aid and 1 silver piece per month per inhabitant in their own fiefs in taxes and trade. In return the nobleman must provide diplomatic and military support to his liegemen, as well as frequent honors and gifts.

Level	Experience Points	d8 for H.P.	Notes
1	0-2,250	1	1st Weapon of Choice
2	2,251-4,500	2	
3	4,501-10,000	3	Commanding Presence
4	10,001-20,000	4	2nd WoC
5	20,001-40,000	5	
6	40,001-90,000	6	Imp. Commanding Presence
7	90,001-150,000	7	
8	150,000-225,000	8	3rd WoC
9	225,001-325,000	9	
10	325,001-650,000	9+2	
11	650,001-975,000	9+4	
12	975,001-1,300,000	9+6	4th WoC
each new level	+325,000 x.p.	+2 h.p.	

Thief Subclasses

Bard

Chanters of epics, singers of songs; traveling entertainers; heroes and scoundrels; bards, skalds, troubadours; many cultures have these men and women who wander and tell tales. The Bard is broadly based on Welsh bards with elements common to fantasy literature.

Bards may be Human, Half-Elven, or Elven; Half-Elves may only raise to 7th level and Elves to 6th. They may never multi-class. They must have ability scores of at least strength 8, intelligence 12, wisdom 12, constitution 8, dexterity 15 and charisma 14. They may be any non-evil alignment, although true Neutral and Neutral Good are most common.

Bards have six-sided hit dice per level until 12th level, then add one hit point per level thereafter. Bards receive bonus hit points for exceptional constitution scores as a member of the magic-user class. They fight as a fighter of the same level but never gain multiple attacks per round, even vs. low hit die creatures. Bards make saving throws as thieves with a +2 vs. all sound-based effects.

Bards may wear padded or leather armor or elven chain mail and may use bucklers or small wooden shields. When using a shield they may not use bardic abilities or cast spells. At first level a Bard is proficient in 1 weapon and has a -4 non-weapon proficiency. Bards gain a new weapon proficiency every 4 levels. The weapons usable are; hand axe, club, knife, dagger, darts, javelin, scimitar, sling, broadsword, longsword, and short sword.

Bards may use any magical weapons that they may gain proficiency in as well as magical padded, leather, and elven chain armor; they may use magical bucklers and wooden shields. They use magic items as thieves with the following modifications: they may use any magical musical instrument, including all types of *Horns of Valhalla*; magical writings cannot grant them extra levels; they gain a saving throw at +3 to avoid the negative effects of magical writings (as applicable) and take no penalties if the save is made.

Skilled Instrumentalists: Magic items related to sound or music are more efficacious in the hands of a bard: the saving throw vs. *Drums of Panic* is at -2; *Horns of Blasting* do 150% of normal damage; *Lyres of Building* have double effect; *Pipes of the Sewer* summon twice as many creatures which arrive in half the time; *Horns of the Tritons* have double the range and duration and summon twice the creatures; *Horns of Valhalla* summon the maximum number of warriors, all with maximum hit points; etc.

Gifted Speakers: Bards are excellent storytellers and chanters. If they have an opportunity to recite epic poems for two rounds their allies within earshot receive a +10% to morale checks, have a +1 to saves vs. fear effects and strike at +1 for the duration of the current battle or 10 rounds, whichever is longer. The bard can fight while chanting poems, but cannot cast spells or use other bardic abilities.

Bardic Songs: By singing and playing a stringed instrument the bard can neutralize the effects of song-based effects, such as the call of a harpy, within 30'. The bard must maintain the singing and playing to maintain the effect.

A bard also has a chance to Fascinate listeners within 60' with his singing and playing. If the bard wishes to Fascinate others he must first roll under his Fascinate skill chance. If this fails the bard may try again after another round of playing. If this is successful all creatures that are not allied with the bard are checked individually ; those who fail a saving throw vs. Spell (Wisdom bonuses apply) become Fascinated and stand or sit entranced. All who hear the bard playing and succeed in a save vs. Fascination must then save vs. Paralyzation or pause for a full round to listen as well. Creatures actively fighting save normally versus Fascination and at +2 vs. Paralyzation to avoid the pause. A creature does not need to understand the language the bard is using, but deafened creatures are immune.

Creatures Fascinated or forced to pause may only defend themselves in combat while affected.

Those who are Fascinated must then make a second save vs. Spell, this time with only their Wisdom bonuses applied. Targets that fail the second save are Charmed for the duration of the Fascination.

Fascination lasts as long as the bard continues to play for up to 18 turns. If the bard plays continuously for at least 6 rounds he may plant a *Suggestion* within the minds of those who are Charmed but only if the bard uses a language understood by the target(s). Charmed targets save vs. *Suggestion* at -2. Elves and Half-Elves do not get their magic resistance vs. Fascination or Charm but do check their magic resistance versus *Suggestion*.

Bardic Knowledge: Bards are very knowledgeable about history, folktales, legends, etc. and spend a great deal of time with old books, ballads, and tales. As a result they have a chance to Read Languages as a thief as shown in the chart, below. They also dabble with arcane knowledge, giving them an ability to read scrolls similar to a high-level thief, also shown below. They may only read Magic-user and Illusionist scrolls in this manner. Their knowledge further allows them to recall information concerning appropriate people, places and things, and even gives them a chance of identifying the general nature and powers of magical items without touching them (treat this knowledge as if the bard had cast the spell *Legend Lore*).

Spell Casting: Over time bards also gain the ability to cast spells, usually by playing and singing. While magic-users, illusionists, and hedge mages may recognize a bardic spell, they may not learn or cast them normally. Likewise, bards cannot learn or use the spells of other casters.

Bardic spells are passed on from mentor to pupil, in tomes of bardic lore, or by their own growing understanding of music. Each time a bard reaches an even level (2nd, 4th, 6th, etc.) they may automatically learn a bardic spell of up to the maximum level they may cast. In all other cases attempts to learn spells must follow the rules of spell acquisition (chance to learn, maximum and minimum spells per level) as if the bard were a magic-user. Bards keep their spells in music folios similar to spell books and use a special text related to musical notation for recording spells. A bard can automatically read this magical notation language.

Bards above first level belong to colleges; these represent their skills, abilities, and prestige – bards of higher college will not treat bards of lower colleges as equals under any circumstances. The exception to this are the Magna Alumnae, who actively mentor all lower-level bards.

Bards may not have henchmen or hirelings until 5th level or higher. They will never knowingly have evil henchmen and may only have their level/3 henchmen regardless of their charisma. Bards never attract followers and tend to never settle down, very rarely building strongholds.

Bards start with 30-130 g.p.



Level	Experience Points	College	d6 for H.P.	Fascinate	Read Lang.	Lore	Read Scroll
1	0 – 2,000	(probationary)	1	15	5	0	0
2	2,000 – 4,000	Fochulcan	2	20	10	5	0
3	4,0001 – 8,000	Fochulcan	3	22	15	10	0
4	8,001 – 16,000	Fochulcan	4	24	20	15	0
5	16,001 – 33,000	MacFuiimadh	5	30	25	20	5
6	33,001 – 67,000	MacFuiimadh	6	32	30	25	20
7	67,001 – 135,000	MacFuiimadh	7	34	35	30	35
8	135,001 – 270,000	Doss	8	40	40	35	50
9	270,001 – 500,000	Doss	9	42	45	40	65
10	500,001 – 750,000	Doss	10	44	50	45	75
11	750,001 – 1,000,000	Canaith	11	50	55	50	76
12	1,000,001 – 1,300,000	Canaith	11+1	53	60	55	77
13	1,300,001 – 1,600,000	Canaith	11+2	56	65	60	78
14	1,600,001 – 1,900,000	Cli	11+3	60	70	65	79
15	1,900,001 – 2,250,000	Cli	11+4	63	75	70	80
16	2,250,001 – 2,600,000	Cli	11+5	66	80	75	81
17	2,600,001 – 2,950,000	Anstruth	11+6	70	82	80	82
18	2,950,001 – 3,300,000	Anstruth	11+7	73	84	82	83
19	3,300,001 – 3,700,000	Anstruth	11+8	76	86	84	84
20	3,700,001 – 4,150,000	Ollamh	11+9	80	88	86	85
21	4,150,001 – 4,650,000	Ollamh	11+10	84	90	88	88
22	4,650,001 – 5,400,000	Ollamh	11+11	88	92	90	90
23	5400001	Magna Alumnae	11+12	95	95	95	95

Bards cannot progress past 23rd level.

Spells per Level

Level	1st	2nd	3rd	4th	5th
1					
2	1				
3	1				
4	2	1			
5	2	1			
6	2	2	1		
7	2	2	1		
8	2	2	2	1	
9	3	2	2	1	
10	3	2	2	2	1
11	3	3	2	2	1
12	3	3	2	2	2
13	3	3	3	2	2
14	3	3	3	2	2
15	4	3	3	3	2
16	4	3	3	3	2
17	4	4	3	3	3
18	4	4	4	3	3
19	4	4	4	3	3
20	4	4	4	4	3
21	4	4	4	4	3
22	5	4	4	4	3
23	5	5	5	4	4

Spell Lists

First Level

Amplify
Animal Non-Aggression
Audible Glamour
Charm Person
Friends
Sleep
Soothe the Beast
Taunt

Second Level

Forget
Ghost Pipes
Pacify
Shatter
Silence, 15' r.
Summon Swarm
Uncontrollable
Hideous Laughter

Third Level

Calm
Comfort
Hold Person
Improved Magic Mouth
Improved Whispering Wind
Suggestion

Fourth Level

Charm Monster
Emotion
Silver Tongue
Warding Tones
Shout

Fifth Level

Dismissal
Hold Monster
Lamentable Belaborment
Satire



Scout

Whether stalking game or searching for danger, Scouts use a combination of stealth and keen senses to find trouble. Scouts fulfill a role similar to the ranger in that they are skilled woodsmen and also similar to the thief in that they use stealth rather than brute force.

Scouts may be Human or Halflings. They may never multi-class. They must have ability scores of at least strength 8, intelligence 11, and dexterity 11. They may be any alignment.

Scouts have six-sided hit dice per level until 11th level, then add one hit point per level thereafter. Scouts receive bonus hit points for exceptional constitution scores as a member of the thief class. They fight as a cleric and make saving throws as thieves.

Scouts may wear padded, leather, or studded leather and may use bucklers or small wooden shields. A

scouts' thief-like abilities are modified by armor as a thief.

At first level a Scout is proficient in 2 weapons and has a -3 non-weapon proficiency. Scouts gain a new weapon proficiency every 4 levels. The weapons usable are; hand axe, club, knife, dagger, javelin, short bow, broadsword, longsword, scimitar, and short sword.

Scouts may use any magical weapons or armor available to the class. They use magic items as thieves.

Scouts are very stealthy; if alone and in permitted armor they surprise foes on a 1-3 in d6; for Halfling Scouts this is 1-4 in d6. This is also possible if well in advance of a party (90' or more) or when in the company of Halflings and Elves who are also stealthy. Likewise, a Scout may Hide in Shadows and Move Silently as a thief (percentages below). A Scout's keen senses mean that they are only surprised on a 1 in 6 chance. Scouts may Find Traps like a Thief and have their odds of successfully listening at doors increased by 5%. A Scout has an ability to remove traps, as well.

A Scout can also Track in a manner similar to a Ranger. They begin with a base 25% chance to track (outdoors or underground). This increases at 5% per level to a maximum of 75%.

If prepared and waiting a Scout may Ambush targets; if the prepared Scout achieves surprise he receives a +4 to hit bonus on all surprised targets during all surprise segments as well as for the remainder of that same round.

Scouts may not have henchmen or retainers until 4th level or above and never establish strongholds. They may only have Scouts, Thieves, Assassins, and Fighters as henchmen.

Starting money is 20-120 g.p.

Level	Experience Points	Hide in Shadows	Move Silently	Find Traps	Remove Traps	Track
1	0-1,250	5	10	15	5	25
2	1,251-2,500	10	15	20	10	30
3	2,501-5,000	15	20	25	15	35
4	5,001-10,000	20	25	30	20	40
5	10,001-20,000	25	30	35	25	45
6	20,001-42,500	30	35	40	30	50
7	42,501-70,000	35	40	45	35	55
8	70,001-110,000	40	45	50	40	60
9	110,001-160,000	45	50	55	45	65
10	160,001-220,000	50	55	60	50	70
11	220,001-440,000	55	60	65	55	75
12	440,001-660,000	57	62	67	57	75
new level	220,000 each	+2 per	+2 per	+2 per	+2 per	max

All Scout abilities can rise no higher than 99% base.



Existing Races: Additional Rules

Elves and Half-elves: The two races do not have infravision, which is most suited for underground, but have ultravision, which is more suited for the outdoors at night.

Outdoors at night ultravision allows an elf or half-elf to see as if it were twilight; clear vision extends for about 100 yards and dim vision to about 300 yards. Under heavy foliage (thick forest) these ranges are halved.

Gnomes: Gnomes have both infravision (30' range) and ultravision.



Adventures and Campaigns

Combat and Damage

Initiative (Alternate System)

Reaction Adjustment for high Dexterity: When rolling for initiative a Dexterity of 17 grants a reaction adjustment of -1, an 18 grants a reaction adjustment of -2; dexterities of 4 and 3 grant a +1 and +2 respectively.

Segments: Each round is divided into 10 segments of 6 seconds each.

Movement during combat: Creatures can move their full movement per round (so a thief with a move of 12" can move 120', or 12' per segment). You can move faster than that, up to 200%, but if you do so things change a little. If you are moving up to 150% of your base movement you are 'rushing' and get no dexterity bonuses to A.C. Faster than 150% and you are 'charging' and get no Dexterity or shield bonuses. When rushing you can turn no more than 90 degrees from your initial facing during movement and charging is, essentially, in a straight line. If you rush or charge directly at a target that can fight and has an unused attack it gets to attack you when you close, longest weapon strikes first. A rushing or charging character also may attack when they close, although they aren't required to.

Surprise segments: When an encounter occurs without warning every character rolls a d6 for surprise individually. Unless otherwise noted all characters are surprised on a 1 or 2. The number rolled indicates the number of segments the character is surprised.

Example: *Alanna the Rogue, Brother Ulstan, and Omar the Scout are creeping through a corridor when three orcs open a door to their left. Each player rolls for Surprise.*

Alanna rolls a 4 – she is not surprised. Brother Ulstan rolls a 1 – he is surprised for 1 segment. Omar rolls a 2 – normally, this would mean he is surprised for 2 segments but Scouts are only surprised on a 1, so he is unsurprised.

A surprised character gets no Dexterity or shield bonuses to A.C. An unsurprised creature fighting a surprised creature can attack a surprised creature as if each segment of surprise were a full round, i.e., all of their normal melee or missile attacks. A segment or segments where all of one or both sides are surprised are resolved 'by themselves' and not as part of a larger round.

However, spell casting and movement are still limited; an unencumbered Human can still only move 12' per segment; a *Fireball* still requires 3 segments to cast.

Initiative: Each character rolls a d6 with modifiers for initiative (usually from Dexterity, as explained above in 'reaction adjustment for high dexterity') applied. The resulting number is the first segment in which they can effectively attack/cast, so low 'wins'. A thief with a -2 reaction adjustment for a high dex would roll a d6-2 while a fighter with a +1 reaction adjustment for a low dex would roll a d6+1. Creatures that were surprised in a segment that is part of a round roll normally and then add the number of surprise segments they experienced. Maximum initiative is 10 and minimum initiative is 1.

Multiple Attacks: If you get 2 attacks per round the second attack is possible 3 segments after the first. If you have 3 or more attacks per round the additional attacks are possible 2 segments after the previous.

Example: A high level fighter with 2 attacks per round rolls a 3 initiative. On segment 3 he strikes a foe - his next attack will be possible on 6. If he had waited until segment 7 his next attack would have been possible in segment 10.

Exception – Fighters vs. Low HD monsters: If the character is a fighter class that gets multiple attacks versus low HD monsters (as described earlier) use this procedure - if the fighter is 5th level or below he rolls a d6: on 1-4 his initiative is 1, on 5-6 it is 2 and he gets an attack every other segment. At 6th level+ his initiative is 1 and he gets an attack per segment.

Spellcasting: The initiative rolled is the first segment in which you can start casting. If you are struck during casting the spell is disrupted. During the actual casting time the spellcaster does not get their dex bonus to A.C.

Spell Holding: Because it is possible for targets to move or die during casting a spell caster has the option of 'holding casting' of a spell they have already begun. Effectively they keep the incantation/preparation going, delaying the completion of casting. A caster doing this cannot move more than about 3' every other segment and can have their spell disrupted as normal. Holding a spell can't be done for more than 2-3 rounds.

Dropping a Spell: At any time before completion a spellcaster can cease the spell. The spell is gone from their mind but not cast.

Missile Weapons: The rolled initiative is the first segment that missiles can be fired effectively. A character with a bow, throwing knife, or other missile weapon may elect to 'hold for a target'; If a character states they are holding for a target the following things happen: 1) they lose dex bonuses to armor class 2) they can only move at 1/4th normal speed 3) they can fire at a target when they wish for the rest of the round 4) if they don't fire they get an automatic initiative of 1 for the next round. You can only effectively hold a missile attack this way for about 5 rounds at a time.

Combat Sequence During a Segment:

- 1) missile weapons are fired/hurled/held
- 2) spell casting starts
- 3) missile weapons hit
- 4) movement
- 5) melee
- 6) spell casting ends.

If an attacker with a held missile weapon fires 'out of sequence' the missile hits 2 steps later, i.e., if a shortbowman were holding a nocked arrow and saw a Hobgoblin shaman begin casting (step 2) they could fire in the next step (3, missile weapons hit) but the arrow wouldn't hit until 2 steps later (step 5, melee). Yes, a missile can be fired so that it strikes early in the next segment. Yes, if you time it badly you can have a target move out of the way during the movement portion of a segment.

Overall Example: *The intrepid adventurers have crept into a dungeon on the edge of civilization. After a few minor incidents with giant spiders and pit traps they have come to a door. Sessy the Thief carefully examines the portal but finds no traps and hears no odd noises beyond. She also determines the door is just swelled shut, not locked. The burly fighter, Eirik, draws back and then smashes the door open. In the next room, however, are 4 Orcs silently reading books of poetry! The Orcs are just 10' away from the door, too.*

Since neither group expected the other, everyone rolls surprise. Since I am a lazy jerk I roll once for the Orcs. Eirik rolls a 4. Sessy rolls a 1. Brother Reynaud rolls a 3 and Maury the Magnificent rolls a 2. The Orcs roll a 1. So the Orcs are surprised for 1 segment, Sessy is surprised for 1 segment, and Maury is surprised for 2 segments. Since one side is surprised and the other side has some unsurprised people the 'surprise segment' is resolved first and separately.

Surprise Segment: (the Orcs, Sessy and Maury are Surprised): Eirik has a movement rate of 6" due to his heavy armor so typically only moves 6' per segment. He decides to charge the surprised Orcs, picking the one to the right so he can keep his shield ready versus the rest. He strikes the Orc with his broadsword and does enough damage to drop him! At the same time Brother Reynaud walks forward to hold the doorway and protect his surprised friends.

Full Round #1, Segment 1 (Maury is Surprised): Everyone but Maury rolls initiative normally. Eirik rolls a 3, Sessy rolls a 1 (after modifiers), Brother Reynaud rolls a 6, and the Orcs roll a joint 4. Sessy holds a dart, waiting for a clear target (Brother Reynaud is blocking the doorway). One of the Orcs starts to close with Brother Reynaud and the other 2 do close with Eirik.

Segment 2: Maury rolls initiative getting a 5 (he rolled a 4 and adds one since he spent the first segment of the full round Surprised). The Orc closes with Brother Reynaud. The two Orcs on Eirik are jockeying for position, as is Eirik.

Segment 3: Now that the Orc is engaged with Brother Reynaud, Sessy slips into the room past her friend - because of her movement exceeding 1/4th normal she is no longer holding her attack, but still has an attack action. Maury moves up into the doorway so he can see more clearly. Eirik strikes at the Orc to his right, wounding him.

Segment 4: Sessy throws a dart at the back of the Orc to Eirik's right, striking - and killing! - him. She draws another and looks for her next target. The orc attacking Eirik misses and the Orc attacking Brother Reynaud hits, doing 2 points of damage.

Segment 5: Maury starts casting Daunting Dart which has a casting time of 2. Sessy slips further into the room. Eirik and the other Orc are still engaged. Brother Reynaud strikes at the other Orc, but misses with his mace.

Segment 6: Sessy throws a dart at the Orc fighting Brother Reynaud, hitting him for 1 point. Maury's spell finishes and the Daunting Dart slays the orc fighting Eirik.

Segment 7: Realizing that he is now alone and surrounded the last Orc starts to edge to his left, trying to get his back into the corner. Brother Reynaud, however, shifts with him as Eirik closes. Sessy moves closer to the middle of the room. Maury enters the room, finally.

Segment 8: Seeing the situation well in hand, Sessy covers the far door with a dart in case more Orcs come in (she has a missile attack left with her darts).

Segment 9: The increasingly desperate Orc is able to use a table to block Brother Reynaud just enough so that the Orc's back is to a wall as Eirik closes with him.

Segment 10: Snarling in defiance, the wounded Orc's situation is grim as the round ends.

Full Round #2 - Initiative: Eirik rolls a 3, Reynaud a 4, Maury a 1, and Sessy a modified 2. The Orc rolls a 2.

Segment 1: Sessy reaches the far door and begins checking it. Maury prepares spell components for a Magic Missile but does not start casting.

Segment 2: Sessy determines the far door is not locked. She bars it shut to prevent any more surprises. The Orc strikes at Brother Reynaud, but misses.

Segment 3: Eirik strikes the Orc for 6 points, killing it.

Combat ends after 14 segments.

Damage and Half Hit Points

Hit points are tracked down to 0.5 (½) hit point.

Malek the thief is within the area of effect of a 6 die Fireball spell. The caster rolls 21 points of damage and Malek succeeds with his saving throw; Malek takes 10.5 h.p. damage (½ the 21 points), leaving him with 9.5. Later Malek is struck by the bolt from a Handrune of Shocks, makes his saving throw versus rod, staff, or wand, and takes another 3.5 h.p. (half of the 7 h.p. of damage rolled), leaving him with 6 h.p.

A character with only 0.5 h.p. remaining cannot cast spells, is at ½ movement rate, cannot perform feats of strength, is at -50% on all abilities checks (climb walls, bardic lore, etc.), and no longer receives any strength or dexterity bonuses to combat (penalties still apply). Any healing will return the character to full functioning.



Disease and Parasites

Disease (alternate rules)

Historically disease has killed many more people than any war. While colds and coughs are part of every day life even the rumor of a plague can spread panic. These alternate rules are meant to add complexity and drama.

The GM should roll for each character to see if they have contracted a disease whenever the characters:

- Are in crowded conditions
- Are exposed to filth
- Are exposed to a person or animal already diseased
- Drink contaminated water
- Eat improperly cooked or preserved foods

To calculate the odds that a character contracts a disease, total up the modifiers in the the following chart and roll percentage dice – if the roll is equal to or less than the calculated number the character is diseased.

Base odds	2%
Currently diseased	+2%
Currently has parasites	+1%
Hot weather	+1%
Cold Weather	-1%
Humid conditions	+2%
Dry conditions	-1%
Crowded quarters (city)	+2%
Filthy conditions	+2%
Improperly cooked or preserved food	+2%
Contaminated water	+4%
Constitution under 7	+2%
Constitution over 14	-2%

Example: *Murthan (a magic-user) and Foster (a fighter) are exploring an underground Goblin lair. After killing the Goblin leader they loot the sleeping cavern, which is filthy with trash and waste. This prompts a disease check. Since it is underground weather isn't a factor and while the caverns were crowded, the adventurers have fixed that. Foster has a 4% chance of catching a disease (base chance plus filthy conditions) and Murthan as a 6% chance (Murthan's Constitution is 5). The GM rolls a 33% and a 62%, so neither is diseased.*



If a character does catch a disease the GM must determine the type and symptoms. If the GM doesn't have a list of diseases already available he can use the following procedure.

1) Determine the duration of the disease. An *acute* disease is one that the character will eventually overcome (such as influenza); a *chronic* disease is one that remains until cured (such as leprosy). Roll 1d4; on a 1 the disease is chronic, otherwise it is acute. An acute disease will have a single occurrence and then the character will heal naturally. A chronic disease will start with a single occurrence and then the character will suffer more attacks of the illness as follows; each game month the character rolls a d20 adding -2 for a mild disease, -1 for a moderate, no modifier for severe, and +2 for terminal. If this roll exceeds the character's constitution score there is another occurrence that month.

2) Determine the type of disease by rolling on the following chart.

<u>d12 roll</u>	<u>Type of infection</u>
1	Eyes or ears (50/50)
2	Nose and throat
3	Skin
4	Lungs
5	Stomach or intestines (50/50)
6	Muscles
7	Blood
8	Nerves
9	Bones
10	Brain
11	Heart
12	Other Internal Organ (liver, kidneys, etc)

2) Determine the virulence of the disease. Diseases can be *mild*, *moderate*, *severe*, or *terminal*. Roll 1d8 – on 1-3 the disease is mild, on 4-5 it is moderate, on 6-7 it is severe, and on 8 it is terminal.

A mild disease typically lasts 1d4+1 days per occurrence, a moderate 1d8+1, severe 1d12+2, and terminal 1d20 days.

A mild disease causes the character to require more rest than normal, to tire more easily, and they suffer a -1/-5% on all activities for the duration (i.e., -1 to hit, -5% to Find Traps, etc.). Failing to rest, extensive travel, or other similar activities may cause the duration to double.

A moderate disease forces the character to rest for no less than 12 hours a day and to temporarily lose 25% of their hit points. They are at -2/-10% on all activities and their movement rate is halved. After an occurrence they spend half as long suffering from the effects of a mild disease. Failure to rest, travel, etc. may double the duration of the occurrence.

A severe disease forces the character to rest at all times and to temporarily lose 50% of their hit points. Their movement rate is ¼ of normal and they perform all actions at -4/-20%. If they travel, do not rest, etc. the duration of the occurrence may double. During an occurrence the character must make a saving throw vs. death every 3 days or temporarily lose an appropriate characteristic point (strength for muscle diseases, constitution for lungs, etc.). At the end of an occurrence the character must make another save vs death with a -1 for each characteristic point lost – if the save is failed one of the points is permanently lost. At the end of the occurrence the character spends as many days suffering from the effects of a moderate disease then twice as long suffering the effects of a mild disease.

A terminal disease is almost identical to a severe disease except that the checks to see if a characteristic point is lost is made each day and that at the end of the occurrence the character must first save vs. death at -3 or die (note – if the disease affects the eyes or ears, the save is at -4 and failure indicates permanent blindness or deafness instead). Otherwise follow the rules for a severe disease.

Characteristic points temporarily lost by illness recover at the rate of 1 point per three days of rest and care after the period of severe or terminal illness is ended. These points are immediately returned by a *Cure Disease*, *Heal*, or *Regeneration* spell.

If any characteristic is reduced to 0 temporarily an immediate save vs. death at -2 must be made to survive. If a characteristic is temporarily dropped to -1 or less by disease the character dies with no saving throw.

Parasites

Like disease, parasites can add tension and depth to a campaign by reflecting the real world impact they have. For example, throughout history more people may have died of malaria than any other single cause.

The GM should roll for each character to see if they have contracted a parasite when the characters are:

- In crowded conditions
- Exposed to filth
- Exposed to a person or animal already infected with a parasite
- Drink contaminated water
- Eat improperly cooked or preserved foods

To calculate the odds that a character is infested with parasites, total up the modifiers in the following chart and roll percentage dice – if the roll is equal to or less than the calculated number the character is diseased.

Base odds	4%
Currently diseased	+1%
Currently has parasites	+2%
Crowded quarters (city)	+2%
Filthy conditions	+3%
Improperly cooked or preserved food	+2%
Contaminated water	+4%
Constitution under 7	+2%
Constitution over 14	-2%

Otherwise follow the rules as for Disease, above.

As mentioned above, it is a good idea to have a few diseases and parasites unique to your campaign and then occasionally have the characters have to deal with them. While a player might be concerned to be told 'your thief has a severe muscle disease' being told 'the healer tells you that you have Dancing Death' has a lot more impact.

Limited Resistance (optional)

Have magic items that convey bonuses on saving throws (Rings of Protection, etc.) not modify the rolls related to disease but allow spells cast by clerics, etc., to modify these rolls (thus a Ring of Protection won't help a character avoid the flu a *Prayer* will). This reflects that spells have more utility and impact than magic items.

Sample disease: the Yellow Plague

Common along the shores of the Sundering Sea and the Veltrine River, the Yellow Plague too often strikes down whole villages. Sometimes called the Coughing Sickness or (in the military) the Hack, Yellow Plague causes weakness, blurred vision, and a hacking cough which produces a bright yellow phlegm (hence the name).

In game terms the Yellow Plague is an acute, severe disease of the lungs. Any human, humanoid, or

demi-human who contracts the Yellow Plague will grow tired within 7 days (these initial days do not count against the duration of the disease, but the sufferer is still contagious) and then become listless and fevered. At this point the sufferer is bedridden for an average of 9 days (roll 1d12-2 for duration, as normal). Every three days check for a loss of Constitution as normal for a severe disease. If a character loses a point of permanent Constitution to the Yellow Plague they often have a rougher, deeper voice from the effects of the cough. This is known as a 'cougher's rasp'.

The Yellow Plague can be caught more than once. If the same person has contracted the Yellow Plague twice each additional time they are affected they must make a save vs. poison or suffer from the Yellow Plague as a chronic disease.

Maintenance and Upkeep

Upkeep

Between adventures characters don't just sit around, waiting to head off into the wilderness. They do research, practice with weapons, buy drinks for their friends; all sorts of things that are usually not played out during the game. To reflect this, in addition to specific purchases made each character spends 100 g.p. per level per month on upkeep (armor repair, weapon maintenance, etc. for fighters; ink, components, books, etc. for mages; charity, incense, candles, etc. for clerics). The exceptions are for paladins; paladins spend 15 g.p. per level per month. A paladin that has lost his status incurs upkeep expenses as a fighter of the same level.

In addition to any agreed upon pay, shares, bonuses, etc. each henchman likewise costs 50 g.p. per level (of the henchman) per month in expenses. The henchmen of paladins only require 25 g.p. per level per month (these henchmen were aware of the nature of their employment when they signed on).

Any henchmen that have only NPC class levels (see the section on NPC classes, below) only spend 50% of normal upkeep (i.e., 25 g.p. a month for most characters, 12 g.p. a month for paladins).

Maintenance

In addition to any rents, fees, etc. all homes, towers, strongholds, etc., owned by characters cost 1% of their construction costs per year in upkeep, repair, etc.

Libraries suitable for spell research cost 25 g.p. per month in upkeep. Alchemical laboratories cost 25 g.p. per month in upkeep (replacing used or expired materials, replacing broken glassware, and other such work) unless they are idle; idle labs simply describe a lab that is not being used *and* is not being maintained with monthly fees. For the first 3 months an idle lab may be returned to full function with 1 day of work and 50 g.p. of materials. After 3 months but before 1 full year of being idle it takes 1 week of work and 75 g.p. of materials to full function. If a lab is idle for more than a year it takes one month of labor and 150 g.p. in materials to return the lab to full function.

Taxes

Additionally, taxes, fees, tariffs, wastage, tithes, and other similar charges cost characters 2% of the value of coins, gems, jewelry and other such wealth per month. Characters that have established their own stronghold do not pay these taxes.

NPC-only Classes

Class	Hit Die	Max. Hit Die	Spell Ability	Max. Class Level
Hedge Wizard	d4	9	Yes	none
Man-at-Arms	d8	9	No	13
Religious Brother	d6	9	Yes	14
Scoundrel	d4	9	No	none

Class	Armor	Shield	Weapons	Oil	Poison
Hedge Wizard	none	none	Dagger, Dart, Knife, Staff	Yes	?
Man-at-Arms	Any	Any	Any	Yes	?
Religious Brother	Leather, Studded, Scale, Chain	Any	Club, Dagger, Knife, Staff	Yes	No
Scoundrel	Padded, Leather	none	see class description	Yes	Yes

Cleric Subclasses

Religious Brother/Sister

While Clerics are crusading priests, the majority of priests are more prayerful and contemplative. Religious monks, nuns, sisters, and local priests are more focused on the day-to-day care of the members of the religious community, prayer, and scholarly works. While most of these devoted men and women are 0-level, some few can gain greater abilities from their meditations; while these Religious Brothers (throughout this description Religious Brother is used to represent both men and women) are not suitable as player characters, they are the NPCs who serve in monasteries, convents, parishes, and even as henchmen.

Religious Brothers may be Humans, Half-Elves (maximum of 5th level), or Halflings (maximum of 5th level). A Religious Brother must have at least an 8 Intelligence and an 8 Wisdom. A Religious Brother with an 8 Wisdom may reach 2nd level; for each additional point of Wisdom a religious brother has a +1 to their maximum level (i.e., a Religious Brother with an 11 Wisdom can reach 5th level while a Religious Brother with a 14 Wisdom can reach 8th). Regardless of other factors no Religious Brother can exceed 14th level for any reason.

Religious Brothers may be any alignment other than True Neutral.

Religious Brothers have six-sided hit dice per level until 9th level, then add one hit point per level thereafter. Religious Brothers receive bonus hit points for exceptional constitution scores as a member of the magic-user class. Religious Brothers make saving throws as clerics of the same level. Religious Brothers fight as magic-users.

Religious Brothers may Turn Undead as a Cleric, but with less ability. At second level they Turn Undead as a 1st level Cleric. This ability improves every other level (a 4th level Religious Brothers turns undead as a 2nd level Cleric; an 11th level Religious Brother turns undead as a 5th level Cleric; etc.)

Religious Brothers use magic items as clerics, but must make a successful saving throw vs. *Poison* to receive ability or level improvements from magical writings. Also, they use clerical scrolls as if they were 2 levels lower. Unless over 12th level they cannot activate a *Gate* function from a *Necklace of Prayer Beads* or use/be affected by *Talismans of Pure Evil/Ultimate Good*.

They start play with 1d4 x 5 gold pieces.

Religious Brothers may wear leather, studded leather, scale, and chain mail and may use shields. They

may be proficient in the dagger, knife, club, and quarterstaff. At first level a Religious Brother is proficient in 1 weapon and has a -5 non-weapon proficiency. Religious Brothers gain a new weapon proficiency every 5 levels.

Religious Brothers never attract followers and may only have men-at-arms, hedge wizards, and other religious brothers as henchmen.

Level	Experience Points	d6 Hit Dice	Min. Wisdom *
1	0 – 1,250	1	8
2	1,251 – 2,500	2	8
3	2,501 – 5,000	3	9
4	5,001 – 10,000	4	10
5	10,001 – 20,000	5	11
6	20,001 – 45,000	6	12
7	45,001 – 80,000	7	13
8	80,001 – 125,000	8	14
9	125,001 – 180,000	9	15
10	180,001 – 300,000	9+1	16
11	300,001 – 525,000	9+2	17
12	525,001 – 750,000	9+3	18
13	750,001 – 1,000,000	9+4	19
14	1,000,001 and above	9+5	20

* these limits can be affected by the use of magical items, etc.

Spells per Day

Level	Orisons	1st	2nd	3rd	4th	5th	6th
1	2						
2	3	1					
3	3	1					
4	3	2	1				
5	4	2	1				
6	4	2	2	1			
7	4	3	2	1			
8	5	3	2	2	1		
9	5	3	3	2	1		
10	5	4	3	2	2	1	
11	5	4	3	3	2	1	
12	5	4	4	3	2	2	
13	5	5	4	3	3	2	1
14	6	5	4	4	3	2	1



Spell Lists

First Level

Bless
Ceremony*
Create Water
Detect Evil
Detect Magic
Magical Vestments
Protection from Evil
Purify Food and Drink
Remove Fear
Sanctuary

Second Level

Augury
Ceremony*
Chant
Detect Life
Holy Symbol
Know Alignment
Light
Slow Poison
Speak with Animals

Third Level

Ceremony*
Create Food and Water
Cure Blindness
Cure Disease
Dispel Magic
Glyph of Warding
Hold Person
Prayer

Fourth Level

Ceremony*
Continual Light
Detect Lie
Neutralize Poison
Remove Curse
Tongues
Ward, Minor

Fifth Level

Atonement
Cure Critical Wounds
Dispel Evil
Exorcise
Restoration
Ward, Major

Sixth Level

Heal
Raise Dead
Word of Recall

*Full descriptions in the New Spells section.

Fighter Subclasses

Man-at-arms

Between the untrained peasant levies of 0-level troops and the great skill of the Fighter lies the man-at-arms (which refers to men or women), the professional fighter who lacks the talent, ambition, drive, or spark needed to be a true master of battle. Men-at-arms fill the roles of soldier, guard, and officer of militia well, but are not full-fledged fighters.

Men-at-arms may be any race. A Man-at-arms must have a Strength of 8 or more and a Constitution of 6 or more. They never gain bonus experience points. The maximum level of a man-at-arms is typically 3rd with each point of Strength over 12 and each point of Constitution over 14 adding an additional level (a Man-at-Arms with a 14 Strength and 9 Constitution would have a maximum level of 5th and another with an 18 Strength and a 16 Constitution could reach 11th). Under no circumstances may a Man-at-Arms reach higher than 13th level.

Men-at-arms may be any alignment.

Men-at-arms have eight-sided hit dice per level until 9th level, then add two hit points per level thereafter. Men-at-arms receive bonus hit points for exceptional constitution scores as a member of the fighter class and may have exceptional strength scores. Men-at-arms make saving throws as fighters of the same level and fight as clerics of the same level.

Men-at-arms use magic items as fighters but cannot benefit from magical writings that raise the level of a fighter; they can suffer all negative effects of magical writings. They start play with 2d6 gold pieces.

Men-at-arms may use any weapon or shield and any armor. At first level a man-at-arms is proficient in 3 weapons and has a -3 non-weapon proficiency. Men-at-arms gain a new weapon proficiency every 4 levels and gain multiple attacks per round as rangers..

In certain cultures or armies men-at-arms may be restricted from fighting from horseback, wearing armor heavier than chain mail, or using certain weapons (such as a lance, bec-de-corbin, or long sword).

Level	Experience Points	d8 Hit Points
1	0-1,250	1
2	1,251-2,500	2
3	2,501-5,000	3
4	5,001-10,000	4
5	10,001-20,000	5
6	20,001-42,500	6
7	42,501-70,000	7
8	70,001-110,000	8
9	110,001-160,000	9
10	160,001-220,000	9+2
11	220,001-440,000	9+4
12	440,001-660,000	9+6
13*	880000	9+8

Magic-user Subclasses

Hedge Mage

A step above witch-doctors and a step below magic-users, hedge mages are the cunning men and wise women of villages and small towns. Hedge wizards are typically apprenticed to others of their own kind and lack much of the formal training and abilities of magic-users.

Hedge Mages (sometimes called hedge wizards) may be Human or half-elven; half-elves may only raise to 7th level. They must have an Intelligence score of 9 or better. They may be of any alignment. Half-elves may be multi-classed Hedge Magess/Men-at-Arms with a maximum of 5th/5th level. Maximum number of spells known per level, etc. are as a wizard of the same intelligence.

Hedge Mages have four-sided hit dice per level until 9th level, then add one hit point per level thereafter. Hedge Mages receive bonus hit points for exceptional constitution scores as a member of the magic-user class. They fight and make saving throws as magic-users of the same level.

Hedge Magess use magic items as magic-users with the following modifications: They are treated as if 2 levels lower for purposes of using scrolls; they cannot be raised in level by magical writings; beneficial magical writings that raise ability scores only work 50% of the time; the negative effects of magical writings are doubled, as applicable; they cannot use Robes of the Arch-Mage or Staves of the Magi or Power; Summoning items (such as a Brazier of Summoning Fire Elementals) only work 60% of the time when activated by a Hedge Mages (roll for each attempt; Horns of Valhalla do not make this check); the odds of a creature summoned by an item breaking free from control are doubled (if applicable).

Hedge Mages may never use any armor or shield. At first level a Hedge Wizard is proficient in 1 weapon and has a -6 non-weapon proficiency. Hedge Wizards gain a new weapon proficiency every 8 levels and never have multiple attacks. Hedge Mages may only be proficient in the following weapons; dagger, knife, staff, dart.

Hedge Mages can create Charms, a form of simple magic item. Charms are typically small amulets or trinkets. The type of Charms possible are limited by the hedge wizard's level;

<u>Level</u>	<u>Cost to Make</u>	<u>Time to Make</u>	<u>Charm</u>
3rd	5 s.p.	1 full day	Charm of Luck: +1 on the next saving throw. Good for 1 week.
5th	1 g.p.	1 full day	Charm of Warding: +1 on the next saving throw made versus a specific effect (poison, fire, etc.) chosen at the time of making. Good for a month.
7th	5 g.p.	3 full days	Charm of Friendship: +2 on all reaction rolls with sylvan and faerie creatures for the next week. Lasts one week.
7th	5 g.p.	3 full days	Charm of Influence: +4 on reaction roll made after the Charm is activated by its wearer. Good for 1 month.
9th	10 g.p.	5 full days	Charm of Protection: +2 on next saving throw made after Charm is activated by its wearer. Good for 3 months.

No creature can wear more than one Charm of each type at a time; if two or more Charms of the same type are worn together, all become inert until separated. A Hedge Mage can only make one charm at a time. Charms are typically sold at 2-3x their cost to make.

Hedge Mages can craft potions as magic-users, but times are doubled and costs are increased by an additional 50%. They can create scrolls of spells they know at double the usual time and cost. If they have access to the *Enchant an Item* spell they may create magic items at normal cost but double the time.



Level	experience points	d4 for hit points
1	0 – 1,250	1
2	1,251 – 2,500	2
3	2,501 – 5,000	3
4	5,001 – 10,000	4
5	10,001 – 20,000	5
6	20,001 – 45,000	6
7	45,001 – 80,000	7
8	80,001 – 125,000	8
9	125,001 – 180,000	9
10	180,001 – 300,000	+1 h.p.
11	300,001 – 525,000	+1 h.p.
	+225,000 per level	+1 h.p. per level

Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th
1	1							
2	2							
3	2	1						
4	2	1						
5	3	2	1					
6	3	2	1					
7	3	2	2	1				
8	4	3	2	1				
9	4	3	2	2				
10	4	3	3	2	1			
11	5	4	3	2	1			
12	5	4	3	3	2	1		
13	5	4	3	3	2	1		
14	6	4	3	3	2	2	1	
15	6	4	3	3	3	2	1	
16	6	4	3	3	3	2	2	1
17	7	4	3	3	3	3	2	1
18	7	4	3	3	3	3	2	2
19	7	4	3	3	3	3	3	2
20*	8	4	4	3	3	3	3	2

*maximum spell casting ability



Spell Lists

First Level

Affect Normal Fire
Alarm
Change Self
Comprehend Languages
Charm Person
Detect Magic
Divining Rod
Hold Portal
Identify
Mend
Message
Protective Amulet
Read Magic
Sharpen
Wizard Mark

Second Level

Everwatching Skull
Deep Pockets
Forget
Glitterdust
Insatiable Thirst
Irritation
Knock
Protection from Cantrips
Seal Mouth
Major Delousing
Wizard Lock

Third Level

Bewilder
Calm
Dispel Magic
Minor Malison
Plant Entrapment
Phantom Steed
Protection from Cold/Fire
Suggestion
Wizard Sight
Wood Shape

Fourth Level

Detect Scrying
Counterspell Immunity
Firecharm
Fumble
Magic Mirror
Plant Growth
Tiny Hut
Remove Curse
Vision Stone

Fifth Level

Dismissal
Enhance Plant
Fabricate
False Vision
Hedge Enchantment
Magic Staff

Sixth Level

Blending
Recharge
Wizard Seal

Seventh Level

Charm Plants
Enchant an Item
Rebinding

Hedge Mages start with a spell book containing 1d4+2 cantrips. Hedge Mages do not automatically learn a spell when advancing to a new level of spell casting.

Hedge mages start with 1d4+1 x 5 g.p.

Thief Subclasses

Scoundrel

Haunting the alleys of cities and lurking around the corners of rural taverns, Scoundrels are the petty thieves and con men, the beggars and smugglers.

Scoundrels may be any race. Dwarves and Elves are limited to no more than 8th level, all other races may rise to a level equal to their Dexterity score. Scoundrels must have a Dexterity of no less than 8.

Scoundrels gain 1d4 hit points per level until 8th level; at 9th level and above they gain +1 h.p. per level. They receive bonus hit points for exceptional Constitution scores as a thief. They also fight and make saving throws as a thief of the same level. Scoundrels start with a single weapon proficiency and have a -3 non-proficiency penalty. They gain a new proficiency every 4 levels and may learn to use daggers, darts, clubs, staves, short swords, broad swords, long swords, short bows, and crossbows.

Scoundrels use magic items as a thief but can never use or benefit from magical writings (they can suffer negative effects from them, however).

Scoundrels have skills similar to a thief (see the charts, below) and their thief-like skills are affected by armor as a thief.

Scoundrels may back stab in a manner similar to thieves and assassins but are not as lethal as those classes. Use the following table for scoundrel back stab damage increases.

Level Back Stab Damage Bonus

1-3	+2 h.p.
4-6	+4 h.p.
7+	+6 h.p.

Scoundrels automatically know Thieves' Cant.

Level	Experience Points	d4	Move Silently	Hide in Shadow	Pick Pockets	Climb Walls
1	0 – 1,000	1	10	5	20	65
2	1,001 – 2,000	2	14	10	25	66
3	2,001 – 3,750	3	18	15	30	67
4	3,7501 – 7,500	4	22	20	35	68
5	7,501 – 15,000	5	27	25	40	69
6	15,001 – 30,000	6	32	30	45	70
7	30,001 – 45,000	7	37	35	50	72
8	45,001 – 60,000	8	42	40	55	74
9	60,001 – 90,000	9	48	46	60	76
10	90,001 – 130,000	9+1	54	52	65	78
11	130,001 – 180,000	9+2	60	58	70	80
12*	180,001 – 240,000	9+3	65	65	75	85
13 and up	60,000 per		65	65	75	85

Ability Adjustments to Scoundrel Skills

Ability Score	Move Silently	Hide in Shadow	Pick Pockets
8	-25	-15	-20
9	-20	-10	-15
10	-15	5	-10
11	-10		-5
12	-5		
17	5	5	5
18	10	10	10

Racial Adjustments to Scoundrel Skills

Race	Move Silently	Hide in Shadow	Pick Pockets	Climb Walls
Dwarf				-10
Elf	3	7	3	
Gnome	3	3		-15
Half-Elf		3	7	
Halfling	7	10	7	-15
Half-Orc			-5	3

Hirelings

Alchemists

In addition to the assistance they provide with the manufacture of potions, alchemists also reduce the time and cost of preparing scrolls by 25%.

Healers

Whether a churgeon or wise woman, healers help keep people and parties healthy, treat wounds, etc. Especially for low-level adventurers a healer can mean the difference between life and death. When a healer is encountered or created the game master should determine their Base Healing Ability (BHA) by rolling 3d10 and adding the total to 60 for a BHA of 63% - 90%.

Each time the characters are exposed to the possibility of infection or infestation by parasites (see the Disease and Parasites section) the healer makes an BHA check; if successful the odds of being infected/infested are reduced by 1d4%. When a character is poisoned (i.e., fails a save vs. poison) the healer must immediately (within 3 rounds) treat the poison, a process which takes 1d4 rounds. At the end of the treatment time the healer makes a BHA check modified by the poison's virulence (each -1 on saving throws equals a -5% to the BHA check, each +1 equals a +5%); if successful the character may make another save. If the new save succeeds, the character recovers from the poison.

Example: *Vizkar the Stealthy is bitten by a desert asp (which has a poison that causes a -1 on saves) and fails his saving throw. Luckily Moret the healer (who has a BHA of 79%) is with the party and starts treating the wound the next round. After three rounds Moret makes a BHA check at -5% (because the desert asp's poison causes a -1 on saves) and rolls a 42%, making it easily, allowing Vizkar to make another save (still at -1). Vizkar succeeds on the second save and is now poison free.*

If a character has an acute, non-terminal disease or parasitic infestation the healer may reduce penalties from symptoms by 1 level (i.e., 'severe' symptoms are reduced to 'moderate'; 'mild' symptoms cause no penalties); serious combat injuries or extensive travels may undo these treatments (game master's discretion). With a successful BHA check a healer can reduce the duration of an acute, non-terminal illness by 1d4 days (a result of zero or less means the character is sick but has no penalties) or extend the life of someone with an acute terminal illness by 1d4+1 days. These treatments require the character to rest (no travel, spell casting, or combat).

A healer may attempt to cure a terminal or chronic illness or infestation. These treatments require that the patient be on full bed rest for the duration. For terminal illnesses or infestations the treatment takes 1d4+1 days and the healer must attempt a BHA check every day. At the end of the treatment period the patient makes a saving throw vs. poison at -3 with a +1 modifier for each successful BHA check. If the save succeeds the patient is cured. For chronic illnesses or infestations the patient must be on full bed rest for 1 week + an additional week per level of severity. The healer attempts a BHA check at the end of each full week of treatment and when the treatment is complete the patient makes a save vs. poison at -1 per level of severity and with a +1 modifier for each successful BHA check. If the save is successful the disease or infestation is cured.

Example: *After looting the Temple of the Rot Lord the party is making camp on a rare dry island in the Black Swamp. Jerzcy has a parasite from drinking swamp water (chronic, mild parasites) and Anserra has contracted fleshrot from an injury inflicted by a zombie (terminal illness with a rolled time to death of 4 days, one of which is now gone). The party's healer treats Jerzcy with a tonic, reducing his symptoms to no penalties. The healer puts Anserra on bed rest and begins treatment. The*

healer's BHA is 82% and he initially rolls 62, extending Anserra's life 3 more days which is very lucky since he will need 5 days to treat the fleshrot. The healer succeeds with 3 of the 5 BHA checks allowing Anserra to make a save vs. poison with no modifier. She rolls an 18 and has recovered from the fleshrot. Once they return to the city the healer attempts to cure Jerzcy's parasites. After two weeks of rest the healer has succeeded in both checks and Jerzcy makes a save vs. poison at +1 successfully, meaning he is now parasite free.

A person under the care of a healer has a +2 on saving throws to avoid characteristics loss in addition to any other modifiers.

A healer can also attempt to reverse the effects of level drain or characteristic loss by spell or undead. The treatment must begin within 2 days per level/point lost and lasts for 2 weeks +2 weeks per level/point lost. The patient must be on bed rest for the duration. The healer makes an BHA check at the end of 4 weeks; if successful the patient may make a save vs. death to regain a lost level or point. If more than one level or point was lost this process is repeated every 2 weeks with a +1 on the save vs. death for each level already successfully regained (cumulative). Treatment cannot extend beyond [(number of levels lost x 2) + 6] weeks. At the end of treatment any levels not regained must be restored by spell or the acquisition of more experience.

The treatments of healers do not prevent the use of healing magic in any way.

Healers are paid at least 100 g.p. a month and their herbs, poultices, bandages, etc. cost their employer a further 50 g.p. per month. Treatments may require exotic and expensive ingredients that the employer must pay for at the GM's discretion.



Note on Merchants and Purchasing: it is assumed that the GM either role plays the purchase and sale of large items or that there is a standard discount for resold goods. The following rules assume that new goods sell for about 110% of book price and that when characters resell equipment they get about 85% of book price. Feel free to adjust the following rules to fit your campaign.

Merchants

Merchants are adept at appraisal, bargaining, haggling, and investment. A skilled merchant can aid a character or party in getting the best value for their money and reduce their expenses.

Merchants have two abilities, Haggling and Management, which are determined either when encountered or when generated by the GM. A merchant's haggling ability is 1d8% and his management ability is 1d20+5% (with an average of 4% and 15%, obviously). Once a merchant is brought on as a hireling the GM rolls 1d12% and adds in the merchant's Management ability – the total is the reduction

in monthly upkeep costs for the character. In addition, the character's upkeep costs for his henchmen are reduced by half that (rounding down), as well. Each time the character advances in level the 1d12% is re-rolled.

Example: *Anserra is a 4th level magic-user with two henchmen; her bodyguard Elvir (3rd level fighter) and her apprentice Kathta (1st level magic-user). Her monthly upkeep costs are 600 g.p./month (400 g.p. for herself, 150 g.p. for Elvir, and 50 g.p. for Kathta). While in the city Anserra seeks out a merchant, Burtan, to manage her affairs. Burtan's Management skill is 18% and the GM rolls a 12; once he takes over her expenses, Anserra's upkeep costs drop to 467 g.p. (280 g.p. for herself, 140 g.p. for Elvir, and 47g.p. for Kathta).When she advances to 5th level the GM will re-roll the d12 to see how much Burtan can save for Anserra.*

Paladins receive no reduction in upkeep costs from merchants.

When buying or selling goods for their employer, merchants may haggle for a better price. To do so when buying the player rolls 2d12-2 and adds it to the merchants Haggling score, then subtracts that from 110% - the result is the price the character will pay for the good in question. To haggle while selling roll 2d12-2, add it to the Haggling score, then add that total to 80% - that is the price gained for the goods sold. Haggling never affects the value of coins!

Example: *Anserra and her party have recently looted a goblin camp. In addition to coins and magic items her share includes a cart horse and 3 nags, 3 bullseye lanterns, and a silk robe. Once they return to the city Burtan (Haggling score of 6%) gets to work selling these items. He approaches a stable and offers the 4 horses (book price 39 g.p., typical resale price of about 33 g.p.). Anserra's player rolls 2d12-2, getting a 6 – Burtan is able to sell the horses for 35 g.p. and 9 s.p. (92% of book value).Then Burtan takes the lanterns (book value of 36 g.p.) to an outfitter. This time the roll on 2d12-2 is 11, for a total of 97%, earning Anserra 34 g.p. and 4 s.p. for them. At the tailor Burtan bargains to sell the silk robe (book value 60 g.p.) he rolls a 1, meaning his total is 87% - he only gets 52 g.p. and 2 s.p. for the robe.*

One his way back Burtan stops at the bookbinder and haggles for a new spell book (listed value of 25 g.p.) for his mistress. He rolls 11 for a total of 93%, picking up the book for just 23 g.p. and 2 s.p.

Note: if you wish to streamline the process, just assume that any character or party with a merchant hireling buys goods at 98% of the book cost and sells goods at 92% of the book cost.

Merchants cost between 8 g.p. and 24 g.p. per month and are additionally paid 25% of the upkeep costs they save each month.



Minor Spells

Cantrips

Cantrips are minor magics of little effect, limited enough that they are effectively '0 level spells'. Cantrips are often used as teaching tools for apprentice magic-users but their limited utility means that they are often not bothered with by magic-users past their apprenticeships. Of course it is possible for anyone trained in their use to memorize and cast them. Hedge wizards, for example, make a virtue of necessity and can use cantrips for many purposes.

All cantrips share a few characteristics; all have a casting time of a few seconds (effectively 1 segment); they all have a maximum range of 10 yards or less; their duration is usually very limited (although their effects may last – a candle lit with a *Spark* cantrip remains alight, for example); material components (if any) have no cost. Cantrips are so limited in their casting requirements that if the caster wishes to disguise them observers must make a saving throw vs. magic to realize a spell has been cast. Note that since all cantrips have verbal and somatic components the caster must be moving and speaking to disguise such casting.

Because of their low level a *Detect Magic* would report cantrips as minor magics of no particular type. Magic-users may know up to twice their intelligence of cantrips (i.e., a magic-user with a 14 intelligence may know up to 28 cantrips) and have a +25% chance to learn new cantrips compared to leveled spells. Cantrips take up only a single page of a spell book each.

Magic user and Hedge Mage Cantrips

Magic-users have access to cantrips for just about anything from cleaning their library to making food taste better. A starting magic-user knows 2d4+2 cantrips, rolled randomly.

Bug	Dusty	Mute	Sour
Clean	Flash	Noisy	Spark
Cool	Flavor	Palm	Spice
Color	Flinch	Polish	Spider
Cough	Fresh	Present	Spill
Curdle	Gather	Ravel	Stitch
Darken	Gnats	Red Light	Sweeten
Dirty	Hirsute	Salt	Tangle
Distract	Hide	Shine	Tarnish
Dry	Knot	Smoke Puff	
Dust	Moisten	Sneeze	

Illusionist Cantrips

Illusionists are a bit more limited in their 'general use' cantrips, but have more minor illusion magics available. Illusionists start with 1d6+3 cantrips, rolled randomly.

Cool	Mask	Sweeten
Creak	Mirage	Tap
Dry	Moan	
Dust	Mute	
Feylights	Noisy	
Flavor	Palm	
Footfall	Rainbow	
Fresh	Rattle	
Groan	Salt	
Hazy	Shine	

Bug- Summons a single crawling/leaping bug, such as a beetle or grasshopper, to a place designated by the caster within 30 feet. If the bug is summoned on a living target the target gets a saving throw – if successful, the cantrip fails. While a bug may bite it causes no damage. The summoned bug is never poisonous. Due to its sudden appearance the bug may startle those closest to it (roll 1d6; on a 1 or 2 add +1 to their initiative)

Clean- This cantrip removes dirt, grease, and grime from surfaces leaving them clean. Each application of the cantrip is enough to clean; 1 full set of dinner dishes (i.e., a large plate, a sup, a saucer, a glass or mug, a fork, a knife, and a spoon), or; the surface of a dining table (about 2' in radius), or; 1 suit of armor, or; one set of clothes and shoes. Two *Clean* cantrips cast upon a willing target are the equivalent of a good bath and leave the target clean and fresh smelling. This cantrip, properly used, will eliminate the 'filthy conditions' modifier for contracting disease or parasites.

Cool- This minor magic reduces the temperature of a liquid to a pleasantly cool level. The amount of liquid affected depends on its starting temperature; a large bucket of room-temperature water, a large wineskin of desert-hot wine, or a mug of piping-hot tea are the rough limits. Only a single container of liquid is affected.

Color- This cantrip changes or brightens the color of one or a few things. If changing the color of something the maximum area affected is about the size of a handkerchief and the change can only be to a primary color (red, orange, etc), black, or white and the color must be uniform. These changes will last about 1 day and then the color will slowly revert back to the original over another day. If used to brighten or restore colors (for example, a faded curtain) the area affected is about the size of a cloak and the original colors and patterns will be restored. This restoration will last until natural fading again occurs.

Cough- This cantrip affects a single person; if that person fails a saving throw versus spell they cough normally for about 3 full seconds. This adds +1 to their initiative if they have not yet acted. If the target is made to cough during spell casting it disrupts the spell.

Creak- Casting this causes a loud creaking sound, similar to a floorboard being walked on or the timbers of a ship under pressure, to sound from the area designated by the caster.

Curdle- This causes one container of liquid up to the size of a large bucket to be spoilt; milk curdles, wine becomes sour, water is brackish and smells bad, etc. If the container is worn or carried the person gets a saving throw to avoid the effect. This can never affect any form of magical liquid nor liquid in an enchanted container. It can ruin paint, ink, and even non-magical poisons.

Darken- This cantrip changes the color of the item affected to be darker. It can affect an area up to the size of a cloak or a suit of armor and lasts about 6 hours before the object slowly reverts to its normal color. This can prevent armor from glinting in light or keep a brightly-colored scarf from being conspicuous in a swamp, for example.

Dirty- The reverse of the *Clean* cantrip, this causes an area or items similar to those listed in that cantrip to become greasy, grimy, and dirty.

Distract- The target of this spell receives a saving throw (elves and half-elves also check their resistance to *Charm*); if the save is failed the target must add +4 to their next initiative check. Further, it grants anyone in sight of the *Distracted* target an immediate chance to Hide in Shadows if the conditions are correct.

Dry- This small spell removes moisture from an item. The maximum effect is to completely dry a dripping-wet shirt or blouse, so it could, for example, completely dry the entire outfit of someone damp from a light rain or completely dry a large fishing net already half-dry in the sun. It can affect no more than one large item or all the items on a single person. It has no effect on things such as green slime or ochre jellies.

Dust- This spell conjures a rather dramatic miniature dust devil that quickly whisks away all of the dust in an area of up to the size of a 10' x 10' x 10' cube leaving the surfaces clean and dust-free.

Dusty- The reverse of *Dust* this cantrip summons a small dust devil that coats an area of up to 10' x 10' x 10' in a fine dust.

Feylights- This spell creates 1d3+1 small motes of light which appear around the caster's body. The lights slowly swirl around the caster in patternless movement. The lights are about 1 inch in diameter and must all stay within 2' of the caster. They can be colored pale shades of red, blue, green, or pink. The feylights shed a pale light out about 5 feet and allow reading within 2 feet. The feylights last for 1 minute then fade away.

Flash- This spell causes its target to save vs spell or be dazzled (-2 to hit) for 3 segments.

Flavor- This cantrip adds a pleasant flavor to flavorless food or drink. Tepid water may taste of fruit, trail bread of cinnamon, boiled dried carrots of butter, etc. It can affect a volume of food and water roughly equivalent to one small meal for 4 people. The effects last only 15-20 minutes. The caster may not choose the flavor; the cantrip applies the flavor 'most appropriate' (DM's choice) to make the food more palatable. This cantrip does not prevent illness from spoiled or poisoned food or drink.

Flinch- The target of the *Flinch* cantrip gets a saving throw vs. spell (modified by Wisdom bonuses or penalties, if any); if the save is failed they give a single jerking flinch. This will delay actions for a segment, will force a target who is hiding in shadows to make a new check to remain hidden, causes a person climbing walls to make a new check to avoid losing their grip, and has a 1 in 4 chance of disrupting *Invisibility*. This cantrip can disrupt spells.

Fresh- The minor spells freshens up a single thing up to about the size of a cloak; clothing smells freshly laundered and dried; a stale loaf of bread feels, smells, and tastes freshly baked; a single wilted flower looks freshly cut; even a head of hair looks and smells newly washed. The effects last until the process of becoming stale, wilted, etc. resumes naturally. This cantrip does not remove dirt, grease, etc. When cast on food the item(s) affected are considered fresh and will not increase the odds of illness, disease, or parasites.

Gather- A useful spell in labs and dungeons, this cantrip gathers up scattered objects into a neat pile. The spell has two effects, either of which may be chosen at the time of casting. In the first mode all small, loose objects within 5 feet of the caster are gathered together into a single pile in front of the caster. This process requires 2 segments. This version will gather up to 20 g.p. in total weight of objects.

Example: *Johry the hedge mage is in a small cave where an ancient battle took place. He stands in the middle of the chamber and casts Gather. After 12 seconds of rustling there is a pile at his feet. He sifts through the mouse droppings, dead beetles, and rusty links of chain mail to pick out 4 coppers, 3 silvers, and a gold piece.*

The second version has a 10' diameter that may be centered up to 20 feet from the caster and only gathers together the type of object designated by the caster. This version will gather up to 25 g.p. weight of objects, takes 5 segments, and if the caster includes a small bag, handkerchief, or even a piece of parchment the *Gathered* objects will be placed inside.

Example: *Caine realized that the dried creek bed had dozens of red quartz pebbles, a component he needed for his Flame Arrow spells! The party was in a hurry but he might not be back this way for months. He quickly pulled out a sheet of parchment from his portable writing desk, placed it on the ground and cast Gather. 30 seconds later he picked up the parchment, now folded and twisted into a neat bundle holding enough red quartz for 2 dozen spells. He tucked it into a pouch as he caught up with his companions.*

Gnats- This summons a swarm of annoying biting gnats that surround a single target for a round. If the target fails a save vs spell they are -1 to hit and get no dexterity bonus to armor class while the swarm lasts. The gnats are instantly driven off by flame or smoke.

Groan- This spell causes the sound of a groan of pain and anguish to come from the designated space within 30 feet. The single groan lasts about 3 seconds.

Hazy- This causes the air in a volume of about 8' x 8' x 8' within 30' of the caster to become hazy and hard to see through for 1 round. Missile fire into or through the haze is at -2 to hit and improves the likelihood of hiding in shadows by 10% if obscured by the haze.

Hirsute- This causes a single person or animal within 30' to save vs spell or become hairy/hairier. A man will need a haircut and a shave; a woman will have longer, unruly hair; a dog or cat will become shaggy and have a tangled coat; etc. Creatures that cannot grow hair cannot be affected. The effects last

until corrected (hair is combed/cut; a man shaves his beard; a cat sheds; etc.).

Hide- When cast this spell shields a single thing no larger than a guard dog with a form of *Invisibility*. This only affects people in front of the caster and cannot work if there are observers behind or flanking the caster. The object or creature to be hidden must be within 1 foot of the caster when the cantrip is cast and must remain within 5' of the caster to remain hidden. *Hide* only affects sight, not sound, so a hidden guard dog's growls could still be heard, for example.

Knot- A spell that causes a line, cord, or rope to knot itself into a tangled mess. It cannot affect taut lines (such as bow strings) nor lines actively held in a creature's hands and can never affect magical ropes or lines. All other lines require 1d4+1 rounds to untangle (or, of course, they can be cut). This cantrip cannot cause a rope or cord to encircle an item or creature.

Mask- This allows the caster to project an illusion over his own face or the face of a willing target he touches. The illusion can change the details of the target's face, ears, hair, etc. to create a convincing facsimile of another face. Specific individuals cannot be duplicated. It is powerful enough to stand up to even close scrutiny. The spells lasts 5 minutes.

Mirage- This creates a two-dimensional illusion in an area up to 5' by 8'. The image created must be relatively flat and while it can have some small movement it cannot be overly elaborate. Any person closely observing the *Mirage* has a 1 in 20 chance per round of noticing a shimmer, flicker, or other tell-tale sign that it is not real. If any creature touches a *Mirage* it vanishes instantly. *Mirage* requires the caster to concentrate throughout its duration and can never last more than 20 rounds.

Example- *Willa and her companions were in dire straits; all were wounded, the mage was out of spells, and the hobgoblins were in pursuit. But she had an idea. She ushered the party into the rock cleft near the water pool. Morrie the scout started to object, but she shushed him and cast a Mirage over the entrance. A few minutes later a hobgoblin warband jogged past; they shot looks toward the group but saw only an empty cleft with a spring trickling down the left face.*

Willa continued to focus on maintaining the Mirage as Brother Erik healed the others first.

Moan- Very similar to the *Groan* cantrip but the effect is an eerie, inhuman moaning sound.

Moisten- This creates a 5' x 5' x 5' cloud of drizzle within 30' that lasts just one segment. All objects and surfaces within the drizzle are damp and hard to light. This can also provide enough water for small plants.

Mute- This spell affects one object within 30' of the caster and virtually eliminates all sounds from that object for 5 rounds; flutes and other magical instruments make no noise, swords do not ring with impact, bells will not tinkle, etc. If the object is worn or carried by an unwilling target the wearer gets a saving throw vs. magic to negate. This spell can affect magic items. It cannot affect a living or undead creature.

Noisy- Similar to *Groan* and *Moan*, *Noisy* allows the caster to designate an area within 30' and that area emits a sound for about 3 seconds. Unlike those other sounds, the caster can choose the general type of sound, but it must be indistinct (a group of people speaking at a distance; a babbling brook behind a door; etc.). *Noisy* can be no louder than a soft voice or loud whisper.

Palm- This spell has no range and can only affect a single object small enough to fit into one hand (this would include, say, a small bag containing a few gems). When cast the cantrip makes the object invisible and also creates an illusory duplicate. Both effects last only 1 segment and if the caster has not hidden both the original and the illusory copy observers will realize what has happened.

Polish- This spell shines either a surface or a set of objects. Its maximum effect is a 10'x10' floor, a suit of armor, or a tea set. All surfaces are buffed and smoothed and given a nice luster. If the surface or object is dirty or dusty the *Shine* cantrip automatically fails.

Present- A cantrip that allows the caster to use a very limited form of *Teleport*. Once cast the caster may, within the next 5 rounds, teleport a single item into his own hand. The item may be no larger or heavier than a dagger (wands are easily small enough) and even small bags containing other objects are acceptable. The object must be on the caster's person or both visible and within easy reach (2'-3'). Objects cannot be taken from another person's hands but could be taken from, for example, a belt. The wearer of an item gets a saving throw to avoid having it taken but if they fail they are unaware of what happened.

Rainbow- When cast a shining, glittering miniature rainbow appears and lasts for 1 round. The *Rainbow* is an arcing ribbon 1' wide, 10' long and arching 6' high. It is visible to all forms of sight but does not shed enough light to read by. All creatures (other than the caster) within 60' of the *Rainbow* must save vs. magic or pause to admire it for 1d4+1 segments. Those who save pause for only 1 segment. This cantrip can disrupt spell casting.

Rattle- Like the *Groan* cantrip in all other ways, this minor magic creates the sounds of chains being loudly rattled.

Ravel- Causes any one lightly frayed or worn piece of clothing within 30' to unravel further; laces become very frayed, hems come undone, etc. The wearer gets a saving throw.

Red Light- This creates a small (1" diameter) ball of red light that appears in midair by the caster's head and follows the caster. This orb sheds enough light to see clearly for 5' and read within 2'. It does not 'blind' infravision or ultravision, although it is visible to those forms of vision. The light lasts 5 minutes or until dismissed.

Salt- When cast this conjures up salt that is then spread or mixed as desired. The salt can cover an area up to 5'x5' or as small as wished. The caster can control the amount of salt with very good accuracy (to spice a dish, for example), but the maximum amount of salt is roughly enough to make a large bucket of fresh water seawater (making the salt thinly spread if over the maximum area!). If scattered over an area it will kill all mundane garden slugs and snails within that space. If cast on a giant slug or similar creature the spell causes 1d3+1 damage.

Shine- This spell removes all rust and corrosion from one large object (up to a set of plate mail) or set of objects (a tea service or silverware set). The object or objects must be within 5' of the caster.

Smoke Puff- This spell conjures a puff of smoke about 3' in diameter to the location designated within 30' of the caster. The smoke then acts normally. Anyone within the smoke puff must save vs. poison or cough for 1-4 segments. While coughing a creature cannot cast spells.

Sneeze- The target of the *Sneeze* cantrip gets a saving throw vs. spell (modified by Wisdom bonuses or penalties, if any); if the save is failed they give a single loud sneeze. This will delay actions for a segment, will force a target who is hiding in shadows to make a new check to remain hidden, causes a person climbing walls to make a new check to avoid losing their grip, ruins any attempt to move silently, and has a 1 in 4 chance of disrupting *Invisibility*.

Sour- This spell has two applications. In the first application it ruins food by giving it an overwhelming sourness. This can affect up to enough food for a normal meal for 4 persons; all targeted food must be within 30' of the caster and if being carried on a person the person gets a saving throw. Anyone attempting to eat soured food must make a saving throw vs poison each round they are consuming the affected food to avoid vomiting.

The second version conjures 1 pint of vinegar to a space within 3' of the caster. This vinegar must be conjured into a container or it simply falls to the ground.

Spark- This cantrip causes a single intensely hot spark to appear where the caster desires within 5'. It is hot enough to instantly light a candle, torch, or lantern and will even light damp tinder. While the spark lasts just 1 segment any fire it lights burns normally.

Spice- When cast, this spell summons a small amount of the desired spice and adds it to food or drink. The food must be within 20'. The spell has sufficient magic to flavor enough food for up to 6 people.

Spider- Summons a single spider to a place designated by the caster within 30 feet. If the spider is summoned on a living target the target gets a saving throw – if successful, the cantrip fails. While a spider may bite it causes no damage and its poison is too weak to affect a creature larger than a locust. Due to its sudden appearance the spider may startle those closest to it (roll 1d6; on a 1 or 2 add +1 to their initiative).

Spill- This very minor magic can tip a single container over. The container must be within 30' and can be no larger or heavier than a large bucket full of water.

Stitch- This useful cantrip mends an opened hem, frayed string or lace, reattaches one button, or some similar effect. Range 5', the repair takes 1 segment.

Sweeten- Very similar to the *Spice* cantrip, this spell summons a small amount of sugar, honey, or syrup and adds it to food within 20' of the caster. It affects enough food for up to six people.

Tangle- Affects one target within 30' of the caster and tangles their hair, fur, or strands of their clothing. An unwilling target gets a saving throw vs. magic to avoid the effect. Anything tangled with this spell takes 2d4+2 rounds to untangle or must be cut through or off. Any negative effects must be adjudicated by the DM on a case by case basis.

Tap- Akin to the *Groan* cantrip this spell may either make one loud tap/thump, or a series of smaller taps/thumps that last 3 seconds. A series of taps may seem to get louder, fainter, or stay the same.

Tarnish- This spell covers one large object (up to a suit of plate mail) or a set of smaller objects (like a tea set) with rust or corrosion.

Orisons

Similar to cantrips, orisons are minor spells used by Religious Brothers, Clerics, and Druids. Their casting time ranges from a few seconds (1/6th of a segment) to 2 segments, any material components will have no cost, and their duration is usually very limited (although effects may linger). Spell casters capable of casting orisons have access to all appropriate orisons.



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Cleric and Religious Brother Orisons

Clerics and Religious Brothers have orisons that reflect their missions of caring for the followers of their church.

- Benediction
- Bless Meal
- Candle
- Cleanse Wound
- Consecrate
- Cure Minor Wounds
- Flame Flash
- Meditation
- Petition
- Preserve
- Restful Sleep
- Warding

Druid Orisons

Druid orisons are more focused on animals and the wilderness.

Bird Call
Command Animal
Disguise Scent
Drywood
Edible Plant
Elemental Shield
Find Stray
Flamefinger
Holly Dart
Mark Path
Prod
Repel Insects

Benediction- This simple prayer grants the caster's allies within a 20'x20' area +1 to hit for 2 rounds. It does not affect anyone already fighting. The center of the affected area must be within 30' of the caster.

Bird Call- This allows the druid to perfectly imitate the call of a bird that he has heard before, yet all of his allies who hear it know that he uttered the call.

Bless Meal- Can affect enough food to feed 20 people; all food must be within 30' of the caster. If the food is spoiled or contains poison anyone ingesting it gets a +1 on their saving throw.

Candle- If cast on a candle the candle immediately lights and stays alight for 5 rounds regardless of wind or rain (total immersion in a liquid will still put out the flame). The candle must remain in the casters hand – if he lets go it immediately goes out. If cast with no candle present a small candle flame appears in the casters upturned palm. This flame lasts up to 5 rounds but may be put out by wind, rain, etc. as if it were a normal candle. The flame cannot harm the caster and may be dismissed at will. The flame immediately vanishes if the caster closes his hand, grasps an object with the hand, etc. It can be used to catch other things on fire.

Cleanse Wound- If cast within 3 turns of an injury this spell reduces the odds of infection or disease to half normal. Further, only ½ the damage of that particular wound is calculated when determining if the person bitten develops lycanthropy.

Command Animal- The druid selects a normal animal within 30' and utters a one word command. The animal must obey the command (and magically understands the meaning of the word). Animals ordered to commit suicide, kill their own offspring, etc. get an immediate saving throw vs. charm; if successful they break the spell and may (50%) flee or (50%) attack the caster in such a case.

Consecrate- This minor version of *Ceremony* allows the caster to convert one item from a piece of jewelry or such into a holy symbol suitable for use when casting spells. Unlike other orisons this spell requires no material components except for the object being consecrated.

Cure Minor Wounds- When cast on a wounded person this spell heals 1d4 points of damage. It may be reversed by evil casters. The caster must touch the target.

Disguise Scent- May be cast on the caster and up to 5 others he touches during casting. For the 10 rounds after the spell is cast those affected leave no scent, preventing tracking by smell. They also cannot be detected by scent during that time.

Drywood- This spell affects up to 40 billets of wood/one 6' diameter brush pile within 30'. All wood affected is dry and easy to light for the next hour. After that time it may again grow too damp to burn.

Edible Plant- This spell makes the caster aware of the location, type, method of harvesting and method of preparation of all edible plants and mushrooms within 30' when the spell is cast. This knowledge remains for about long enough to gather and prepare all the food.

Elemental Shield- May be cast on oneself or on one person touched during casting. When cast, the caster must determine which type of elemental shield (flame, cold, lightning) he wishes. Once cast the elemental shield will absorb the first 8 h.p. of damage of that type to strike the protected person. After 12 hours the protection fades.

Find Stray- When cast the caster will know the direction and approximate distance to any missing domesticated animals within a 2 mile radius. This knowledge will last for about 30 minutes.

Flame Flash- This prayer conjures a small flash of flame anywhere within 30' of the caster. This burst of light will dazzle any creature within 10' of the light who is looking in its direction; those creatures must save vs. spell, if failed they are -2 to hit for 1d4+1 segments; if made they are -2 to hit for 1 segment (double duration for creatures that suffer penalties in sunlight, such as goblins).

Flamefinger- The caster can produce a small, six inch, wind-proof flame from one finger (usually a fore finger) that can be used to light torches, candles, etc. If used on a person (requires a successful melee attack) it does 1d3 damage. Lasts for 5 segments and one torch, candle, etc. may be lit each segment. The spell may be ended at will. This spell only lasts long enough for a single attack.

Holly Dart- This transforms a piece of druidic holly into an enchanted dart. The dart is +1 to hit and does 2d4 damage. It may only be used once and vanishes after . If not hurled within 10 rounds it vanishes.

Mark Path- When cast the druid may invisibly mark a tree, stone, or even dirt path. The mark remains, invisible, until another druid passes within 10' – at that time the mark becomes clearly visible, noting the path taken. This effect lingers for 28 days.

Meditation- This prayer may only be cast on the caster himself and the spell lasts one turn. Once cast the caster receives a +2 on his next saving throw versus fear.

Petition- This prayer may be cast on the caster himself or one person he touches. The spell lasts 1 turn or until discharged. It grants a +1 on the next saving throw made of any sort.

Preserve- This enchants natural spell components (holly, mistletoe, etc) so that they do not rot, spoil,

or lose efficacy. The effects last 1 month per casting.

Prod- When cast on an animal it spurs it to 120% of its normal maximum speed for 3 rounds. If the animal makes a save vs. spell it is unaffected. Multiple uses of this spell may cause the animal to attack.

Repel Insects- The caster designates one type of common insect (bees, wasps, mosquitoes, etc) and for the next hour that type of insect will not land on or bite/sting the caster. This spell has no effect on giant or magical insects and provides no protection from spells such as *Creeping Doom*.

Restful Sleep- When cast on himself just before sleep the caster receives double efficacy from rest; i.e., he will only need 4 hours of sleep to be fully rested.

Warding- This spell can be cast on the caster or one person he touched and lasts for 3 rounds. During that time no summoned, conjured, or extra-planar creature can physically touch the person protected by this spell. This spell provides no other benefits.



Appendix I: New Spells

Bard Spells

First Level

Amplify

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 segment

Duration: 1 hour/level

Area of Effect: One sound source

Saving Throw: Special

The caster touches a sound source and for the duration of the spell the noises produced by the target are twice as loud as normal. The target of this spell can be a musical instrument, a creaky floorboard, even a cricket or a person's voice. While normal insects, objects, etc. get no saving throw, an unwilling human, demi-human, etc. target can save vs. magic to avoid the effect. The material component is a small parchment cone.

Animal Non-Aggression

Level: 1

Range: 0 or touch

Components: V, S, M

Casting Time: 1 segment

Duration: 1 hr/level

Area of Effect: The caster or one person touched

Saving Throw: see below

During the duration of this spell the person affected is far less likely to be attacked by normal animals. When the affected individual encounters an animal that is hostile, the creature must save vs. death at -2 or flee rather than attack that person. If the affected person corners a hostile animal (purposefully or not) the animal gets an immediate save at +2, if successful it will attack.

Only natural animals may be affected by this spell; it has no effect on *Conjured* or *Summoned* creatures, *Figurines of Wondrous Power*, the inhabitants of a *Bag of Tricks*, etc.

The component is a bit of dried carrot.



Soothe the Beast

Level: 1

Range: 10'

Components: V, S, M

Casting Time: 1 segment

Duration: 1 hr/level

Area of Effect: One animal

Saving Throw: None

When cast upon a single normal, domesticated animal this spell allows the creature to ignore the effects of hunger, thirst, exhaustion, and minor distractions. For example, a horse will not be startled by loud noises, a donkey will continue without water, and a dog will remain alert despite a lack of rest. The creature receives a +2/+10% on morale checks. Note that the spell does not remove the need for rest, food, and water nor does it counteract neglect, it simply makes the animal not notice.

The material component is a bit of dried fruit.

Taunt

Level: 1

Range: 180'

Components: V, S, M

Casting Time: 1 segment

Duration: 1 round

Area of Effect: 1 type of creature in a 30'x20'x10' area

Save: Negates

When this is cast the targets of the spell perceive the caster as making rude gestures and uttering enraging statements. All targets must save vs. magic or immediately move to engage the caster in hand-to-hand combat. These attackers will ignore the use of spells and missile weapons in their desire to physically assault the caster and may ignore minor threats and barriers, but any serious barrier (a wall of fire, a deep pit, etc.) or intervening serious threat (a wall of pikes, a dragon, etc.) will end the spell. Note that a group of 3-8 companions with the caster is usually not seen as a serious threat.

Any barbarian targeted by this spell who fails his saving throw must immediately check to see if he goes berserk at +1 to the odds.

The material component is a white feather.

Second Level

Ghost Pipes

Level: 2

Range: 30'

Components: V, S, M

Casting Time: 2 segments

Duration: 1 rnd/level

Area of Effect: 60' radius

Save: Negates

When cast the bard selects a point within 30' and invisible pan pipes begin playing a haunting, eerie

song from that location. Any creature within 60' of the source of the song who is not an ally of the caster must save or be at -2 to hit and -1 to damage from the disquiet the song causes. This effect lasts as long as the affected target can hear the tune. Any non-allied creature entering the area must likewise save. This is a fear effect. The material component is a small toy flute.

Pacify

Level: 2

Range: 120'

Components: V, S

Casting Time: 2 segments

Duration: 1 rnd/level

Area of Effect: 20'x20' area

Save: Negates

All creatures within the area of effect of this spell must save vs. spell or cease all hostile actions. Those that cease hostilities will fail to recall the reason they were fighting for the duration of the spell but will return to their normal attitudes when the spell ends. If a *Pacified* person is attacked they may defend themselves normally and get an immediate save; success means they may fight back normally, failure means they must remain purely defensive. Each new attack triggers a new save.

Summon Swarm

Level: 2

Range: 120'

Components: V, S, M

Casting Time: 2 segments

Duration: 1 rnd/level

Area: 10'x10'x10' cube

Save: None

This spell summons a cloud of swirling, biting gnats, flies, and midges that fill the area of effect. While they do no damage all creatures within the cloud are at -3 to hit and -1 to damage and are unable to cast spells or activate magic items that require command words or complex gestures. Attacks targeted into or through the swarm are at -2 to hit.

The swarm is instantly dispersed by *Gust of Wind*, *Fireball*, *Lighting Bolt*, *Stinking Cloud*, *Fireflash*, or other, similar spells. Likewise, thick smoke or natural winds will also break up and send away the swarm. A swarm cannot be summoned into an area that includes large fires or a great deal of smoke. The material component is a drop of honey.

Uncontrollable Hideous Laughter

Level: 2

Range: 60'

Components: V, S, M

Casting Time: 2 segments

Duration: 1 round

Area: 1 creature

Save: Special

When cast the target is overcome with the desire to laugh. If the person is successful in a save vs. magic then they are able to stifle their laughter, although onlookers will notice the fact that they are holding back a laugh. If failed the target bursts into loud guffaws that sound strained, forced, and unnatural. While laughing the target cannot cast spells, use command words, play instruments, perform any thief skills, etc. They do not receive the benefits of dexterity or a shield to their armor class and must fight defensively.

The material component is a miniature flightless bird carved of malleable tree sap.

Third Level

Calm

Level: 3

Range: 90'

Components: V, S, M

Casting Time: 3 segments

Duration: 2 rnds/level

Area of Effect: 30' diameter sphere

Save: None

This spell causes all within its area to be overwhelmed with a feeling of peace, contentment, and calm. Those affected quietly sit down where they are and gaze peacefully into the distance, effectively unaware of their surroundings. Until the spell's duration ends only violent shaking, slapping, and shouting will rouse them, and then only after a full round. Taking damage will also rouse them, but even this takes a full 5 segments to be effective.

The number of creatures that can be affected is determined by rolling $4d6+1$; this is the number of Hit Dice of creatures that can be affected. Lowest hit dice creatures are affected first and no creature of more than $5+1$ hit dice can ever be affected by this spell.

Example: *Rollo the Chanter is traveling through the Bleakwood when 3 giant hornets (5 HD) menace him. Rollo quickly casts Calm and rolls $4d6+1$ for a total of 15, just enough!*

The material component is a small disk with a spiral pattern.

Comfort

Level: 3

Range: 30'

Components: V, S, M

Casting Time: 3 segments

Duration: 1 hr/level

Area of Effect: 1 creature per level

Save: none

This spell allows all those affected to ignore the effects of hunger, thirst, natural heat, natural cold, and exhaustion for its duration. This allows those affected to ignore the effects of poor weather, forced marching, etc. Note that it does not provide food or water, erase the effects of starvation, etc. but merely allows recipients to ignore the effects of privation temporarily. It also provides no protection from magical effects. The material component is a dried tea leaf.

Improved Magic Mouth

Level: 3

Range: 20'

Components: V, S

Casting time: 1 round

Duration: Special

Area of Effect: One place or object

Save: none

This spell is identical to the 2nd level spell *Magic Mouth* except that the spell can either; 1) have a message of up to 50 words or; 2) deliver the message twice (i.e., be triggered two separate times).

Fourth

Emotion

Level: 4

Range: 90'

Components: V, S

Casting Time: 4 segments

Duration: Varies, see below

Area of Effect: a 40' diameter hemisphere

Save: varies

When cast the bard selects which emotion he will induce in creatures within the target area. The emotion used is picked at the time of casting. Some example emotions are:

Fear: All creatures that fail their save flee in terror for 1d4+2 rounds

Despair: All creatures that are affected have a -10% morale penalty for 5 rnds/level.

Courage: All creatures affected a +10% morale bonus for 5 rnds/level

Hope: All affected creatures are immune to fear for 1 rnd/level

Other types of emotional effects can be developed by the players and DM.

Shout

Level: 4

Range: 0'

Components: V, S

Casting Time: 4 segments

Duration: Instantaneous

Area of Effect: 1'x20'x10 cone + special

Save: See below

When this spell is complete the caster utters a mighty shout. Everyone within 20' of the caster must save vs. magic or be deafened for 2d6 segments. Deafened creatures are +1 more likely to be surprised and have a 1 in 20 chance of miscasting a spell with verbal components (a miscast spell simply fails).

All creatures in a cone in front of the caster's mouth (1' wide at the caster's mouth, 10' wide at its far end, and 20' long) take 1d12 damage, save for ½ damage.

The caster is automatically deafened for 5 segments the first time he casts this spell each week, 10 segments the second time, 15 segments the third time, etc. If total time ever reaches 35 segments, the deafness is permanent.

Silver Tongue

Level: 4

Range: self

Components: V, S

Casting Time: 4

Duration: 2 rounds/level

Area of Effect: 60'

Save: Special

The spell allows the bard to use his speaking voice alone to perform bardic Fascination, Charm, and Suggestion. All the rules, limitations, etc. of bardic music apply. The material component is a tiny sliver of silver (1 c.p. value) that is swallowed.

Fifth Level

Dismissal

Level: 5

Range: 30'

Components: V, S, M

Casting Time: 5 segments

Duration: Instantaneous

Area of Effect: One creature

Save: negates

This spell is an attempt to force a creature from another plane of existence back from whence it came. If the creature fails its save vs. spell it is immediately sent back to its home plane. This spell will only affect creatures not of the Prime Material. This spell does not negate magic resistance, if any. The material component is a silver holy symbol (15 g.p.) that is consumed in casting.

Satire

Level: 5

Range: 180'

Components: V, S

Casting Time: 3 rounds

Duration: 5 rnds/level

Area of Effect: Listeners within 180'

Save: Special

The bard must spend 3 rounds singing a mocking, satirical song about some person or creature. The song has the following effects on those within range of the spell when it is cast:

Foes of the target person receive a +1 to hit and +5% on all morale checks when battling that person or his allies or servants for the next 6 hours.

Allies of the target person must save vs spell or be -1 to hit and -5% on all morale checks when fighting alongside of, for, or in support of that person for the next 6 hours.

The target person himself must save vs spells or be affected as by a *Taunt* spell .

This spell is usually cast before major battles or raids.



Hedge Mage Spells

First Level

Alarm

Level: 1

Range: 30'

Components: V, S, M

Casting Time: 10 segments

Duration: 24 turns + 3 turns/level

Areas of Effect: 20' diameter sphere maximum

Save: None

This spell wards an area with a magical alarm. The ward can sense any living creature larger than a weasel (a cat or large rat will trigger it) as well as all undead, *Conjured*, or *Summoned* creatures as well as active *Figurines of Wondrous Power*, creatures from a *Bag of Tricks*, etc. of any size. Note: *Alarm* is not triggered by golems.

If any such creature enters into the warded area the spell generates a piercing whistling sound that varies in pitch. This sound is roughly equal in volume to the cry of a large bird and is very distinctive. Once activated the sound persists for 10 segments and then the entire spell ends.

At the time of casting the caster can decide to assign a disarming word to the spell; any creature that utters this sound when it enters the area of the *Alarm* will not trigger the alert sound nor end the spell.

The maximum area warded by this spell is a 20' diameter sphere; it may, at the casters wish, be made smaller at the time of casting with a minimum area of about 1' x 6" x 1" (about the size of a single tread of a stairwell). Once set this size cannot be changed for that particular casting.

The components are a small hollow reed and a single strand of hair.

Divining Rod

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 12 segments

Durations: 1 round per level

Area of Effect: One divining rod

Save: None

When cast upon a Y-shaped rod made from a forked branch of willow, hazel, or elm this spell allows the caster to search for one general type of thing, such as fresh water, gold, silver, or even edible plants. On the other hand, specific objects or creatures can not be sought with this spell. The caster names the sought after thing then holds the rod in both hands and concentrates for 1 segment— then the rod will guide the caster to the largest concentration of the desired thing within 200'. If the sought after thing is inside a wall or tree, underground, etc. then the rod will take the caster as close to the object or thing as possible.

If there is no appreciable amount of the sought thing within 200' the rod will remain inert.

The caster may move at his normal movement rate and begin searching for the object each round (a single divination per round) as long as the spell lasts. This can be useful in determining the precise location of a thing or extending a search when no desired thing is in range at the beginning of the spell.

This spell cannot be used to search for magic or magic items and will never detect anything protected from discovery by magic, such as *Obscure Object*.

The components are the specially-cut rod, which can be reused.

Protective Amulet

Level: 1

Range; Touch

Components: V, S, M

Casting Time: 24 turns

Duration: 10 days per level

Area of Effect: One amulet

Save: none

This spell allows a hedge mage to make the ultimate extension of his ability to craft Charms. This spell transforms a small trinket into a protective ward. The hedge wizard needs a small piece of jewelry with a chain or thong (which may be worn around the neck or wrist) of no less than 100 g.p. value.

There are 4 types of amulet: protection vs. cast spells; protection vs. items; protection vs. undead; and protection vs. creatures. The type of amulet to be made is specified when spell casting begins. The caster then spends 1/6th of a day casting *Protective Amulet*; at the end of this time he must make a saving throw vs. magic at +3; if successful, the amulet is empowered; if failed, he may try again later.

Once enchanted the amulet provides its wearer with a +2 on all saving throws associated with the warded thing

Example: *Jerczy is wearing a Protective Amulet vs. Cast Spells around his neck while Illana has a Protective Amulet vs. Creatures around her wrist. While within a dungeon both Jerczy and Illana are stung by scorpions; Illanna receives a +2 bonus on her save vs. poison, Jerczy does not.*

Later they encounter a foul plague priest who casts Hold Person on both of them; Jerczy receives a +2 on his saving throw, Illanna does not.

Later an Ogre Mage strikes them both with a Cone of Cold; Illana receives a +2, Jercxy does not.

A single person can only wear one *Protective Amulet* at a time; if more than one is worn, all are inert until excess are removed. *Protective Amulets* may be freely worn with *Rings of Protection* and other such items as well as with a single Charm made by a hedge mage.

This spell may only be cast once a week by any one hedge mage.

The components for this spell are special incense and ink used during the enchantment process that cost 25 g.p. as well as the amulet itself. The amulet is not consumed and may be reused again and again, if desired.

Sharpen

Level: 1

Range: Touch

Components: V, A,

Casting Time: 3 segments

Duration: instantaneous

Area of Effect: single bladed weapon

Save: none

When used on a bladed weapon it gives that weapon the best possible edge so that the next time it successfully strikes a target it does +2 damage. This effect only happens once. A magical weapon cannot be improved.

The spell also 'cleans up' the weapon affected making it clean, shiny, etc.

Wizard Mark

Level; 1

Range: Touch

Components: V, S, M

Casting Time: 1 segment

Duration: Permanent

Area of Effect: Two square inches minimum, 1 square foot maximum

Save: None (objects)/negates (unwilling person or creature)

When cast, this spell allows the hedge mage to inscribe his personal rune upon an object or creature. The rune causes no damage to the object. *Wizard Mark* cannot be cast on ice, snow, water, or any other liquid. If cast upon a creature (typically on a horse or mule) the rune will fade in about 1 year; otherwise the rune will last as long as the surface it is inscribed upon.

The rune is usually visible but can, instead, be invisible. This decision is made at the time of casting and cannot be changed. Any form of detecting invisible things, magic, etc. will quickly reveal a *Wizard Rune* and its nature.

Casting this spell requires special inks and brush. For the visible version these cost 1 g.p. for the invisible version they cost 10 g.p.

Second Level

Deep Pockets

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 4 hours per level

Area of Effect: One robe, jacket, or coat

Save: None

When this spell is cast it changes two or more pockets in a robe, coat, or jacket into extra-dimensional storage similar to a *Bag of Holding*. The spell will only affect 1 garment. The caster can choose to affect up to 100 pockets but must affect at least two. The spell causes the garment affected to weigh 10 additional pounds for the duration no matter how much or little is carried in the enchanted pockets.

Regardless of the number of pockets transformed they can hold a total of 100 lbs and 5 cubic feet of volume, divided evenly. Attempting to add more weight or volume simply fails. All enchanted pockets appear to be empty (i.e., no bulges, no outlines of objects, etc.).

If the spell is dispelled or the duration ends all objects in enchanted pockets immediately fall to the ground at the wearer's feet.

Example: *Rory is part of a group that has just defeated a troll and found a large amount of treasure. Rory casts Deep Pockets on his own robe and enchants 5 pockets; each pocket can now hold 20 pounds of weight and up to a cubic foot of volume. The robe also weights 10 more pounds. He puts 200 coins in each pocket; they appear to be empty and the weight of the robe has not changed.*

The material components are a tiny wooden box painted blue and the garment. The garment is not consumed.

The garment must be of good quality (at least 5 g.p. in value) and have no less than 2 pockets. Good quality garments with many pockets can be expensive!

Everwatching Skull

Level: 2

Range: 60'

Components: V, S, M

Casting Time: 2 segments

Duration: 6 turns per level

Area of Effect: 1 skull/special

Save: None

This spell enchants a single intact skull (human, demi-human, or humaoid) within 60', changing it into a limited scrying device. For the duration of the spell the caster can at any time concentrate and see from the location and viewpoint of the skull as long as he is still within (180' per level) of the skull's location.

If the caster has infravision or ultravision they likewise extend from the skull. If the caster is under the effects of a *Detect Invisibility* spell or similar enchantment those effects also extend from the skull.

While viewing from the skull's location the caster must keep his eyes closed and cannot move at more than 30' per round (although the caster could be carried, ride in a wagon, etc.). If the caster moves beyond the 180' per level limit but later returns while the duration continues they may still use the skull

for viewing.

Detect Magic, *Gems of Seeing*, and similar effects will show the skull's eyes glowing with divination.

The skull saves as wood or bone and if it takes more than 5 h.p. of damage may no longer be used.

The components are a sliver of glass and the skull. The skull is not consumed by the spell and may be reused as long as it is not damaged.

Glitterdust

Level: 2

Range: 90'

Components: V, S, M

Casting Time: 2 segments

Duration: 2 rounds per level

Area of effect: a plane 20' feet on a side and 1' thick

Save: None

This spell creates a wall of swirling, glittering dust that shimmers like a rainbow. The wall of dust completely blocks infravision and ultravision and limits normal vision to no more than 3' beyond the wall; all attacks through the wall are at -4 to hit if the target can be seen at all.

And creature passing through the wall is coated in the dust; while the spell continues they cannot hide in shadows and if they are or become become *Invisible*, intangible, ethereal, or out-of-phase the glittering dust reveals their position. The dust may be washed off with brandy. All dust vanishes when the spell ends.

The wall immediately ends if struck with a *Gust of Wind* or winds in excess of 50 mph.

The material component is a pinch of white sand.

Insatiable Thirst

Level: 2

Range: 60'

Components: V, S, M

Casting Time: 2 segments

Duration: 1 round per level

Area of Effect: 1 creature

Save: Negates

The hedge mage casts this spell on a target, who receives a save. If the save is successful the spell has no effect. If failed the target believes and acts as if they were very thirsty. If out of combat or danger the target will immediately begin drinking any available water, wine, beer, etc. The target will not drink poison, potions, oil, or the like but may drink muddy or brackish water. For the duration of the spell the target will feel thirsty regardless of the amount of water consumed. When the spell ends they may very well vomit if they have consumed large amounts of liquid.

If the target is in danger or in combat they will be at -2 to hit and -1 to damage do to the 'effects of thirst'. All thief skills, assassination abilities, and such will be performed at -5%.

The material component is either a few grains of sand or a crumb of dry toast.

Irritation

Level: 2

Range: 60'

Components: V, S, M

Casting Time: 2 segments

Duration: 1 round/level

Area of Effect: 1 creature per 2 levels (round up) in a 20'20 square

Save: Negates

When cast the targeted creatures must save vs. spell or feel a strong itch all over their bodies. This irritation causes no damage but is so distracting that those affected receive a +2 on all initiative checks, do not receive a dexterity bonus to armor class, do not gain the benefits of a shield, and must make a separate save vs. magic in order to cast a spell with somatic components.

Note that paladins are immune to this spell.

The material component is a small burr.

Protection from Cantrips

Level: 2

Range: 10'

Components: V, S

Casting Time: 4 segments

Duration: 2 hours per caster level

Area of effect: either one creature, one large object, or an area of up to 20' x 10'

Save: none

When cast this spells prevents any cantrip from affecting the creature, thing, or area warded; a person will not be affected by *Flinch* or *Cough*; *Groan* will make no noise and *Gnats* will not summon anything in an area; *Polish* or *Clean* will not work on an object. While an area warded may be illuminated by, say, a nearby *Redlight* the spell itself will end once it enters the warded area.

This spell is often used to force apprentices to clean an area by hand.

This spell has no effect on any spell other than cantrips and also has no effect upon orisons.

Seal Mouth

Level: 2

Range: 60'

Components: V, S, M

Casting Time: 2 segments

Duration: 1 round per level

Area of effect: 1 creature

Save: Negates

If the target of this spell fails their saving throw they are unable to willingly open their mouth for the duration of the spell. They cannot clearly speak, eat, drink, bite, etc. although they can still make (muffled) noises. Others can pry their mouth open but they will shut it again as soon as they can. Spells with verbal components cannot be cast, obviously.

The material component is a bit of sap or syrup.

Major Delousing

Level: 2

Range: 10'

Components: V, S

Casting Time: 4 segments

Duration: 8 hours plus 1 turn per level

Area of effect: a 20' x 20' x 20' cube

Save: see below

When cast all normal insects flee from the affected area and will not return for the duration of the spell. Monstrous or giant insects receive a saving throw at -1 to avoid this; intelligent insects (such as phraints) receive a saving throw at +4 to avoid this effect. Summoned or conjured insects can enter the area, including those drawn by cantrips.

The area of effect is immobile.

Third

Bewilder

Level: 3

Range: 60'

Components: V, S, M

Casting Time: 3 segments

Duration: 1 round per level

Area of effect: a single creature

Save: Negates

The target of this spell must save vs. spell with a modifier of -1 per point of Intelligence above 11 and a +1 per point of Intelligence below 9. Those that fail suffer from magical confusion.

A *Bewildered* target can no longer determine the cardinal points of the compass, determine depth underground, or other tasks related to direction or distance; they suffer a -25% penalty on all thief and assassin skills and cannot backstab; they cannot cast spells or activate magical items; they require 1d4+2 rounds to find any items in their pockets, pouches, backpacks, etc.; they are surprised on a 1-4 and have a +2 on initiative (and do not get dexterity bonuses to initiative, although penalties still apply). A *Bewildered* person can fight normally.

The material component is a bent needle.

Calm

Level: 2

Range: 120'

Components: V, S

Casting Time: 2 segments

Duration: 1 rnd/level

Area of Effect: 20'x20' area

Save: Negates

All creatures within the area of effect of this spell must save vs. spell or cease all hostile actions. Those that cease hostilities will fail to recall the reason they were fighting for the duration of the spell

but will return to their normal attitudes when the spell ends. If a *Calmed* person is attacked they may defend themselves normally and get an immediate save; success means they may fight back normally, failure means they must remain purely defensive. Each new attack triggers a new save.

Minor Malison

Level: 3

Range: 60'

Components: V, S, M

Casting Time: 3 segments

Duration: 5 rounds plus 1 round per two level rounded up

Area of Effect: a 20' diameter circle

Save: negates

All creatures in the area of effect must make a save vs. spell or be at -2 on all saving throws for the duration of the spell. The material component is a bent copper piece.

Plant Entrapment

Level: 3

Range: 40'

Components: V, S

Casting Time: 3 segments

Duration: 1 round per level

Area of Effect: 20' diameter circle

Save: see below

When cast this spell causes plants in the area of effect to attempt to grasp and entrap all within the area. Any creature in the area that fails a save vs. paralyzation is held firmly. In areas of trees, bushes, or brush the targets cannot move at all, although they may speak. In areas of grass targets are only immobilized to the height of the grass. In areas free of plants this spell has no effect.

Those creatures that make their save are only reduced to half their movement rate.

Phantom Steed

Level: 3

Range: Touch

Components: V, S

Casting Time: 3 rounds

Duration: 6 turns per level

Area of Effect: Special

Save: None

This spell summons a smoke-colored horse complete with saddle, bridle, etc. The horse is strange and otherworldly in appearance; its hooves make very little noise, it does not whinny or snort, and it has no need to eat or drink. It has no fear of animals, monsters, fire, or other hazards. In all other ways (speed, carrying capacity, armor class, and such) is identical to a light warhorse of maximum hit points.

The phantom horse will never fight but it will also never be attacked by a natural creature. Conjured, summoned, charmed, or monstrous creatures may attack the spectral steed. When the spell ends the steed vanishes.

Wizard Sight

Level: 3

Range: Self

Components: V, S, M

Casting Time: 3 segments

Duration: 5 rounds per level

Area of Effect: see below

Save: None

When cast this spell allows the caster to see magical auras in a manner similar, but superior, to *Detect Magic*. While it lasts the caster can see magical auras out to 120' and instantly determine the strength (dim, faint, moderate, strong, overwhelming), nature (enchantment, conjuration, etc.), and type (arcane or divine) of any spell, magic item, etc. in that range. The caster may easily check all auras in the 180 degrees to his front and checking in all directions about him takes no more than a segment or two.

This spell does not detect good, evil, alignment, or traps (unless the trap has a magical component). Note that *Invisible* creatures and objects are cloaked from this spell.

The material component is a small piece of blue quartz worth 5 s.p.

Wood Shape

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 round per cubic foot of effect

Duration: Permanent

Area of Effect: See below

Save: None

This spell allows the caster to mold and shape wood as if it were putty. Unless the caster has skill in woodworking, sculpting, or a similar area the forms made with this spell will be basic and crude. An unskilled caster can make an opening in a chest, a crude canoe out of a log, or similar items. A skilled caster could make a door or chest with hinges, intricate cabinetry, even puzzle locks.

The caster can affect 2 cubic feet of wood for every level of spell he is able to cast; thus a 7th level hedge mage can affect 6 cubic feet and a 12th level hedge mage can affect 10 cubic feet.

The material component is a small whittling knife.

Fourth Level

Counterspell Immunity

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4 segments

Duration: up to 1 turn per level

Area: the creature touched

Save: none

This spell grants the affected creature a limited form of immunity to attack spells. Once protected the

Counterspell Immunity will negate the next spell that would otherwise cause the protected creature to take damage. This will protect the creature (only) from a *Fireball* but not from *Polymorph Other*, *Charm Person*, etc.

Once a spell is negated the *Counterspell Immunity* ends. At the end of the spell's duration it fades away even if not triggered.

The material component is a sliver from a mirror.

Detect Scrying

Level: 4

Range: Self or touch

Components: V, S

Casting Time: 4 segments

Duration: 2 turns per level

Area: The creature touched

Save: None

The creature affected by this spell is warned if they are the subject of scrying. This spell can detect *Clairaudience*, *Clairvoyance*, *Magic Pool*, and similar spells as well as *Crystal Balls*, *Medallions of ESP*, and such. In addition to letting the creature know they are scryed upon it also tells them how; by sight, sound, telepathy, etc. and if in combination.

Note that the spell provides no protection or shielding from scrying.

Firecharm

Level: 4

Range: 120'

Components: V, S, M

Casting Time: 4 segments

Duration: 2 rounds per level

Area: 40' radius circle

Save: Negates

This spell must be cast on a normal fire at least as large as a torch. Candles and lanterns are too small. No magical fire may be used.

When cast the spell causes a brilliant, multi-hued aura of colorful flame to burst from the fire source and swirl about in an enchanting display. All creatures within 40' of the target of the spell are *dazzled* (-2 on to hit rolls, maximum range of vision 40') for 2 segments (no save) from this display. All creatures within 40' must also save vs. spell or remain motionless while they stare at the display; these creatures are effectively *held* and will remain motionless even if moved out of the area, their view of the display is blocked, etc. until the spell ends.

Any creature coming within the 40' radius after the initial casting must also save or be *held* although they receive a +2 on their save.

The spell has no effect on the fire itself; it will continue to burn, go out if doused in water, etc. The spell is immobile even if the fire source (or those affected) are not.

The material component is the target fire.

Magic Mirror

level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: 1 turn plus one round per level

Area of Effect: Special

Save: None

This spell transforms a silver mirror into a scrying device effectively identical to a basic *Crystal Ball* in all ways for the duration of the spell.

The material components are a silver mirror worth at least 500 g.p. and a silk cloth worth 1 g.p. The mirror is not consumed by casting and may be reused.

Vision Stone

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 hour

Duration: Instantaneous

Area of Effect: one stone

Save: Special

This spell is an attempt by the hedge mage to gain supernatural insight. The hedge mage asks a question, casts the spell and then meditates upon a gemstone, hoping for a vision.

The odds that some beneficial supernatural power will grant a positive vision is a base 70% plus 1% per level. If the gemstone used has a value of more than 50 g.p. add 1% to this chance; if it is worth more than 100 g.p. add another 5%; and if it is worth more than 500 g.p. add another 5%. The total chance may never exceed 98%.

If this roll is failed there is a 30% chance that a hostile power will send a vision. If this occurs the caster must save vs. magic with any Wisdom bonuses applied or be insane for 1d6 days (treat as the *Confusion* spell). Otherwise there is no vision.

If a vision is sent the caster must interpret it. The base chance of a proper interpretation is 65% base plus 1% per level plus their Intelligence score. If this roll is successful they understand the meaning of the vision (i.e., the GM gives them a correct answer to their question in a poetic, mystic form), if it fails they think they think they understand the meaning of the vision, but are mistaken (i.e., the GM gives them an incorrect answer to their question in a poetic, mystic form).

Regardless, the gem used to cast the spell is consumed and the hedge mage must rest (no travel or spell casting for 24 hours) after casting.

The material component is a gem worth no less than 10 g.p.

Fifth Level

Dismissal

Level: 5

Range: 30'

Components: V, S, M

Casting Time: 5 segments

Duration: Instantaneous

Area of Effect: 1 creature

Save: Negates

When cast upon a *Conjured*, *Summoned*, or extra-planar creature the target must save vs. magic or return to whence it came. Magic resistance applies normally.

The material component is a bit of dirt from the caster's home plane.

Enhance Plant

Level: 5

Range: 100'

Components: V, S, M

Casting Time: 1 turn

Duration: instantaneous/special

Area: 80' radius circle

This spell causes one type of plant in the area of effect to be magically strengthened; the selected plant is more resistant to disease, parasites, mold, heat, cold, frost, and drought. The affected plants are thus protected for 90 days or until harvested. Enhanced plants produce 15% more yield from the magical effects of this spell.

The plants will radiate a faint aura of alteration magic and the effect can be dispelled.

Note that two spells will effectively cover an acre.

The material components are a drop of water and a piece of sunstone worth at least 10 g.p.

Fabricate

Level: 5

Range: 20'

Components: V, S, M

Casting Time: 3 turns

Duration: Instantaneous

Area: 27 cubic feet per level (see below)

Save: None

This spell transforms raw materials into finished goods; a pile of lumber can become a small cottage; a bale of cotton can become a bolt of cloth; a spindle of silk can become a silken cord; etc. Once the transformation is performed the change is permanent.

There are limitations on this spell. First, the raw materials must be in a form no more than 2 steps removed from the final good. For example, a tree could be transformed into a pile of boards (to reflect felling the tree and cutting it into lumber) and a pile of boards can be transformed into a cottage (to reflect properly sizing the boards and joining them together) but a tree cannot be transformed into a

cottage.

Second, any complex final good will only be as high in quality as the caster is capable of himself; transforming a bolt of wool into a cloak is possible but the result will generally not be of high quality or fashionable cut unless the caster is a tailor. Likewise while a sword made from ingots by a caster who is also a smith may be perfectly balanced and of keen edge one made by a fisherman may need to be finished by an actual smith to be fully usable (i.e., it may be dull (-1 to damage) or clumsy (-1 to hit) until 'touched up').

Third, when working with metal, stone, or crystal the area of effect is only 1 cubic foot per level.

The material component of this spell is a small piece of chamois.

False Vision

Level: 5

Range: 15'

Components: V, S, M

Casting Time: 5 segments

Duration: 2 rounds per level

Area: 1 Creature or object

Save: none/negates

This spell cloaks one creature or object from all forms of scrying for the duration. While the spell lasts, treat the target as if it were shielded by an *Amulet of Proof vs. Detection and Location*. Any attempts to scry will see a false image of nothing being present.

The component is a small sliver of glass from a broken mirror.

If the target is unwilling they may make a save vs. magic to avoid the effects.

Hedge Enchantment

Level: 5

Range: none

Components: V, S, M

Casting Time: 1 week plus 1 day per level of the enchantment

Duration: Permanent

Area: One item

Save: special

Other than as mentioned above this spell is identical to the spell *Enchant an Item* except as follows;

Items may only be enchanted with the effects of cantrips, 1st or 2nd level spells.

No such item can be made permanent except for magical weapons.

No more than one spell effect can be placed within a single item.

Magical weapons can never be greater than +1.

Hedge mages cast this as a magic-user casting *Enchant an Item* for purposes of time and cost.

Magic Staff

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: until cast or the next moon phase

Area of Effect: prepared staff

Save: none

This spell allows a specially-prepared staff to store spells. To do so the caster must acquire a good-quality oaken staff bound with iron. When ready to store spells the hedge mage spends one turn casting this spell and then must cast the desired spells into the staff within 5 minutes. Once completed the spell may be called forth from the staff by command (1 segment).

The staff is limited in its storage capacity based upon the caster's level as follows:

<u>Caster Level</u>	<u>Slots Available</u>
12th	4
13th	6
14th	8
15th	10
16th+	12

<u>Spell Level</u>	<u>Slots Required</u>
Cantrip	1
1st	2
2nd	4
3rd	8

Stored spells remain until called forth or 7 full days pass from the time they were first stored.

The material component is a small piece of lodestone worth 1 g.p.

Sixth Level

Blending

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6 segments

Duration: 5 rounds per level

Area: One creature

Save: None/special

This spell cloaks the affected creature in a powerful illusion. While all friends and allies of the creature see them normally, all hostile and even neutral beings see the creature as a natural part of the surroundings; a being in a forest may resemble a shrub; in the mountains they will see a boulder; if on horseback foes will see a large pack saddle and bundle; etc. The *Blending* spell can even disguise the creature as another living thing. In each case the illusionary effect is to make each opponent see the

thing least likely to raise their suspicions. The creature protected has no control over the specific form other creatures will see.

The spell cannot grant any abilities of the illusionary form (flight, language, etc.) but will otherwise perfectly mimic the appearance, temperature, and even the smell of the form. This being the case, the spell cannot make the protected creature appear to be smaller than about ½ normal size nor larger than twice normal size and cannot change the creature's weight, need for food, etc.

Any creature within 30' of the protected creature who is suspicious, on alert, etc. has a chance of noticing an error in the illusion roughly equal to their chances of detecting invisible creatures or objects. Violent movement (charging, spell casting, attacking) will disrupt the spell for the segment of and segment following the action, but the power of the spell is such that even foes directly observing the resumption of the illusion have no greater than normal chances of detecting the true location of the protected creature.

The material component is a piece of cloth dyed 3 or more shades of color.

Recharge

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 2 hours + 1 Turn per charge restored

Duration: Instantaneous

Area: 1 magic item

Save: None

This ritual-like spell allows a hedge mage to recharge a magical item. The spell must be cast in a prepared area the caster is familiar with and the caster must be free of distractions from loud noises, combat, etc. During recharging the caster cannot take a break to eat, drink, etc. If anything disrupts the spell before the end of casting all spells involved are lost and no charges are restored.

Once the first hour of attuning the item for recharging is done the hedge mage may cast other spells to recharge the device. This can be done in one of two ways – the first is to cast the particular spell or spells into the device that it was created with (a Wand of Lightning Bolts would have the particular spell of *Lightning Bolt* while a Chime of Opening would have the particular spell of *Knock*). If this is done each casting of the particular spell or spells restores up to 4 charges.

The second method allows the hedge mage to convert any spell into charges for the item. See the chart below for the number of charges restored by any single non-particular spell;

<u>Level of Spell</u>	<u>Number of Charges Restored</u>
Cantrip - 1st	0
2nd – 3rd	1
4th – 5th	2
6th – 7th	3
8th – 9th	4

All spells used to recharge another item must be cast by the person who also cast *Recharge*; memorized spells, scrolls, spells from Rings of Spell Storing and from Books of Infinite Spells all are acceptable. Spells from rods, staves, wands, etc. are not. Attempting to use an invalid spell causes *Recharge* to fail and no charges to be restored.

The spell caster has a full understanding of the number of charges remaining as well as the total

number of charges the item may hold and cannot 'over charge' an item – any 'extra' charges conveyed by *Recharge* are simply lost.

Regardless of rest, etc. a single caster may only cast *Recharge* once a week even if the spell fails.

Example: *Rory the hedge mage (15th level) is contracted by an adventuring party to recharge a Chime of Opening and a Wand of Magic Missiles. On Twoday he casts Recharge on the Chime of Opening: it has 12 charges and can hold a maximum of 20. After the first hour of attuning Rory takes another 2 turns and casts Knock twice, bringing the Chime to 20 charges, its maximum.*

On Threeday of the following week he casts Recharge on the Wand of Magic Missiles: it has 6 charges and can have a maximum of 100. He casts all of his 2nd through 5th level spells upon the wand (3 each of 2nd, 3rd, and 4th and 2 of 5th); this takes 11 turns and restores 16 charges to the Wand, giving it a total of 22 charges. If the party wishes the Wand to be at full charges they will have to wait 5 more weeks for Rory to cast Recharge multiple times.

The material component is 500 g.p. of crushed pearl for the attunement process and 100 g.p. of silver for each charge restored during the spell.

Wizard Seal

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 2 hours

Duration: Instantaneous

Area: A small portal or book

Save: Special

This spell allows the hedge mage to seal a small portal, book, or scroll tube similarly to a *Wizard Lock* but with greater force. The largest portal that can be affected is about 18" x 10" (roughly the size of a standard spell book), such as the lid to a small chest.

No amount of strength can open a sealed portal, book, or scroll case without physically destroying the lid or cover. The *Wizard Seal* spell grants any object upon which it is cast a +2 on all saves and makes it twice as resistance to physical damage as normal. *Dispel Magic* has no possibility of negating a *Wizard Seal* unless it immediately follows a *Remove Curse* and even then the *Wizard Seal* is treated as twice the actual level for purposes of being dispelled. A *Knock* likewise must be paired with a *Remove Curse* in order to have a chance to affect this spell and even then it is treated as a *Dispel Magic* when used, and if successful only negates the spell for 1d3+1 rounds. A magic-user 4 or more levels higher than the caster, or a hedge mage 6 or more levels higher, may ignore a *Wizard Seal* but this does not end the spell in general nor for anyone else.

The caster may always access objects warded by his own seals. Further, at the time of casting, the caster can designate others who may open the portal, book, etc. This designation may be very specific ('the wizard Lohr Goblinfoe' or 'anyone bearing the Amulet of Blue Flame'), very broad ('anyone of Good alignment' or 'any gnome'), or very, very specific ('a halfling thief standing on the side of a mountain on Mid-Summer in the company of noble dwarves while lit only by the moon'). Once set this designation cannot change without removing and recasting the spell.

If cast upon a book or scroll case there is a 50% chance that any successful effort (physical or magical) to bypass or remove the spell will erase all writing and illustrations from the sealed book or scroll case.

The caster (only) may remove the seal by an additional casting of the spell – this has no chance of erasing writings.

The material component is a miniature golden padlock worth 500 gp and a 500 gp diamond.

Seventh Level

Rebinding

Level: 7

Range: touch

Components: V, S, M

Casting Time: 2 hours

Duration: Instantaneous

Area: Two objects

Save: see below

This spell allows a hedge mage to transfer the enchantment of a magic item into a new, non-magical item which then becomes enchanted. The items must be of the same general type although details can vary (A horseman's Mace of Disruption could become a footman's Mace of Disruption; the enchantment of a Wand of Fireballs could be transferred from an ivory wand to a crystal wand; a +2 Long Sword of Sharpness could be *Rebound* into a scimitar; etc.).

The origin object may be whole or broken but the destination object must be whole, well-made, and in good enough condition to meet the requirements of *Enchant an Object*. If the origin object is broken all pieces must be present.

To prepare, the two objects are placed together and the hedge mage begins casting. At the end of casting the caster makes a saving throw vs. magic for the origin object (using his own save) and then saves for the destination object (also using his own save). If both succeed the enchantment is successfully transferred. If either fails, the spell fails with no other effect and may be retried later. If both fail, the caster makes a third; if the third is successful then the spell simply fails with no other effect. If the third save is also a failure the enchantment of the original object 'drains away' and is lost. Note that the caster gains the benefits of all normal bonuses to saves vs. spell (from items, spells, etc.).

Some objects cannot be *Rebound*; the spell will not affect charged items that have run out of charges, items that have been *Disjoined*, disintegrated, Cancelled, disenchanting or destroyed by rust monsters, green slimes, puddings, *Rusting Grasp*, or similar attacks. Artifacts and relics are too powerful to be affected by this spell and if a caster attempts to do so the spell automatically fails with no effect and the caster becomes insane in a manner similar to *Contact Other Plane*.

The *Rebinding* spell can only transfer magic from one item to one other item – it cannot be used to combine or mix powers from two different origin items into one destination item. The spell also transfers all powers together – it cannot be used to, for example, change a Wand of Fire into a Wand of Burning Hands and a Wand of Fireballs by transferring out just one effect.

At the DM's option certain powerful items (+4 or better weapons; Staves of Power and the Magi; magic items with intelligence; holy swords; etc.) may automatically make their saving throw.

Rebinding is an exhausting spell – casting the spell causes all other spells the caster has memorized to be 'lost' as if cast and the caster cannot memorize spells for 24 hours after casting, even if the spell fails. It also can only be cast at most once a week.

The material components are two lodestones worth 50 gp (total) and miniature platinum scales worth 1,000 gp – all are consumed by casting.

Religious Brother Spells

Note on components: Unless otherwise noted all spells on this list that require a material component also require a consecrated holy symbol (which is not consumed in casting).

First Level

Ceremony (Baptism)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 3 rounds

Duration: Instantaneous

Area of Effect: up to one family

Save: automatic

This spell accepts a person into the religion of the caster and may only be cast on willing participants. The spell can affect up to an entire family (father, mother, children). Once affected by this spell the recipients are considered to be members of the associated church and receive appropriate benefits (i.e., benefiting from *Ceremonies* and similar spells).

This ceremony may only be cast upon a particular creature once in their lifetime.

The material components are holy water and incense.

Ceremony (Burial)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 2 rounds

Duration: Instantaneous/special

Area of Effect: one body

Save: none

When cast on a body as part of burial this ceremony provides the following effects;

1) If the person was killed by undead the caster makes a save vs. death (+2 on this save if the dead person was a member of the caster's religion) - if successful the body will not rise as undead.

2) The body is shielded by a variation of *Protection from Evil* that prevents any undead from touching the body for 7 days (if the dead was a member of the caster's religion this protection lasts 14 days).

The material component is holy water.

Ceremony (Confirmation)

Level: 1

Range: touch

Components: V, S, M

Casting Time: 1 hour

Duration: special

Area of Effect: up to 10 people

Save: automatic

This spell, sometimes called 'coming of age', accepts a young person into a community as an adult. At the culmination of casting the young people approach and the caster marks their forehead with oil. If multiple casters cast this spell together they may each affect up to 10 people.

The affected people receive a +1 on a single saving throw of their choice at any time thereafter; the choice can be made after the die is rolled. Regardless of other circumstances such a bonus may only be received a single time by the same creature.

If a recipient is unwilling this spell automatically fails.

This ceremony may only be cast upon a particular creature once in their lifetime.

The material components are incense, holy water, and blessed oil.

Ceremony (Matrimony)

Level: 1

Range: touch

Components: V, S, M

Casting Time: 3 rounds

Duration: Instantaneous

Area: 2 people

Save: none

This spell binds a couple together in marriage. Each participant receives a +1 on a saving throw of their choice once per (calendar) year every year at any time after the spell is cast so long as they have not violated their marriage vows in the meantime. Someone who has broken their marriage vows who then is subject to an *Atonement* spell will once again gain the benefits of this spell. Unwilling participants cannot be affected.

Magical Vestments

Level: 1

Range: touch

Components: V, S, M

Casting Time: 3 segments

Duration: 5 rounds per level

Area: 1 set of vestments

Save: none

This spell enchants the ritual religious attire of the caster or a priest of the same religion so that they provide protection against physical and magical attacks. Once cast the vestments give their wearer an armor class of 4 and a +1 on all saving throws for every 2 levels of the caster (round down). This spell will fail if cast on someone wearing armor and if armor is donned the spell immediately ends. It can be used in conjunction with a shield.

Second Level

Ceremony (Consecration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 20 minutes

Duration: Instantaneous

Area of Effect: see below

Save: None

This spell grants a special status on items such that they may be used as part of religious rituals or to hold, contain, or otherwise be in contact with holy objects, relics or some artifacts. The spell can affect a large salver or plate, 2 cups, 4 smaller metallic items, 5 holy water vials, or 10 crossbow bolts. Note that the orison *Consecrate* is a version of this ceremony that can only consecrate 1 holy symbol; this spell can consecrate up to 5 holy symbols at a time.

Holy water must be kept in consecrated fonts or vials or it soon loses its special nature.

NOTE: Rakshasas are affected by bolts enchanted by this spell, not the first level cleric spell *Bless*.

Ceremony (Holy Orders)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 hour

Duration: Instantaneous

Area: 1 person touched

Save: automatic

This spell allows a person to become a Religious Brother, Religious Sister, or Cleric of the religion/church of the caster. It may not be cast upon an unwilling target. Once cast the recipient gains access to spells and powers as appropriate.

This ceremony may only be cast upon a particular creature once in their lifetime.

Ceremony (Special Vows)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 hour

Duration: Instantaneous

Area: 1 person touched

Save: automatic

This spell allows a person to become a paladin of the religion/church of the caster. It may not be cast upon an unwilling target. Once cast the recipient gains access to spells and powers as appropriate.

This ceremony may only be cast upon a particular creature once in their lifetime.

Detect Life

Level: 2

Range: 30'

Components: V, S, M

Casting Time: 4 segments

Duration: 1 round per level

Area of effect: see below

Save: none

Once cast this spell gives the caster knowledge of the life of those creatures he examines. Once cast the caster may move normally. During its duration the caster may examine one creature or 10' x 10' area per round that is within 30'. If an area is examined the spell will reveal if a living creature (not counting plants, fungi, etc.) is in the area. If a particular creature is examined the caster knows if it is alive and its state of life (healthy, diseased, in a coma, using *Feign Death*, severely wounded, etc.). The spell is relatively accurate and the caster will get details (mildly ill with Skin Itch; almost dead from Crimson Death Plauge; at less than poisoned with Green Death Lotus pollen, 10% of hit points; etc.).

The material component is a piece of parchment that is half blue and half red.

Holy Symbol

Level: 2

Range: 0

Components: V, S

Casting Time: 1 round

Duration: instantaneous

Area: 1 holy symbol

Save: None

When cast this spell conjures a consecrated holy symbol. Once conjured the holy symbol remains permanently and may be used by any member of the religion that has received holy orders or special vows.

Normally this spell may only be memorized and cast in an emergency (as adjudicated by the DM).

Third Level

Ceremony (Consecrate Church)

Level: 3

Range: 60'

Components: V, S, M

Casting Time: 2 hours

Duration: Permanent

Area: one church

Save: None

This spell consecrates a single church and the ground beneath it. This grants the church building itself a +2 on all saves and makes it ½ as likely to be struck by lightning as normal.

This spell bars all intelligent undead from entering the church proper.

If not cast within 3 months of the completion of construction of a new church there is a 5% chance per

year that the church will collapse; at any time this spell may be cast and end this chance.
Material components include incense and holy water.

Ceremony (Consecrate Graveyard)

Level: 3
Range: 60'
Components: V, S, M
Casting Time: 2 hours
Duration: Permanent
Area: one graveyard
Save: None

When cast this spell consecrates a single graveyard. Henceforth the graveyard will be protected by a variation of the *Protection from Evil* spell. This effect will prevent all mindless undead (skeletons, etc.) from entering and all intelligent undead (vampires, etc.) must save vs. spell at -2 to enter and save every 3 rounds or flee in terror. While on consecrated ground intelligent undead are at -2 on all rolls.

Material components include incense and holy water.

Ceremony (Bless Home)

Level: 3
Range: 60'
Components: V, S, M
Casting Time: 1 hour
Duration: 1 year
Area: one home
Save: None

This spell temporarily consecrates a single home. At least one resident must be a member of the faith of the caster. Residents of a consecrated home are 2% less likely to contract disease or parasites. The home itself makes all saves at +1.

Material components are incense, holy water, and chalk.

Fourth Level

Ceremony (Excommunicate)

Level: 4
Range: 120'
Components: V, S, M
Casting Time: 1 round
Duration: Special
Area: 1 person
Save: see below

This spell blocks the target from receiving the blessings of the church. A member of the religion/church of the caster who has committed a serious alignment violation gets no save; a member of the religion/church who has committed a minor alignment violation gets a save at -4; a member of the religion/church who has committed no alignment violation automatically saves.

An *Excommunicated* person can receive no benefit from spells cast by a priest of the religion/church that they are isolated from and will receive a -2 on all saves vs. attacks, etc., from those same priests. Members of the faith that has excommunicated someone will generally not associate with the excommunicated unless they must. An *Excommunicated* person can cast no divine spells.

An *Atonement* spell from a member of the same faith immediately ends *Excommunication*. Otherwise the excommunicated person must complete some great quest (retrieving a lost holy sword from a dragon or similar) to remove the excommunication effects.

Ceremony (Ordination)

Level: 4

Range: 20'

Components: V, S, M

Casting Time: 2 round

Duration: Special

Area: 1 person

Save: none

This spell can only be cast upon clerics of 8th or higher level or religious brothers of 10th or higher level. In the case of a cleric this *Ceremony* marks their transition to leadership within the church.

Without this ceremony the cleric can never attract followers or establish territory. For religious brothers this *Ceremony* allows them to attain a position where they have authority and leadership within the church.

This ceremony may only be cast upon a particular creature once in their lifetime.

Note that a cleric or religious brother of the appropriate level or higher receives no save to avoid being elevated within the church.

Ward, Minor

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 round

Duration: 1 hour per level

Area: 15' diameter hemisphere

Save: None

This spell erects a barrier in a hemisphere around the caster. This barrier prevents all forms of travel including *Teleportation*, *Dimension Door*, and similar magics. The barrier stops all physical and magical attacks and effects from crossing it, as well, with the following limitations:

- a boulder from a siege engine or giant will bring down the barrier
- area effect attack spells (*Flame Strike*, *Fireball*, etc.) will bring down the barrier once they do (cumulative from all sources) 36 or more h.p. of damage.
- Disintegrate*, *Disjunction*, a Rod of Cancellation, or a Wand of Negation will all automatically end the ward.

Otherwise the ward lasts until the duration ends or the caster dismisses it (which takes 2 segments).

The components include a silver ring worth 100 g.p. that is not consumed in casting.

Fifth Level

Ward, Major

Level: 5

Range: 0

Components: V, S, M

Casting Time: 3 rounds

Duration: 1 hour per level

Area: 15' diameter hemisphere

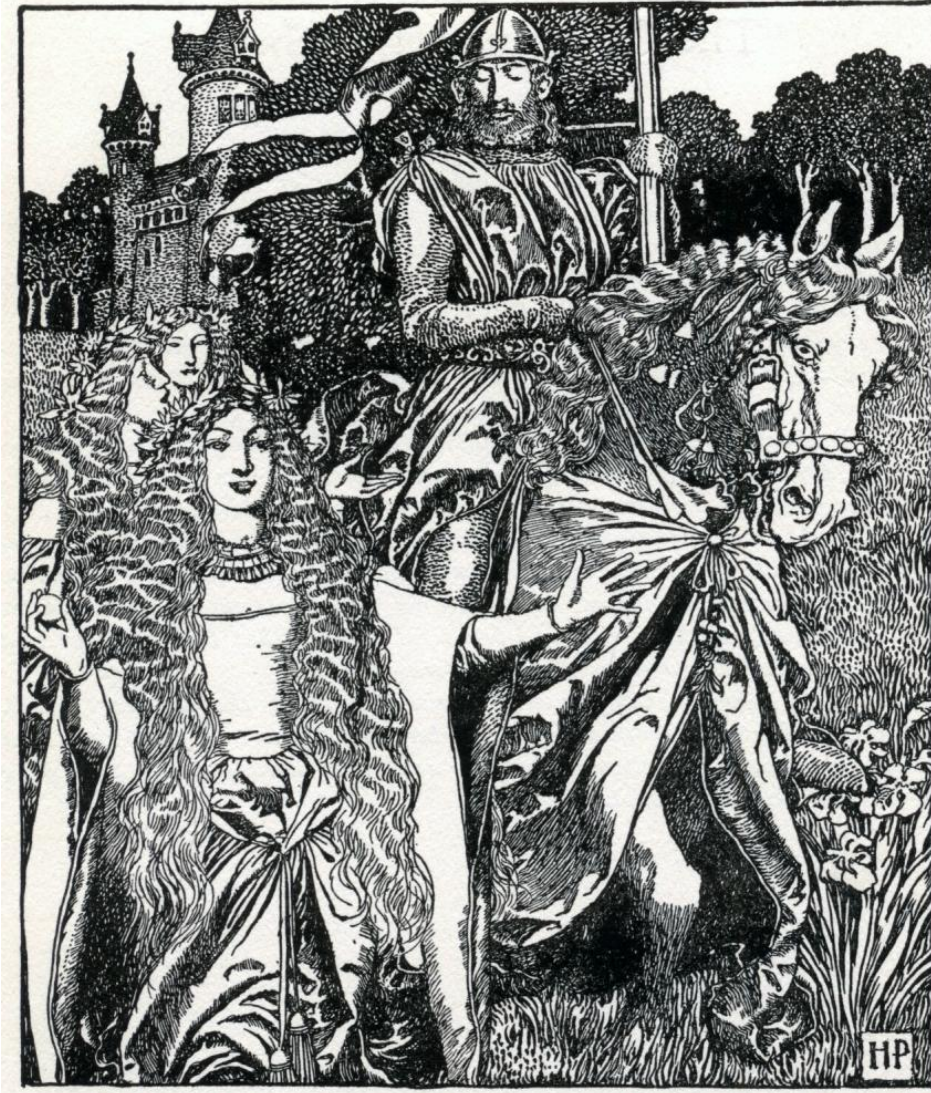
Save: None

This spell is very similar to *Ward, Minor* except that it also blocks astral and ethereal travel, it is immune to boulders and Wands of Negation, and it takes 75 points of damage from area effect spells to bring it down.

The material component is a platinum ring worth 500 g.p. that is not consumed in casting.



Appendix II: Followers



Certain classes attract followers during play, most commonly after reaching a certain minimum level and constructing a stronghold. This section is meant to give GM's more details and options concerning the classes that normally get followers and optional rules for other classes, including classes from *Far Realms*, to gain followers.

The following charts include the Man-at-Arms, Hedge Mage, and Religious Brother classes, contained in this volume. If you are not using these classes in your campaign either ignore them or replace them with a Fighter, Magic-user, or Cleric (respectively) of one level lower (minimum of 1st level).

Fighters:

Fighters attract followers when they are 9th level or above and have established a stronghold. Followers require no pay other than room and board. A fighter has three types of followers; Troops, Leaders, and Civilians. Remember that troops require the support of blacksmiths, armorers, etc.

Troops: All troops are 0-level with 1d6 h.p. and are incapable of advancing in level.

% roll	Main Unit	Secondary Unit	Additional
01 to 40	90 Pikemen (Studded Leather, Pike, Club)	plus 40 Light Infantry (Leather, Short Sword, Dagger)	plus 20 crossbowmen (Leather, Dagger, Heavy Crossbow)
41 to 70	40 Heavy Infantry (Chain and Shield, Battle Axe, Hand Axe)	plus 60 Medium Infantry (Chain, Broad Sword, Dagger)	plus 20 Skirmishers (Leather, Short Sword, 3 Javelins)
71 to 90	30 Medium Cavalry (Chain and Shield, Lance, Horseman's Flail)	plus 30 Heavy Infantry (Chain and Shield, Battle Axe, Hand Axe)	plus 40 Medium Infantry (Chain, Broad Sword, Dagger)
91 to 99	25 Heavy cavalry (Banded and Shield, Lance, Long Sword, Light Pick)	plus 35 Medium cavalry (Chain and Shield, Lance, Horseman's Flail)	plus 40 Light Cavalry (Studded Leather and Shield, Lance, Long Sword)
100	GM's Choice (Heavy Hussars, etc.)	GM's Choice	GM's Choice

Officers- Captains will be directly in charge of the main unit. Lieutenants and sergeants are divided among all units more or less evenly. Lieutenants and Captains are usually mounted. Sergeants have the same armor, weapons, and mounts as the troops they lead.

At the player's option, their character's reaction bonus may be added to the d100 roll.

% roll	Captain	Lieutenants	Sergeants
01 to 60	5th level Man-at-Arms Plate Mail and Shield +1 Broadsword	3rd level Man-at-Arms Chain Mail and Shield +1 Dagger	2nd Level Men-at-Arms (3)
61 to 80	6th level Man-at-Arms +1 Plate Mail and Shield +1 Lance, +1 Long Sword	4th level Man-at-Arms Banded Mail and Shield +2 Light Crossbow	2nd level Men-at-Arms (4)
81 to 95	7th level Man-at-Arms Plate Mail and +2 Shield +2 Broad Sword, +1 Dagger	3rd level Men-at-Arms (2) +1 Dagger +1 Long Sword/Broad Sword	3rd level Men-at-Arms (3)
96 to 110	6th level Fighter +1 Plate Mail and +1 Shield +2 Battle Axe	4th level Men-at-Arms (3) Plate Mail and Shield 2 x +1 weapons each	2nd level Men-at-Arms (6)
111 and above	7th level Fighter +1 Plate Mail and +2 Shield +3 Broad Sword, +2 Lance	3rd level Fighters (2) Plate Mail and Shield 1 x +2 weapon each	3rd level Men-at-Arms (6)

Civilians- These are the additional men and women who accompany the character, even in the field. If the player did not add their character's reaction bonus to the Leaders roll it may be added here, instead.

% roll	Workers	Hirelings	Special
01 to 50	1d20+9 Laborers (will include bearers, teamsters, etc. as well as simple laborers)	1 Blacksmith	n/a
51 to 75	2d20+10 Laborers (as above)	Blacksmith Armorer	Scribe or Steward (50/50)
86 to 90	2d20+10 Laborers (as above)	Blacksmith Armorer Weaponsmith	Engineer (50/50 for Sapper or Artillerist)
91 to 100	2d20+10 Laborers (as above)	Blacksmith (2) Armorer Weaponsmith	Engineer (as above for odds) Healer
101 to 115	2d20+10 Laborers (as above)	Blacksmith (3) Armorer Weaponsmith	Religious Brother (2nd level) Hedge Wizard (3rd level) (50% chance)
116 and above	2d20+12 Laborers (as above)	Blacksmith (3) Armorer (2) Weaponsmith(2)	Religious Brothers (1 x 3rd, 2x 1st level) Hedge Wizard (3rd level)

Barbarians:

At 10th level or higher Barbarians may establish strongholds and attract followers. When this occurs the GM rolls 2d4x10 and adds the character's loyalty bonus from Charisma (if any); this total (which has a minimum of 20) is the number of 2nd level Men-at-Arms that enter the character's service. For every 20 2nd level Men-at-Arms (round down) there is a 3rd level Barbarian leader; for every 3 leaders (round down) there is a 5th level Barbarian battle leader; all groups, regardless of size, are led by an 8th level Barbarian war leader. None of these followers are capable of rising in level.

Barbarians typically attract followers based upon either where the Barbarian character is from (i.e., his own people) or where he has built his stronghold (effectively local barbarians).

Jerczy was born and raised in the rough hills of Volvolya, a land of warm summers, hard winters, and tough men fighting with sword and long knife against the orcs. After years of travel he found a lonely tor and began building a hill fort. Famous in the vales and villages of his homeland, other men of Volvolya came to swear allegiance to a chief who could bring them loot and honor.

[The GM rolls and Jerczy attracts 90 2nd level men-at arms (the 2d4x10 roll was 60 and Jerczy has a 17 Charisma), 4 3rd level barbarian leaders, 1 5th level barbarian battle leader, and an 8th level barbarian war leader.]

Janusz, cousin to Jerczy, had travelled across the Dawn Sea and eventually married the daughter of a chief of the riders of the Sea of Grass, men who called themselves the Kesh. Where the men of Volvolya were tall and fair, the Kesh were small and dark, but tough as old leather. The Kesh fought from horseback with bow and lance.

They knew Janusz as a fair man, honest, and brave. Soon young Kesh men were riding to his lodge, pledging their lances to his name.

[The GM rolls and Janusz attracts 20 2nd level men-at-arms (the 2d4x10 roll was 20 and Janusz has no Charisma bonus), a 3rd level barbarian leader, and an 8th level barbarian war leader.]

Noblemen:

Noblemen attracts followers when they are 8th or higher level and have established a stronghold. These followers are of three types; troops, officers, and civilians. Followers require only room and board, although gifts may improve morale. The upkeep and maintenance of followers may require additional armorers, blacksmiths, etc.

Troops- All are 0-level with 1d6 h.p. and cannot advance in level.

% Roll	Primary Unit	Secondary Unit	Tertiary Unit
01 to 20	100 Pikemen (Studded Leather, Pike, Club)	50 Light Infantry (Leather, Shield, Short Sword, Dagger)	40 Hvy Crossbowmen (Leather, Hvy Crossbow, Dagger)
21 to 40	50 Heavy Infantry (Banded, Shield, Battle Axe, Hand Axe)	80 Medium Infantry (Chain, Shield, Broadsword, Dagger)	30 Skirmishers (Leather, Short Sword, 3 javelins)
41 to 60	60 Light Cavalry (Studded, Shield, Long Sword, Light Lance)	60 Hobilar (Chain, Bastard Sword, 3 Hand Axes)	40 Hobilar Archers (Leather, Shortbow, Short Sword)
61 to 80	60 Medium Cavalry (Chain, Shield, Horseman's Mace, Dagger)	50 Heavy Infantry (Banded, Shield, Broadsword, Dagger)	40 Shortbowmen (Leather, Shortbow, Dagger)
81 to 90	50 Heavy Cavalry (Banded, Shield, Lance, Longword, dagger)	40 Medium cavalry (Chain, Shield, Lance, H. Flail, dagger)	30 Light Cavalry (Studded, Shield, Lt Lance, Longsword)
91 to 95	80 Elite Cavalry (Plate, Shield, Lance, Bastard Sword, Axe)	40 Heavy cavalry (Banded, Shield, Lance, Longword, dagger)	(none)
96 to 99	80 Medium cavalry (Chain, Shield, Horseman's Mace, Dagger)	60 Horse Archers (Studded,, Shortbow, Longsword)	(none)
100	GM's Choice	GM's Choice	GM's Choice

Notes: Cavalry units come with the appropriate mounts.

Hobilar dismount to fight; all come with light warhorses

Officers- Captains command the military followers for the Nobleman and often directly lead the primary force. Lieutenants and sergeants are divided roughly evenly among all troops. Captains and lieutenants always have mounts. Sergeants have the arms and armor of the units they are with. The Nobleman may add his reaction bonus to this roll.

% roll	Captain	Lieutenants	Sergeants
01 to 60	6th level Man-at-Arms Plate Mail ad Shield +1 Broadsword	3rd level Man-at-Arms Chain Mail and Shield +1 Dagger	2nd Level Men-at-Arms (3)
61 to 80	6th level Man-at-Arms +1 Plate Mail and Shield +1 Lance, +1 Long Sword	4th level Man-at-Arms Banded Mail and Shield +2 Light Crossbow	3rd level Men-at-Arms (4)
81 to 95	6th level Fighter Plate Mail and +2 Shield +2 Broad Sword, +1 Dagger	4th level Men-at-Arms (2) +1 Dagger +1 Long Sword/Broad Sword	3rd level Men-at-Arms (5)
96 to 110	7th level Fighter* +1 Plate Mail and +1 Shield +2 Battle Axe	3rd level Fighter (3)* Plate Mail and Shield 2 x +1 weapons each	2nd level Fighter (6)
111 and above	8th level Fighter** +1 Plate Mail and +2 Shield +3 Broad Sword, +2 Lance	4th level Fighters (2)* Plate Mail and Shield 1 x +2 weapon each	3rd level Men-at-Arms (6)

* 35% chance of being a special unit, see Officer Chart A, below

** 30% chance of being a special unit, see Officer Chart B, below

Special Officers- Some Noblemen attract special officers. Check each potential special officer by rolling percentile dice; if the result is under the listed number, see the appropriate chart.

Officer Chart A

Roll (d6)	Officer
1 to 3	+ 2 h.p. per die
4 or 5	+ 1 level
6	Special Class

Officer Chart B

Roll (d6)	Officer
1 to 3	+ 2 h.p. per die
4 or 5	own henchman
6	Special Class

+2 h.p. per die: In addition to any constitution bonuses the leader will have an additional +2 h.p. per level.

Own henchman: This leader has his own 4th level henchman,, determined randomly by the DM. This henchman cannot progress in levels any further.

Special Class: The leader is a Barbarian, Ranger, or Paladin of the level listed. Rangers will only serve Good Noblemen, paladins will only serve Lawful Good Noblemen.

Civilians- These are the additional men and women who accompany the character, even in the field. If the player did not add their character's reaction bonus to the Leaders roll it may be added to each of these charts instead. Noblemen attract three types of civilian followers; workers, hirelings, and special. Each chart is rolled on separately but the reaction bonus (if applicable) is applied to each roll.

Workers

Roll	Laborers	Masons	Carpenters	Servants	Cooks
1 to 30	2d10+8	1d3-1	1d3-1	2d4-1	1d3-1
31 to 60	2d10+10	1d4	1d4	2d4	1d3
61 to 80	2d20+8	1d4+1	1d4	2d4+2	1d3
81 to 100	2d20+10	1d4+1	1d4+1	3d4	1d4
101 to 115	2d20+12	1d4+2	1d4+1	3d4+2	1d4
116 and above	2d20+15	1d4+2	1d4+2	4d4+2	1d4+1

Laborers include porters, teamsters, linkboys, and such as well as general laborers

Servants include sculls, stable boys, foragers, and such as well as maids and lackeys

Hirelings

Roll	Blacksmiths	Armorer	Weaponsmiths	Artillerists	Sappers
1 to 30	1	0	0	0	0
31 to 60	1	1	1	0	0
61 to 80	2	1	1	1	0
81 to 100	2	2	2	1	1
101 to 115	3	2	2	2	1
116 and above	4	3	3	3	2

Special

Roll	Scribe	Steward	Healer	Religious Brother	Hedge Wizard
1 to 30	1	0	0	0	0
31 to 60	1	1	1	0	0
61 to 80	2	1	2	0	0
81 to 100	2	1	1	1*	0
101 to 115	3	2	1	2**	1^
116 and above	4	2	2	3***	2^^

* 2nd Level

** 1x 2nd level, 1x1st level

*** 2x1st level, 1x3rd level

^ 2nd level

^^ 1x1st level, 1x3rd level

Additional Followers- When a Nobleman reaches 12th level he attracts even more followers. This can be done in one of two ways.

If the Nobleman has already established a stronghold and attracted followers, he gains; 50% of each troop type originally rolled; 100% of lieutenants and sergeants originally rolled; 50% of each worker and hireling originally rolled. All numbers are rounded up.

Example: When Sir Roland reaches 8th level he approaches the king and is granted a frontier fiefdom. He builds a castle and attracts followers. In his case he attracts;

50 heavy cavalry, 40 medium cavalry, and 30 light cavalry. His captain is a 6th level fighter, he has 2 lieutenants (4th level men-at-arms) and 5 sergeants (3rd level men-at-arms).

20 laborers, 4 masons, 3 carpenters, 7 servants, and a cook as well as a scribe and a healer.

When Lord Roland reaches 12th level he attracts more followers, giving him the following totals;

75 heavy cavalry, 40 medium cavalry, 45 light cavalry, a captain, 4 lieutenants, 10 sergeants, 30 laborers, 6 masons, 5 carpenters, 11 servants, 2 cooks, 2 scribes, and 2 healers.

If the Nobleman has not yet established a stronghold and attracted followers by the time he reaches 12th level then when he does establish one he receives a +20% on all followers tables except Officer Chart A and Officer Chart B.

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